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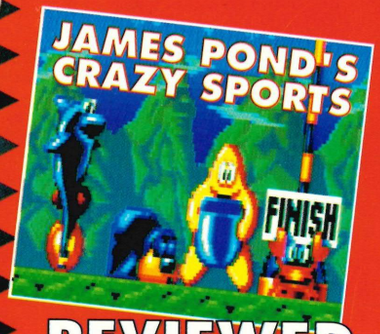
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AUGUST 1993
NUMBER 9

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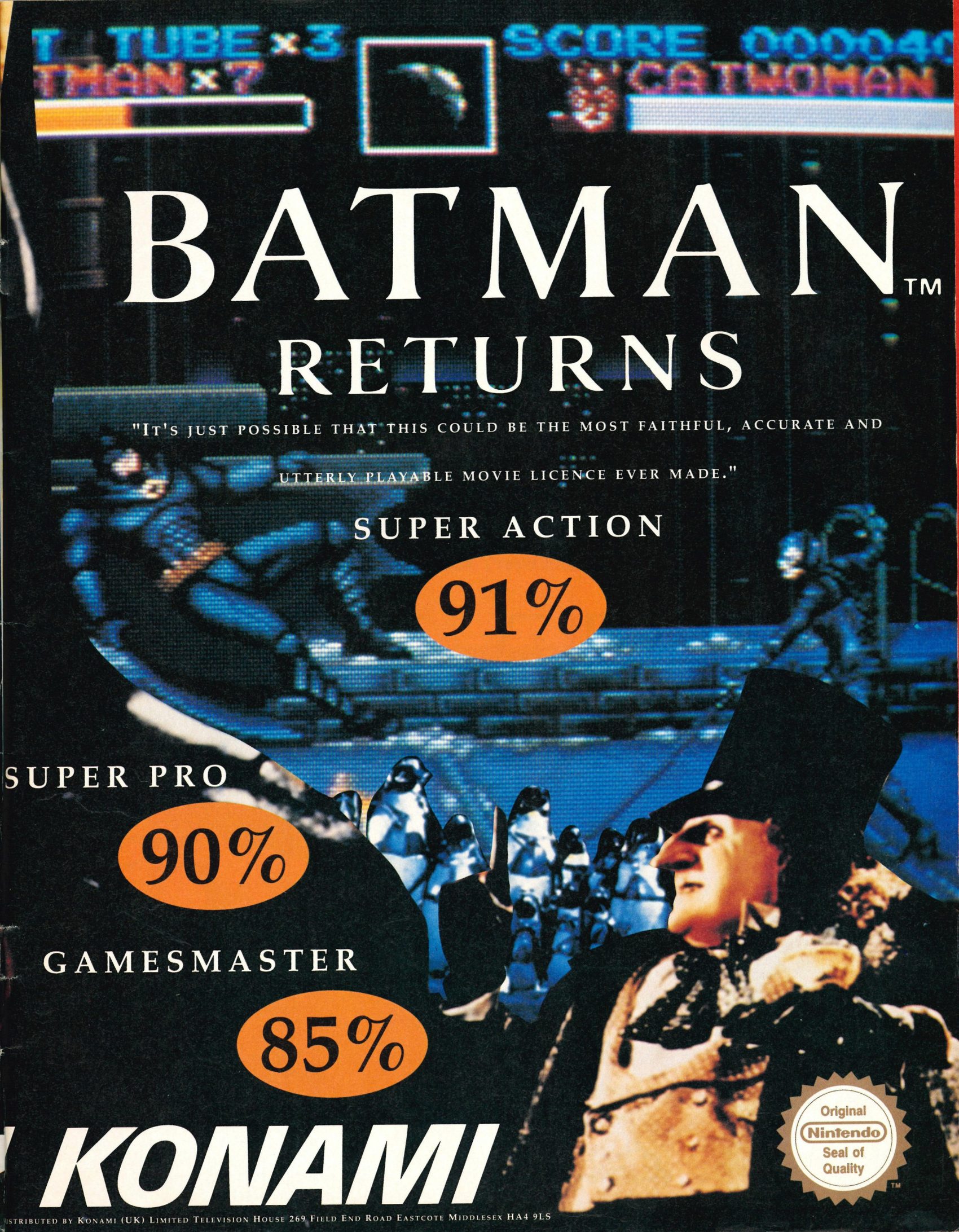
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STRIKER 86

Elite tackle the opposition and take a half time lead in the footie sim stakes, with the eagerly awaited *Striker*. The best sports sim ever? You bet.



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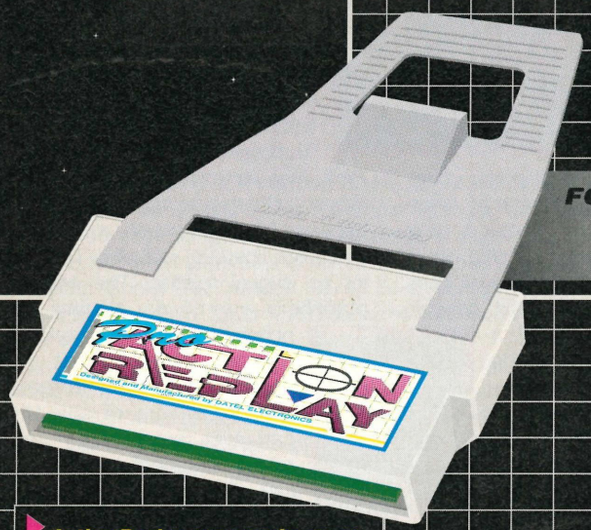
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THE PROS



➤ STUART WYNNE – Editor

As summer rears its ugly head once again, the holiday plans of the SUPERPRO crew are hotly debated. As the sun is shinning high above the Bournemouth sky, our nocturnal editor is no doubt planning to head out to darkest Transylvania for his hols! There, clad in black, he'll grow a goatee beard, don a pair of John Lennon sunglasses and stand outside the gothic monuments flapping his lank, Oldman-like hair around, waiting for a passing Winnona to fall mystically under his spell! However, having said that, on Stu's poxy salary, he'll probably have to opt for dreary Chester, a place as yet untouched by civilisation. Bad luck Stu!

Fave Resort: ***PRESTATYN.***
Fave Holiday Activity: ***HIBERNATION.***



➤ JAMES HICKS – Designer

Being a self-confessed Aussie, there is nowhere on Earth James would feel more at home than in his native country, which is a shame, because after cutting back on many of life's luxuries over the past year, the poor chap still can't accumulate enough pennies to afford a ticket! Despite turning down an offer from the rest of the team to organise a whip round to pay for a one-way ticket, our gifted page-cropper was clearly touched, as he spent the rest of the day choking back tears (of joy I think!). However, any thoughts of a summer break for Jimmy are rather premature, especially if all the time James has had off this year was totted-up! But we can all dream can't we!

Fave Resort: ***BONDI.***
Fave Holiday Activity: ***SAND CASTLE CONSTRUCTION.***



➤ MARK WYNNE – Assistant Designer

If Paula, Mark's long suffering girlfriend has anything to do with their Holiday plans, then it's the Costa Del Sol for him this year! However, if Mark had his way, he'd head off to some secluded nudist camp for a few weeks! Of course he'd argue that the purpose of his trip would be to get back to man's bare roots, but in actual fact, the only bare thing on his mind would be the scores of buff-naked maidens he'd no doubt spend the majority of the time ogling at! Joking aside, being a true romantic at heart, Mark will no doubt spend the long summer evenings walking bare foot along Bournemouth beach with a cool Martini in one hand, and Paula on the other. Ahhh!

Fave Resort: ***PRESTATYN.***
Fave Holiday Activity: ***ADMIRING THE BEACH BABES.***



➤ RYAN BUTT – Staff Writer

Purveyor of good taste and family values that he is, Ryan will doubtless spend his summer holiday following the Sunday Sport Roadshow around the country, in the vain hope of repeating the same treats as he was privy to earlier this year, namely, of having his blushing face pressed between two womanly objects of desire that most of us could only dream of. There are rumours circulating the office that our Ryan has applied to be a roadie for the Sport extravaganza, but we can hereby quash these vicious rumours, safe in the knowledge that nothing could separate Ryan from his favourite pastime – playing *Rock 'n' Roll Racing.*

Fave Resort: ***LAKE MICHIGAN.***
Fave Holiday Activity: ***TUBING.***



➤ DAVE WESTLEY – Staff Writer

Being the quiet, intellectual, arty type, Dave will no doubt hop on a ferry and sail over to France for his summer break. Then, clad in his massive trench coat, desert boots and a newly purchased beret (so as not to seem conspicuous!) he'll amuse himself by wandering around the galleries, gate-crashing the wine tasting parties, getting plastered and insulting the natives. However, without Ryan's multi-lingual tongue to help him out, when it comes to eating, Dave will no doubt find himself in deep water, as on his previous trip to Francais, Dave just couldn't get to grips with the lingo, and as a result had to endure countless funny looks, several arguments (ie Why can't you speak English like everyone else?), and was even laughed at by a certain waitress when attempting to buy two cups of tea and a stick of candy floss!

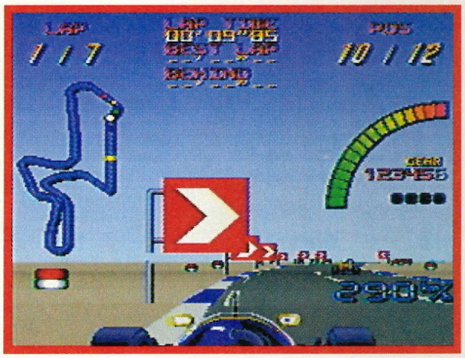
Fave Resort: ***BOURNEMOUTH.***
Fave Holiday Activity: ***VEDGING.***

THE FALLBACK STRATEGY?

Since the SNES CD-ROM unit has now been put back to late 1994, and in all probability scrapped altogether, Nintendo's strategy has switched even more heavily to carts. As our Chicago CES Report shows Nintendo badly lacked the showpiece product *Star Fox* was last winter, and CD-ROM could've been for summer. The would-be flagship of a generally solid cart line-up was the Super FX game *FX Trax*; only 40% finished and proof-positive of the correctness of Nintendo's usual policy to never show anything unfinished.



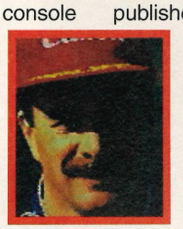
As CD-ROM slips away into the future Nintendo is fighting back against Sega on a number of different fronts. At the show it was announced the Super FX chip would be made available to all developers, rumours of a new 32-bit console began to circulate and, a few weeks later, Nintendo faxed memos to all developers that their allocation of releases has been almost doubled. Whereas most Nintendo licencees were allowed to produce six games a year, they can now release ten, radically increasing what is already a substantial line-up for 1993-'94 (see the SUPERPRO Mega Preview).



If this seems a little panicky the one new Nintendo hardware announcement at the show did nothing to reassure Nintendo fans. The extremely hi-tech looking new machine is, in fact, nothing more than a restyled NES selling at an ultra-new low price which makes Hornby's SNES NES adaptor seem rather redundant. However at least SNES cart prices, widely expected to rise, have been frozen in the US for another six months.

In the UK Nintendo continues to beef up its operation. Sigeru Todori, previously number three in Nintendo, Japan, and head of its export division, has now become joint managing director of Nintendo UK. Working with Stephen Green Todori is expected to mastermind a very aggressive campaign against Sega. Hopefully this will mean a move away from the dreadful *Starwing* magazine ads!

Nintendo UK is also continuing to substantially increase its software line-up. After picking up *The Lost Vikings* and *Bubsy* the company has now taken on Tradewest's *Battlemaniacs* and *Plok*. Also Gremlin's *Nigel Mansell's World Championship*, has now become Nintendo's with a big PR campaign lined up, including TV ads, for an August release. The original publishers are all as pleased as punch to get their products handled by Nintendo – *Starwing* won the biggest advance orders of any UK cart ever, apparently – and prices will hopefully be quite low. The only drawback is that games such as *Lost Vikings* and *Bubsy*, both due for near simultaneous worldwide release, now seem to be heavily lagging behind their US releases. August releases are now expected for both of these with prices to be announced.



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To AMS (081 2010535), Console Concepts (0782 712759), Console Plus (0532 500445), Games HQ (0908 226696), Inarcadia (071 831 3096) and Video Games Box (0425 616705 & 0722 422522).

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If you've seen *Lawnmower Man* you'll know how important a breakthrough Virtual Reality is. Not only does it make video games seem incredibly real, it also increases your IQ to genius level, makes you irresistible to women, gives you fantastic ESP powers and also sends you barking mad. And if you believe all this you'll also be a sucker for claims that a virtual reality system is imminent for 16-bit consoles.

For those of you who haven't seen *Lawnmower Man*, and in fact even if you have, Virtual Reality is an even more vague term than Full Motion Video. For some people VR includes whole-body suits that mean your every movement is noted by the computer. For other people Virtual Reality begins with your bank account, nowadays little more than an electronic recording of how much money you've saved – or not!



But in video gaming the term generally means a headset providing 3D images which change according to which way you turn your head. The idea is you're inside this 3D world and by moving your joystick you can walk through it as if it were a real world. The potential for games is absolutely fantastic, but if the BBC with a half-dozen high-end PCs can only provide the jerky, unconvincing effects of *Cyberzone* what hopes for your SNES?

Not much, in truth, although Sega used the Chicago CES to launch a 'Virtual Reality' headset for the Mega Drive which, unsurprisingly, impressed few who saw it. Sega themselves didn't seem that proud of it as they attempted to bar any British journalists from viewing the very crude games on show.

Nintendo themselves are rumoured to be developing their own system but, if you can't wait to waste your money, VictorMaxx have bravely stepped forward with a much hyped Virtual Reality system of their own – for both Mega Drive and SNES. The system certainly looks fun with two LCD mini-TVs in the visor unit and reams of hype about the limitless potential. Fans of hokey technology will love the motion detector; instead of sophisticated mercury switches there's a stick which clips onto your shoulder to record horizontal head movement. This no doubt contributes to the relatively low $450 (£270) price tag.

Unfortunately nowhere in the pamphlet is there mention of a single game compatible with the system. Of course it runs all existing games by simply pumping the standard TV signal into the LCD screens, but that's not 3D. For true 3D you need two different images, calculated to be subtly different in the way each eye normally receives slightly different images – when combined by the brain they allow you to perceive depth. As it is the VictorMaxx system is just strapping two mini-TVs to your eyes, fun for a while no doubt, but unlikely to compare with the high quality definition image of a standard TV or monitor. And if Nintendo do bring out a Virtual Reality system it is, to say the least, somewhat unlikely its games will be compatible with the VictorMaxx system. However if you're determined to keep up with the freakier aspects of modern tech VictorMaxx can be contacted on 0101 708 446-6405.

THERE'S NO LIMITS

Apart from being a renowned distributor of music and film merchandise, Outer Limits have now extended their boundaries to cover video games. This new range of clothing comically titled "Softwear" features a whole host of famous video names including Sonic, Taz, Chuck Rock, Zool, James Pond, and *Street Fighter*'s Ryu. Each T-shirt captures your favourite hero in their most characteristic pose!

Normally these crucial fashion garments will set you back £9.99 for adult, and £7.99 for kids' sizes, but SUPERPRO in association with Outer Limits are offering ten up for grabs!

To be in with a shout of winning either a *Taz-Mania*, *Lemmings*, or *Street Fighter II* T-shirt, simply answer the simple multiple choice question below, and get it in to us by the 31st of August.

Q. Which Dutch dance group topped the pop charts for absolutely ages with the song "No Limits"?

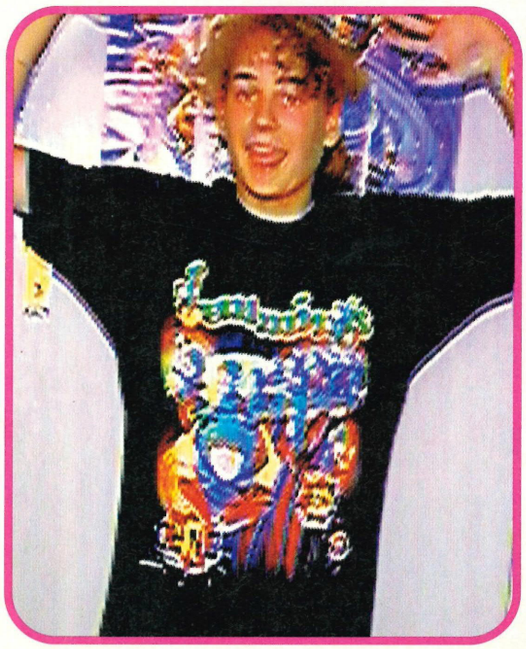
(a) Claus and the Gloggers.

(b) 2-Unlimited.

(c) Winston and the Windmills.

Scribble the answers down on a postcard or sealed down envelope and send them to: **There's No Limits, SUPERPRO, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.**

Entries must arrive no later than 31st August, and the Ed's decision is final.



PROBITS

▼ Datel have finally cracked *Star Fox* with infinite energy and infinite Nova Bomb codes. These are OBE712AD and OBEO4AD, respectively. However to use them you must have the newest Action Replay with the complete edge connector which has two extra metal sections, left and right of the central connector.

▼ **Acclaim's new *Aliens 3* TV ads, unfortunately featuring East 17, were directed by Richard Stanley, who made his name with low-budget British hit *Hardware* and the more recent, very weird *Dust of the Devil*. Special fx were apparently supplied by the same team as on the movie!**

▼ Atari have finally announced the launch of their long-delayed new console. Called the Jaguar it's claimed to have a 64-bit RISC CPU, a ten-button controller and CD quality audio. Although the first batch of games will comes on cart a CD-ROM Drive is planned. America should see the first units around Xmas with a European launch to follow in the first quarter of 1994. With a price tag of $200 the machine looks promising, but industry experts doubt whether it will be truly 64-bit. The most serious problem, however, is money. The Atari Lynx handheld is a wonderful machine but insufficient promotion and lack of long-term software support have pretty much doomed it. As Atari didn't even manage a stall at the Chicago CES prospects look even gloomier for the Jaguar...

▼ **Sega's US president, Tom Kalinske, has confirmed the company has a virtually finished 32-bit console called the Saturn. People who've seen it running claim it matches anything seen in the arcades. This is unsurprising as Sega's 32-bit coin-op expertise has been a big factor in the new machine's development. However Kalinske claims it won't be launched for another two years! The reason is that Sega aren't "interested in marketing any machine over $500."**

▼ Nintendo have won a US court case against two Taiwanese companies involved in video game piracy. Nintendo Electronic Company and NTDEC were both prohibited from distributing Nintendo software and got landed with a bill for $24 million in damages! Nintendo (the real one!) acclaimed the judgement as a major victory although the owners of both companies have returned to Taiwan.

▼ **Dial-A-Tips have just launched an intriguing new service. The idea is that if you have a problem with a game you phone up their hotline and leave your query on the answering service. 48 hours later you can then ring up another number where there'll be a recording of all the tips solutions, split up according to consoles. The number to call to leave your message is 0891 668012. Calls cost 36p a minute at cheap rate and 48p a minute at all other time.**

BITSPRO

TICKET TO RIDE

Is SCRE-E-E-A-MING your head off on a rollercoaster your kind of thing? If so, read on... and you may be able to do it without spending a penny at Britain's Number One amusement park.

SUPERPRO have got together with the Blackpool Pleasure Beach to offer 100 lucky readers the chance to win a book of Show 'n' Ride tickets. These entitle you to 10 free rides plus two show tickets of your choice. They're worth £12 each!

Blackpool Pleasure Beach welcomes over 6.5 million visitors each season. There are over 140 attractions, including the "white knuckle" rides of The Big Dipper, The Avalanche, The Revolution and Europe's only twin track racing roller coaster – The Grand National. Now they're launching the most expensive video game machine in the world, the *Galaxian 3.* Designed by Namco it's a 3-D computer generated space battle for up to six players. It's unique in that all of the "gunners" play on the same team, co-operating to take on enemy fighters, meteors and missiles. Games last a minimum of five minutes and the better you play, the longer you last.



So if you want a chance to ride on some of the most exciting machines this side of Mars, get ready to answer the following questions:

(1) How many fun seekers reach Blackpool Pleasure Beach each season?

(a) 6.5.
(b) 6. 5 million.
(C) 6.5 trillion.

(2) Which of these games has Namco released on the SNES?

(a) Dave's Fabulous Trenchcoat.
(b) Blazing Skies.
(c) The Derby.

Now scribble your answers on the back of an envelope or postcard and send them to: ***Blackpool Pleasure Beach Competition,*** **SUPERPRO Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.**



The closing date for the competition will be August 31st and the Editor's decision is final.

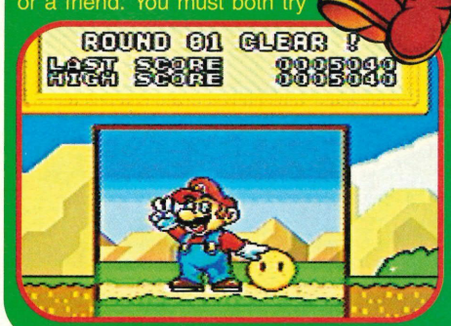
COOKIE CREW!

Attention all puzzle freaks because the cutest, craziest dinosaur is back, and this time he ain't taking no flak from no plumber! That's right, the latest *Tetris* clone to hit the SNES features Mario's bosom-buddy Yoshi in a series of quick-fire puzzle games to tax your brain and test your reflexes to the limit!



Yoshi's cookie is a compilation of three different games including Action, Vs, and Puzzle. In the Action mode, you play Mario, who must battle against Yoshi by lining up rows of matching cookies in horizontal or vertical lines. If every cookie on the screen is cleared before they pile-up, you'll beat Yoshi and progress to the next stage.

The Vs mode puts you in direct competition with the computer or a friend. You must both try to match up vertical or horizontal lines on the 5 x 5 playfield. The winner is the first player to match 25 lines. And finally the Puzzle Game, this is more of a thinking as opposed to a speed round. You must rearrange the jumbled set of cookies and match them up in limited amount of moves displayed at the side of the window. Should you fail to clear them in the allotted amount of moves, you'll have to start again!



The graphics follow the familiar Mario theme with all the old backdrops and characters from *Super Mario World.* There's also the inclusion of nice little animated sequences after every ten levels completed in the Action Game.

We would have hammered out a full review of *Yoshi's Cookie* this issue, but unfortunately, we just couldn't squeeze it in. But not to worry, expect to see a full review next month!

SNES BOY

The recent Tokyo Toy Show saw Bandai showing a radically reworked SNES. The prototype machine is reported to be the size of a notebook computer with a built-in 4-inch colour LCD screen, and games controllers stored inside the machine. Apparently the machine will run standard SNES carts and can run off a car's cigarette lighter as well. Although limited battery life, and a high retail price (over £500 in Japan), mean it's highly unlikely to appear in Dixons anytime soon, what does seem entirely possible is that you could soon hear Mario's distinctive theme tune on transatlantic flights. Sega has already announced a portable, MegaJet version of its Mega Drive for use by airlines and Bandai seems to be following suit. On an aircraft the traditional bugbears of portable systems – cost and battery life – don't matter as the systems will be rented only and run off the plane's own power supply. We'll bring you more news, and pics hopefully, as soon as we get them!

HOLOBYTE'S SPECTRUM

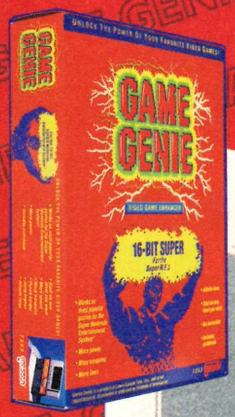
'MicroProse: Seriously Fun Software' has survived a seriously unfunny encounter with its accountants by announcing a merger with Spectrum HoloByte. By handing over $10 million HoloByte takes a 60% stake in MicroProse, effectively taking it over. This radical move is due to MicroProse's expensive diversification bid. Besides new adventures and RPGs MicroProse have even developed an *F-15* coin-op! Last year losses reached $9.6 million.

The merger was reportedly very friendly, although MicroProse's co-founder Bill Stealey has resigned. For SNES owners the takeover is good news as both companies are increasingly involved in the console market, MicroProse in particular planning masses of releases while Spectrum Holobyte's SNES flagship remains *Star Trek: Next Generation.* SP

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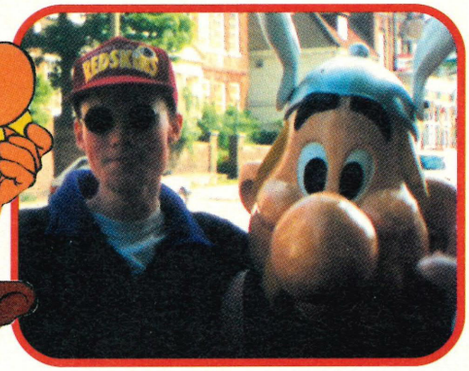
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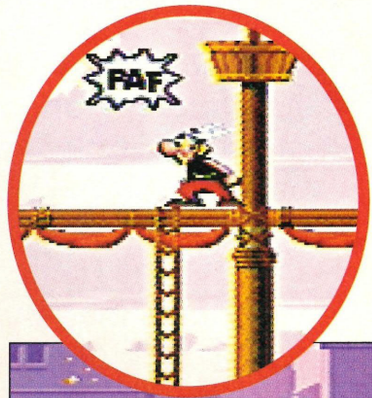
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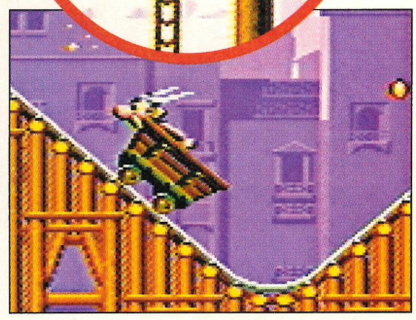
France's first, and probably only superhero, is about to make his long-awaited debut on the SNES! Having been on a recent trip to Le Parc Asterix, to celebrate the launch of the Game Boy version, Ryan "Gallic" Butt brings you a sneak preview of its 16-bit big brother!











"The year is 50 BC. Gaul is entirely occupied by the Romans. Well, not entirely... One small village of indomitable Gauls still holds out against the invaders."

This was the line that opened what is probably the most popular series of children's books to ever be published. *Asterix* was the brainchild of the late Rene Goscinny and Albert Uderzo. The character started out as a strip cartoon in the French magazine *Pilote* in 1957. Since then, Asterix has starred in over 30 full-length comic books, the most recent of which is *Asterix And The Secret Weapon*, published in 1991.



Video game fame was inevitable and, besides the Game Boy, Asterix has already appeared on the Master System, 8-bit home computers (way back in the Eighties) and recently, a fab coin-op. The SNES version is a straightforward development of the Game Boy hit and, if you're familiar with the books, you'll know the scenario for both is wildly improbable.

The original *Asterix* story is that his little village of Gauls has managed to hold out against the Romans by using a special magic potion, brewed up by Getafix, the village druid. The potion, when drunk, gives the drinker incredible strength, so fighting off the Roman attacks isn't usually a problem. Asterix's life-long buddy, Obelix, fell into a cauldron of magic potion when he was a baby and the potion had a permanent effect on him. Obelix makes the Incredible Hulk look a bit of weed!

In the Nintendo games, Obelix has been captured by the Romans (!?), who in due course plan to feed him to the lions in Rome (!!?), so Asterix must scale snowy mountains, brave hazardous waters and ride rickety chariots in order to save his beloved friend. All in all, there's over 40 levels of Gaulish countryside, Swiss Alps and fortified Roman camps to battle through. However, it would be a much more likely story if Asterix was rescuing the lions rather than super-strong Obelix!

Anyway, this incredible adventure takes the form of a *Mario*-esque platform game, the idea of which is to go through each level collecting stars, Roman helmets, and handy little power-ups such as swigs of magic potion, energy-giving food and even little dog bones to summon Dogmatix, Obelix's faithful hound, who'll take care of a few soldiers himself!

While the graphics aren't going to worry Capcom, they're nice enough and look very close to the comic books. There's also plenty of secret areas packed with loot to collect and some good sound FX. In fact,



Infogrames consider it so addictive they've included a screen which comes up after an hour, to warn you that you might have been playing it too long! It's certainly a nice enough game and a lot of the much-loved characters make an appearance, such as Cacofonix, Chief Vitalstatistix, and even the long-suffering pirates!

Asterix is released in September and reviewed in our next issue!



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In the UK, book publishers Hodder and Stoughton have sold over 16 million Asterix books over the last 20 years. An impressive number, especially when you realise that the comic book format has not traditionally been popular in this country. World wide, over 200 million copies have now been sold.



SUPERPRO, generous souls that we are, are giving you the chance to become the proud owners of all 32 books. There will also be five runners-up prizes of Asterix's latest adventure, The Secret Weapon. To win the goodies, answer the question:

Who is Asterix's best friend?
(A) Obelix
(B) Babblix
(C) Rotundix

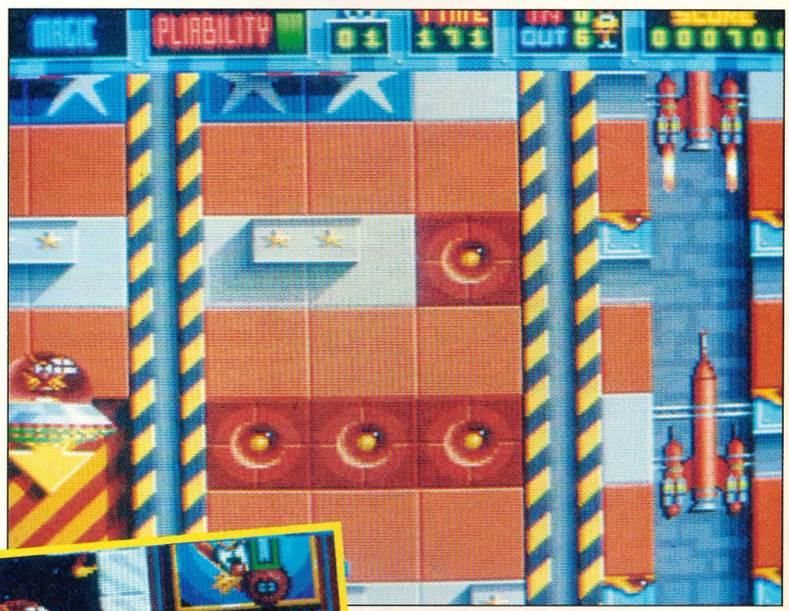
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PUTTY IN YOUR HANDS

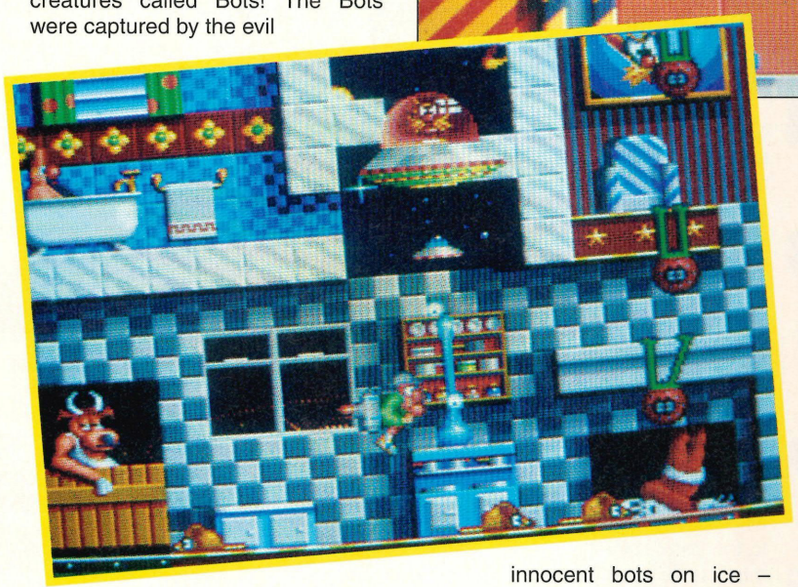
Clay animation is becoming all the rage in the computer world at the moment, launching a whole new generation of games including *Claymates* and *Clayfighter*. And now, slithering onto a cart near you soon, is the game that started it all! Ryan "Plasticine" Butt pummels System 3's pioneering putty extravaganza!



Super Putty actually started out as a C64 game. Unsurprising when you consider System 3's awesome reputation on that machine, games such as *The Last Ninja* series winning massive commercial and critical acclaim. However, during its development, *Silly Putty*, as the computer versions were called, soon outgrew the C64 to become a 16-bit only product. When it was released on the Amiga, in 1992, it won rave reviews, was nominated for best arcade puzzle game of the year and, best of all, began development for the SNES. The game has been reworked to take advantage of the SNES's superior hardware and looks like being the best game of its type since *Lemmings*!



The idea of the game is to manoeuvre a lump of putty, named Billy, around six spaced-out locations on Putty Moon and the Planet Zid, rescuing curious little robo-creatures called Bots! The Bots were captured by the evil wizard Dazzledaze and his demented sidekick, Dweezil the cat. This gruesome twosome imprisoned the innocent bots on ice – only Billy can liberate them and put an end to the wizard's evil scheme.

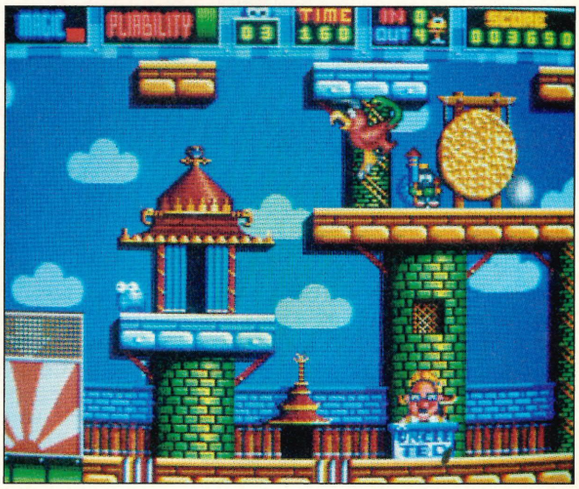




Billy's pliable structure means that he is able to transform his flexible body into numerous shapes. For example, he can turn into a fist to punch things, flatten himself out to absorb things, and even mould in with other creatures to take their shape! In fact, the graphics are simply in a league of their own. The trippy scenarios are out of this world and the main sprite is excellent, combining fluid clay animation with awesome human-like characteristics to produce a blob with attitude! Also impressive are the sonics, with plenty of digitally sampled speech and sound effects.

The finished game will have over 18 stages of platform action, including a special player training stage to get used to all the various skills and tactics possible with your flexible friend. All in all then, this looks set to be a really big hit and an impressive SNES debut for System 3. Expect a full review next month!

Super Putty will be released in September in the UK.



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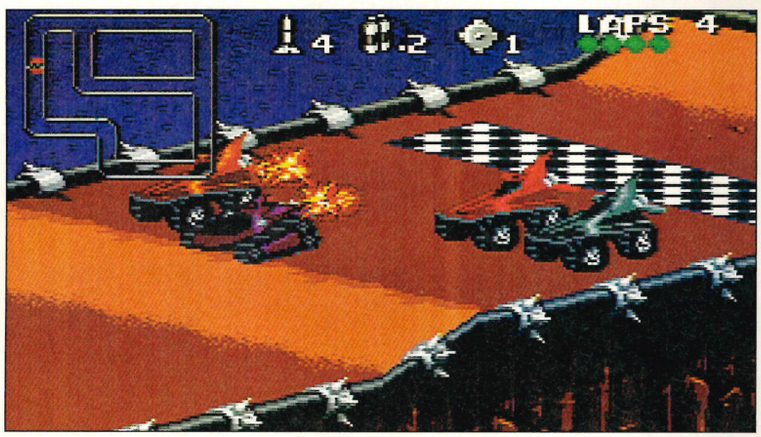
ROCKING Around The Clock



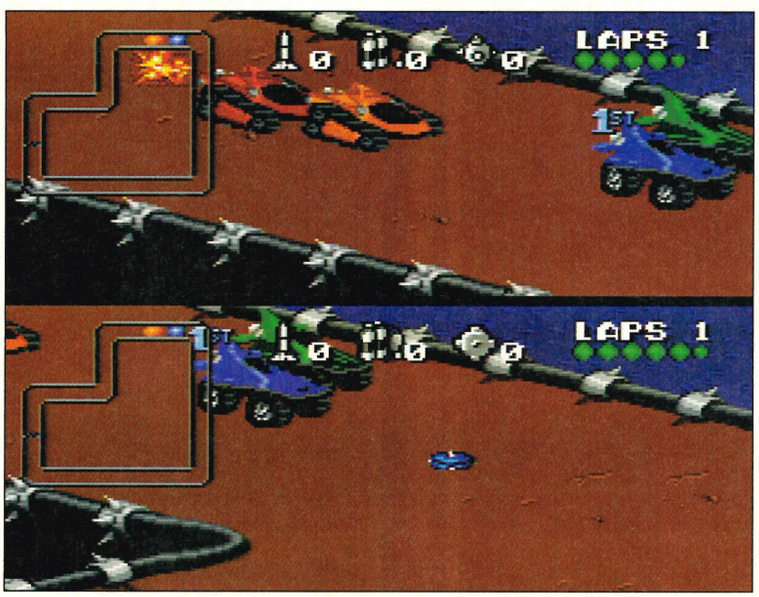
Coming soon from Interplay is what can only be described as the hippest racing game of all time. Boasting an overhead-angled perspective, awesome fire-power, and to cap it all, undoubtedly the best soundtrack ever to grace a SNES! If you are even slightly in the dark as to what we're on about (where have you been?), Ryan "Fuel Injected" Butt takes you for a spin in the highly competitive world of *Rock 'n' Roll Racing*!



In the early days of the SNES there was an interesting game called *RPM Racing*. It had an angled overhead perspective, plenty of tracks and a great simultaneous mode. Unfortunately was it was too simple, slow and repetitive. When Interplay announced a sequel, no-one got too excited – until they saw (and heard!) the first pre-prod version at the winter CES. Basically, Interplay have grabbed *RPM* by the scruff of the neck and put it through a super-dooper-mega-game machine. Everything you ever dreamed of in a racing game is here.



The first thing you notice is the sound. *Star Wars* was brilliant, but this is utterly, utterly awesome. The soundtracks include versions of George Thorogood's *Bad to the Bone*, *Paranoid* by Black Sabbath, Steppenwolf's *Born to be Wild* and *Peter Gun* by H. Mancini. Musical maestros Software Creations haven't simply digitised the original versions, they've reworked them, making them even funkier, wilder and better! The sound quality is so stunning you can't believe there isn't a CD player hidden somewhere, and if you've got a surround sound amp it's fully compatible with that.

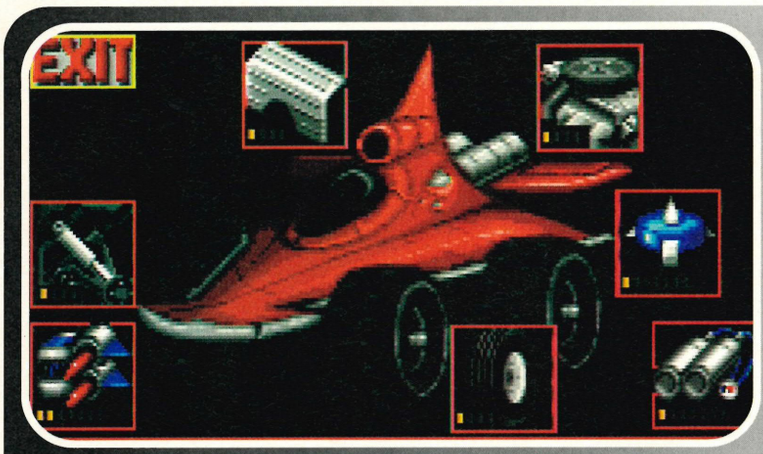


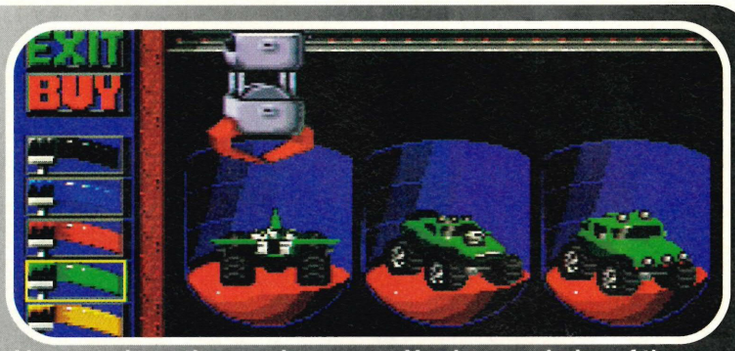
And that's not all. Nope, there's also a race commentator; "Hawk looks lost out there!", "Shred's about to blow!", "Ivan's in another time zone!" So you've got your pounding rock track, your commentary and screeching tires, missiles going off and exploding cars!

Aside from the perfecto mega-game soundtrack. What about presentation? Check out six inter-galactic drivers to choose from, each skilled in certain areas such as acceleration, jumping, cornering and top speed. These guys range from your basic cool dude human to a wookie-like alien to a robot (no woman though!). Once you've chosen your species you get to choose your vehicle. The initial selection is a standard racer, a jeep and an arrow-like racer. But as you earn money three other vehicles



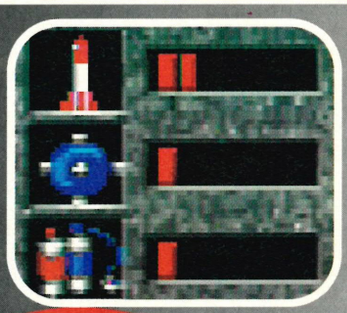
becomes available, including a superb hovercraft. Each car has its own equipment, the standard racer has limited ammo lasers and tacks, plus jump and accelerate functions. As a free extra you get to choose your car's colour! For cash you can upgrade with extra weapons, plus new engines, suspension and road-





Above we have the car show room. You have a choice of three vehicles, which vary in performance. The best all round car is the one on the left. As you can see, you also have a choice of five different colours in which you car comes in!

Each car has its own arsenal of components which are compatible with that particular vehicle. Shown above is the car currently owned, and the wide range of upgrades available. To the right are the weapons used during each race.





From left to right: this is the options to go straight into the race. The second takes you to the component shop. The third allows you to progress to the next planet. The fourth allows you to buy a different car. The fifth is a sound select screen.

hugging tyres. There's also a password save system, three skill levels and a simultaneous two player mode.

So secondly you've got near perfect presentation. What about the game itself? Well it certainly looks good, the cars are brilliantly detailed with a beautifully animated light sheen on the windows. Backdrops are varied and imaginative, but the most important thing is speed. It's fast to begin with but once you've got a big engine and good tires it's positively breath-taking!



The main aim is, of course, finishing first to win vast amounts of wonga, plus 400 points. Each planet requires a certain amount of points for you to progress to the next, so the number of races you need to compete in varies quite considerably.

And yes, I said planets! On Rookie there's three radically different looking worlds, and on each planet there's quite a few tracks to compete on.

However there's a lot more to *Rock 'N' Roll Racing* than racing and rock music – eg heaps of mega-violence! Blasting apart your (ex)-friend when he somehow sneaks into the lead is great fun. And if he somehow gets back on your trail drop some tacks or mines to rip his tires up and cost him yet more energy.



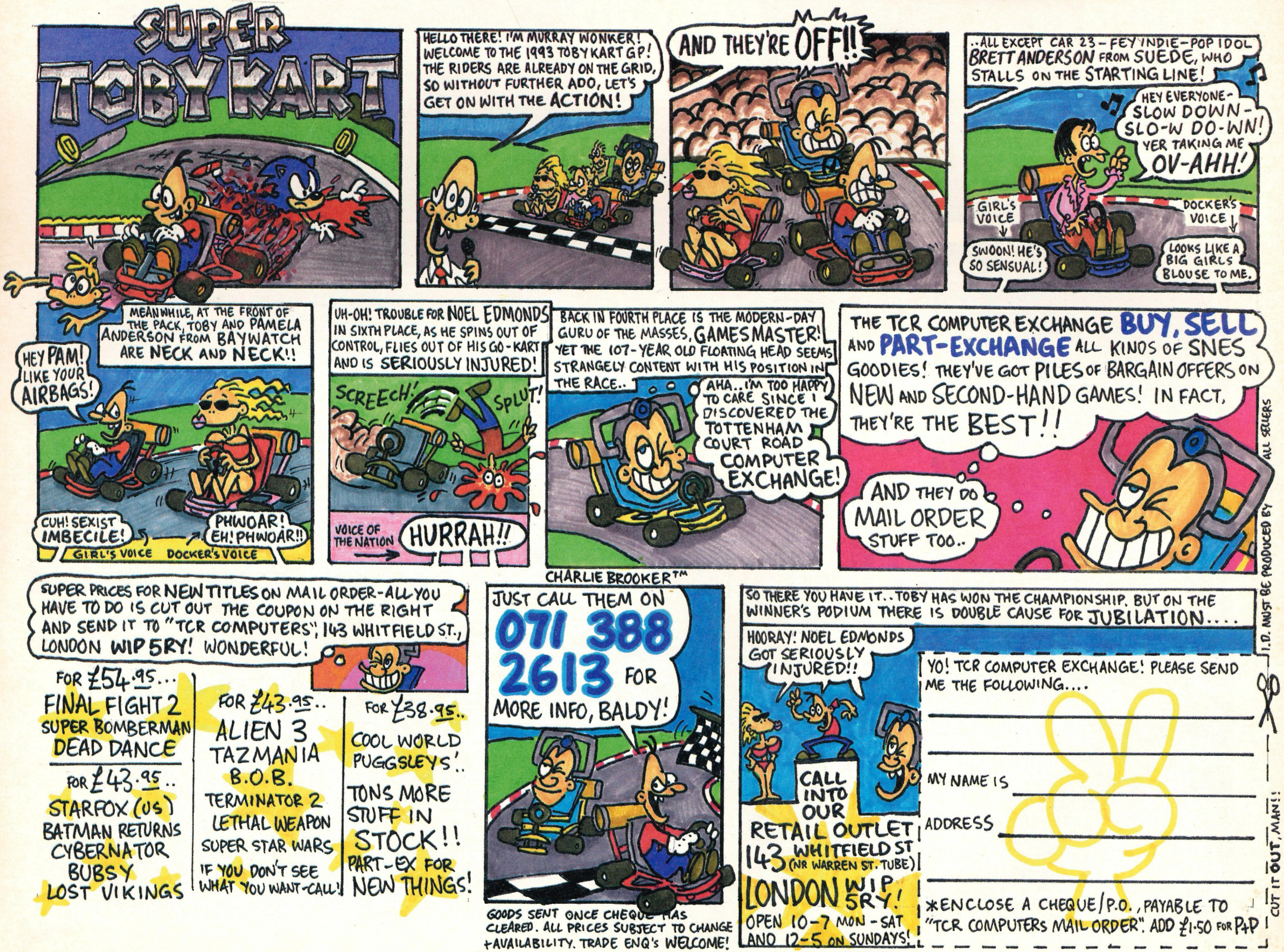


The amount of skill required to come first, really depends on how much spare cash you have to purchases the edge-giving power-ups. It's a good idea to buy several rockets early on so that you can gun-down the opposition as soon as they get off the mark, thus giving you an early advantage. But as you progress through the planets, the other racers get wise to your devious scheme and gang up on you!



Blasting through the rookie level won't take long but a harder challenge is promised for the as yet unfinished higher skill levels. One thing's for sure, this is one of the most enjoyable video game experiences we've had in a long time. If all Interplay's new releases go through the same super-dooper-mega-game machine, Konami and Capcom better watch out! As for Nintendo, if they want *FX Trax* to be the ultimate racer they better take a look at this one quick! In the meantime, check out our mega-review and mean tips next issue.

Rock 'N' Roll Racing will be released in August.


SUPER TOBY KART
HELLO THERE! I'M MURRAY WONKER! WELCOME TO THE 1993 TOBY KART GP! THE RIDERS ARE ALREADY ON THE GRID, SO WITHOUT FURTHER ADO, LET'S GET ON WITH THE ACTION!
AND THEY'RE OFF!!
..ALL EXCEPT CAR 23 - FEY INDIE-POP IDOL BRETT ANDERSON FROM SUEDE, WHO STALLS ON THE STARTING LINE!
HEY EVERYONE- SLOW DOWN- SLO-W DO-WN! YER TAKING ME OV-AHH!
GIRL'S VOICE
SWOON! HE'S SO SENSUAL!
DOCKER'S VOICE
LOOKS LIKE A BIG GIRL'S BLOUSE TO ME.
MEANWHILE, AT THE FRONT OF THE PACK, TOBY AND PAMELA ANDERSON FROM BAYWATCH ARE NECK AND NECK!!
HEY PAM! LIKE YOUR AIRBAGS!
CUH! SEXIST IMBECILE!
GIRL'S VOICE
PHWOAR! EH! PHWOAR!!
DOCKER'S VOICE
UH-OH! TROUBLE FOR NOEL EDMONDS IN SIXTH PLACE, AS HE SPINS OUT OF CONTROL, FLIES OUT OF HIS GO-KART AND IS SERIOUSLY INJURED!
SCREECH!
SPLUT!
VOICE OF THE NATION
HURRAH!!
BACK IN FOURTH PLACE IS THE MODERN-DAY GURU OF THE MASSES, GAMES MASTER! YET THE 107-YEAR OLD FLOATING HEAD SEEMS STRANGELY CONTENT WITH HIS POSITION IN THE RACE..
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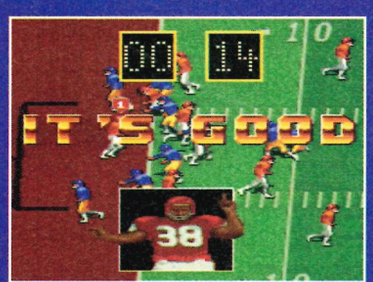
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

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. SP

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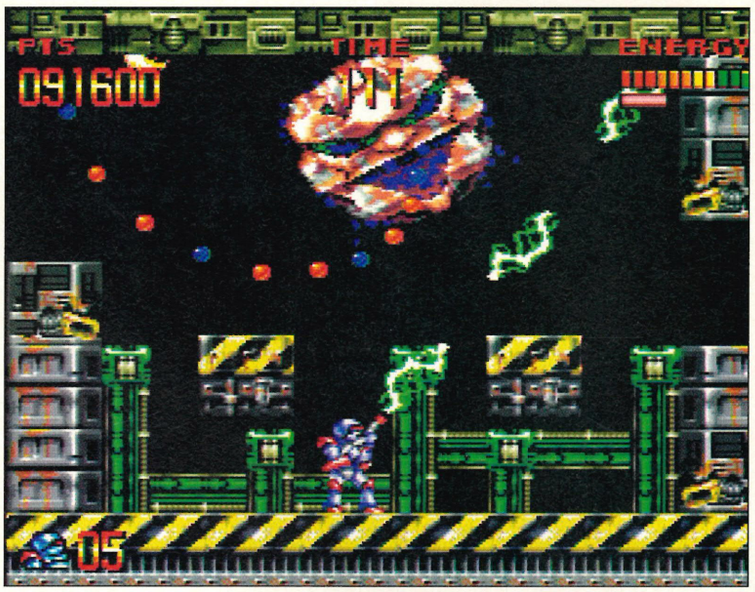
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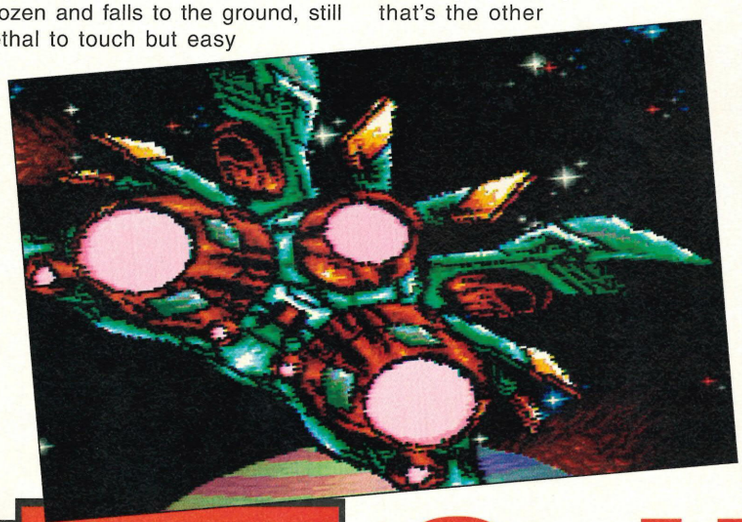
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SUPER TURRICAN

Turrican is a genuine legend, beginning life as the ultimate C64 mega-blaster it's been converted to practically every other format. For a time it looked as if Accolade would use it for their SNES _Universal Soldier_ licence, but fortunately they failed miserably. Seika, by contrast, have gone back to the same German programming team that developed the original and have produced another classic. Stuart "forever soldier" Wynne finds out if the new game really does deserve its illustrious name.







A series of static screens and a nicely animated Mode 7 spaceship set the scene: the planet Katakis has been overrun by the forces of the evil Machine. A squad of Freedom Fighters are despatched to save Katakis, each fighter equipped with the very latest in mobile military firepower – the Turrican Assault Suit.

This gleaming metal exo-skeleton is, without doubt, the most awesome piece of clothing in video game history. Built-in features include a special blaster gun, smart bombs, a Freeze Beam and an Energy Wheel Transformation Unit. The Beam is a particularly neat graphic, sparking and fluxing with atmospheric, crackling sonics. Unlike the gun, which can only fire left/right, the Beam can be swung through 360° sweeping through everything. Anything in its path is temporarily frozen and falls to the ground, still lethal to touch but easy meat for your gun. Even cleverer is the Energy Wheel. If you duck and press jump, the suit transforms into a fast-spinning energy ball. While it lasts you're invul-nerable, dropping mines and throwing bombs out at will. It's also useful for getting through small gaps.



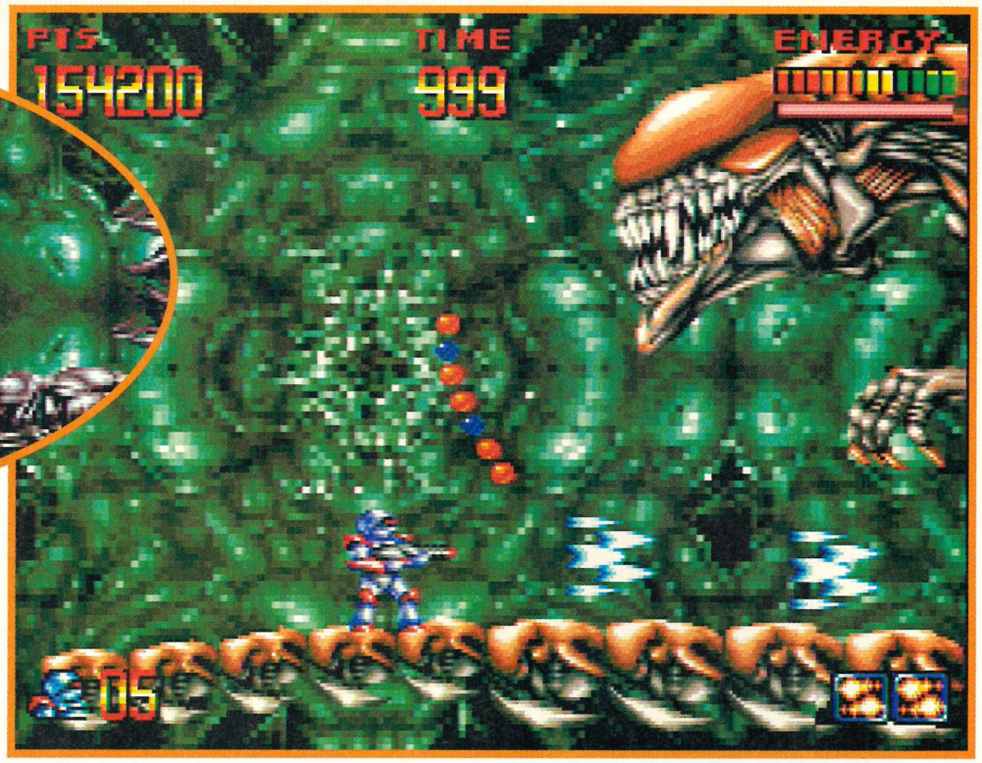
PRO TIP

On the first level, use the Freeze Beam to uncover the steps at the top of the second pillar. Climb up and take the easy high route to the levels end!

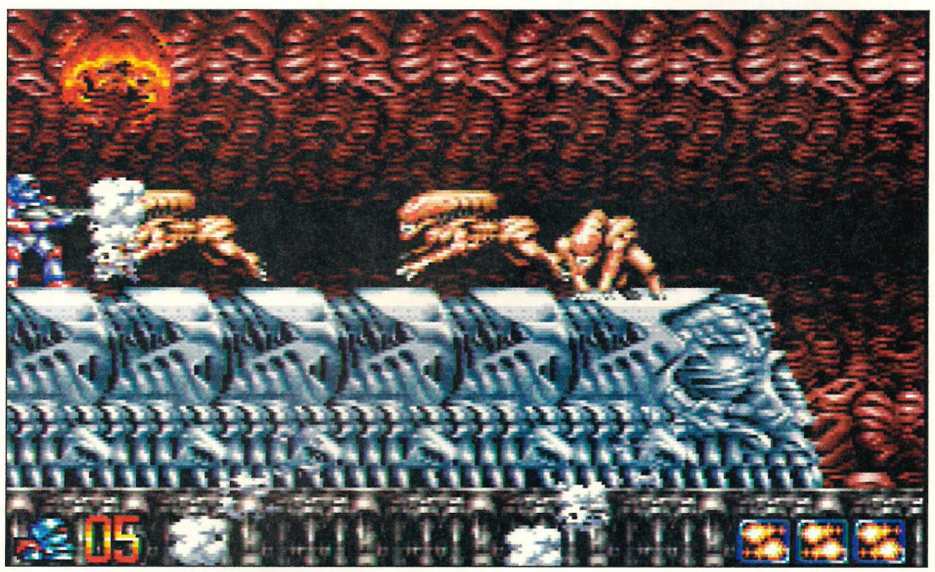
And this isn't all! The Suit can also be upgraded by zillions of power-ups scattered throughout the twelve massive levels. Besides extra energy, shields and extra lives, there are masses of firepower upgrades (see box). It can be quite confusing at times – all the power-ups leaping out when you blast a pod!

The power-up pods are often invisible until you blast them and the key to victory is, without doubt, blast everything and anything, fast and hard. Pods are also useful for jumping up to higher levels. And that's the other



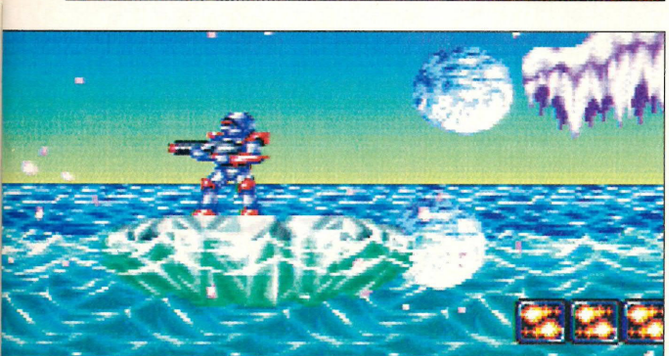


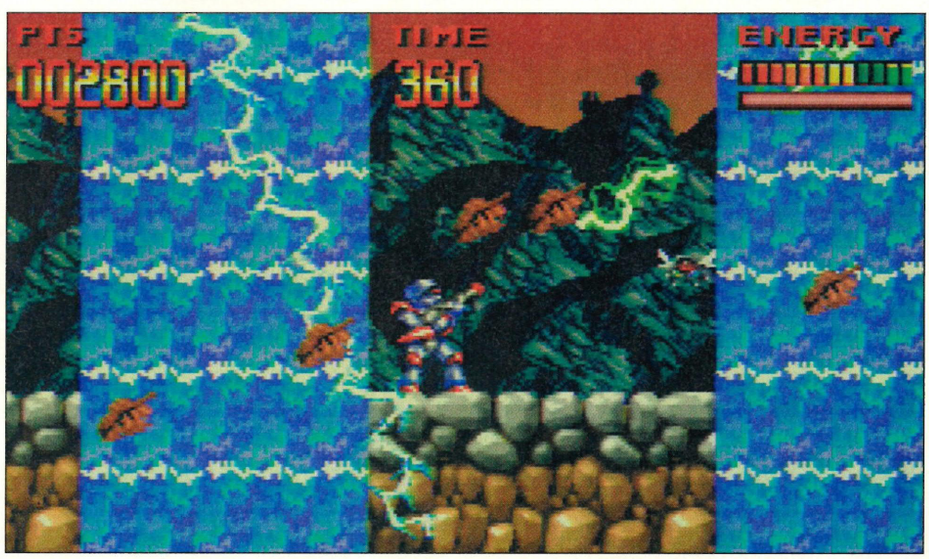
On the left, the Steampunk world, complete with fire-belching pipes and a Mode 7 guardian. Above and right is the superlative final world, drawing inspiration from all of HR Giger's work rather than just the *Alien* movies. Below is a vertically-scrolling Snow World level. You must use sudden gusts of wind to make big leaps.



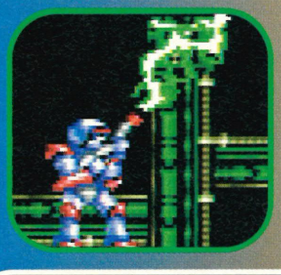
Above dog-like Aliens attack atop a Bone Machine train. You must kill the Aliens and leap from carriage to carriage on one of the most brilliantly visualised levels. Below is the first world, which alternates between darkness and light under a thunderstorm. Spectacular forked lightning can shock you off ledges while surging wind, shown by fluttering leaves, pushes you backwards.







TURRICAN ASSAULT SUIT



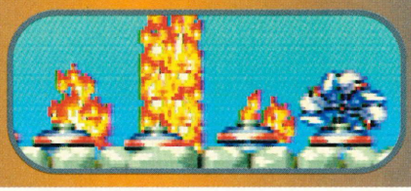


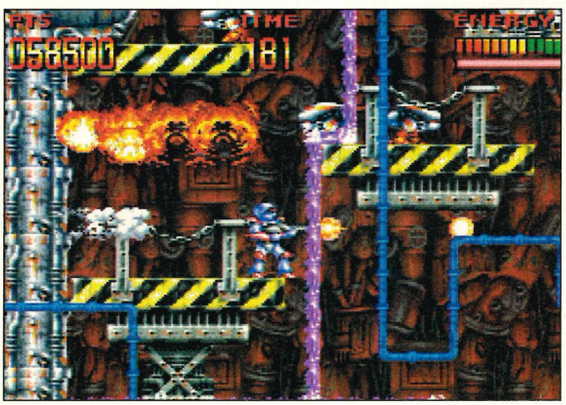



The Freeze Beam temporairily immobilises enemies.
The Blue Power-Up gives you a laser.
The Yellow Power-Up gives you bouncing fireballs.
The Red Power-Up gives you a powerful spread shot.



The Smart Lines are basically Smart Bombs.
The Energy Wheel makes you invulnerable while you drop bombs and mines.
The Shield is brilliant but only lasts a short time.





thing with *Turrican* – it's not just a mega-blaster, it's also an absolutely huge platform game with finding your way to the exit often as much of a challenge as taking out the monsters. Not that original you might think, but apart from the vast range of firepower, *Super Turrican* sets itself apart from competition like *Wolfchild* by the size, variety and sheer graphical imagination of its levels.

The twelve levels are divided up into four worlds. The first world has gorgeous purple mountains, waterfalls and numerous caves.The Steampunk world has conveyor belts, weird mechanical monsters and pipes which belch steam and fire. The Snow World boasts plenty of slippy slopes with Yeti heads pushing snowballs! The Alien World is probably the most impressive though, capturing HR Giger's style better than any official licence of the movies. This has facehuggers erupting out of eggs, dog-like aliens with blood on their jaws, a mother alien and a fantastic train level. This last one is a true classic with the carved-bone "carriages" speeding along at a frantic rate.

The Worlds all have varied levels within them and the whole game just oozes quality with flawless use of parallax scrolling throughout. The programmers had a great concept to begin with and they've obviously had a blast exploiting the SNES. They've even managed to put in a Dolby Surround Sound Option, uprating sonics which even in mono are excellent. Not only are there some good, varied tunes, there's also great FX and sampled speed: "power-up!", "extra energy!".

It's also a very tough challenge with just three continues. Success will depend on mastering all the firepower and a good memory for the levels, where the extra lives are and so on. In fact the only real disappointment is that these big levels aren't populated with more mega-monsters. There's quite a few nice ones, like the Mode 7 fist, but memory restrictions seem to have ruled out *Contra III*-style spectaculars. Nevertheless this is a solid, extremely playable platform shoot-'em-up and is without doubt one of the best games of its type on the SNES. All in all, the legend lives on and the sequel will be one of '94's most eagerly anticipated releases!



Publisher: **SEIKA**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705 & 0722 422522**
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Players: **1**
Skill Levels: **3**
Cart Size: **4Mbit**
Save Game: **No**
Features: **3 continues.**

CONTROLS

REDEFINABLE

- ▲ No function.
- ▼ Crouch.
- ◀ Move left.
- ▶ Move right.
- X Freeze beam (with cursor for direction).
- Y Shoot.
- A Smart line.
- B Jump.
- L Freeze beam.
- R Smart line.

PROS: 12 big and varied levels add up to a very formidable challenge, matched by some excellent firepower. Graphics are varied and often quite stunning, whilst the combinations of sampled speech, music and FX is very impressive.

CONS: A password system would've been nice and there really should have been more (and bigger) end level guardians.

GRAPHICS	90
SOUND	87
GAMEPLAY	89
LONGEVITY	81

PROSCORE
89
SCOREPRO

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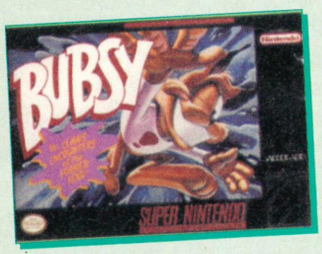
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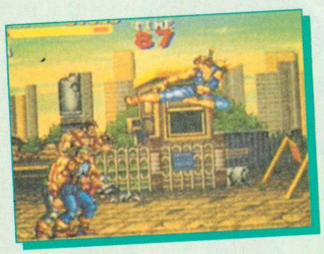
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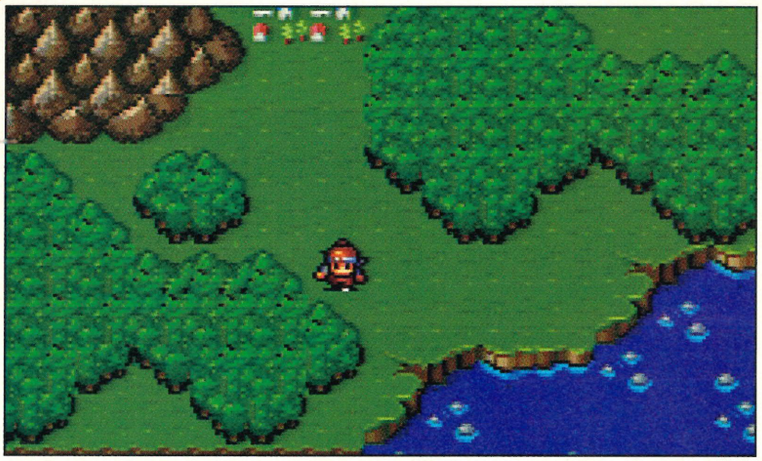
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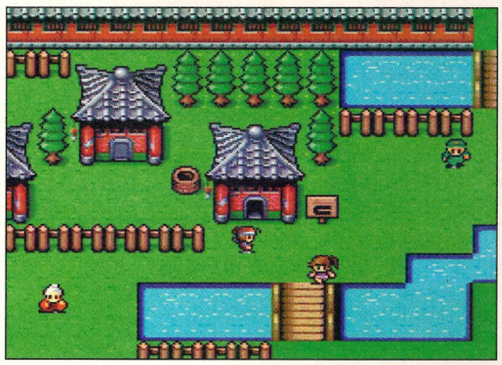
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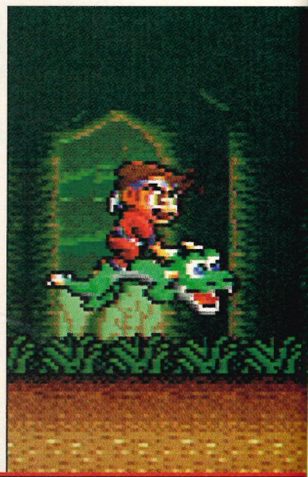
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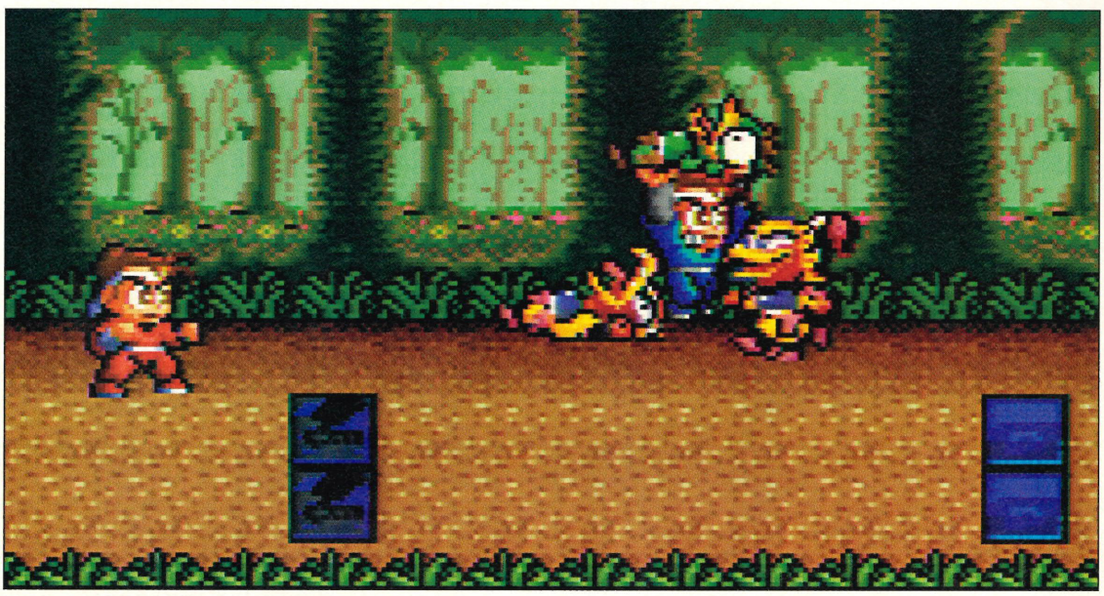
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Above, one of the towns that you'll be able to visit. Go to the shop first and that will be your new starting point when you die. You'll also be able to buy things like sticky buns to increase your HP and dragons' eggs!



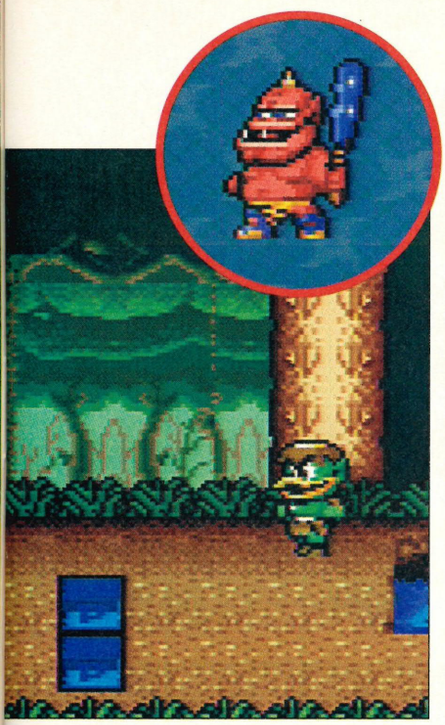






With a dearth of English language RPGs, a new one is always something to get excited about, especially when it offers something that so few others do – a two-player mode. So it was with high hopes and desperate need of a friend to play with, that Dave "sword slasher" Westley went in search of magic, mystery and marvellous gameplay.

SUPER NINJA BOY





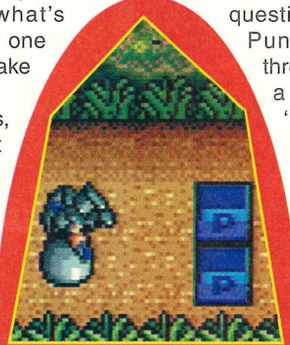
Below, one of the more irritating guardians. You won't be able to kill him with your normal punch, so some magic will be required!



Despite the English text, *Super Ninja Boy* has lost none of its original Japanese feel – this is one weird game. The intro sequence shows a man called Rub-A-Doc arriving in 'Chinaland' via a flying saucer! He's promptly taken to the Chinese leaders and offers Universal Peace. All goes swimmingly well until Rub-A-Doc disappears and strange things start occurring. It's your job to discover just what's happened, with either one or two players able to take part.

As with many RPGs, there are two different perspectives. There's an overhead map view, where you run about exploring the countryside or inside buildings, and a side-on view, for combat and platform levels. To be blunt, none of these are that attractive. The map view features tiny sprites, landscapes that are incredibly two dimensional and no enemy sprites. Unfortunately, that doesn't mean that there aren't enemy hordes, just that they're completely invisible. As a consequence, you tumble into combat mode with teeth-grinding regularity. I say tumble because that's what you do, falling from the overhead view at a million miles an hour, mode 7 style. It'll make you queasy the first time, but after the thousandth you'll be reaching for a bucket!

The game does give you the option to attempt running away, but it's still very irritating, especially as the fighting scenes are so poor. Everything moves really sluggishly and, whatever the instruction book says to the contrary, there is only one real move – a punch. Thus you walk from left to right and right to left, punching an assortment of very uninspiring creatures. Combat is vital, however, because it's where you earn experience points and collect various items. Punch the boxes that are littered about and question marks float above. Punch these and one of three symbols will appear: a dollar sign (money), an 'M' (Mark) or a skull (lose a Mark). If you collect three Marks you can activate a super weapon from the menu screen.



PRO TIP

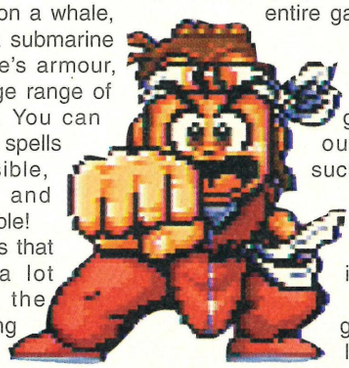
If you ever need money, simply get into a fight and open the boxes, then go off the screen and they'll be ready for you to open again.

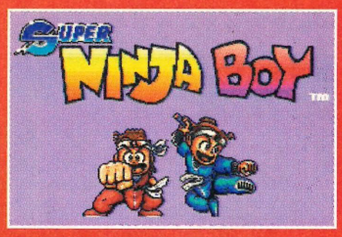
After countless battles you'll eventually find a Special Field Stage, which has the same perspective as combat, but is a platform-type level, with the objective being to reach the end. In fact, according to the manual, there's a huge amount of interesting stuff just waiting to be discovered. You can go for a ride on a whale, an aircraft, a submarine or a ship. There's armour, shields and a huge range of weapons to buy. You can also obtain magic spells to turn you invisible, shrink you and and even create a double!

The sad thing is that the manual is a lot more fun than the game! After reading about so many exciting things it's disappointing to find such banal graphics, irksome controls and combat sequences so sluggish a H-bomb couldn't make them exciting. The two-player mode is mildly interesting and, thankfully, the password system allows you to switch between one and two-player games at will – if you get halfway through the game and your friend goes on holiday you can play on alone. On the other hand, there's not much for the second player to do other than help out in the combat scenes. Also worrying is the fact you can change the skill level when you want!



After having played *Super Ninja Boy* for a few days, I have to say I pretty much hated it. RPGs are meant to last for weeks and months – unlike so many arcade carts, a few hours play shouldn't show you the entire game by any means. If you're patient, and fancy something very different, you could get some enjoyment out of this. However, such incredibly playable RPGs as *Zelda* and *Shadow Run,* aren't going to be quaking in their boots over this addition to their genre – not by a very long way.





Publisher: **CULTURE BRAIN**
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Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Two-player game!**

CONTROLS

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

PROS: Two-player action and weird scenario make this Super Ninja Boy memorable if not particularly playable. According to the manual, there's lots to discover, including Fairyland and Mysteryland...

CONS: ...but only the most patient will get to see them. Boring combat sequences interrupt the exploration far too frequently.

GRAPHICS	61
SOUND	60
GAMEPLAY	56
LONGEVITY	59

PROSCORE
54
SCOREPRO

SUPER NINJA BORE.

SUPER HIGH IMPACT

A fast-paced, super-violent arcade game with plenty of attitude has been put through the converter and slammed into your SNES. The meanest taunts, the most violent play, the snazziest presentation – is this the game to finally get you into American football? Stuart "Genghis" Wynne got down on the touchline to find out.

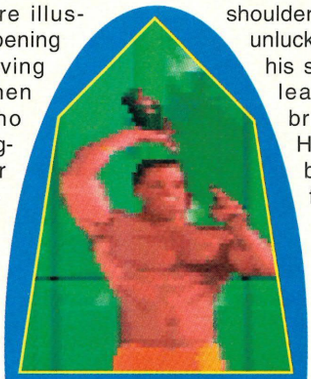


The key concept of the *Super High Impact* coin-op was taking an American football sim, stripping it down to the basics for arcade-heads, then piling on the special effects. First downs, touchdowns and so on are illustrated by windows opening to show the refs waving their arms about; then there's a babe who applauds; your manager puts his hand over the camera and rotoscoped cheer-leaders appear at the end of a half. Most dramatic of all, there's the hit-o-meter, which judges the violence of a tackle: max-out and the screen smashes under the impact of the DJ's fist.

It's the sort of game you'd expect on CD-ROM with lots of flash, but useless, FMV mini-movies. Your basic SNES handles these effects well, a little grainy but still slick. Considerably heightening their impact are the excellent sonics, with sampled speech synched with the animation. In fact, samples are scattered throughout the game, line-ups marked by the teams taunting each other; "You're toast", "You mother!".

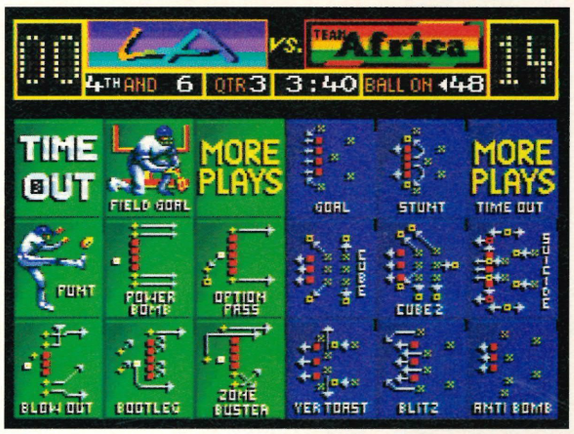
Threatened violence soon becomes a reality. High impact tackles can see helmet and shoulderpads sent flying, the unlucky tacklee stripped to his shorts! Often, tackles lead to scraps which bring up fight meters. Hammer your L/R buttons to raise your fight meter. Winning is almost impossible against the computer, but it doesn't seem to have much impact on the real game.

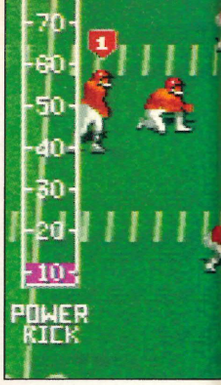
Yes, there is actually a real game under the arcade glitz. A fairly conventional football sim as it happens. The objective, as always, is to get the ball into the opposing team's end zone by a combination of throwing and running moves. If you don't manage to cover ten yards in four attempts, possession of the ball passes to the defending team and they get to attack.

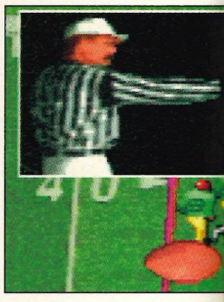


PRO TIP

Sweep is one of the best plays. Pull back then run down before breaking diagonally using the turbo speed.

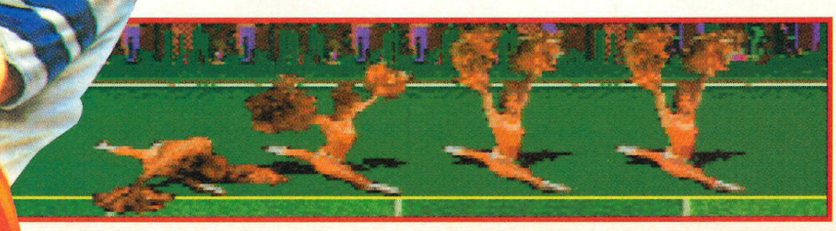






Above, some of the plays on offer. There are two 'pages', one each for defense and offense, giving 32 plays in all. Below, the line-up breaks up as the ball is snapped to the quarterback. Sampled speech makes for a superb atmosphere.

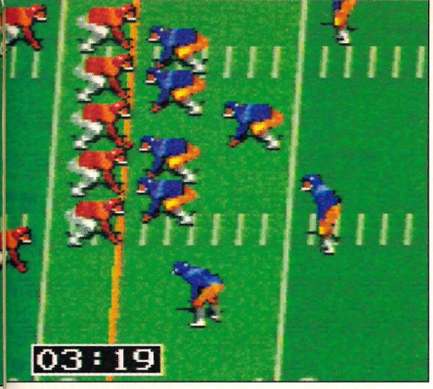


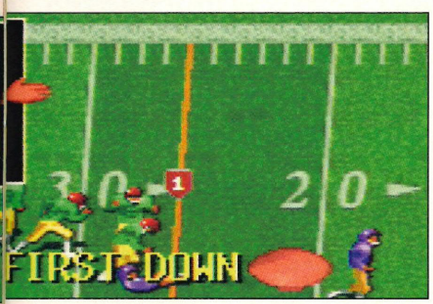


Super High Impact

Publisher: **ACCLAIM**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£37.99**

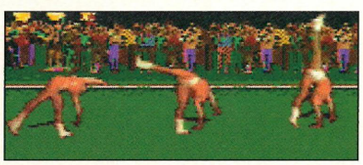
Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Simultaneous two-player. Co-operative or competitive play.**

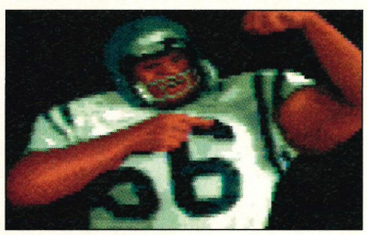


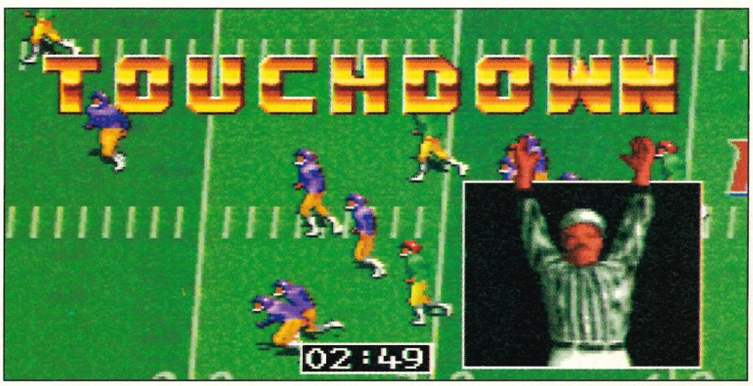




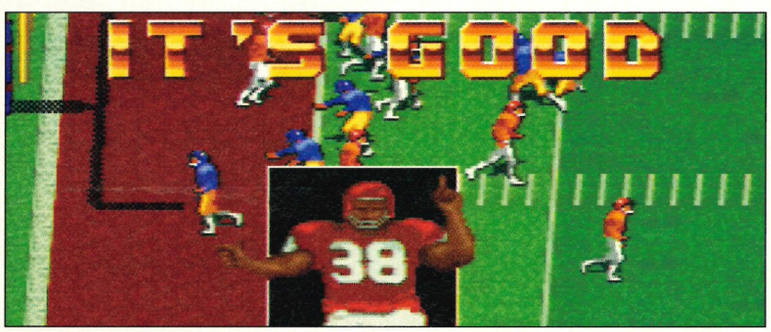
On the left, San Francisco line up for a field go. You have to keep hitting the fire buttons to build up power. On the right, high impact fighting. FMV-like animations add plenty of atmosphere to what's a very basic button-hammering mini-game.

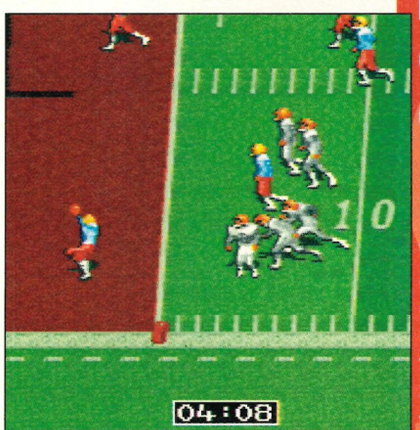






Arm-waving refs, air-punching line-backers and dancing quarterbacks help recreate the coin-op's intense atmosphere.





CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X – Spin.
- Y – Jump.
- A – Pass ball.
- B – Throw ball.
- L – Turbo speed.
- R – Turbo speed.

PROS: Excellent presentation, relatively easy to undersatnd controls and, as the title promises, plenty of high impact action...
CONS: ..but only on foreign machines. On a UK SNES, this game crawls and the lack of a league option seriously damages any lastability it might have had to begin with.

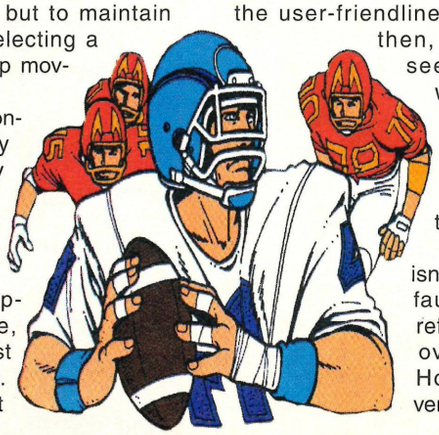
GRAPHICS	82
SOUND	87
GAMEPLAY	79
LONGEVITY	68

PROSCORE
74
SCOREPRO

LOTS OF IMPACT, BUT IT DOESN'T LAST LONG.

American football is notorious for having more offensive and defensive strategies than the Red Army. Unfortunately, *Super High Impact* has the bare minimum of plays to choose from, with just 16 offensive and 16 defensive plays on offer. You select your play by highlighting it – but to maintain secrecy, after selecting a play you can keep moving the cursor.

On the field, controls are, relatively speaking, fairly simple. One enjoyable arcade touch is using the L/R buttons to activate a superspeed feature, shooting you past gaping defenders. It's fun, but not really very realistic. As for punts and field kicks, you need to hammer the L/R buttons again to build up energy. It all adds up to a rough and ready system which is fairly easy to pick up, but ultimately, rather tiring. Throws, as usual, are a little tricky, but this isn't a bad compromise for the user-friendliness. All in all then, this might seem an ideal way to get into American football. Unfortunately, there are two big flaws.



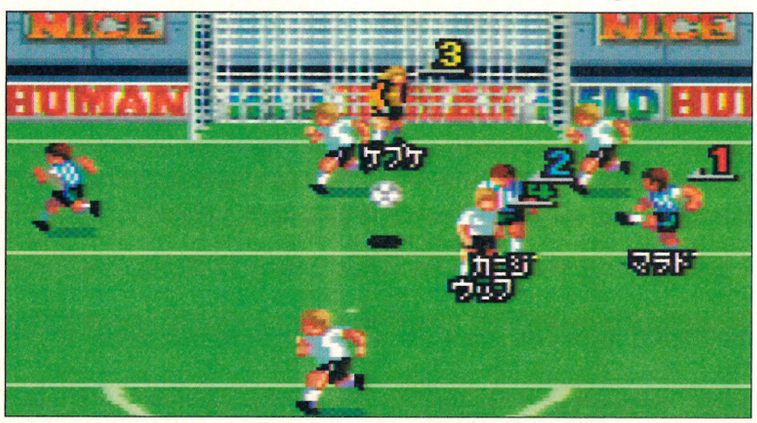
The first flaw isn't the game's fault, and isn't reflected in the overall mark. However, it is very serious – if you own an English machine the American cart runs much too slowly. Much of the appeal of the game is the fast, arcade feel. On an English machine the game become sluggish and a dull nightmare – the screen's juddering effect for tackles becomes simply nauseating.

Secondly, for an arcade machine a league would be ridiculous. No-one would have the time – or money – to play it. But for a domestic video game, the lack of a long-term tournament is a terrible oversight. Lastability is doomed with just three skill settings and 18 teams. Even on the hardest setting, the computer isn't that tough an opponent, making this best suited to rental, or for two-player games on US/Japanese machines. SP

REVIEW
IMPORT

SUPER FORMATION SOCCER II

No sooner does *Striker* relegate *Super Soccer* to a dusty shelf, than Human strike back with this eagerly anticipated sequel. A four-player mode and battery-backed up customised teams made this a lead contender for 99% of SUPERPRO coffee breaks. Dave "ten goooaaals" Westley gets in another early tackle.







Above, the familiar formation selection screen. The only change is the Third B option. It's not advisable to use it though – it just crams more players mid-field.



The moment this landed on my desk, people were closing design layouts, abandoning reviews and grabbing joypads. Fickle chaps that we are, *Striker* was wrenched from the SNES, the new game slammed in and expectations raised of a glorious new game; *Super Soccer* with not only four-players, but with speed, a wider range of kicks and more tactical play.

Since its predecessor scored 80% in SUPERPRO 1, its sequel seemed a sure fire PROGOLD. Perhaps because of its predecessor's success, Human have done amazingly little to change the original. The Mode 7 perspective is exactly the same, there's the same teams, World Cup competition and pitch (no weather conditions added in). There's perhaps a little less flicker, and the difficulty upgraded, but overall it's virtually identical. And if this was 1992 that wouldn't be much of problem. However, it's 1993 and, post-*Striker*, *Super Soccer II* seems very slooow – even on Japanese machines. Compared to the whizzy supersonic speed of *Striker*, a match here seems to be like a game played by tubby Gazza clones.

PRO TIP
Moving up pitch, shoot just past the half way line aiming at the extreme right or left hand side of the goooaaaaal!
PRO TIP

Yep, these footballers really are fat, making skillful passing between players almost impossible without at least one great big tub of lard getting in your way. At times it seems more like pinball than football, with the ball ricocheting off one player after another. The only time passing is possible is when a team manages to make a break, but even this is only possible when you're playing up the field. When you're playing down, you can't see the players ahead of you and so cannot easily pass to them. Thus for most of the time the ball is trapped in the centre of a great mass of tubby players and all you can do is keep kicking. Quite why I used to love the original game so much is beyond me!

But what about the much heralded four-player mode? Well, yes, with four players jostling around the SNES and grumbling over each other's appaling passing, then this is pretty good fun. It's by no means perfect – all the objections listed above still apply, and it's not a patch on *Super Bomberman* – but with so few four-player games around almost anything that gets so many people involved is enjoyable. Four-player *Super Soccer II*'s a decent laugh and if you're going to play it like that most of the time, add ten percent to the mark.

The other big advantage is also somewhat compromised though. You see, being able to design your own team is good idea, and a team of star players do move quite a bit faster, but since it's all in Japanese, making head or tail of it isn't easy! So basically, after a couple of games, *Striker* was hastily retrieved and restored to its rightful place, its would-be replacement turning out to be a greatly inferior runner-up.



Publisher: **HUMAN**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£69.99**

Players: **1-4**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Three save positions**
Features: **Custom teams.**

CONTROLS

- Move player up.
- Move player down.
- Move player left.
- Move player right.
- X: No function.
- Y: Tackle/pass.
- A: No function.
- B: Sliding tackle/shoot.
- L: No function.
- R: No function.

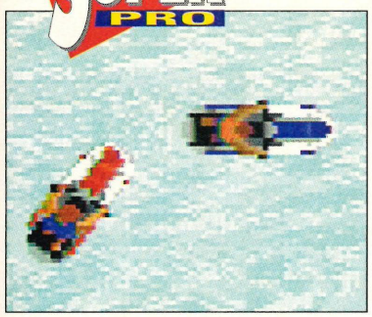
PROS: With a multi-tap and four players, this is a great laugh, a real knock-about tussle. The team customisation option allows for some managerial fun – if you're adept at reading Japanese text.

CONS: P.S.S.– Post *Striker* Syndrome. This feels as if it's being played underwater, with players so fat there's not enough room for free-flowing play

GRAPHICS	73
SOUND	75
GAMEPLAY	69
LONGEVITY	69

PROSCORE
69
SCOREPRO

SADLY NOT UP TO SCRATCH WITH THE COMPETITION.







When you win one of the races, you get to see your team in print. Marvellous!



Lots of spectators get to lie around and sun themselves in this game. Not fair!





A nicely sampled reggae beat gets *Kawasaki Caribbean Challenge* off to a good start, and hopes are high for a fun game. ProNews readers will know Gametek are planning a big expansion in Europe, and development team Park Place Productions are one of America's biggest – responsible for *Madden '93* and *NHLPA Hockey*. Unfortunately, *Kawasaki* turns out to be more of an exploitation title than the hit needed to erase memories of *Wheel Of Fortune* and *American Gladiators*.

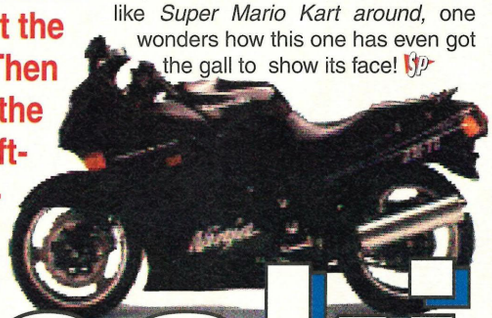
The first bad move is the overhead-perspective which is almost always a mistake for a race game. If it's a fast game you can't see far enough ahead to react, if it's slow, why bother? *Kawasaki* is, fortunately for the sponsors, fast. On the first motorbike track this doesn't matter too much, as it's a simple, square shape and memorizing upcoming turns is easy. However, later tracks are a lot more complex, with plenty of sudden, tight corners. A radar scanner shows the whole track, and other racers, but you can't watch that and your bike at the same time! This basically reduces the game to one of practising until all the upcoming corners are memorised. This soon gets dull.

The jetski is even worse, as there's no obvious track – you can follow the coastline but that often leads you into a time-wasting little inlet, so once again memorising the course is vital. This is a shame as the graphics aren't bad for this sort of game – animation is good and the Caribbean atmosphere is well conveyed. Sonics aren't bad either, with quite well digitised engine noises. The vehicles have a nice feel about them too; there's a strong sense of inertia as you swing around tight corners!

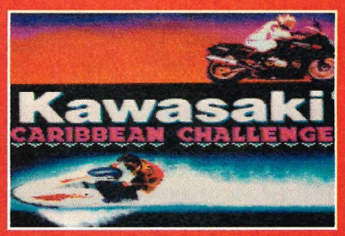
PRO TIP
The wake caused by other jetskis is best avoided as it will slow you down a great deal.

However, even if you do somehow like the idea of *Kawasaki,* a mere six levels – one bike and one jetski circuit for each island – don't provide much value for money. The Challenge mode, where you go through the islands in order, requiring a certain amount of points to progress, adds only a little lastability. With games like *Super Mario Kart around,* one wonders how this one has even got the gall to show its face!

Forget rainy Silverstone, win or lose *Caribbean Challenge* sounds like a far better idea with three sun-drenched islands to compete on, and around! First off you get astride a high-powered bike, sniffing at the banana trees as you speed across the tarmac. Then you get to hit the water on a jet ski, skirting the coastline and breathing in the sun tan lotion wafting off the curvy beach babes. Even in rain-soaked Bournemouth Dave "trenchcoat" Westley feels summery.



Kawasaki CARIBBEAN CHALLENGE



Publisher: **GAMETEK**
Supplier: **GAMES HQ/ CONSOLE PLUS**
Tel: **0702 603215/ 0532 500445**
Price: **£44.99**



Players: **1**
Skill Levels: **N/A**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Six bikes and jetskis to choose from.**

CONTROLS

- No function.
- No function.
- Move left.
- Move right.
- X: Accelerate.
- Y: Accelerate.
- A: Accelerate.
- B: Accelerate.
- L: Move car left.
- R: Move car left.

PROS: Quite good fun at first, with the bikes swerving everywhere. The sense of inertia is very good and so are the sound FX.
CONS: But with only six tracks, this has got little in the way of long term interest or challenge. The lack of a two-player mode is a ridiculous omission.

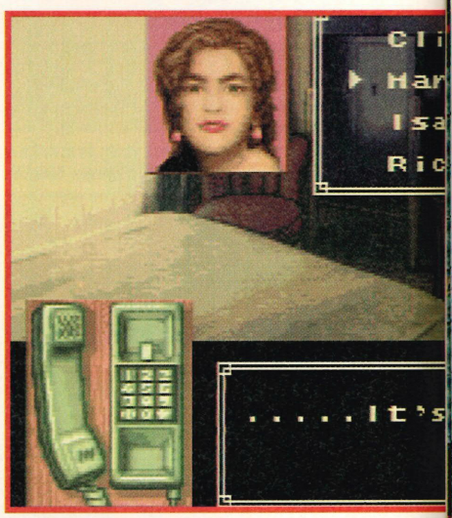
GRAPHICS	44
SOUND	50
GAMEPLAY	48
LONGEVITY	43

PROSCORE
43
SCOREPRO

ON YER BIKE!

VEGAS STAKES







Feel the thrill of the spinning Roulette wheel, of the overturned card and the spinning dice as you throw caution to the wind and bet more money than David "Poverty Stricken" Westley will earn in his lifetime. Kiss everyone in the room with joy as you break bank after bank, amassing seam-bursting amounts of cash. Be totally obscene playing Poker, Black Jack, Roulette, Craps (!) and Slot Machines, now yours thanks to the ingenuity of Nintendo's very own *Vegas Stakes*.

There's no doubt that *Vegas Stakes* has been put together exceedingly well. It opens with some excellent animation and high quality stills, gimmicks which carry over into the game itself. People will come up to talk to you – some to steal your money, others to place bets for you. There's five casinos all with their own, scene setting pics (and betting limits), plus an interesting array of characters that stay with you as you jump from one casino to another. It's a policy designed to create an atmosphere.

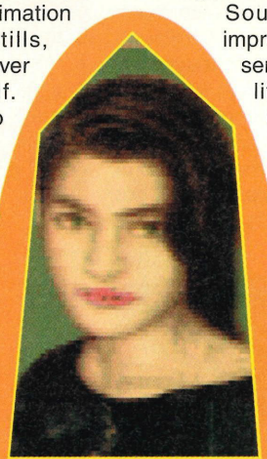
In addition to the smart presentation, the controls are simply brilliant. You'll know how to do everything without having to check in the instruction manual – something I didn't think would be possible with games so diverse. This makes *Vegas Stakes* incredibly user-friendly. The crystal clear graphics are excellent, the roulette wheel being particularly well animated.

Sound FX are equally impressive in establishing a sense of atmosphere. The little ball tipple tapples over the grooves in the roulette wheel, money chinks and chanks as your balance is counted after each game, and there are clangs if you're lucky enough to win on the slot machines.

However, one obvious drawback is that so much of the thrill of gambling is to do with *real money*. The games themselves are all pretty simple so as to draw novices in. *Vegas Stakes* makes a bold but only partially successful attempt to get around this. Although winning masses of money won't allow you to buy a real Ferrari, it will give you the satisfaction of breaking the casino's bank. The formidable long-term challenge is to travel from casino to casino, attempting to make every casino owner bankrupt. A battery back-up save system is obviously invaluable, but can be exploited to cheat – only save the game if you're winning!

A more serious criticism is with the choice and actual implementation of some of the games. Slot machines only allow minimal player interaction, Craps is an obscure American game, Roulette and Blackjack are well done but involve little in the way of involving gameplay, whilst Poker is fun but unfortunately lacks a multi-player option – which is one of the most enjoyable ways to play *Vegas Stakes*.

If you're already into gambling, this provides a very slick means to practice, even non-fans can get intrigued by how the various betting systems work – and how quickly money disappears! However, after an hour or two, the game's limitations had me bored and I can't see any non-gambling fans getting hooked – fortunately!



PRO TIP

Don't trust a woman wiping something off your shirt!

SLOTS

This is a fun interlude from the more sophisticated games and the various casinos all have their own slot machines, nicely drawn to keep you putting the coins in. Unfortunately there's no hold or nudge buttons, features which allow some minimal player interaction down at Bournemouth pier. Instead you just have a choice of how many coins to play at one time – a maximum of five coins means you can win on various vertical, diagonal and horizontal lines.

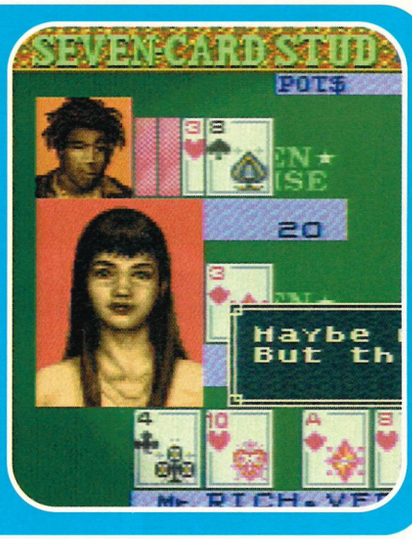


POKER

Whereas the Russians were always supposed to be playing geo-political chess, for Americans the analogy was poker – a macho game of bluff and double-bluff, almost always ending in a quick shoot-out in all those John Wayne westerns.

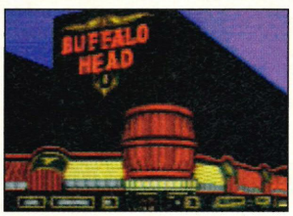
The game is actually very simple. You're given seven cards (in this version) which must be made into the best possible hand. What constitutes a good hand is determined by a pre-established ranking system. At the top there's the straight flush, which is five cards in sequence, all from the same suit. Then it's four of a kind, a full house (three of a kind and one pair), a flush (five cards of the same suit), a straight (five cards in sequence), three of a kind, two pairs, a pair and finally no pair. The player with the best combination of these after all the cards have been laid, wins.

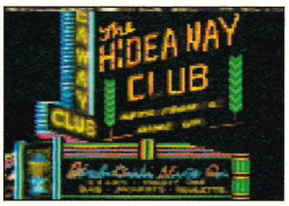
What makes it interesting is how you build up from your initial two cards, paying to keep in the game as more cards are dealt, raising the stakes if you're confident of your hand. It's a game of nerves because the other players can try to bluff you out, raising the stakes even if their hand is poor!

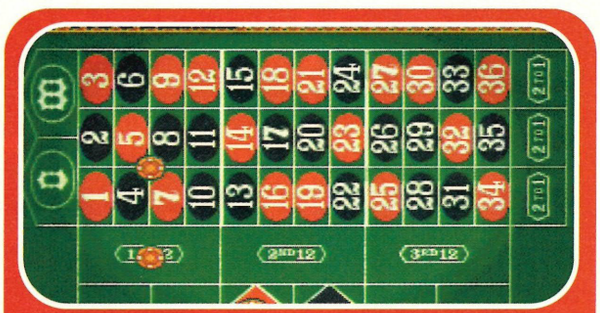






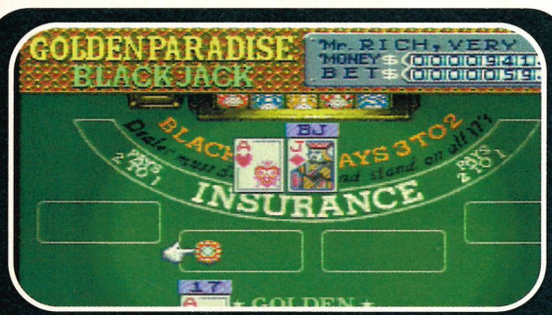






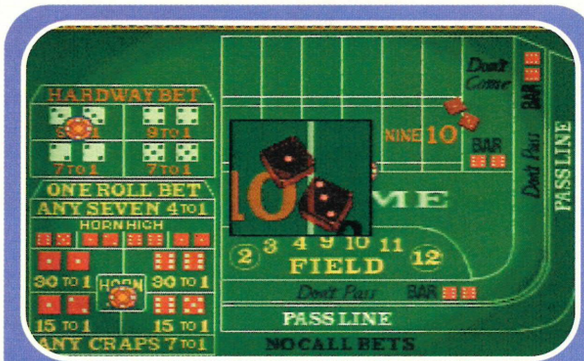
ROULETTE

Roulette is one of the oldest and most glamorous casino games, the spinning wheel being quite sexy even on a video screen. There are 38 slots and you can bet on 36 of them – 0 and 00 are the casino's. If you put your cash on the slot where the ball lands you get a whopping 34-1 pay-off (34 times your initial bet, plus your stake back). However, there's a huge 37-1 probability against that happening, so there's masses and masses of other bets you can place, from betting on it landing on a red slot (1-1) to odd numbers, to the first 12 numbers and so on. There's also no limit on the number of bets you can place – other than your cash – and quite complex bets are possible. Still pretty dull though.



BLACK JACK

Black Jack is a beautifully simple card game. The dealer gives you and himself a pair of cards. The objective is simply getting closer to twenty one than the competition. The skill comes in judging whether to be "hit" with another card which could send you over 21 – "busting" you – and of course how much you bet. There are, however, some interesting additional features to explore. If a deal totals 9, 10 or 11 you may double your initial bet – but will then receive only one additional card. There's also a weird "insurance" system which you can pay for if the dealer's face-up card is an Ace – thus increasing the chances of him having 21 or Blackjack.



CRAPS

This is a hugely popular game in America, in movies pretty girls are forever being asked to blow on the two red dice as a gambler prepares to throw. In essence it's a variation on roulette, with even more complex bets possible on all the various dice results. Unfortunately, the dice don't make quite as glamorous a video image as the roulette wheel and it soon gets boring.



Publisher: **NINTENDO**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705 & 0722 422522**
Price: **£44.99**

Players: **1-4**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Battery back-up**
Features: **Mouse compatible.**

CONTROLS

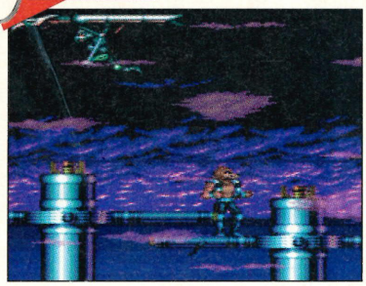
- Increase wager.
- Decrease wager.
- Change highlighted choice.
- Change highlighted choice.
- X – End wagering.
- Y – No function.
- A – Place wager.
- B – Remove wager.
- L – Check game rules.
- R – Check game rules.

PROS: Excellent presentation and good sound FX. A dauntingly realistic demonstration of just how fast money can be lost (ask Demi!).
CONS: The main objective of breaking the casinos' banks is a tough one and, obviously, luck plays a big part. Non-gamblers could get bored.

GRAPHICS	80
SOUND	75
GAMEPLAY	58
LONGEVITY	61

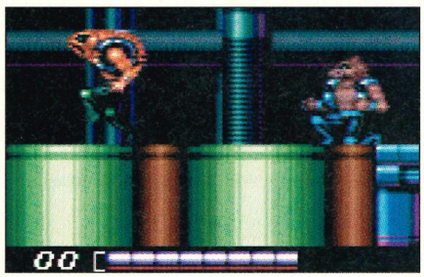
PROSCORE **60** SCOREPRO

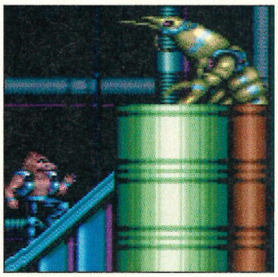
VEGAS STAKES YOUR HEART AND PICKS YOUR POCKET!



The guardian on the right is easy enough to kill once you've learned that he always disappears and reappears in the same place.









As you'd expect with a name like *Wolfchild,* this game has got a real corker of a story involving a genius scientist, telekinetic psychopaths and a dubious scientific breakthrough. The scientist is Dr Morrow, the psychopath Karl Draxx, whose CHIMERA terrorist group raids Morrow's lab, taking him prisoner and killing everyone except Saul, his son. Saul swears vengeance and pops into the lab to become Wolfchild!

The Mega-CD version recounted this tale with a mega-long intro, sensibly cut from the SNES version. However, the atmospheric soundtrack has been perfectly preserved, testimony to the power of the SNES's Sony sound processor. This is particularly good news since, as with most Mega-CD games, sound is by far the best part of the game, as *Wolfchild* is not only an unimaginative platformer, but actually a rather bad one, with minimal lastability.

The basic idea is to run and hop around a maze, blasting whoever and whatever gets in your way. In human form, Saul has only his fists at his disposal, but after collecting the wolf pendant he grows all furry and has the ability to fire an unlimited amount of claw-like missiles. The claws can be upgraded with more power-ups to become faster and more powerful homing missiles.

PRO TIP
Thank the Lord you haven't got a Mega-CD? Just joking. Try and save your smart bombs for the guardians, as they're the most challenging meanies in this game.

Saul's quest takes him through five levels, including a jungle, underground temple, a city and the CHIMERA base. If these were as spectacular as, say, *Strider*, you might forgive the banal gameplay. Unfortunately, the Mega-CD's crudely limited palette comes shining through to this conversion, as does the programmer's lack of imagination. There's a few new clouds and other such effects but it never really convinces you that this a real world. Even more disappointing is the main



character who completely fails to convey the menacing characteristics of a fully-fledged werewolf. On the other hand, there's a fair range of enemy sprites, from ten-foot robo machines, to life-size killer-ants, each overshadowing our hero and looking altogether more convincing! End-level bosses are best, the first one making good use of Mode 7.

The main flaw with *Wolfchild* is its lack of gameplay. It's samey, unoriginal and far too easy. I finished the game within a day! Although *Wolfchild* may appeal to die-hard platform freaks, one can't help but feel hard-done-by at the end of the day, especially as the ending is nothing to write home about! And even pop Morrow looked a bit gloomy being rescued. Imagine those heavy father-son confrontations when the son's a ten-foot killing machine!

***Wolfchild* is one of Sega's lead batch of Mega-CD games for the UK. But surely, it's impossible to do on your humble, cart-only SNES? Erh, no. Virgin have managed to squeeze it into a cart with absolutely no hassle at all. Ryan "Foxy" Butt investigates whether it's worth getting excited about.**

WOLFCHILD



Publisher: **VIRGIN**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£37.99**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Five levels of platform based frenzied shooting!**

CONTROLS

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

PROS: Graphics aren't bad, the various tunes and jingles are great and there are some nice monsters.
CONS: However, the game is much too easy, offering absolutely no long term challenge, and there's no variation on the very basic platforming format. The dull colours are also rather disappointing.

GRAPHICS	70
SOUND	72
GAMEPLAY	58
LONGEVITY	51

PROSCORE
53
SCOREPRO

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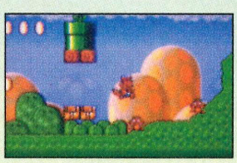
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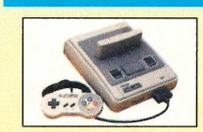
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CAPCOM

INSIDE AN ARCADE LEGEND

On a coin-op or cart, the name Capcom means a first-class production and last year, with the help of *SFII*, they racked up profits of over £150 million. Yet the company only started life in 1979, and then with a mere £50,000 investment... Dave "Goof trouper" Westley investigates the secret of their success.

By 1979 the first generation of coin-ops were well established in Japan's flourishing 'games rooms'. So it was to the sounds of Namco's PacMen being eaten and Taito's space invaders being repelled that Mr Kenzo Tsujimoto founded Capcom. Japan's world lead in micro-electronics made the hardware easy, but what about the creativity? Capcom soon proved its mettle in every department with early Japanese successes, such as *Son Son, Vulgus* and *Higemaru*, leading on to world-wide mega-hits like the classic vertically-scrolling shoot-'em-ups *1942* and *Commando*.

As home computers and consoles came on the scene their software houses at first simply ripped-off coin-op ideas. But as the business grew they went looking to buy official licences, the world famous titles bringing coin-op glamour into the home – even if the games themselves bore little resemblance to their arcade versions. From the start Capcom's games were among the most sought after. In Britain, US Gold set up a new Capcom label for its share of the coin-op mega-hits.

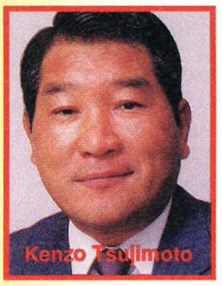
As the domestic market kept growing, Capcom became increasingly interested in writing its own conversions, especially for the garish white-and-red box causing a sensation at home. Tsujimoto had watched the explosive sales of the Japanese NES ever since its launch in 1983. When in 1985 Nintendo made its move into America, with the remodeled grey NES, Tsujimoto was one of the few people who could've predicted its massive sales. And thanks to his foresight, Capcom were ideally positioned to capitalise on it, starting work on the very first Capcom NES game that year.

STREET FIGHTER CP

The huge profits to be made with home systems had many coin-op makers switching most of their attention there. Nintendo itself, after all, had started off making coin-ops before dropping them completely. However, Capcom never took its eye of the arcades and has played a leading part in pushing the technology ever further. In 1987 it began heavily investing in the Capcom CP system, a powerhouse new coin-op engine which would revolutionise the arcades. This system would not only offer stunning new graphics and sonics, but also great memory capacity for more sophisticated games.

The system was finished by September 1988 and Capcom lost no time in introducing it. *Magic Sword*'s banal gameplay may seem antique today, but in 1988 its finely detailed graphics caused jaws to drop. Then there was the stunning *Forgotten Worlds*, the awesome *Strider* and of course *Ghouls 'N' Ghosts*, a mind-blowing sequel to Capcom's *Ghosts 'N' Goblins*. The latter was not only one of the most stunning games to look at, it was also one of the most playable and imaginative. By now Capcom was developing for both Sega and Nintendo consoles, splitting its titles between them.

In 1988 the console makers, and especially Nintendo, were so powerful they often insisted any game developed for their system couldn't appear on a rival machine. It's a situation Capcom has played a key part in undermining. Nintendo grabbing *Street Fighter II* for the SNES was one of its most successful moves ever. This was the game that really showed what the SNES could do and this Xmas a large part of its advertising, with an *SFII* SNES pack, emphasised the point that Nintendo had the coin-op mega game and Sega didn't.



SNES sales were undoubtedly massively boosted, which did Nintendo good at the cost of emphasising the importance of a third-party licencee. The days when Nintendo could impose draconian conditions on companies wanting to produce software for it are long gone. So it was that Sega announced what they thought was an unbelievable coup: Capcom agreed to do a conversion of *Street Fighter Championship Edition* for the Mega Drive. Sega was jubilant, hoping to trounce Nintendo with a conversion of the improved game, and built a new six-button joypad to go with it.

Nintendo's response made clear that it still has some muscle, however. As Sega owners salivated at the prospect of at last getting the ultimate beat-'em-up, Capcom delayed its release – from July to September – and announced a new SNES version. The very latest *SFII* game, the *Turbo* edition, has been put on a 20MBit cart for a July release on SNES! It was a severe humiliation for Sega, but the underlying point remains clear – *SFII* is bigger than any console. And to emphasise the point, a *SFII* movie is now in production.

Unsurprisingly Capcom are hard at work developing a CP II system. It promises even better graphics definition, zillions more colours and even more realistic sound. *SFIII* will be sure to use when it debuts in 1993 and putting it on a home console will be a massive task, technically and politically!

MICKEY MOUSE GAMES

Coin-ops are obviously where Capcom best advertises its name, the cutting edge of video gaming in terms of visual and sonic pizzazz. But it's carts that deliver the most profits and coin-op conversions don't always suit home systems. Capcom have created few entirely original cart games, the *Mega Man* series being the most successful, but their coin-op experience has given them a special awareness of the importance of big, easily recognisable names on the box. And if not a Capcom coin-op what bigger names than Disney's stable of world famous characters!

In 1988 Capcom spent an undisclosed amount for the rights to Disney's toon-world celebrities. The first titles to be realised were *Chip 'n' Dale Rescue Rangers* and *Duck Tales*, both on the Famicom/NES and followed by sequels. *Duck Tales* has also appeared twice on the Game Boy, along side *The Little Mermaid*.

It's a measure of the high production values Capcom put into these games that so far there's just been one SNES Disney game – *The Magical Quest: Starring Mickey Mouse* – unquestionably one of the finest looking SNES games available. Fortunately, some six months later, a few even more awesome titles are nearing completion. Their success is, of course, virtually guaranteed with that Capcom logo on the box – in a recent survey of American Nintendo owners it was voted maker of the best video games by a whopping 2:1 margin! Yet despite this success, and employing over 600 programmers (!), Capcom is a remarkably cautious company as you can see from my exclusive interview!

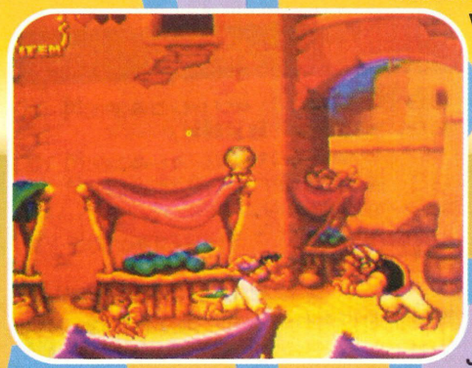


Capcom has three office blocks. One each for Arcade production, SNES production and marketing.

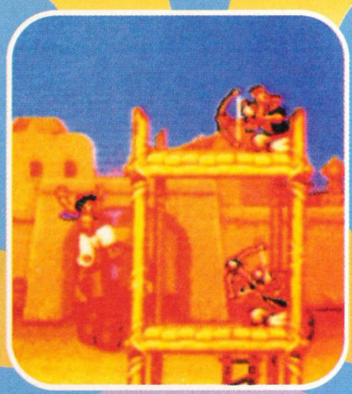
ALADDIN

Aladdin was one of the real show stoppers at the Chicago CES – despite being only 40 percent complete! The game is a conversion of one of the year's most successful films, a spectacular new Disney feature which has already grossed over 200 million dollars, and that's in the United States alone!

The game follows the same story-line as the film with Aladdin, a young street urchin, travelling through the ancient city of Agrabah with the aim of winning the heart of Princess Jasmine. His quest will take him through seven stages of horizontally-scrolling action, through the market place, over roof tops, through caverns and finally, into the hall of jewels. Success in each of these stages will depend on him being able to avoid his enemies by running, jumping, climbing and hiding. He will be aided in this by Abu, a magic carpet, and by a "wacky" genie – voice by Robin Williams in the film. The game will also have special bonus rounds with Aladdin and Princess Jasmine flying through the skies collecting special items for extra points. One thing's for sure, this is going to be huge, playability even at this early stage was great and the animation is simply unbelievable!



***Aladdin* will be released Stateside in November.**



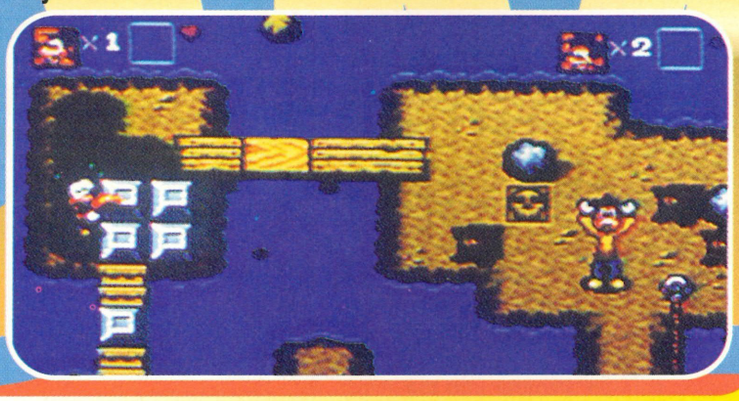
THE GOOF TROOP

Goofy is one of Disney's five biggest stars according to Capcom's US president, Joe Morici, and his brand new cartoon series has been a big hit in America. So, after being abducted in *The Magical Quest*, Goofy now gets to star in his own game. The story is that Pete and PJ have been kidnapped by pirates after going sailing in the South Pacific. Goofy's rescue attempt takes the form of one Capcom's most innovative games yet, complete with side-kick Max for a simultaneous two-player mode.

Goofy and Max's adventure takes you through a series of mazes on the pirate's fortress island. Success depends not only on quick reactions but also on brains, with plenty of traps to overcome. Gates are opened by kicking special blocks on to switches and there's lots of special objects to find. To find diamonds you need a shovel, driftwood is used to repair a bridge and a rope gun to cross canyons. One nice touch comes up in a room packed with pirates. To get through alive one of you is going to have to use a bell, to distract their attention, whilst the other moves by them, as quietly as possible, to flip a switch.

This 4MBit cart crams in plenty of levels and a password system prevents repetition. The only shame is that it's aimed firmly at a younger audience, although there are five skill levels to provide some lasting appeal for older goofy fans like Mark!

***The Goof Troop* will be released in the States in September.**



EYE OF THE BEHOLDER

Eye of the Beholder is the first SNES game to be based on the award winning *Advanced Dungeons and Dragons* RPG series and promises to bring "intense, sophisticated interactive action to the home market." It's sophistication is such that Capcom are already promising a hefty tips book, to be sold separately.



The aim of *Eye of the Beholder* is to investigate the evil goings on in the city of Waterdeep. Not an easy task with vicious creatures roaming about, all seemingly intent on stopping you in your tracks. These creatures are made extra scary with the "unique" first-person perspective. Everything appears in '3-D' so that enemies will appear to be right in front of you on the screen!



Fortunately for you not all of the creatures are after your blood (though most are!). Some will want to help you, giving you vital information and sometimes magic items and spells!

If it all sounds too much for one person, don't worry. Capcom allow you to start with a band of four characters, each of which you can create by choosing from five different character classes and races, then equipping them with armour and swords and magic – which of course can be upgraded in the game proper. Most intriguing of all Capcom promise numerous routes through the game, so even if you finish it once you can redo this quest over and over with something different happening each time.

***Eye of the Beholder* is to be released in US this Autumn.**

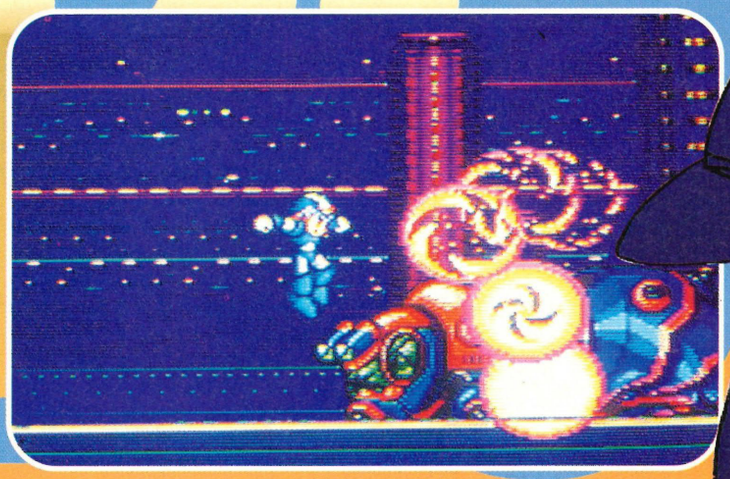
MEGA MAN X

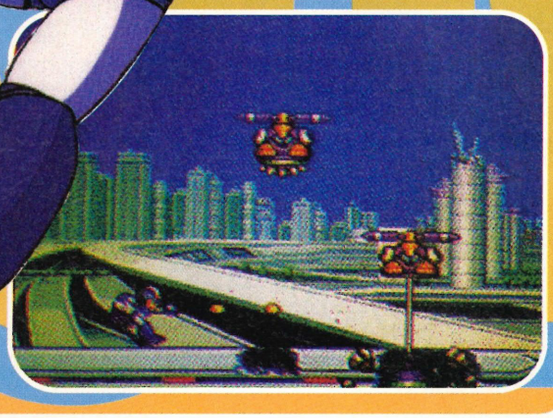
Mega Man has starred in a record breaking ten titles, spread over the NES, Game Boy and now, at long last, the SNES. Over time this titanium-skinned superhero has become one of the most famous Nintendo characters ever, his platform adventures 8-bit landmarks.

Capcom are obviously determined to make sure he's just as successful on the SNES and this 16-bit version has been in development for a long time with a whopping 12MBit cart planned.

Mega Man X is set in the 21st Century and includes a whole host of enemies and obstacles that have not made an appearance in any of the earlier games. He's also joined by two new RoboPolice allies, RX and RY, who are humans altered into robotic form. In addition Mega Man will be able to add on special hardware units to give him super speed, increased weapon strength and a new head on attack. He may even get a flash new car to speed about in!

***Mega Man X* is an Autumn release in America.**





STREETFIGHTER TURBO

CES Play Report

Well this is the one that you've all been waiting for – *Street Fighter Turbo* – arguably the biggest release of 1993, coming to you soon with new moves, four new characters to play and improved graphics and sound.



* Ryan's rather magnificent preview of Street Fighter Turbo in the last issue covered all the major improvements that will be made to this game when it comes out sometime very soon. Undoubtedly the most important of these is the ability to play as Balrog, Vega, Sagat, and Bison. But, to make everything fair, all of the other characters have been tweaked and tuned. Dhalism can now disappear, Chun Li throw fireballs and Ken and Ryu throw punches in the air!

Some characters have actually been weakened. Bison's corner moves are no longer so powerful whilst his scissor kicks can be stopped by a mere crouch and jab.

In addition to these improvements that have mainly come from the *Champion Edition* the cart also features a *Turbo* option. This basically speeds up the play by about 15% so that lightning reflexes will be required for the multiple combinations that your opponent will be able to throw in the space of a nanosecond (slight exaggeration! – Ed.).

The overall feel of the game is certainly different; it's harder,



all the characters have been toughened up and it takes a while to get into the new moves. Chun Li with her new fireballs is particularly good fun. The boss characters are of course brilliant to play and the graphics have all been slightly toned up. Possibly the most impressive thing is the speed increase, it's definitely a lot quicker – although English machines will probably neutralise some of this benefit. As to whether or not it's worth the money. If you haven't got the original, of course it is. If you have, then it's harder to say. It's a good upgrade but hardly an incredibly radical one and it's a high price too. But to help you decide we'll have a huge, blow-by-blow in-depth review and tips special next month. Don't miss it!

(Zap Games plan to offer the American version for £69.99 when it comes on sale after July 10th. (The Japanese version will be more expensive and come later.)



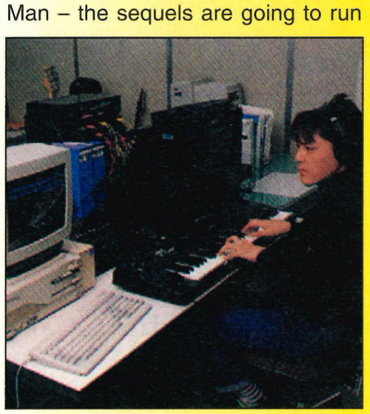
CAPCOM THE TIME, THE PLACE
THE INTERVIEW

Capcom isn't known for being open with the press, so it was with more than a little trepidation (and a lot of bleating) that David Westley dialled Capcom USA (10am Pacific Standard Time, 6 pm GMT) to speak to Erin Shiba, who just happened to be one of the nicest PR Spokespersons he'd ever encountered! Would Dave leave that phone? Not on your life...


Capcom's holiday home for employees.

DW: Can Capcom be translated into English, does it have any special meaning?
ES: "Yes, but it's all too bizarre, something to do with capsules, I really can't explain!"
DW: With the single exception of *Magical Quest* all of your SNES releases have been coin-ops. But now all your new releases are original titles, except *Turbo*, is this a conscious policy?
ES: "No not really. It's just the way its happened."
DS: So there will be new coin-op Conversions coming soon to SNES owners?
ES: "Yes, lots, but I can't really tell you anything about them now. They're a bit hush hush – not even I know that much about them!"
DS: Why has it taken so long for *Mega Man* to be released on the SNES? He's been hugely successful on NES after all.
ES: "Yes he has. I don't know why it's taken so long. It has always been expected that he would arrive on the Super Nintendo some time, but with so many games being produced it's taken this long for anyone to get around to it. Anyway now that it's been done you can expect a lot more titles for Mega Man – the sequels are going to run and run!"
DW: Do you have any plans to use the Super FX Chip?
ES: "No, not at the moment. Capcom does not propose to be the first to try anything new, rather our company philosophy is to take a conservative approach. We prefer to take our time to produce quality products.
DW: What about CD-ROM games?
ES: "We haven't any plans to do any CD-ROM games for any system, as yet. We prefer to see just where new technology goes before we introduce any games for it."





CapCom employ over 600 programmers in Japan. A great number of these are responsible for developing the soundtracks for new games (above).

"We prefer to take our time to produce quality games."

DW: At the Chicago CES Aladdin was a real show stopper, how long did it take to develop?
ES: "It's taken almost a year and we're just doing the finishing touches now."


CapCom's high-tech Arcade department.

DW: How much say did Disney have – were they very picky?
ES: "No not really. Not as much as they have been with Virgin who are publishing the game on the Genesis [US Mega Drive]."
DW: I suppose because they trust you after *Mickey's Magical Quest*?
ES: "Yes, that was a real breaking game for us."
DW: Does the game follow the same story line as the film?
ES: "Yes, roughly. It will include all the major characters from the film with Aladdin as the star, doing all he can to marry Princess Jasmine. It's got all the music from the film as well. It's going to be a stunner!"
DW: Would you ever turn a SNES game into a coin-op – *Aladdin*, for example?
ES: "Sure, if a title were hot enough. It is unlikely though. We like to test our products in the arcades first because that is where the real hard-core of the gamesplaying public go."
DW: How did Nintendo react to your decision to do *SFII* for Sega?
ES: "Nintendo have been very diplomatic about the entire issue. After all, they couldn't really complain considering that the original *Street Fighter* has helped them sell a phenomenal number of hardware units. In addition, they have *Street Fighter Turbo* coming out in July."
DW: Are the rumours of *SFIII* in the arcades true?
ES: "Capcom is currently working on a *SFIII* coin-op, but don't expect anything for at least another year. The exact name of the game has yet to be confirmed."
DW: There has been a lot of criticism in the UK press lately about the violence in games. What do you think?
ES: "Presumably concerning *Street Fighter*?"
DW: Yes.
ES: "Well compared to *Mortal Kombat* it is all very tame. There's little gore, little blood. It has more to do with martial arts, with skill. It's more of a sport, isn't it? With respect of it being a bad influence on children it's all to do with moderation. Capcom certainly doesn't condone the fact that children play its games for long periods of time."
DW: Finally, where do you see Capcom in ten years time?
ES: All we can say is look out for Capcom. We won't stop surprising consumers with fabulous new games.

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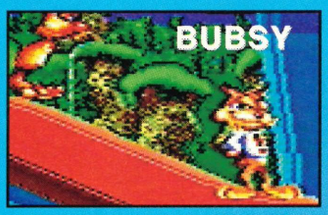
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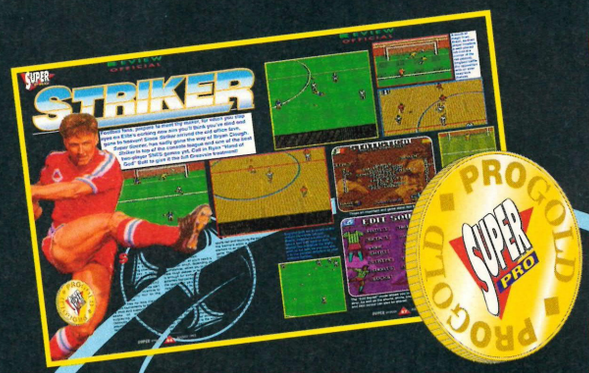
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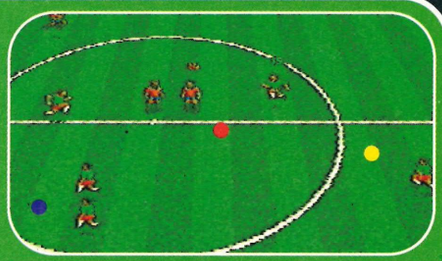
FOR PRIZES GALORE

Elite Systems are, understandably, rather pleased with our enthusiastic response to their super footie simulation, *Striker*. Awarded with a prestigous PROGOLD almost the minute it appeared in the office, *Striker* is without doubt, the most fun any footie fan can have with their SNES and we decided that such a momentous release needed a competition. So Elite have teamed up with SUPERPRO and Arkwright: Noted British Sportswear, to offer five first prizes of a copy of *Striker* and an Arkwright original, authentic sporting garment, and five runners-up prizes of Arkwright garments to whoever can... *spot the ball!*





There's one minute on the clock and Spain and Italy are fiercely battling in the midfield, both desperate to get on the scoreline. Can you feel the tension? The drama? No? Well you haven't played *Striker* then. This affliction could be solved by using your skill and judgement to determine which coloured spot marks the actual location of the football. A(●), B(●), or C(●).

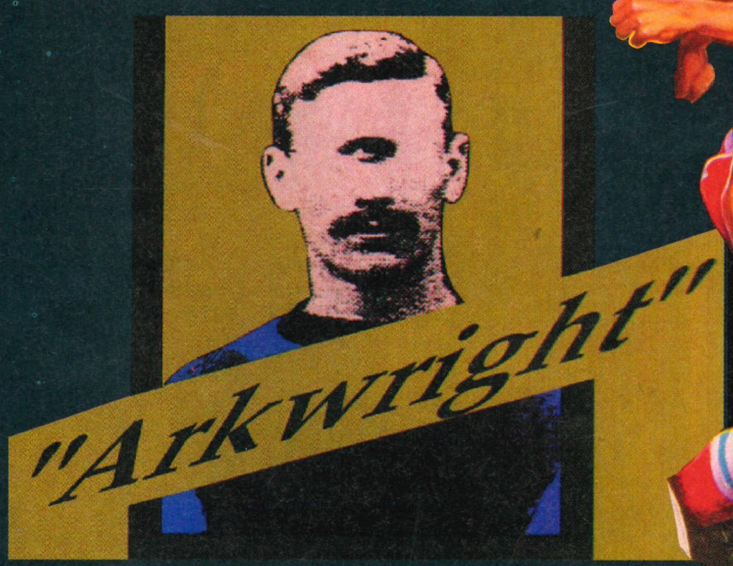


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BURNING BRIGHT

LaserBeam is undoubtedly Australia's best software publisher and, although only a few months old, the people behind it are true veterans. Back in the early Eighties Beam games such as *Penetrator*, *The Hobbit* and *Way of the the Exploding Fist* had a revolutionary impact on computer games. More recently Beam software have turned out SNES hits such as *Super Smash TV*, *Mech Warrior* and of course the brilliant *ShadowRun*. Stuart Wynne asked company director Adam Lancman about a dazzling future.

SHADOWY SECRETS

SW: *ShadowRun* is one of the most enjoyable and original games we've seen in a long time. Where did the original idea come from?

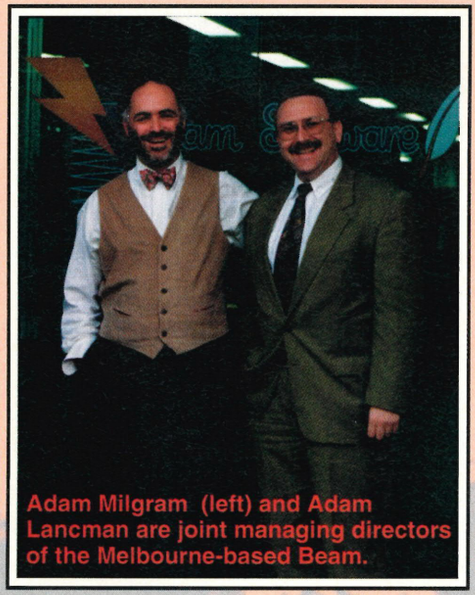
AL: "Data East had a relationship with FASA – *Mech Warrior*'s based on a FASA board game after all – and so they came to us with *ShadowRun*. Of course everyone in the office knew the board game and got quite excited about it."

SW: Does the game have a completely new plot-line?"

AL: "No, actually it's loosely based on the first *ShadowRun* novel but with extra twists and there's a bit of difference at the end too. Basically we brainstormed with FASA, presenting scenarios, and they went through eliminating inconsistencies with their existing story-lines."

SW: Were you inspired by William Gibson's *Neuromancer* trilogy?

AL: "The cyberpunk genre is very well illustrated by William Gibson, but our game is based on the universe created by FASA. The big thing about *ShadowRun* is its combination of hi-tech cyberpunk with this strong magical aspect."



Adam Milgram (left) and Adam Lancman are joint managing directors of the Melbourne-based Beam.

SW: Did you know what sort of game you were going to do right away?

AL: "From the start we knew we wanted to do something different. *Zelda* is a fantastic game and it set a style for RPGs. All Japanese RPGs look so similar; balloon-shaped characters, very chubby, cartoon-like. We had a background in the early 1980s computer games, we were familiar with *Knight Lore* and all those types of games, so we thought let's introduce isometric 3D. We wanted a much more realistic look and feel, a more interactive and less cerebral game. We think of it more as an arcade adventure than an RPG."

SW: The combat system's obviously part of that.

AL: "Yes, we knew traditional RPG combat, with lots of stats, were a big no-no, so went for the cross-sight. It was a bit of a compromise over realism but we think it's something people are very comfortable and happy with.

SW: Definitely. But what about Nintendo's restrictions over "adult themes?" Were they very frustrating?

AL: "To some degree it was frustrating, yes. Like not being able to refer to bars and drinks – it had to be be clubs and sodas. A little frustrating. We've learned to work within those guidelines though. And if you think about Sega and all their problems in the US, having to introduce classifications and so on, I don't think any game should have classification."



SW: When will *ShadowRun 2* happen?

AL: "ShadowRun 2 definitely will happen. We've invested too much not to do a sequel. It's not a simple thing to develop – expect it Xmas next year."

SW: Haven't you already done all the hard stuff developing the basic game engine?

AL: "There's two aspects to a game like *ShadowRun*. There's the engine which drives the graphics and sonics, the mechanics, and then there's the story-line, the way the game plays, making it feel like you're in Seattle 2050. We spent more time on the database, the story-line basically, than the actual game code. *ShadowRun 2* will be a lot bigger and better, with even more attention give to the story-line."

SW: And the story idea is?

AL: "Confidential!"

SW: Will there be a CD-ROM version?

AL: "Yeah, we hope to do a CD-ROM game. It will probably adopt a completely different perspective, but it's almost certain. That'll be *ShadowRun 3* though. *Shadowrun 2* will probably be a 16MBit cart."

SW: Will you be improving cyberspace? It was a fun compromise but a little simple maybe.

AL: Yeah, I totally agree with you. It was a compromise. To do it properly you needed to do a game in its own right. But even as it is *ShadowRun* is a big game, it's a full 8MBits, and both we and Data East always saw it as a bit of a gamble. As I've said, we see it not much as an RPG as an arcade adventure. We didn't know if gamers would accept it at all. So we couldn't go for 16MBits or anything. *ShadowRun 2* will be bigger and we'll be able to expand the matrix game, make it more in keeping in with what people expect, a lot more sophisticated than what we have."

SW: Will it be 3D perhaps?

AL: "No, it'll be like a cross between the *Tron* movie and *Robotron* (coin-op prequel to *Smash TV*), overall a lot more intense, a lot more action, you know battling black ice [ICE: Intrusion Countermeasure Electronics]."

SW: I can't wait, but I haven't managed to get that far with *ShadowRun 1* with magazine deadlines and all!

AL: "It is a big game. There's a lot in there and our UK marketing people are even considering a special tips book for its September UK debut!"

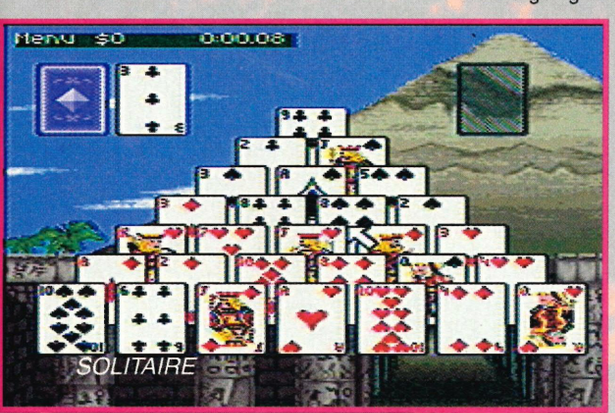
THE LASER RANGE

SW: You've got a lot of other LaserBeam products. *Choplifter III* is obviously one of the most

interesting.
AL: "Yes. We did *Choplifter 2* for JVC on the Game Boy and it did exceptionally. When JVC decided not to do a SNES version, concentrating on *Star Wars* and so on, we decided to pick it up from Broderbund [Who first published this classic 8-bit computer game]."

SW: Why did you decide to do *Edd The Duck*. Does he appear in Australia?
AL: "No! Well, you see we have this good relationship with the BBC and they saw this game *Agro-Saur* which we did based on an Australian TV glove puppet. So they said why don't you do this game for Edd and after that the game just grew. The game's called *Mumim* in Finland, *Bamse* in Sweden and *Baby T-Rex* in the rest of Europe – which is our own character. We're not trying to compete with Ocean or Acclaim, we're happy to just concentrate on a few countries."

SW: Why did you decide to do *Solitaire*?
AL: "Yes, well there's an interesting story behind that, we've got 67 people in our studio in Melbourne and they seem to waste half their time playing *Solitaire* on PC. And these guys play games for life, all sorts of games, but they're addicted to this one. So I thought okay then, we've got all this free game testing, let's do a cart version!"



SW: With England playing the way it is, does *International Cricket* have any hope over here?
AL (laughs): "Yeah, we were thinking of having a line like 'Developed by people who know how to play cricket!' Or maybe "This cart is the only way you're ever going to beat Australia!'"

SW: How are you going to do the stats for England?
AL: "Well, the thing is it's not a simulation, it's a sports arcade game. Americans are always joking how it's going to take five days to play but that's not what it's about. We developed this on the NES originally but Acclaim wouldn't touch it because it's not an international product. So we did it ourselves, released it in 1992, and it went straight to the top of the charts – it's still there now! It sold more than *Super Mario Bros 3* in the same period. The SNES version will be an upgrade of that, but with more control and so on."

SW: It looks very good.
AL: "We've got our proprietary hardware for taking a video image and turning it into animation frames, which are then touched up by hand. We're really confident about this one."

SW: Have you got any games underway for other people?
"Yes, let me think, well on SNES there's a new Taz game for THQ. It's got a side-view perspective, really fast, lots happening. Then there's *WCW Wrestling* for FCI, it's looking good too. It's got more sim-like feel, there's going to strength and stamina ratings, stats for speed, reaction time and so on. If you're a big heavy wrestling running across the ropes and hitting the rings won't do you much good. There's also an isometric perspective – so you can fight outside the ring on all four sides – and it's a new approach to the whole wrestling concept, we're really trying to get in all the glitz and fanfare. For example, there's a screen where you choose between twelve wrestlers. We made videos of them all and while it's not FMV, it's not umpteen frames of animation or whatever, it looks good."

SW: Are there any other LaserBeam games in development?
Yes, on of the most exciting is a SNES *Hobbit*. This will be a completely new game, it's not a text adventure at all, it's a lot more action. If you look at the book it's basically Bilbo rescuing dwarves. The game will have some stunning backdrops, like fine art really, and the combat will be stunning.

"The big thing about ShadowRun is its combination of hi-tech cyberpunk with this strong magical aspect."

TECHNO FUTURE

SW: How would you compare SNES and Mega Drive?
"Well there's pluses and minuses. I'm mean I've got to be careful here, you know! But, look, it's no longer true the SNES has to apologise over speed. If you know what you're doing in development you should be able to get exactly the same speed out of the SNES as the Mega Drive. There's no restriction there. So if you accept that, the SNES's extra palette and superior sonics makes the overall package better than the Mega Drive."

SW: What's been the breakthrough on speed?
"Familiarity is the main thing, building up your programming systems. When you've built up the proper tools there's no excuse for any slowdown. Well, there's still going to be some, if there's huge amount happening on screen, but only as much as the Mega Drive – any more and the programmer's not doing his job right. On the speed the two machine's performance should be the same. Oh, and one other thing that's changed has been Nintendo providing fast ROM chips at no extra cost. These have been around for twelve months now and they add about 5-10% speed increase too!"

SW: Is the SNES a lot more difficult to work with due to it's sophistication?
"To start with but you just have to build up your programming system. You have your tools for the sound chip, for the CPU, for the video processor. Sure, there's more processors to deal with, and takes getting used to, it's a little more convoluted but once get involved with Mega Drive find it's not everything it's cracked up to be. People soon start complaining about 6800 code too!"

SW: How much further can the SNES be pushed?
"A lot – there's plenty of room for improvement."

SW: In what ways?
"It's difficult to anticipate, there's new techniques, new capabilities. There's going to be more multi-player games, more animation, not just better, but more sophisticated. All games will be like *Aladdin* to some extent. There'll a greater level of interactivity. Full Motion Video on cart, not just CD-ROM."

SW: There's can't be pure FMV games on cart though, not even with 32MBit carts, can there?
"No. I mean 32MBits, what's that?, 32 seconds of video and that's just video. No game. But what will happen is that FMV could be used for more interesting looking graphics, backgrounds, sprites. It's just a matter of getting the right compression/decompression techniques and that needs to happen even with CD-ROM, processing so much information. So there's going to be more of that, I mean *Mortal Kombat* uses something similar and that's a really good game.

Are you working toward doing games with these techniques?
"Yeah, we're working on something for next Xmas, something that really looks, erh, real! It's going to provide an experience which will be a lot more intense for the player. I mean that's where censorship comes in, we've got to be sensitive to the impact that level of realism will have on people."

SW: So SNES has a lot of life left in it yet?
"Yeah, of course. There's been a lot of investment in it, we've got a lot of games on the way. Everyone does. And after all there's this saying among developers that the best game on a system always appears when it's already dead. You know what happened with the Spectrum."

SW: Yes and anyway the first few 32-bit games will probably be poor.
AL: "Well, no, not really. I'm sure Nintendo will some really good gameplay there for the system. I mean whatever that system is. If you look at the SNES the mistake they made there was the poor initial software. *Gradius* was bad, it led people to think you couldn't do good games on the SNES. Nintendo won't make that mistake again."

SW: Sega have said they won't launch 32-bit system for two years. Do you think that's a fair bet for 32-bit consoles?
"Two years seems a fair assessment, but then again a rumour at the CES was that one of the big two console makers was going to release a 32-bit system next year. It's hard to tell."

UK LASERBEAM GAMES
SHADOWRUN, £54.99, *September*.
SUPER SOLITAIRE, £39.99, *October*.
SUPER INTERNATIONAL CRICKET, £44.99, *November*.
EDD THE DUCK, £44.99, *November*.
CHOPLIFTER III, £44.99, *December*.

MARK'S MAIL

With all the fabulous games from last month, we haven't really had much time for work lately. I was quite loathe to drag myself away from *Bubsy*, *Shadowrun*, *Bomberman* and particularly *Striker*, to sort out all your letters and pics. Still, it was worth it, as I've had some excellent illustrations. As usual, everyone who gets a picture printed wins a SUPERPRO T-shirt (although I think we're running out now!).

A special thanks goes to Mark Steel, who sent in an address logo because he thought the usual red box was a little boring. Quite right, Mark. I think your effort looks very fetching over the page, but everyone else can feel free to send in alternative suggestions. Now, on with the letters!

MARK C. WYNNE

RAMBLER

Dear SUPERPRO,

First, a bit of a ramble. Seven or eight years ago (yep, I'm getting on a bit), I had a Speccy 48K, and I remember the arguments in the magazines at that time – "My computer is better than yours" etc. Speccy vs. Commodore stuff. Then, years later, I bought an Amiga 500 and the magazines still had the same sort of arguments, only Amiga vs Atari ST. I sold my 500 a couple of months ago to buy a SNES, and along with it, naturally, come the magazines. And guess what I saw in them? "The SNES is much better than the Mega Drive, blah blah" and vice versa. I know the SNES is technically better than the Mega Drive, but is that really the point? At least Sega have a CD system available, even if the games are a bit late out. Plus, there are some great games for the Mega Drive, such as *Streets Of Rage II* and *Fatal Fury* and soon, with *SFII* coming, I'll have as much fun playing my mate's Mega Drive as I have on my SNES.

Well, that's my bitchin' done.

1) When will the SNES CD be released? All the SNES mags I've bought have given wildly differing dates.

2) Will Nintendo allow anyone to hire out their games in the near future, or are they just going to continue being stupid?

3) Are any proper RPGs going to be released?

4) Is this letter too long?

Anyway, of the SNES mags I've read, SUPERPRO is the best, so I'll keep buying it!

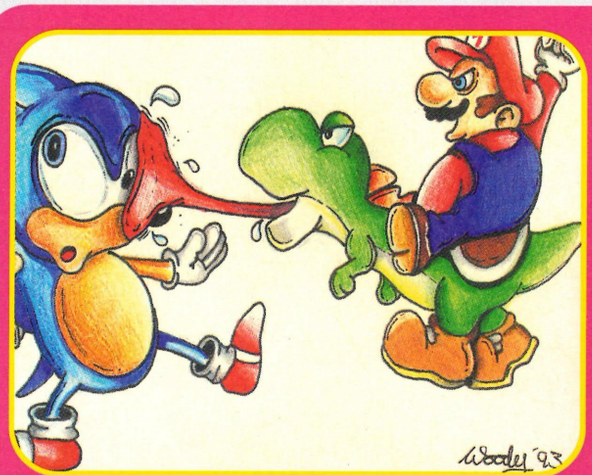
Neil Aberdeen, Cleveland.

I must be getting on a bit too, because I also remember those heated debates. Obviously, magazines dedicated to a particular machine are keen to extol its virtues, and everyone enjoys pointing out inadequacies in their friends' hardware. Your point that technical specifications don't always decide the argument is quite right, indeed having owned a Spectrum and a Commodore I'd have to say I had far more fun with the former, its wide range of innovative and imaginative games easily compensating for its undoubted technical inferiority. However these days I think the market is more sophisticated – if a game's good it will usually be converted from one machine to the other. The Atari ST went from being the leading UK 16-bit computer to utter collapse, principally because any good games it got soon appeared on the Amiga, where they often looked and sounded a lot better. These days the SNES has an even bigger advantage because its market is so big. Games aren't merely enhanced – they can be completely rewritten as with* Aliens 3 *Mega Drive versus* Alien 3 *SNES.

There's no denying the Mega Drive's a fine machine and before the SNES arrived I had a lot of fun with* Golden Axe*, and my brother even enjoyed* Sonic*! Now the SNES is here I find its more sophisticated palette and awesome sonics make the Mega Drive seem a bit primitive, especially on a good quality monitor. However, the main objection has to be the Mega-CD which appears to have completely blown Sega's chances of competing with 32-bit machines from Hudsonsoft, Sony, Atari and 3DO.

The ad campaign for the Mega-CD has to be one of the most misleading, cynical and exploitative I've seen. The M-CD is over-priced, under-powered and completely lacking good games. In short, while I don't mind nipping into* SEGAPRO *for the odd gaming session, I certainly wouldn't buy a Mega Drive or even bother taking home my brother's machine – now making a very fine doorstop, as they used to say in the old days!

2) To answer your other questions, I can't see SNES games appearing on the hire out shelves for a long while. But,





David Wood, from Kent, was so keen to get a drawing printed that he sent in two, in different envelopes! Such dedication! Top notch stuff, David, and definitely two of the most admired drawings at the office this month. Prepare to parade your SUPERPRO T-shirt with pride.



Dale Thomas sent in this superbly painted scene from *StarWing*, and even apologises for getting the title wrong. Fox and Slippy have certainly been done justice! Have you all seen the *StarWing* adverts? Goodbye Sega Mega-CD...

unlike Sega games, most SNES games are worth keeping for more than a night.
3) For RPG heaven, check out last month's exclusive on* Shadowrun. *It's top of the heap at the moment.
4) Your letter wasn't too long, but big Ed might say that this reply is!

OH SO ARROGANT

Dear Mark,
Before I continue with my letter, I must declare that SUPERPRO is THE definitive SNES magazine, and that no serious player should be without this monthly publication.

Now, I have listened attentively to your vain pleading for the last few months concerning the alarming lack of quality artwork in your letters pages, so I decided to put ink, pen and water-colours together to produce something worthy of the title SUPERPRO! As I have been a *Star Wars* fan (mega) since the creation of the first Death Star (the SNES cart is the ultimate), I felt it would be appropriate to use the forthcoming *Empire* cart as the theme for my humble offering. Roll on the release of the adaptation! I will be watching out for the review in SUPERPRO, hopefully around Christmas.
Darren McIllegible, N Ireland.
P.S. If you're still feeling generous, my Game Boy would really appreciate a copy of *Star Wars* (or *Empire*).

Now then Darren, my pleas have been for more artwork – I certainly haven't suggested that the pictures I've already had weren't good enough, just that I wanted more. Your suggestion that the pictures I've already printed aren't up to scratch is rather rude, so no freebie carts for you, I'm afraid. You'll be pleased to hear that my in-tray is overflowing with colourful doodles, and I hope everyone agrees that your artwork brightens up the magazine considerably. Remember, everyone who gets a picture illustrated gets a SUPERPRO T-shirt at the very least, so keep them rolling in.



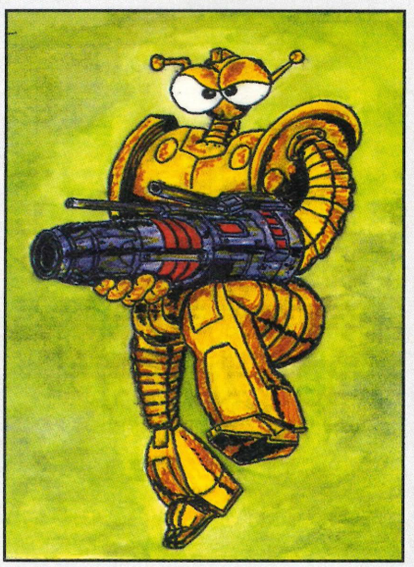
You're rather eager for* Super Empire Strikes Back, *aren't you Darren? Christmas issue? It's quite depressing how time flies in Nintendosville. Why, last Christmas I was just writing a few reviews, subbing a bit of text and doing a bit layout, whereas now... I'm doing exactly the same. How time accelerates when your artistic and personal aspirations have been quashed, consumed by the treadmill of big industry and small, defeated workers, locked in the circular toil of survival. Ho hum.

And speaking of a circular toil of survival don't bother with Game Boy* Star Wars. *I got caught by the pathetic, slurpy mis-reviews in other mags, splashed out some dosh on it (or rather, Big Bro. did) and, well, ended up rather glum.* Empire*'s even worse. My copy of* Star Wars *is on offer for a tenner.

MARIO WHO?

Dear SUPERPRO,
Please, please, please print my picture of B.O.B., as it took me ages to complete. If your rather brilliant offer of a cart for a decent piece of artwork still stands, I would like *Super Star Wars*, but if you just print my drawing. my friends and I would be well chuffed. Now to my point. It has crossed my mind that the reviewers at SUPERPRO are being too lenient with their ratings, although I agree that *Super Star Wars* is better than *SFII*.

Some of the marks given are absurd. Whoever gave *California Games II* 69% should be dragged onto the street and shot. The game is a load of crap, and as for *Mario Paint*, 90%!? Who rated this we demand to know? The person or persons responsible for this must have the mind of a three-year-old.



Just because it's Mario, you don't have to give it a brilliant mark. The game is boring at best. Colouring in Mario, I ask you.

Super Mario Kart is another. Mario's in it, give it 94%, no one will notice. The game is OK, but doesn't deserve that percentage.

Everyone's probably after my blood, so I'll leave it at that this time, but be warned, I shall return! (Evil cackle fades into background.)
Suicidal Artist Of The Month, Sheffield.

I'm not surprised you're suicidal. You sound a right misery guts.➤

California Games II was a decent enough package of varied little games, and quite fun. I think the review and score spoke for themselves. We're not here to slaughter every game that isn't *Steet Fighter II* you know. As to *Mario Paint*, well it was my good self who reviewed that rather controversial cart, and I stick to my rating, unsurprisingly perhaps. I'm sorry to break the news to you Mr Suicide, but it wasn't a game! The package was a credible attempt to use the popularity of Mario to arouse interest in a decent arts/animation program. I did point out in the review that its simple approach was aimed at very young people and, considering its target audience, I think Nintendo deserve great credit. It would be a shame if we ignored or destroyed any attempts by producers to widen the scope of what can be done with a Nintendo.

As to *Super Mario Kart* – well, you're on your own there. I don't know anyone who doesn't consider it to be the most fun you can have on your SNES, and I'd be surprised if any other readers were to echo your sentiments. Still, each to his own and I've printed your B.O.B. illustration, so CHEER UP!

WHEN, WHEN, WHEN?

Dear SUPERPRO,
Please could you answer the following questions?
1) When will the SNES CD-ROM be available and how much will it cost?
2) Will this mean that games on the CD-ROM will be cheaper, or even the same price as a normal CD?
3) Also, I have heard that Nintendo have brought out a home virtuality set. Is this true?
4) Is there a normal joystick available for the SNES? If so, how much is it and where can I find it?
Kevin Dally, Kent.

1. In Japan, Xmas looks a likely launch date with a US release following soon after. As for the UK, we can pray...
2. No. Unlike the Mega-CD, SNES CD-ROM games will come in special protective caddies including security and save game chips. They should still be cheaper than carts, although the best CD-ROM games will probably be pricey. A CD disc can hold enormous amounts of data – programming a game to properly exploit this potential will be a lot more costly than for a cart game.
3. No.
4. See last month's joypad/joystick feature where Fire & Ice's £21 XE-6 got a solid recommendation with three stars.

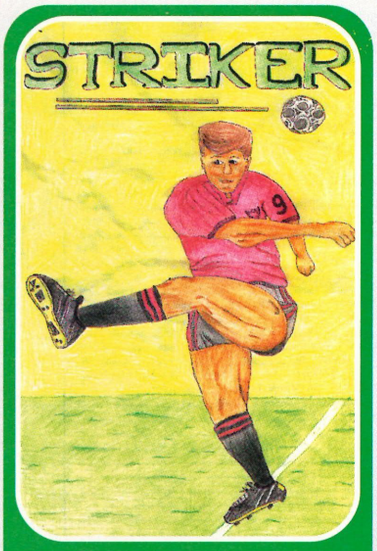
TURN BLUE, PLEASE?

Dear SUPERPRO,
Why do you not put more adult pictures in your magazine? I saw the picture of THE VOLUPTUOUS VIXEN in ish 5 and those sexy, white pop socks turned me on so much my head nearly exploded!

And could you give me some advice? I am thinking of buying a new game. Which do you think I should buy? *Desert Strike* or *Rival Turf*?
Jonathan Spencer, Tyne & Wear.
PS: If you don't put my letter in the mag, I will blow up your house.

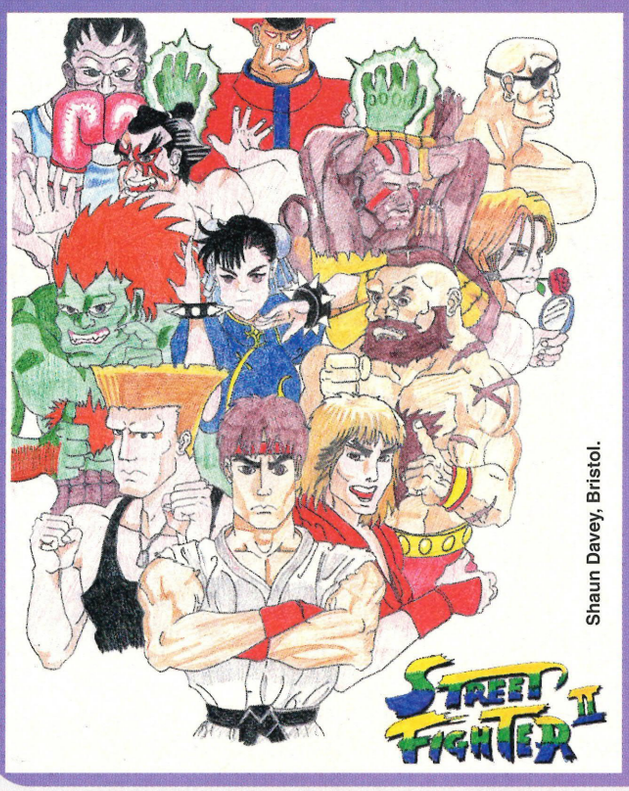
***We reviewed* Rival Turf *way back in issue one. It was a complete nightmare, scoring an unmemorable 51%. Desert Strike, however, was a PROGOLD in issue two, and is a very good arcade-sim if you like that sort of thing. Get those back issues, readers, and all your queries will be answered!* (Or even consult the monthly A-Z! – Ed.)**

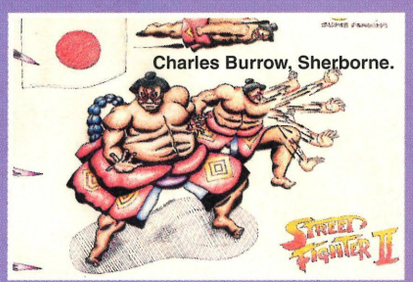
Paragon don't have any plans at the moment to ascend to the upper shelves of your newsagent, but Jonathan was but one

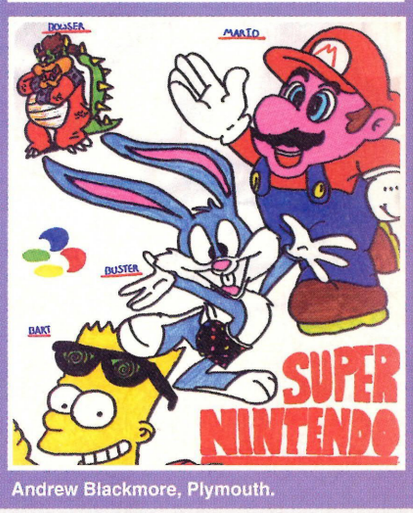


Neil Rimmer from Skelmersdale wants to know when Elite's *Striker* is coming out. Well, we've been playing it for ages, but you should be able to get it mid-August. Check out Ryan's ace review in this very issue.

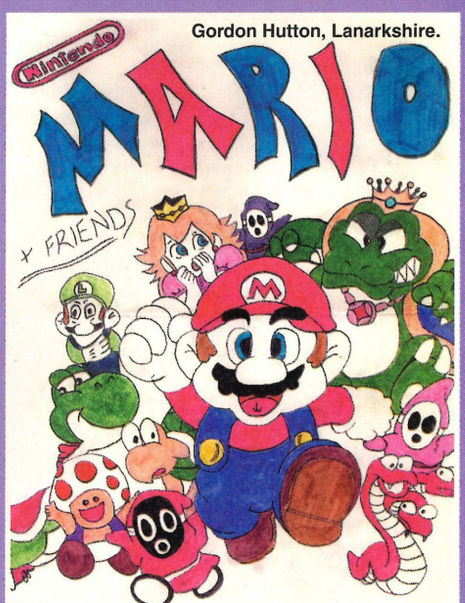
ARTY TYPES...







Andrew Blackmore, Plymouth.



Mario (and friends) and *Street Fighter II* characters are as popular as ever in my mail bag, and these were some of the more colourful entries this month. I'll expect a sackfull of brightly coloured Bubsys very soon!

of many young men to have commented upon the distinctive allure of the Voluptuous Vixen. Some of you, however, are at pains to suggest improvements (sacrilege, surely?). Mike Duffy is one such heretic...

CUTUP PROGIRL

Dear SUPERPRO,
I have been reading with avid interest the on-going debate concerning the SUPERPRO girl. I've tried resorting to girly fashion magazines to find this elusive woman, but to no avail (and I don't think the newsagent was that impressed – maybe I should have paid for the mags first?).

Therefore I have decided to put brush and anything else to hand (oh, erh missus) to design my own SUPERPRO girl.

I thought I would use a Superhero (heroine?) type theme (by the way, does anyone remember Wonder Woman? What an amazing pair of... bracelets) for my picture, and I have enclosed the results. Hope you like it.

On a slightly more serious note, I was reading another SNES magazine and, in the letters page, somebody had asked why they had removed the art pages from the mag. The reply came back that basically said that all the art they received from their readers was, to put it mildly, crap. Now call me naive, but isn't a magazine supposed to cater for us readers and not the other way round? Maybe this magazine should remember who pays their wages and if the art they receive is, in their opinion, below standard, they should just encourage their readers to do better, rather than ignore the readers. Anyway, I'll get off my soap box now, and let you get on with the other letters.



Mike Duffey, Birmingham.
PS: If you have, by any chance, a stray *Super Mario Kart* (or anything else) hanging around the office, looking for a good home, you have my address. Although I don't have a SNES yet, I can salivate over the cartridge until I've saved my pennies.

I told you all that* Super Mario Kart *was popular. Even with people who haven't got it!

We were all most impressed by your bit of airbrush and ink, Mike. Of course some people might dismiss it as 'sexist', but being a graduate of Stoke college of Fine Arts, I think it's time to stand up to such petty people. You show an admirable talent and a healthy lust for life, Mr Duffey!

Your point about magazines such as ours being here to serve the reader rather than the journalists* (or designers – Ed) *is a pertinent one. I hope no one feels that their work might not be published just because it isn't airbrushed or superbly polished, and I think that I've published a wide range of works from different age groups and interests, but please, no more Buster Bunnys!

For sending both an illustration and a thoughtful letter to myself, lucky Michael has won himself a SUPERPRO T-Shirt and a copy of* Super Mario Kart. *Start salivating, Mike!

And now, a mother determined to get an objective opinion on something...

PROUND AS PUNCH

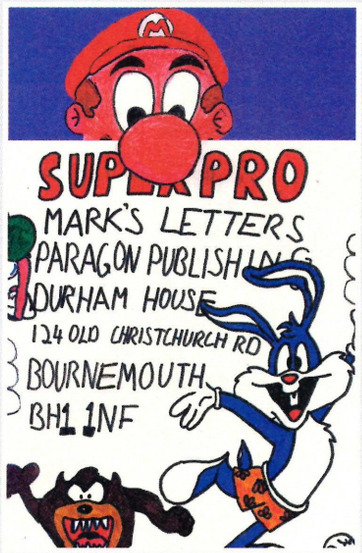
Dear Sir,
My 12-year-old son, Elliot, who is a video game fanatic and ardent supporter of your publication, did the enclosed freehand drawing to send into your magazine.

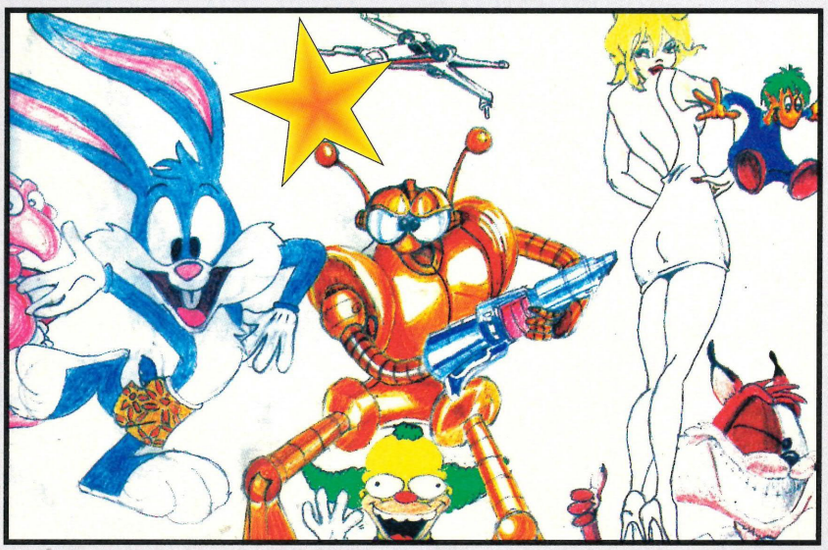
Somehow, by the time he'd finished it, he didn't think it was good enough to send. Being his mother, I may be a little biased, but I think it is excellent, so I thought I'd send it anyway. After all, when all is said and done, your objective opinion is the one that matters most!

Thank you for giving my son many hours of pleasure.
Mrs Susie Moss, London.

You flattering femme! "Dear Sir"? "Your objective opinion is the one that matters most"! What a smooth talking mother you are! We all thought that Elliot's drawing was superb (especially the cheeky Bubsy in the corner), and would love to see any more drawings he can provide us with. Mind you, youngsters are notorious for not doing as they're told. Perhaps if we sent him a cart to encourage him, he might put pen to paper. Do you agree? If you'd like to ask your son what game he'd most enjoy, and let us know Mrs Moss, we'll pop it in the post to him, along with SUPERPRO T-shirts for you both (I know you'll wear yours, day in, day out, eh Mrs Moss?). Congratulations Elliot, and keep up the drawing!

Another issue lumbers to bed. Hope you enjoyed the drawings and letters. I'll leave you with the address to send your work to in the capable hands of Mario, Buster, Taz, Yoshi and Mark Steel... Have a good four weeks.





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now ome



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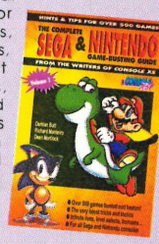
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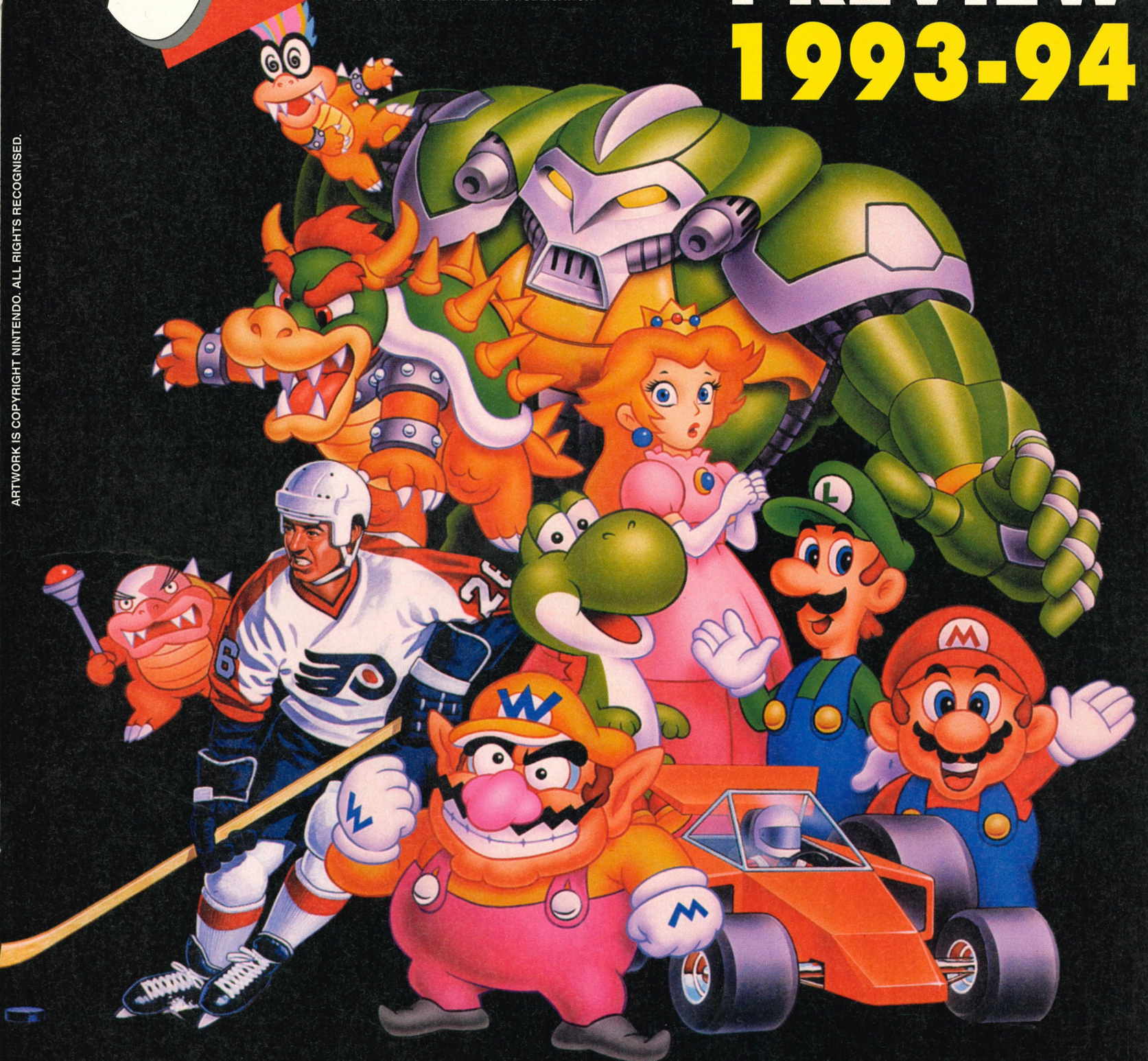
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MEGA PREVIEW 1993-94



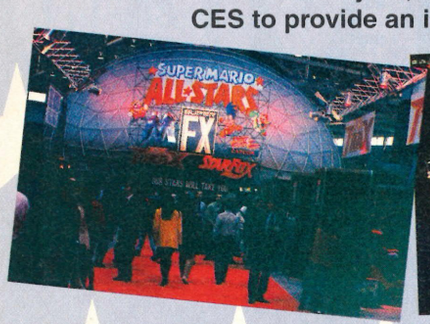
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INCLUDING FULL CHICAGO SHOW REPORT

'93-'94 MEGA PREVIEW



If the Vegas CES represents the glitz of video gaming, Chicago represents hard-headed business. Al Capone's city where, until recently, the dead could always be relied upon to vote for Democratic candidates, is now a futuristic, business dominated city. The cutting wind coming off the Great Lakes, leading to the nickname Windy City, makes little impression on the gleaming skyscrapers linked by sealed corridors. This year, hopes were high for Chicago's CES to provide an insight into the future of video





America's twice yearly Consumer Electronic Shows, January in Las Vegas, June in Chicago, are the biggest in the world, and anyone with anything even vaguely relevant to video gaming will want to be there. As everyone awaits the 32-bit CD-ROM revolution, expectations were high for some new hardware, a glimpse into the much heralded future of a the "new Hollywood".

Atari's 64-bit Jaguar, Hudsonsoft's 32-bit PC Engine II and the much heralded 32-bit Nintendo CD-ROM Drive were just some of the futuristic hardware that optimists expected to see on suitably glamorous stands. As it turned out, this was a show for pessimists and gossip. Atari didn't bother to appear (see News), Hudsonsoft have indefinitely delayed their machine while they look for a partner and Nintendo chose to concentrate on carts "without the expense of [owners] upgrading their hardware system."

All this left 3DO as the only contender on show for 32-bit, Next Generation gaming. This very expensive, $700 machine had a few nice games on show, but caused some apprehension with the announcement that Full Motion Video won't be built in. The current industry standard for FMV, MPEG 1, will be an optional extra, however MPEG 2 will be built in if and when it appears. Three different hardware specs even before launch is somewhat unfortunate, but at least they're trying.

Sega were trying in a slightly different way. After inflicting the woeful Mega-CD on the world they've now launched a $200 "Virtual Reality" headset, much like one planned for 3DO. People who played the game on show were less than impressed however. The Mega Drive hasn't the power to exploit the concept and it basically looks like another gimmick to provide the impression of the Mega Drive being somehow on the cutting edge. In a similar vein, the endlessly hyped Mega-CD game *Silpheed*, claimed to wipe the floor with *Star Fox*, turned out to be very disappointing. There's a brilliant intro but the actual game consists of very small sprites on top of okay-ish 3D images provided not by hardware muscle, as with *Star Fox*, but pseudo-FMV – using the CD-ROM to play images calculated on workstations.

Sega themselves obviously know the Mega-CD is a very dated vision of the future and have already got a 32-bit console virtually finished. Called Saturn, it uses Sega's coin-op expertise and, according to those who've seen it, really does rival top-of-the-line arcade hardware. Sega claim they don't foresee putting it out for another two years, but then again they would say that wouldn't they. Anything else would seriously affect the sales of the useless gizmos they're frantically adding to the aged Mega Drive. In truth, Sega seem as unsure about the future as everyone, but while their relentless promotion of often dubious technology made them at least look busy, Nintendo's reluctance to push out anything less than first-class hardware caused some to wonder if they were losing their touch...

NINTENDO

Of course the question on everyone's lips was how on earth could Nintendo top the *Star Wing* Dome which dominated the Las Vegas CES. New Super FX games seemed inevitable and, after all the hype about *Star Wing* not really pushing the 32-bit chip, expectations were high. As it turned out Nintendo decided to promote a broad spectrum of games, only one of which used the Super FX. Mode 7, the SuperScope and the Nintendo Mouse all got boosted with new games, making for a solid if not show-stopping line-up.

Behind the scenes Nintendo got warm applause from developers for announcing that Super FX details would be sent out to everyone in July. Although the chip is pricey to use, the mega-sales of *Star Wing* mean a lot of software companies, even quite small European ones, are determined to do at least one game with it.

Nintendo have at least two games in development, while Argonaut in the UK are hard at work on two other Super FX games for early 1994. Jez San is determined to really show what the chip can do and both games will feature heavy use of texture-mapping for some extraordinary visuals.

Nintendo's faith in Super FX technology was underlined by a decision which caused a flood of rumours at the show. After scrapping the 16-bit SNES CD-ROM Drive for being under-powered (announced at the Las Vegas CES), Nintendo now seem to have almost certainly dropped the 32-bit version. Despite heavy and detailed leaking of very impressive tech specs, Nintendo have certainly backed away from a launch this year. All their SNES PR concentrated on the theme of exploiting the existing system, improving playability through programming and cart custom chips rather than "expensive add-ons." One reason cited for this abrupt change was the "immaturity" of the CD-ROM market. Nintendo claim to be unimpressed by the sales of the seriously under-powered Mega-CD, and certainly the Chicago CES had only a handful of impressive CD-ROM games, all unfinished and for the very expensive 3DO.

Nintendo's policy now seems to be to let the SNES carry on as it is, focusing on improving games with prices to remain fixed – contrary to expectations of a rise. 16MBit games are becoming increasingly common and a 32MBit board has been announced for future carts. In the meantime it seems likely that the 32-bit CD-ROM technology will be developed into a new console, losing its SNES link much as the SNES lost its NES compatibility late in its development. Some grey importers believe this new, straight 32-bit console is possible for this Xmas, but software developers think a late '94, early '95 release date is now more like it.

It seems reasonable to suppose Nintendo are waiting for 3DO to lead the way in CD-ROM, 32-bit development, selling to the wealthy users able to afford such a high priced system. Then, when the market's mature enough Nintendo will release a very cheap, high performance 32-bit console, aiming to grab the mass market. However, the theory of holding back while the other guy explores the market allowed the Sega Mega Drive to shatter Nintendo's near total domination of US market. Wouldn't it be better to stake out the high ground now with an expensive, high-end machine? Then bring its price down over time? It's a painful dilemma for both Nintendo and Sega.

For rich tech-heads, this Xmas may be disappointing, with no new hi-tech toys under the tree. However, for most users, the concentration on relatively cheap games (in the US and Japan), with plenty of Super FX wizardry and gameplay looks a good deal. Even UK owners have some hope on prices too. Another piece of news to emerge at the CES was the appointment of a Mr Todora to head up Nintendo UK. Mr Todura used to be number three in Japan, heading up their export division, and his transfer to the UK indicates a major elevation of the UK's importance. After overhauling the Mega Drive in every other part of the world, Nintendo now clearly plan to wipe the floor with it here as well!

BATTLE CLASH II

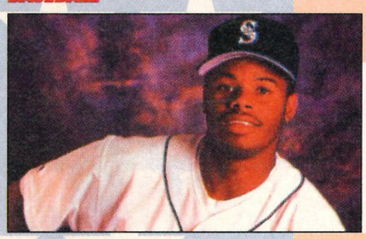


The SuperScope lives! Or so Nintendo would have you believe. This 16MBit cart updates the tried blast-'em-up format of its predecessor with a novel two-player mode. While one player uses the SuperScope to blast the various enemies a second player can join in, using a standard joypad to control enemy mega-baddies. The latter can be made to climb stairs and even hide behind objects on the underwater level.

PROSPECTS: A fun game but still unlikely to be a breakthrough.

US RELEASE: November 1993.

KEN GRIFFEY'S MAJOR LEAGUE BASEBALL



This has the official endorsement of the Major League Baseball association and a celebrity endorsement for a real heavy hitter. This 16MBit cart will offer "the most detailed player animation available on any 16-bit system", plus all 28 Major League teams with home and away uniforms, all the Major League stadiums, a season of between 20 and 162 games, American and National League play-offs and the World Series. You can design your own team line-ups and battery back-up will save Season and World League status. Nintendo actually own the team, the Seattle Mariners, which Giffey plays for and this is obviously intended to be the ultimate baseball sim.

PROSPECTS: Too early to tell.

US RELEASE: Summer 1994.

FX TRAX

It's almost unhead of for Nintendo to show unfinished games, but with the decision to concentrate on cart technology they obviously needed to show one Super FX game. *FX Trax* was it, despite being only 40% finished, and there was a decidedly mixed response ranging from "neat" to "they shouldn't have bothered showing it." Unsurprisingly the handling of the buggy was a little off, oversteer being particularly bad, but a large part of the criticism seems due to a misconception of the game. As



with *Star Wing*, Nintendo seem determined to avoid the hard-edged, super-realistic, super-serious approach normally associated with polygon graphics – *Virtua Racing* this isn't. Instead, the buggy itself was designed for cuteness – EA's David Wilson likened it to "BBC2 Bulgarian animation"! When the buggy hits something all the various parts fly away, then join back up in a very cartoon-like effect. The buggy's also supposed to change shape to squeeze through small



gaps!

The game was actually programmed by a special team which Argonaut has in Nintendo's Kyoto headquarters. Giles Goddard, Dylan Cuthbert and Krister Wombell all helped program *Star Wing* there. Krister's come back now but the other two are still in the Nintendo design studios, working closely with Hiroshi Miyamoto – the famous designer of *Mario, Zelda* and *Star Wing*!

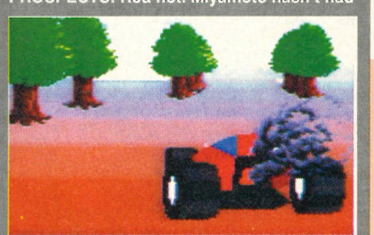
Argonaut's Jez San was himself unsure whether product should've been shown but was confident it would be brilliant when finished. The technology will be superior to



Star Wing and game design is obviously in the best of hands.

The *FX Trax* demo was also interesting for the insight it offerred on Nintendo game development. Whereas Argonaut themselves would develop a very specific game design, then set about programming it, Nintendo have a much more organic approach, adding things in as they go along. So far *FX Trax* has Grand Prix tracks and off-road stunt courses, a two-player mode and plenty of jewels to collect.

PROSPECTS: Red hot. Miyamoto hasn't had

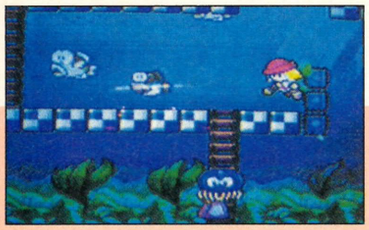


a flop yet and Nintendo themselves are very confident; "*FX Trax* is expected to replicate the stellar success of its predecessor *Star Wing*.. the fastest selling video game in history – more than 1.7 million games sold in the US and Japan through March 93... what *Star Wing* does for flying, *FX Trax* will do for racing."

US RELEASE: December 1993.

'93-'94 MEGA PREVIEW

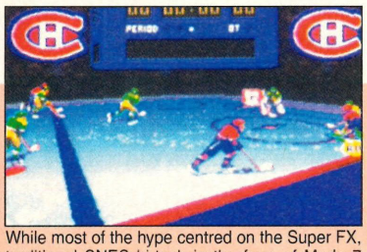
MARIO AND WARIO



Wario is Mario's evil alter ego and has already appeared in Mario games like Game Boy *Super Mario Land 2*. He's also become a real star of the CES: a huge video screen shows a stunning 3-D animated face, the lips synched to the wise cracks of a hidden commentator. For his first head-lining video game appearance, Wario faces Mario in an innovative arcade puzzle game. Mario's objective is make his way across a landscape littered with traps placed by the evil Wario. To further complicate matters, Mario's head is covered by a bucket! Basically Mario blunders around aimlessly while you use the Nintendo Mouse (included with the game) to move or destroy the various obstacles and traps. You can also control Yoshi or the Princess in this original game which features eight worlds and about 100 levels, with an additional 20, super hard levels where Mario finally gets to confront Warrio.

PROSPECTS: Cute but a little simplistic and the mouse ensures an off-puttingly high price point.
US RELEASE: September 1993.

NHL STANLEY CUP



While most of the hype centred on the Super FX, traditional SNES hi-tech in the form of Mode 7 was being pushed to a new high will this ice hockey sim. The perspective is virtually identical to *World League Basketball* with Mode 7 being used to rotate ice rink and sprites around the viewpoint of the player you control. Real players were filmed to provide footage of state-of-the-art rotoscoping, drawing sprites over the players to provide convincing animation. The NHL tie-in means real team names, kits and logos will be exploited to enhance realism further. "These kinds of technological advancements ensure that Nintendo will continue to provide players with the most exhilarating sports video games... without the expense of upgrading their hardware system." An unsubtle dig at the Mega-CD and a clear hint that the Nintendo Drive may not be happening.

PROSPECTS: Should wipe the floor with *NHLPA* but will it top Accolade's very similar *Brett Hull Hockey*?
US RELEASE: November 1993.

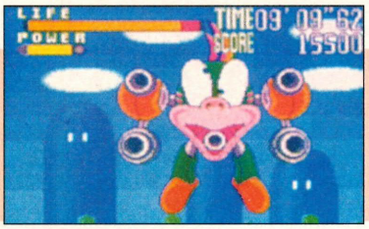
SUPER MARIO ALL-STARS



This amazing 16MBit cart includes all three NES Mario adventures, plus the *Lost Levels* which is the original Japanese version of *Mario 2* which was never released outside Japan. Graphics and sound have been uprated to do the SNES justice – Nintendo claim they "offer the most sophisticated graphics of any Mario game" – and there's a save game option for all four games. For real hard core Mario fans Nintendo have even programmed in the original games' glitches so you can walk through some of the walls!

PROSPECTS: Mega. The updated games look and sound absolutely gorgeous.
US RELEASE: August 1993.

YOSHI'S SAFARI



The SuperScope revival continues with this one designed for kids. The idea is you're riding atop Yoshi as he ambles through twelve levels, including deserts, mountains and beaches. Use the SuperScope to pick off the enemy hordes with some wacky-looking, and very sneaky Koopaling mega-guardians at the end of each level.

PROSPECTS: Irresistable for tots with SuperScopes.
US RELEASE: August 1993.

THIRD PARTY DEVELOPERS

ABSOLUTE

This New Jersey based company was founded in 1986 by three ex-Activision game developers, including Garry Kitchen who's responsible for *Super Battletank*. As of now most their games are to be distributed in the UK by EA . One exception is ***Redline F1 Racer*** which is basically *Aguri Suzuki F1*. Also doubtful is the excitingly titled ***Home Improvement***, apparently based on a hit American TV comedy show! State-of-the-art 3-D scrolling is promised for this weird winter release.

SUPER BATTLETANK 2



The original set new graphical standards and its 16Mbit sequel looks like doing the same. There's more weapons, more enemies and stunning new graphical sequences. An on-board camera displays supposedly Full Motion Video of targets being blasted.

PROSPECTS: At first glance looks little different from the original and more FMV will do little for playability.
US RELEASE: Autumn 1993.

TURN AND BURN



This is a 16MBit conversion of a well received Game Boy combat sim. Carrier take-offs, air-to-air refuelling, ECM, night landings and a full range of weaponry make this one to watch out for. As with *Super Battletank II* pseudo-FMV sequences showing MiGs being blasted and so on make this very watchable.

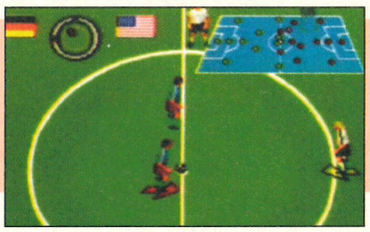
PROSPECTS: Looks great but can Absolute deliver playability?
US RELEASE: Winter 1993.

ACCLAIM/LJN

This giant American publisher had a good show with a host of new deals to announce. One of the most interesting was with James Cameron's production company, Lightstorm Entertainment. After *Aliens*, *The Abyss* and *Terminator 2*, James Cameron is a director most video games producers would give their eye-teeth to work with. According to Acclaim the agreement allows them to participate in Lightstorm films right from storyboarding to the finish of filming. The first product of the agreement will be a conversion of a new Arnie movie, provisionally titled *True Lies*, which is scheduled for a summer 1994 release.

Expected toward the end of this year is *NFL Quarterback Club*, an American football game by Park Place. This company is claimed to the biggest independent developer in the US and is best known for games such as *John Madden Football* and *NHLPA Hockey*. A series of sports games are in the works for Acclaim, with sequels already under consideration. Already looking quite nice is *NBA Jam Session*, this 16Mbit coin-op conversion features 54 of the top players, each with their own signature move, but there's only four on court, not full teams.

CHAMPION'S LEAGUE SOCCER



This jumps on the World Cup bandwagon with all your favourite international teams on offer.

PROSPECTS: It's no *Striker*. Early prototype was slow, poor animation and poor collison detection.
US RELEASE: October.

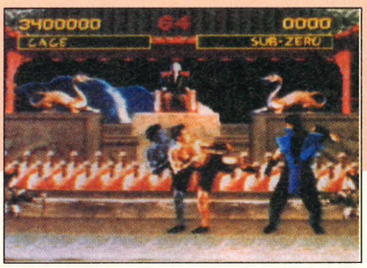
INCREDIBLE CRASH DUMMIES



The game of the hit toys with the eponymous heroes set loosely on a platform adventure.

PROSPECTS: The Game Boy version was a hit but first impressions on SNES aren't overwhelming.
US RELEASE: November.

MORTAL KOMBAT



The coin-op might not quite have the playability of *SFII Turbo*, but stunning rotoscoped animation and blood-thirsty killer blows – including ripping out someone's spine! – make this one of the year's top licences. There's seven warriors, plenty of special moves and a rumour you might be able to control the evil characters as well. The 16MBit SNES version will be censored but cheat codes will apparently restore most of the gore!

PROSPECTS: The demo version looks awesome. Bound to be huge.
WORLDWIDE RELEASE: September 13th (Mortal Monday).

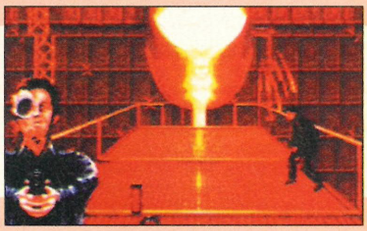
T2: JUDGEMENT DAY



The mega-film is turned into a platform shoot-'em-up. The main Arnie sprite uses techniques first seen in *Aliens 3* – sophisticated new rotoscoping programs designed to maximize realism. Thousands of frames of animation are promised, which could well be why the game's been so heavily delayed.

PROSPECTS: Very disappointing. Looks like a smartened up NES game rather than a stunning SNES spectacular. The Ripley sprite wasn't that hot, after all, and Arnie is very similar. The backgrounds in *T2* appear banal.
US RELEASE: September.

T2: THE ARCADE GAME



This is more like it. Okay it's an ultra-simple blast-'em-up with limited lastability but the graphics look stunning and there's a simultaneous two-player mode. The only serious question mark is if you haven't got Mouse or SuperScope, how friendly will it be with a standard joypad?

PROSPECTS: Wasn't on show but screenshots are very promising and the Genesis game was pretty solid.
US RELEASE: October.

ACCOLADE

After the mega-hit *Bubsy*, this American company is eager to keep the hits rolling. ***Speed Racer*** is based on one of the most successful US cartoons ever, first appearing in 1967 and now being revived as the *New Adventures*. The game of the toon features six race courses, each based on a *Speed Racer* episode, and a choice of three cars each with buzz saw weapons! After debuting on the PC a SNES version will appear early in 1994. Still on the toon trail there's the fun-looking ***Snoopy & Woodchuck***!

However he main story here was definitely sports, stand ready for ***Charles Barkley's Basketball, A Michael's Baseball, Mike Dikta's Football*** and ***Jack Nichlaus's Golf***.

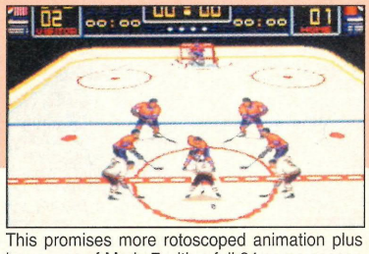
PELÉ!



This promises digitised player animation and Pelé himself appears both as a player, in the 1962 Brazilian World Cup Team, and as a coach.

PROSPECTS: The graphics are good, but animation is poor and the size means getting a good-passing game looks impossible without a radar scanner.
US RELEASE: December.

BRETT HULL HOCKEY



This promises more rotoscoped animation plus heavy use of Mode 7 with a full 84 game season option, replay mode, fighting sequences and password save.

PROSPECTS: Looks good and will be out before Nintendo's very similar *NHL Stanley Cup*.
US RELEASE: September.

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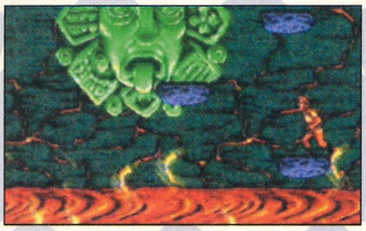
SUPER PRO '93-'94 MEGA PREVIEW



ACTIVISION

The Golden Oldies return! ***Kaboom! The Mad Doctor's Revenge*** has you running around trying to catch falling bombs. It was a big hit once...

PITFALL HARRY: THE MAYAN ADVENTURE



A classic platformer is completely updated with some stylish new graphics and wild new levels. The 32 levels now include spooky ruins, a very weird astral plane, Mayan Tombs and of course a pitfall-packed jungle. Harry's been upgraded too, beside bungee jumping and super jumps there's special magical moves such as flying!

PROSPECTS: First impressions weren't that good, although later levels seem quite varied and imaginative. Activision have already announced they're redoing the graphics so itcould be good.

US RELEASE: Xmas 1993.

RIVER RAID: MISSION OF NO RETURN



The million-copy selling 80s hit gets updated for the 90s. Once again you're flying up a vertically-scrolling river, blasting all manner of military hardware. This new version has 24 missions and hazards such as powerlines, narrow canyon walls, low bridges and plenty of flak. Three aircraft are on offer with eleven different weapon systems. There's also some night missions to really complicate things, with three alternative visual modes to pick out otherwise invisible thermal, biological and radioactive targets.

PROSPECTS: At first glance just another vertical scroller. However it's a big name with some neat ideas and later levels, such as the Arctic, are quite pretty. No *Axelay*-beater but could be good fun.

US RELEASE: Xmas 1993.

AMERICAN SOFTWORKS CORP

This somewhat obscure company, responsible for *Skuljagger*, has got quite a few games in development. ***Snow White: Happily Ever After*** is a bizarre title with the heroine transformed into a 90's hero. No more waiting around for her prince, this babe is out for action with eight levels to battle through, helped by the Dwarfelles! Programmed by Imagitec this is based on a new animated movie by Filmation due out in November. There's also two games based on the Troll toys, you know the tiny useless figures with a big shock of fluorescent hair. ***Super Troll Islands*** and ***Super Troll Gladiators*** are both well under way... unfortunately! The only relief from all this sickly cuteness comes in the form of ***Chavez Boxing***.

ASCIIWARE

After the success of Spindizzy Worlds this curiously titled Japanese company has two games in the works, one of which is the promising cutesy platformer ***Ardy Lightfoot***.

SPELLCRAFT



This fantasy adventure has you attempting to save your mystic world from ruin. There's 14 Mystic Aspects and plenty of spells to discover, everything from lightning bolts to tidal waves. Over 60 hours of gameplay are promised and there's a password save. Graphics flip between an overhead angled view and a side-on view for combat.

PROSPECTS: Hard to tell from a quick go, but at first glance looks good with nice graphics.

US RELEASE: September.

CAPCOM

SFII Turbo is, of course, unstoppable and due out any day now. ***Mega Man X*** sees one of the NES's most popular platform heroes make his much anticipated SNES debut. A winter release is planned and it's bound to be yet another hit. ***Goof Troop*** doesn't look quite so stunning, but the varied and imaginative gameplay is fun and there's a good simultaneous two-player mode – a hit for kiddies. ***Eye Of The Beholder***, by contrast, is aiming at a much older audience being an RPG in the *Ultima* series with great specialist appeal. One game which should appeal to everyone is ***Aladdin***, the game of the hit movie which boasts absolutely stunning animation and is due out in November. For more info on all these games see this month's Capcom feature.

DATA EAST

This veteran coin-op producer has a varied line-up. ***Sengoku*** is another scrolling beat-'em-up. However there's a two player mode, big graphics, plenty of moves and two different battle scenarios – modern age and medieval Japan! Only slightly less violent is ***Monday Night Football*** which has an angled overhead perspective with plenty of scaling.

DTMC

After the disappointing *California Games II* this Californian company has another 8-player game on the way, namely ***Rocky Mountain Sports***. Due this autumn there's just three sports – ATV off-road racing, rock-climbing and kayaking. More promising is ***Lester The Unlikely*** which features a teenage nerd with a mind of his own – ask him to do something stupid and he might refuse. Sounds sensible and with over 250 frames of animation on Lester and some pretty backgrounds this looks interesting. A slightly more conventional game is the platformer ***Gordo 106: The Mutated Lab Monkey*** which has already appeared on the Lynx to moderate acclaim – competition is more intense on the SNES however!

EA

Needless to say 3DO dominated this stand but there's plenty of SNES stuff in the pipeline too. ***Jungle Strike*** (*Desert Strike 2*), ***NHLPA '94*** and ***Super Road Rash*** are all in production but unlikely to see the light of day before '94. This Xmas EA's biggies will be updates of their basketball and American football sims: *Bulls vs Lakers* and *John Madden*. ***Madden '94*** will feature a completely new engine – the core code driving the game – with bigger sprites and an easier control system. Also due for November/December is a game developed by RPG specialists Origin (who were taken over by EA last year). ***Runes Of Virtue*** is a part of the famous *Ultima* series, which has appeared on numerous home computers, and should be extremely interesting. Back on the sports front there's ***International Soccer*** which will need plenty of work to rival *Striker*.

EA are also handling the UK releases of Absolute Entertainment's software. This September will see EA release ***David Crane's Amazing Tennis***, and the dire ***Toys***.

ENIX

So far it's been two out of two with both *ActRaiser* and *Soul Blazer* being big hits. Now the Japanese RPG masters aim to take the genre to its 'next generation'. Undoubtedly the most eagerly awaited of this new generation is ***ActRaiser II***. Due out in November this 12MBit cart has got some absolutely gorgeous graphics.

PALADIN'S QUEST



This is set in the future on a distant planet. But there's still plenty of wizards, dragons and even Alter Egos (?!). Time-travelling is also promised in a 12MBit cart.

PROSPECTS: This looked pretty nice and should do well.

US RELEASE: October.

THE 7TH SAGA



The overhead perspective is an unremarkable upgrade of *Soul Blazer*, but for the arcade sequences you get a stunning Mode 7, behind the character viewpoint. Combat looks excellent and there's even some flying. There's also seven characters to choose from in this 12Mbit cart. Unfortunately the work-in-progress cart was irritating to play. The overhead map didn't appear to show enemies with the result that you were constantly being plunged into combat, without warning, and without fun as combat seemed dull.

PROSPECTS: Could be a breakthrough game – but only if Enix do a lot of grafting to get playability right.

US RELEASE: September.

FCI

The creators of the Ultimate series have ***Ultima: The False Prophet*** in production along with the promsing ***World Championship Westling: The Main Event***.

HI-TECH

"At Hi-Tech Expressions, we've proven that video games don't have to be violent to successful..." Unfortunately their current line-up would make even Mary Whitehouse crave a quick bash on *Mortal Kombat*.

BARBIE SUPER MODEL

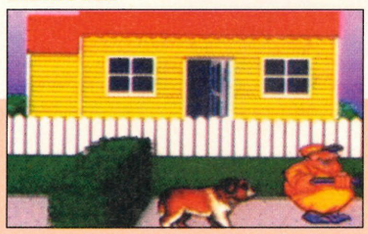


"Nobody said becoming a world famous Super Model would be easy..." Can you drive Barbie's pink Corvette to your first big fashion show in time? There's fashion shows all across America and at each one you must practice dressing up, applying make-up, styling your hair and even "walking the runway like a true Super Model!"

PROSPECTS: Erh...

US RELEASE: Winter 1993.

BEETHOVEN



The hit movie has you in control of the eponymous St Bernard in search of four puppies. Apparently a sequel and TV series are imminent.

PROSPECTS: Rivals *Barbie* as the worst game of the show.

US RELEASE: Winter 1993.

WE'RE BACK!



Hi-Tech jump on the dinosaur band-wagon with this video game based on a new Steven Spielberg produced animated TV movie. In the game you play a T-Rex in pursuit of evil prof ScrewEyes. There's five levels ranging from Prehistoric to present day.

PROSPECTS: The dinosaur graphics look good but backgrounds are disappointing and gameplay seems simplistic. Aimed at six-year-olds and older.

US RELEASE: Winter 1993.

HUDSONSOFT

The multi-tap and *Super Bomberman* got most of the hype here with the 32-bit Iron Man console hidden away. However waiting in the wings for the SNES are ***An American Tail: Fieval Goes West***, ***Dig & Spike Volleyball*** and the above average sim ***Super Power Baseball.*** For multi-tap owners there's ***Super 3-D Football*** which had a very big playing area. Footballers were small but well animated and overall very competent. Can choose between side-on and vertical-play.

BEAUTY AND THE BEAST



The movie was the first animated feature nominated for an Academy Award as best film, and also racked up over $200 million at the US box office. Hudsonsoft regard it as their lead release.

PROSPECTS: An Oscar winning soundtrack means this should sound good and graphics are very good. A promising platformer.

US RELEASE: TBA.

INSPECTOR GADGET



The cartoon series hero must rescue Penny from evil Dr Claw. The adventure ranges over exotic locations with a final confrontation on board the space shuttle.

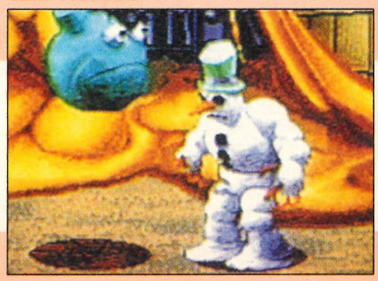
PROSPECTS: A wide range of bionic devices add some originality to the title but some of the levels look a bit poor graphically. "Appeals to wide range of ages" usually means for youngsters only.

US RELEASE: TBA.

INTERPLAY

This Californian company had only one new game to announce at the CES – *Clay Fighter* – with most of the stand going with the already previewed ***Rock 'n' Roll Racing*** (hot) and ***Claymates*** (innovative and promising), both due in September, while *Lord Of The Rings* remains set for late '93. *RoboCop vs Terminator* is a 16Mbit November release and there were some different levels on show, including a flying into the screen level where Robo takes on Hunter Killer aircraft!

CLAY FIGHTER



Mega Man is copyright Capcom. All rights recognised.

'93-'94 MEGA PREVIEW

Pac Man is copyright Namco. All rights recognised.

This must be the most bizarre *Street Fighter II* clone yet. The claymation technique used in *Claymates* gets pushed even further for this hilarious game featuring eight characters including Mr Frosty the snowman, an opera singer and an Elvis impersonator! When a character gets hit, the face or body distorts, eyes bug out and occasionally pieces of clay will go flying off. All the joypad buttons are used and there's lots of moves, including combinations and three special moves for each character. Plenty of digitized speech is on offer, including an ear-splitting screech by the opera singer when she wins – it cracks the screen! A 16MBit cart this is one to watch for.
PROSPECTS: The most ambitious *SFII* clone yet. The graphics are brilliant and while it's not as fast as *SFII Turbo*, it had a real good feel about it. An extremely funny game.
US RELEASE: Winter 1993.

IREM

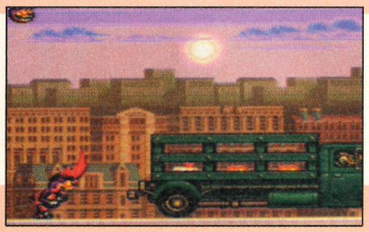
Japanese coin-op masters Irem made a huge impact with *Super R-Type*, then slipped into second gear with cutesy *DinoCity* and slick *Skins Game* before falling off the graph with the dire *Street Combat*. *R-Type III: The Lightning* should mark a return to form though and there's a few other promising titles on the way too!

HAMMERING HARRY



The backgrounds may be simple but the sprites are big and beautifully detailed. On or off his cutesy lambretta bike Harry is a character to reckon with. Another coin-op conversion this looks ideal for the SNES.
PROSPECTS: Could be a cutesy minor hit.
US RELEASE: Winter 1993.

ROCKY RODENT



"Part animal, part human, part rocket" *Rocky the Rodent* looks like Irem's bid to take on *Sonic The Hedgehog*. Although the graphics don't look that stunning, humour is high, levels are big and there's a fair bit of variety with a car chase included. The best thing about the game is probably Rocky's hair! – there's five mohican haircuts, a springhead cut and even a fetching green pony tail weapon!
PROSPECTS: Fast, funny and very playable. Good fun.
US RELEASE: August.

UNDERCOVER COPS



This was a big hit in the arcades with some gorgeous backdrops and sprites. Basically it's another simultaneous two-player scrolling beat-'em-up, similar to *Final Fight 2*.
PROSPECTS: If Irem can duplicate the coin-op's playability, and stunning graphics, this could be a huge hit. Nothing on show though.
US RELEASE: Winter 1993.

JVC

No new announcements here and amazingly they still plan a US release for the dire *Sylvalion* shoot-'em-up. More promising is the racer ***Jaguar XJ220*** and first-person perspective RPG ***Dungeon Master***, both due out in Autumn. ***Dungeon Master*** uses a DSP chip but early reports are disappointing, with poor sonics and repetitive action.

THE EMPIRE STRIKES BACK



The graphics are sonics are stunning, even better than the original, however gameplay doesn't seem much different, again mixing platform action with Mode 7 flight sequences. Still this 12Mbit cart is bound to a big hit, as will *Return Of The Jedi* which is likely to adopt a similar approach. Particularly stunning were demos showing the Mode 7 snowspeeder level with beautifully detailed AT-ATs, Scout walkers and hilly terrain.
PROSPECTS: Red hot.
US RELEASE: November.

KANEKO

The guys behind *Chester Cheetah: Too Cool To Fool* are hard at work on a sequel, ***Chester Cheetah: Rocks The House***, and a game based on President Clinton's pet – ***Socks The Cat: Rocks The House***! Completing this odd assortment of licences there's ***Fido Dido***, starring the pencil sketch mascot of 7-Up in Europe. 7-Up's US mascot, Spot, of course has his own game too – from Virgin!

KEMCO

This Japanese company has ***G2***, a fighting robot game in development, along with ***Top Gear 2*** – programmed by Gremlin Graphics! The latter is out in September and improves over its predecessor with more cars to choose from, plus plenty of traffic and harsh weather such as snow.

KOEI

The Japanese strategy specialists have three English language versions of past hits on the way: ***PTO: Pacific Theatre of Operations***, ***Genghis Khan II*** and ***Romance of the Three Kingdoms III***.

KONAMI

This giant Japanese company had little new to show, but with a back catalog which includes *Contra III* and *Axelay* their policy is obviously quality rather than quantity. Coin-op conversion ***Sunset Riders*** (November) looks to continue this trend, but early reports on ***NFL Football*** (September) are very disappointing – Park Place strike again! On more familiar territory, Konami are hard at working converting their coin-op ***Lethal Enforcers*** for December.

TURTLES V: TOURNAMENT FIGHTER (Working Title)



The name gives the game away, after all the variety of *Turtles IV* the sequel is a straightforward *Street Fighter II* clone. Although it hardly moves video gaming on, this seem set to be the best *SFII* rip-off yet with some gorgeous backdrops and excellent animation. In a less than comradely fashion you pit any of the Turtles against each other, or bring in some of Shredder's goons. Cartridge size has yet to be decided but already the sonics are great!
PROSPECTS: Good, it's quick and fun but unlikely to seriously rival *SFII Turbo*.
US RELEASE: December.

ZOMBIES ATE MY NEIGHBOURS



Programmed by LucasfArts this has some B-movie monsters invading the suburbs. There's everything from werewolves to frankensteins to giant babies in this 55 level tongue-in-cheek shoot-'em-up cum adventure.
PROSPECTS: How can a Konami/LucasArts alliance fail? Very, very fun, very playable but a question mark over lastability .
US RELEASE: September.

MAXIS

Sim Ant puts you in charge of an ant colony, organizing its food supplies, providing leadership and fighting off other insects – including spiders. Due out this autumn it, like *Sim Earth*, is probably more educational that out-right addictive as a game.

MICROPROSE

As revealed in our last issue the simulation kings have recently announced masses of new titles, all aiming for Xmas in the UK. There's two werid platformers, ***Boo*** and ***Tinhead***, a revamped golden oldie platformer, ***Impossible Mission***, ***Pinball*** and PC adventure ***Pirate's Gold***. The Super FX chip isn't being used in *Solo Flight 2* though, so Stealth fighter sim ***F-117A*** looks the next most likely candidate, albeit in late 1994.

AIRBORNE RANGER



This is a *Commando*-game as reworked by the masters of realism. There's an angled overhead view and plenty of enemy troops, but rather than just blasting everything in sight there's plenty of special equipment to use and mission tactics to work out. The 21 missions range over Artic, grassland and desert terrain with such varied objectives as destroying ships, bunkers and ammo dumps. Graphics have been completely reworked for the SNES with rotoscoped animation and much more detail. There's also a save game.
PROSPECTS: The involved gameplay may be promising but the graphics on show were disappointing.
US RELEASE: Autumn 1993.

SOLO FLIGHT 2



A legend in its own life time this set incredible new standards of realism on the PC. The basic idea is flying a light aircraft across various American states with incredibly realistic flight controls and navigation maps. The SNES version appears to use a development of the Mode 7 effects used in *Super Strike Eagle* and looks good.
PROSPECTS: The only game in town for flight sim buffs.
US RELEASE: Autumn 1993.

MINDSCAPE

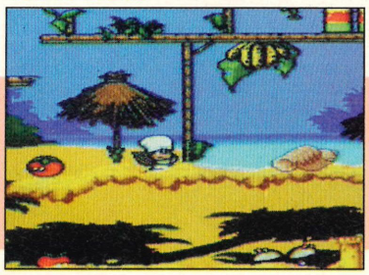
This Californian company has got a wide range of titles planned for autumn (UK release dates in brackets). ***Wing Commander: The Secret Missions*** (October) is an update of the original game with 16 new missions and four new attacks ships with stunning new weapons. As before there's plenty of cinematic sequences and excellent Mode 7 effects. ***Championship Pool*** (TBA) is also fairly self-explanatory, but there's a lot of effort gone in with 14 different variations on the basic game, including party pool where eight players can take part! There's also multiple viewing angles and zoom-in screens.

More conventional arcade entertainment comes with ***Captain America and the Avengers*** (December) which pits Marvel's best against the nefarious Red Skull. This coin-op conversion has six levels including underwater and outer space action, plus there's a great simultaneous two-player mode. Strategy-minded players might be interested in ***Super Battleship*** (October) which updates the famous board game with arcade sequences, in-depth campaign scenarios (they claim) and modern weaponary. Hmm...

And finally there's ***Alfred Chicken.*** This is another platformer with plenty of humour. The Game Boy version was very tough!

One US product Mindscape still haven't decided to release over here is the **Miracle Piano Teaching System**. For $480 this package gives you a full-sized keyboard to connect to your SNES. It offers 128 instrument sounds and hundreds of lessons, some using fun little video games!

OUT TO LUNCH



A conventional looking platformer with 48 levels in six countries. On each level the objective is for Pierre Le Chef to grab ingredients for a special dish. There's over 1000 frames of animation and some hilarious power-ups; a magic apron for invincibility, a wooden spoon for hand-to-leaf combat and a 'Flambe' to singe nearby objects!
PROSPECTS: Nothing spectacular but looks fun.
UK RELEASE: September.

NAMCO

This Japanese coin-op maker has gone back to its roots with Pac-Man brought back from the dead to star in two new games, one of which is the rather ominous sounding ***Pac-Tris***! Also in the works is the imminent ***Battle Cars***, a mode 7 futuristic racing game with plenty of firepower, 30 tracks and a split-screen two-player mode. Most promising is ***Pac Man 2***, a 16MBit cart with masses of animation, great sonics and lots of humour.

PAC-ATTACK

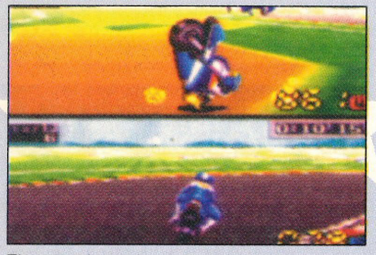


Pac-man returns in an intriguing new puzzle game. Lining up blocks is the aim of the game but the ghosts have returned too. There's three different modes of play, including a split-screen two-player game and a 100 level puzzle mode.
PROSPECTS: Could easily be overshadowed by *Pac Man 2*.
US RELEASE: October 1993.

SUPER PRO '93-'94 MEGA PREVIEW

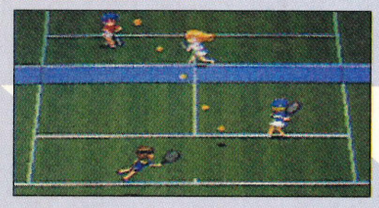


SUZUKA 8 HOURS



The stunning coin-op experience becomes a SNES games. There's no 8-player option of course, but a split-screen for simultaneous two-player racing is good fun. There's six tracks, six bikes to choose from and a password save.
PROSPECTS: A big name with some very fast, slick Mode 7 graphics. At this stage feel was good, even if difficult to crash, but overall a worthy competitor for Atlus's imminent and more sim-like ***GP-1***.
US RELEASE: December 1993.

SUPER FAMILY TENNIS



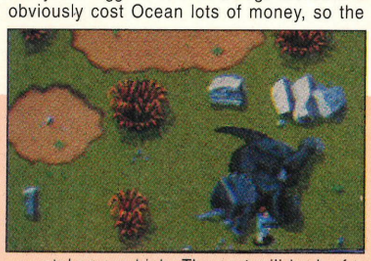
This is indeed a game for all the family with a four-player multi-tap mode and stacks of options. The graphics are similar to *Super Tennis*'s cutesy style but there's a wider range of surfaces, including desert and rocky – with a steep drop at the end of the court!
PROSPECTS: Looks a bit too dated to be a big hit.
US RELEASE: TBA.

OCEAN

The Mancunian giants had no new announcements but a few more details on upcoming titles. The movie version of ***Dennis The Menace*** (the Beano character) is to be turned into a side-scrolling, five level video game with water pistols, pea shooters and yo-yos as weapons. Expect it in September. ***The Untouchables*** is based on the movie (and hit US TV series) and will be a development of Ocean's original C64 conversion with seven brilliantly varied shoot-'em-up levels. Whether or not it'll stand up on the SNES is a question to be answered this autumn. Also due then is ***Mr Nutz***, this was previewed in SUPERPRO 3 and has some superb graphics. A 'superstar' on Sky TV's *Grab Your Nutz* the red-tailed rodent faces numerous challenge in a side-scrolling arcade game. An even more obscure license is ***Eek! The Cat***, based on an apparently hugely popular US children's cartoon series. Like *Dennis* it will be a five-level side-scroller but won't appear until winter.

JURASSIC PARK

The year's biggest movie is a huge license and obviously cost Ocean lots of money, so the



stakes are high. The cart will be by far Ocean's biggest, a whopping 16MBits, and has been in development for over a year eating up 18,700 Man-Hours! The game has two distinct perspectives. There's an angled overhead view for exploring Jurassic Park and, for inside buildings, a first person perspective. The scenario, if you've somehow missed it, is that the DNA of dinosaurs has been used by genetic engineers to bring them back to life. A massive theme park is constructed for them on an island, but on a special preview tour things start to go wrong and the dinosaurs break free. Turning the excellent book into a film cost almost $100 million with Silicon Graphics workstations being used to produced revolutionary computer graphics. Ocean's SNES game has you playing Dr Alan Grant (the Sam Neill character) who must complete six incredibly dangerous missions, ranging over the whole of Jurassic Park confronting a host of dinosaurs, from the super-intelligent raptors to a massive T-Rex. There's loads of power-ups, weapons and special items to discover and fantastic surround sound compatible music with FX sampled direct from the movie. It should be a great game but the early version shown at the CES wasn't quite the showstopper that was hoped for. As a consequence Ocean have despatched a team of top UK graphic artists to the LA studios where the game is being developed. A completely new look to the game is planned but Ocean still think underlying gameplay is strong.
PROSPECTS: Unquestionably the year's biggest licence, but it'll need a lot of work to be as stunning as the film.
US/UK RELEASE: October 1st.

RENOVATION

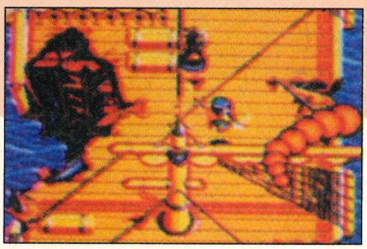
This Japanese company had some nice RPGs on show as well as the imaginative ***Dream Probe*** platformer with a choice of male and female characters. Sadly gameplay was only okay.

ARCUS ODYSSEY



Evil sorceress Castomira threatens to plunge the world of Arcus into darkness again in this angled overhead view, action-heavy RPG. There's four characters to choose from, five different levels of magic and a simultaneous two-player mode.
PROSPECTS: A big hit on the Mega Drive this should do well on SNES too, expanding from 8MBits to 12MBits for enhanced sound and graphics.
US RELEASE: October.

THE JOURNEY HOME: QUEST FOR THE THRONE



The US version of *Neugier,* this is set aboard a huge ship which travels between maze-like castles, spooky caves and more with six big levels.
PROSPECTS: Excellent, combining shoot-'em-up action with plenty of adventuring.
US RELEASE: October.

SEIKA

Breaking All the Rules is the company motto and after the mega-critical success of *Super Turrican* expectations were high for a slew of new announcements.

BUBBA 'N' STIX



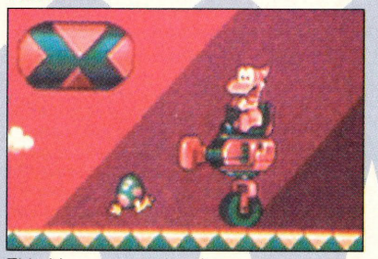
Bold, brash graphics create a genuinely toon-like atmosphere for this tale of a zoo keeper's assistant stranded on an alien world. Plenty of arcade action is promised along with some tricky puzzles.
PROSPECTS: Too early to tell.
US RELEASE: Spring 1994.

LEGEND



Not the Ridley Scott movie, but a similarly fantasy-orientated project with a plot-line to rival Dynasty! Leaving aside the complex inter-family feuds this is a side-scrolling hack-'em-up mixing magical beasts and hi-tech 'Energized Heroes'.
PROSPECTS: Looks amazing, one of best games at show graphically, and plays well too with lots of moves and special magic.
US RELEASE: Winter 1993.

PINKIE



This bizarre game has its eponymous hero searching for dinosaurs in some very hostile terrain. On his own Pinkie's a bit of a wimp, so fortunately he's got a Damnbuster Fortress Land Cruiser which brings a power-crazed grin to his lips, and a mega-punch to his fingertips.
PROSPECTS: Too early to tell.
US RELEASE: Spring 1994.

SON OF CHUCK



Chuck Rock's six-month-old baby sets out to rescue him. There's six levels and the graphics are even bigger and better than the prequel.
PROSPECTS: Looks better than the original and seems nice enough.
US RELEASE: Early 1994.

SETA

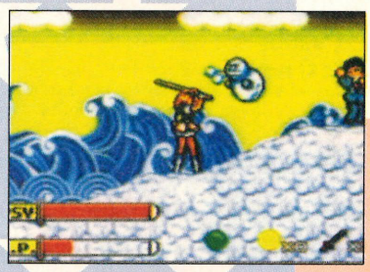
After a big gap, Seta's now back in the coin-op business with a 32-bit arcade board revealed last February. The first game will ***Mahjong*** (!), which won't be released outside Japan, but plenty of more exciting games are lined up which Seta expect to port over to SNES! Of course Seta's hardware expertise was shown off with its custom DSP chip for *F1 Exhaust Heat II* – now retitled for America and Europe as *F1 ROC II*. Later this year Seta hope to get more jaws dropping over ***Nosferatu*** which they claim will have "the most spectacular graphics ever". The 16MBit side-on-view game is set in Count Dracula's Romanian castle with an American student fighting through masses of grotesque monsters. This is due out any day now in Japan.

DESERT SWORD



This looks uncannily like *Desert Strike* using an identical perspective and even having similar mission report screens. However instead of a helicopter you have a choice of the supersonic F-15 Eagle and the slow, but heavy hitting A-10 Thunderbolt. There's a wide range of weaponary on offer and you can even call on American ground forces to give you support. First impressions are excellent and we've got high hopes for this one, which should be making its Japanese debut soon. Fighting aircraft is difficult as they move so fast, but ground attack is brilliant.
PROSPECTS: Good. Could be another case of a Japanese clone outmatching the original.
US RELEASE: Early 1994.

KENDO RAGE



There's no disguising the Japanese origins of this slash-'em-up. Heroine Jo has been sent to study kendo, Japanese fencing, with Osaki – the greatest sword master of all time. He also gives her a talisman which transforms her into a "Seventies super hero"! Soon enough the leggy redhead is battling through seven levels of arcade action with some amusing interlevel animation.
PROSPECTS: Sadly rather dire.
US RELEASE: September.

WIZARD OF OZ



"The greatest movie classic ever" looks like becoming a pretty interesting game. You get to control Dorothy, The Scarecrow, The Tin Man and The Cowardly Lion on some extremely colourful levels (31 in all). There's mazes, intricate puzzles and 13 different tunes, four from the movie.
PROSPECTS: Surprisingly promising.
US RELEASE: September 1993.

SONY IMAGESOFT

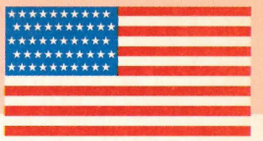
Unsurprisingly considering their recent take-over of Psygnosis, quite a few Sony games are being handled by the Liverpudlians. All three movie licences are being done by Psygnosis. ***Bram Stoker's Dracula*** is a simplistic action-platformer developed on the Mega Drive and ported to the SNES. A similarly disappointing approach seems to be happening with ***Cliffhanger***. Hopefully November release ***Last Action Hero*** will be a bit more ambitious – even if the film has been panned! The game will apparently feature plenty of car chases.

One almost certain hit is ***Equinox***, an update of the old *Knight Lore*-style isometric 3-D adventures due out any day now in Japan. Also in the works is ***FireHawk***, an original title starring a superheo who can transform into , yes!, a fiery bird. And of course there's ***Sensible Soccer***. Less likely to appear in the UK are ***ESPN Baseball Tonight*** and ***ESPN Sunday Night NFL***, both presentation heavy sims based on the ESPN TV shows which inspired the EA Sports Network sim-style and logos (actually landing EA in legal troubles with ESPN!). Expect the baseball game in November, American football in December.

Kendo Rage © 1993 Seta USA Inc.
Super Family Tennis © 1993 Namco Hometek Inc.



'93-'94 MEGA PREVIEW



Aero The Acrobat © 1993 Sun Corporation of America.

CLIFFHANGER



Sly Stallone's comeback movie, *Die Hard* on a mountain, gets turned into a side-scrolling beat-'em-up with some climbing bits. Expect attacks from grizzlys, helicopters and of course Uzi-toting thugs.
PROSPECTS: An unremarkable game with a big licence.
US RELEASE: November 1993.

SPECTRUM HOLOBYTE

After the bizarre and awful *Wordtris* this Californian company has high expectations riding on winter releases ***Star Trek: The Next Generation*** and ***Soldiers of Fortune*** (see below). For early 1994 there's ***Beastball***, first in the futuristic Brutal Sports Series, and looking like rugby as played by robo-mutant aliens.

SOLDIERS OF FORTUNE



Your mission is to destroy the Chaos Engine which, as it happens, is the original title of the Amiga conversion. Designed by the Bitmap Bros, who also did *Gods*, the game is an overhead view blast-'em-up with their typical metallic sheen graphics and sophisticated gameplay features. The Chaos Engine can manufacture anything, "any kind of monster, any kind of trap". There's a big reward for the mercenary who can destroy it, but getting to it won't be easy with sixteen levels of jungle to fight through. You have six characters to choose from, each with their own special tools and attributes (which can be improved by spending any dosh which you collect). Best of all it's a two-player game and if a friend isn't available the computer will control your comrade in arms.
PROSPECTS: A solid shoot-'em-up.
US RELEASE: Winter 1993.

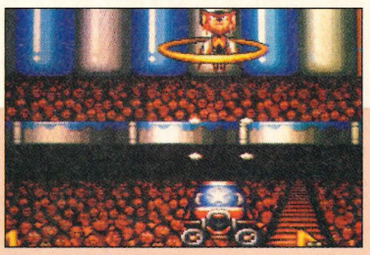
SYSTEM SACOM

This Japanese company has ***Battle Mobile*** on the way, an overhead racer which looks similar to old-time coin-op *Spy Hunter*. Gameplay is simplistic but still a lot of fun, bumping other cars off the road to destroy them, and there's a vertically-split screen for a simultaneous two-player mode.

SUNSOFT

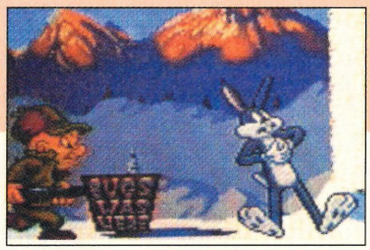
This Japanese company was formed in 1971 and has been involved in arcade games since 1978. In 1987 it started its Nintendo adventure with NES games and has now made it onto the SNES with some stunning licenses. The humongous *Road Runner* may have lacked playability, but the graphics set new standards and *Taz-mania* was no less inspired in its presentation. The latest crop of Warner Bros tie-ins look even better (see below)! Also promising is ***Superman*** which is now being completely rewritten to take account of the new plot-line sparked by his death in the mega-selling *Doomsday* comic. In the new game you can choose from several characters, following the comic's scenario quite closely. This 16Mbit cart is looking very interesting indeed! Also rumoured to be in development is a game based on the *Kung Fu* TV series!

AERO THE ACRO-BAT



This is Sunsoft's one totally original game which made its debut in the Vegas CES and remains deep in development. The plot is that the Big Top has been sabotaged by evil industrialist Edgar Ektor turning into a huge death trap. So in between his normal stunts our heroic bat must take on killer clowns and other psycho circus performers!
PROSPECTS: Sunsoft's bid to beat Maro and Sonic certainly looks good and plays great.
US RELEASE: TBA.

BUGS BUNNY: RABBIT RAMPAGE



The gorgeous graphics and unbelievable animation are matched by an equally brilliant plot. A lunatic animator is out to get the 'wascally wabbit' so that no sooner than Bugs has defeated one enemy, the animator whips out his brush to paint in some new opponent and backdrop. A 12MBit cart this features Elmer Fudd, Yosemite Sam, plus some great sampled sound FX.
PROSPECTS: A sure-fire winner which could well surpass *Buster Busts Loose* as the funniest toon tie-in yet. It doesn't move half as fast, of course, but it's very playable and very funny. A big game.
US RELEASE: November.

DAFFY DUCK: THE MARVIN MISSIONS



Based on the hit cartoon series *Duck Dodgers in the 24.5 Century*, this superb looking game begins with the kidnapping of cosmic ambassadors by Marvin the Martian. Daffy Duck promptly transforms into Duck Dodgers and, assisted by Porky Pig, sets out to save the universe one more time, tackling five villain-packed planets with a wide range of wacky weapons. There's some huge mega-guardians, plenty of secret levels and great sonics in this 8Mbit release.
PROSPECTS: A basic platformer but plays well and looks very, very good.
US RELEASE: September.

WORLD HEROES



This is a 16MBit conversion of another coin-op would-be *SFII* beater. There's eight fighters including two ninjas, Rasputin the mad monk and Janne, a girl with a way with knives. One interesting touch is a Death Match mode with saw blades and spikes to spice things up. The graphics are good and there's plenty of moves making for another solid beat-'em-up.
PROSPECTS: An excellent conversion of the Neo Geo game with big sprites and a good zoom-in mode. Faces tough competition with *SFII Turbo* and *Turtles V* though.
US RELEASE: July.

TAITO

This famous Japanese company is responsible for a string of coin-op hits, going right back to *Space Invaders* and continuing through *Bubble Bobble, Darius* and *Chase HQ*. Last year it had sales of over $800 million and claims to be the world's biggest coin-op maker. As yet however it's not had quite so much success on the SNES. *Twin Darius* made a big impression when it arrived but suffered slow-down, while both *Sonic Blastman* and *Hit The Ice* were ultimately very disappointing. However there's plenty of new titles in the pipeline, some of them very big names indeed. *Arkanoid* was a brilliant coin-op update of the old bat and ball *Break Out* game, now it's coming to the SNES as ***Super Arkanoid***. Also on the way are a swords-and-sorcery type RPG, ***Lufia & The Fortress of Doom***, and ***SuperNova*** which is a shoot-'em-up and sounds like an update of *Darius* with a choice of three routes through the 15 action-packed levels. There's also three different endings and three different ships to choose from. In a completely different vein expect ***The Flintstones*** toward the end of the year, which looks very funny and very good.

SUPER CHASE HQ



The coin-op was a huge arcade hit with you at the wheel of a Porsche 928 in hot pursuit of various villains. Adrenalin was kept high with a tough time limit for catching up with a criminal's vehicle, then you had to try and ram him off the road! The SNES version will have six levels, including desert, mountains, coast and city, plus tunnels, trucks and helicopters. The question is whether such a brilliant game will have the lastability for home play... and does Taito have the programming muscle to recreate that stunning arcade speed? Time will tell.
PROSPECTS: Poor unless the graphics are uprated.
US RELEASE: TBA.

TECHNOS

This Japanese company has an Enlgish language version of ***Super Dodgeball***, a volleyball-like game on the way, along with ***Popeye***! The latter boasts over 1200 screens, seven different areas and a splitsceen two-player mode. The graphics look remarkably similar to ***Super Mario World***.

TECMO

After releasing the hugely playable *Super NBA Basketball* Tecmo have moved onto American football and hope for a similarly playable breakthrough with ***Tecmo Super Bowl***. This adopts a side-on view but with smaller sprites than most games so as to squeeze in a bigger view of the pitch. There's a three-year schedule, a save game and the NES version was apparently the most successful American Football game ever. Also due toward the end of the year is ***Super Ninja Gaiden***, a SNES version of a classic side-view platformer.

THQ

Founded in 1990 the company responsible for *Pit-Fighter* and *Race Drivin'* continues to struggle to find its feet with another internal reorganization. As much as possible all the programming is now to be done in-house under the supervision of Larry Seagall. This means a big overhaul of in-progress titles. Hopefully ***Operation: Aliens*** – based on the toys of the *Aliens* movie! – will lose its unbelievably garish colour scheme before its December release. Also on show was ***Total Carnage***, the sequel to *Smash TV*, which was looking okay-ish and is due for November. ***Time Killers*** is a conversion of a coin-op rip-off of *SFII* and the graphics are big and bold at least. ***Time Trax***, by contrast, is a conversion of a SF TV series – no pictures but due out in December. In September there's ***Thomas The Tank Engine,*** a pretty-looking edutainment product for kids, and ***Sports Illustrated: Football/Baseball*** a possibly overambitous two-games in one 16MBit cart. A more likely hit is ***Akira***, based on the fantastic animated movie and just starting development. Just ending development is ***Wayne's World 2*** – put on indefinite hold due to the delay of the CD-ROM Drive.

REN & STIMPY



The wild and controversial kids TV show which coined the phrase "beautiful ugly" has been turned into a wacky platformer by Argonaut software.
PROSPECTS: Could be a surprise hit. The programmers reportedly fell in love with the hilarious shows and animation is superb
US RELEASE: Imminent.

TOHO

Super Godzilla has the ponymous monster roaming across Japan, switching between movement mode and battle mode. Sounds promising but the status screen takes up almost half the screen!

TOSHIBA-EMI

This giant of electronics lumbers onto the SNES with ***Super Back To The Future II*** which turns the hit movie into a brash, toon-like platformer with some slick Mode 7 effects of the De Lorean bits.

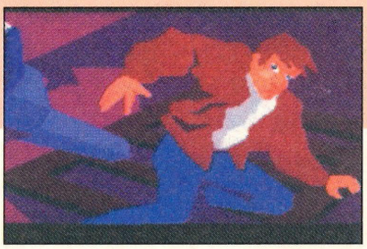
UBISOFT

This French company announced one new game, ***F1 Pole Position***, which turned out to be the US/European version of *Human Grand Prix* (70%, SuperPro 4). The good news is that the fiddly control system is to be changed and we're hoping to have a full review next month, with the game making its official UK debut in September.

US GOLD

Despite the name this is a Birmingham-based company which started off by importing US software in the mid-Eighties. Now it's got a San Francisco office and is trying to reverse the process. According to the PR it's Europe's biggest software publisher!

FLASHBACK: THE QUEST FOR IDENTITY



The sequel to the stunning *Another World* with no less than 75 cinematic sequences and seven tough levels. Graphics are hugely improved and gameplay's a lot better too, easier to control and

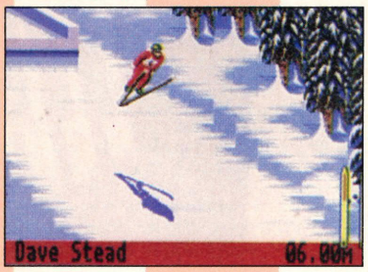
with more depth. The Mega Drive version was 12MBit, the SNES will be 16MBit.
PROSPECTS: Already a huge hit on home computer and Mega Drive, this has to succeed.
US RELEASE: TBA.

THE INCREDIBLE HULK



See Bruce Banner transform into the mean green giant on your SNES! This is an incredible 16MBits, its five levels packed with 3D graphics and plenty of animation. Enemies include Tyranus, Absorbing Man, Abomination, Rhino and the Leader.
PROSPECTS: Another scrolling beat-'em-up. The Hulk looks good but backgrounds vary in quality. Not quite the licence it used to be.
US RELEASE: December.

WINTER OLYMPIC GAMES: LILLHAMMER '94



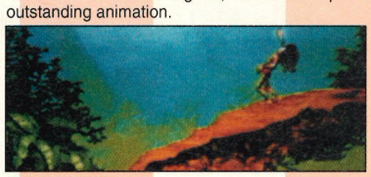
A 16MBit cart this will include ten events: Downhill Skiing, Ski Jumpings, Giant Slalom, Slalom, Moguls Freestyle, Biathlon, Bobsled, Luge, Speed Skating and Super G. Male and female athletes will be represented and one to four players can take part.
PROSPECTS: These sort of game used to be hugely popular on the C64 until the novelty wore off and everyone realised how simple the games were. Getting one game right is hard, ten is a huge challenge especially with some of the more obscure ones.
US RELEASE: Autumn 1993.

VIC TOKAI

This Japanese company had three new games to announce. ***Lost Mission*** is an intriguing sounding 12MBit cart which covers the time period 100,000 BC to 500 BC! A blend of real history and fantasy you must use hidden warp tunnels to return to your own time – 500 BC. Events such as the parting of the Red Sea, the Garden of Eden and the fall of the Tower of Babel appear along the way and graphics are claimed to be "unmatched". Following a similar time-travelling theme is ***Time Slip*** with the discovery of a time machine in 2147 bringing conflict with unknown aliens. A battle over the Earth's fate takes place with visits to the Prehistoric era, Ancient Aztec, Roman Times, 1920s Chicago and 2097! Also on the way is ***Lock On***, a Mode 7 flight combat game which is the US version of Asmik's *Super Air Diver* previewed in SUPER PRO 6.

VIRGIN

After a string of hits on the Mega Drive this British software house is now branching out onto the SNES. One of their first releases will be ***Super Caesar's Palace*** which has twelve games including Video Poker, Blackjack, Roulette, Craps, Horse Racing, Keno, Red Dog (!?) and Lottery-style scratchers. There's a password save and winnings can be transferred between games. Win enough and security guards will invite you into special invitation-only rooms for really big money betting! Due for Autumn are ***Super Slam Dunk***, a basketball game with Magic Johnson giving expert tips, and ***Super Slap Shot***, an ice hockey game with the almost obligatory punch-up scenes. One of the most promising titles, however, is ***Jungle Book*** based on the Walt Disney movie. Colourful and fun this could be a big hit, with some quite outstanding animation.

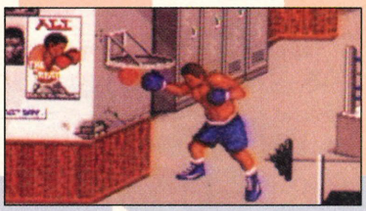


COOL SPOT



Already acclaimed as one of the year's best Mega Drive platformers, 7-Up's mascot now gets to see if it can compete against more serious, SNES-style competition. The objective on each of the eleven levels is to collect at least 60% of the spots – which have, erh, escaped from off 7-Up cans! The backgrounds are fun but the real eye-catcher is Spot himself, brilliantly animated with some genuinely funny touches – leave him alone and he'll take off his shades and polish them, or even play with a yo-yo!
PROSPECTS: Programmed by star ex-patriate programmer Mark Kelly this is red hot.
US RELEASE: Autumn 1993.

THE GREATEST: BOXING WITH MUHAMMAD ALI



This has already won praise on the Mega Drive for its big sprites and fun, if simplistic gameplay. One neat feature is how the ring rotates through 360, allowing you to box opponents into corners. There's also weight training, sparring practice and punching bags, plus that vital World Title Trail.
PROSPECTS: Ali's no *Street Fighter* but this has a good chance of providing the SNES with at least one good boxing sim.
US RELEASE: Winter 1994.

YOUNG MERLIN



This is an ambitious 16MBits release with no less than 4Mbits of digitized sound and music. Inspired by the King Arthur legend this story tells the tale of Merlin the Magician as a boy, just setting out to learn about magic. His quest begins with the cries of a young maiden. Merlin jumps into a river to rescue her but is swept away into a magical world ruled by the evil Shadow King. Besides swordplay there's plenty of magical items, gems and numerous intricate puzzles to solve. The game features ten worlds and "cutting edge 3-D multi-plane"graphics – which mean you can move and out of the landscapes. The only flaw is that as far as I can remember Merlin was supposed to be living his life backwards so he'd never need to learn anything when a boy!
PROSPECTS: Great graphics and sonics, a big challenge and plenty of humour. Should do well.
US RELEASE: Autumn 1993

UPGRADE FEVER!

The recent Chicago show may have lacked a certain something when it came to the consoles of the future, but it more than made up for it with a host of hi-tech add-ons for existing 16-bit machines. Dave Westley checked out two of the most interesting gizmos.

There have infra-red remote control joypads for the SNES before, most noteably as an upgrade for Capcom's SFII joystick, but none have come close to equally the super-cool styling of Acclaim's Duel Turbo Wireless Remote System. Whereas most infra-red systems seem to give you more cabling than standard joypads, this one plugs the infra-red receiver directly into joystick ports, forming a sleek new front to the SNES. The joypads are no less attractive, adopting the standard layout but with the infra-red emitter between the L/R buttons. There's also a switch for flipping each joypad between addressing the two joystick sockets – vital for messing up your friend's game – and your regulation slow-mo and turbo-fire buttons. The only possible drawback is if you usually keep your SNES hidden below the TV, but overall this looks an excellent system with a 25-foot range and a vital auto shut-off feature to conserve battery life.



Another awfully nice idea came from Tyco. Now as you know our joypad reviews are always at pains to point out how good the SNES pad and how it just needs a few extra features. Obviously Tyco have been listening as they've come up with a way of upgrading the pad you own. The Tyco Power Plug goes into your normal joypad port and then you plug your old joypad into it. This sophisticated gizmo then allows you to customize what your joypad buttons do. There's slow-mo, semi-auto and auto-fire functions, of course, and even a facility where you can program in special moves like those out of *SFII*. A slightly more problematic function is increased sensitivity for games like *Mario Kart* – do we really need it? – but overall this is a splendid gizmo and we'll have a full review soon!





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SUPERPRO MEGA-PREVIEW

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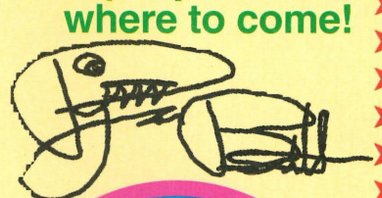
TIPS

RYAN'S SNAPPY SHORTS

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Welcome, once again, to SUPERPRO'S glorious tips section. Included this month is the first part of our gripping *Alien 3* solution, which has been specifically designed to prevent you having to find those annoying terminals whenever you need to find a certain room. There are also tips for *Bubsy*, *The Lost Vikings* and *Lethal Weapon*. So for the best tips, you know where to come!



According to James, it's not whether you win or lose, but how you play the game. What a load of rubbish! If that was the case then nobody would bother flicking to the UK's biggest monthly SNES tips section! As usual, a special thanks to everybody that took time to send in their latest cheats, your efforts are much appreciated! A T-shirt's in the post to Philip Longman for his excellent *Batman Returns* cheat. Well done, Pip!





TUFF E NUFF

To use the enemy characters in the one-player mode, push the following sequence on controller one when the "select mode" screen appears: LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT and LEFT. If the code has worked, you'll hear an explosion. You should now be able to select the enemy characters.

To fight as the same character as your partner in two-player mode, input the previous code and press START, then reset the game once and input the following code on the "select mode" screen: RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT and RIGHT. If the code has been inputted correctly, you'll hear the sound of an explosion. You should now be able to begin a two-player game and fight as the same character as your friend.



BATMAN RETURNS

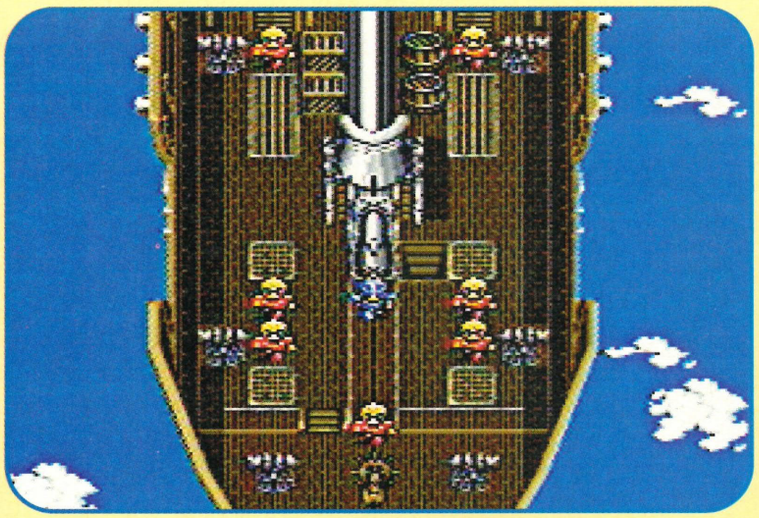
Thanks to Philip Longman for sending me this cheat for extra lives and continues in Konami's gothic beat-'em-up. To start the game with nine continues, go to the options screen and press UP, X, LEFT, Y, DOWN, B, RIGHT, A, UP, and X on controller 2. You should hear a small chime if the cheat has worked. To start the game with nine lives, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A.



COMBATRIBES

If you're having trouble getting to the end of this mediocre beat-'em-up, then Paul Knight from Newcastle has just the thing for you! During the "game over" screen, hold down L, R and SELECT on controller 2 until the title screen comes back up. Now go to the options screen and swoon in ecstasy as you discover that your credit meter will now extend to 30!



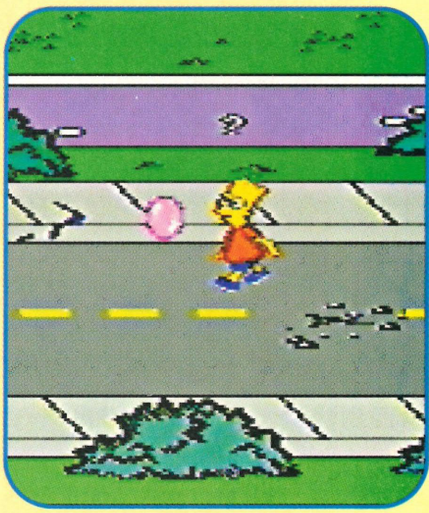


BART'S NIGHTMARE

Kind-hearted Samaritan, Clare Palmer from Yorkshire, has very kindly sent in this handy sequence of directions to get past Maggie's Temples. It's pretty straightforward stuff, the directions correspond with the direction in which the D-pad must be pressed, and R means that you must press the R button to scroll the screen and activate the traps. Okay, here we go: **Temple 1**, RIGHT, DOWN, DOWN, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, R, UP, RIGHT, UP, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, UP, LEFT, LEFT, LEFT, DOWN, RIGHT, DOWN. RIGHT, RIGHT, RIGHT, R, RIGHT, UP, UP, RIGHT, RIGHT, R, DOWN, DOWN, DOWN, RIGHT, UP, UP, RIGHT, RIGHT, DOWN, RIGHT, RIGHT, RIGHT, RIGHT, UP, RIGHT, UP, RIGHT, RIGHT, R. RIGHT, DOWN, RIGHT, DOWN, RIGHT, RIGHT, RIGHT. **Temple 2**, RIGHT, RIGHT, RIGHT, DOWN, DOWN, UP, UP, RIGHT, RIGHT, UP, RIGHT, RIGHT, RIGHT, DOWN, R, RIGHT, RIGHT, RIGHT, UP, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, R. RIGHT, DOWN, RIGHT, DOWN, DOWN, RIGHT, UP, LEFT, UP, UP, RIGHT, R, RIGHT, DOWN, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, UP, RIGHT, RIGHT, RIGHT, R. RIGHT, DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT, RIGHT, RIGHT, RIGHT (phew!).

FINAL FANTASY II

This cheat will allow you to duplicate weapons. Equip a character with the item you wish to duplicate, and then enter a battle, during which, have the character select the ITEM option. Now select a blank spot on your items list and press the A button. Then select the weapon in your hand and press A again. The weapon should now appear in the items list. Press B to return to battle, then press L and R to retreat. Go to the EQUIP option and equip the weapon you equipped before. You will now have two duplicate weapons in your hand, one of which can be sold for extra cash!





BRAWL BROTHERS

Thanks to Yvonne Sutherland from Sheffield, the problem of having your favourite character stolen away by your best mate is now a thing of the past, for she's devised a way of both players using the same character in this patchy beat-'em-up. Enter the two-player mode on the title screen and go to the character select screen. Put both players' cursors on either side of the character you want to play, then both push towards the character at the same time from both sides and start the game.



MARIO PAINT

To hear mellow harp music and view falling objects on this awesome art package, click the letter P on the title screen. When the screen has finished filling in, click on the moving objects to hear various sounds. Eventually a start will appear, click on it and objects will start falling onto the screen accompanied by soothing harp music!

ON THE BALL

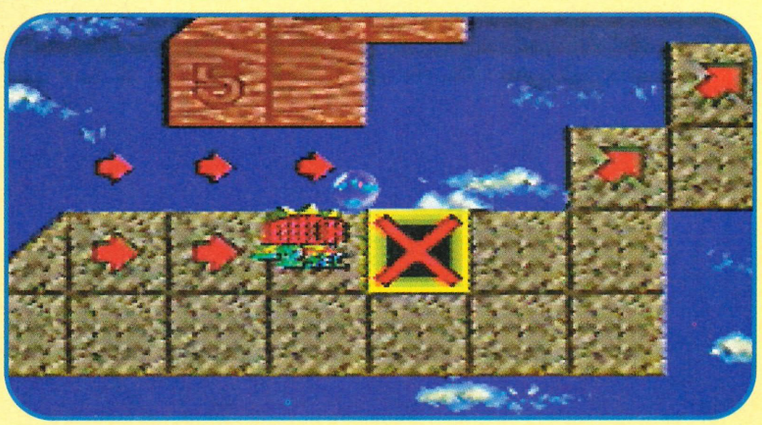
Here are some interesting codes supplied by Jason Hately from Cardiff. To get a ball select, enter the code GFXJF. You will now be able to choose one of five new objects to replace your original ball. For a wicked gravity select, enter the code ZLJPJ. You'll now be able to choose the gravity of any planet in the solar system. For a round select, enter the code QWNQP. A number should now appear in the centre of the title screen, press UP or DOWN to select the round in which you wish to start on (1-99).

Finally, enter the code NRRRP to access a hidden sound test.



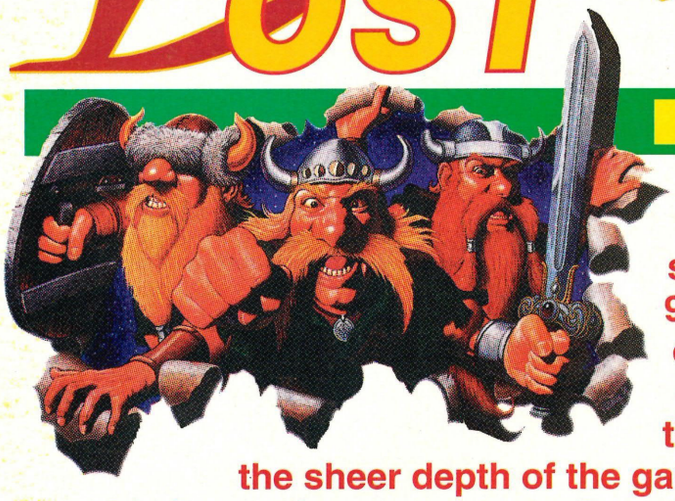
SUPER VALIS IV

To get a level select on this patchy platform game, enter the following code four times on the title screen: UP, DOWN, LEFT, RIGHT. Now press SELECT twice, Y, B and START. A level select screen should now appear.



The Lost Vikings

PART ONE!



Interplay's brain-teasing puzzler, *The Lost Vikings* scored a well-deserved 92% in SuperPro#7, and ever since then, it's been destined for a slot in my tips section. Unfortunately, the sheer depth of the game was too great to cover in this issue alone, so, in true SuperPro style, I've split it up into another gripping two-part solution! Am I, or am I not, the greatest Buster?

SPACE SHIP – NO CODE



LEVEL 1

Dead easy this one. If you can't crack this then you should sell your console and retire to a remote mountain cabin and take to herding sheep for a living! This level is just a taster to get you used to controlling the three mischievous Norsemen. Simply move Erik up the ladder and across into the exit. Make Baleog use his bow to destroy the Martian, and move Olaf down to shield the laser, then down the ladder and into the exit.

SPACE SHIP – GR8T

Move any Viking up the first ladder and press A to de-activate the switch. The freakish being will tell you how to destroy the ship's computer. Move Baleog up the second ladder and make him destroy the Martian then fire an arrow to throw the switch. Now you must grab the bombs and move all three Vikings across to the lift.

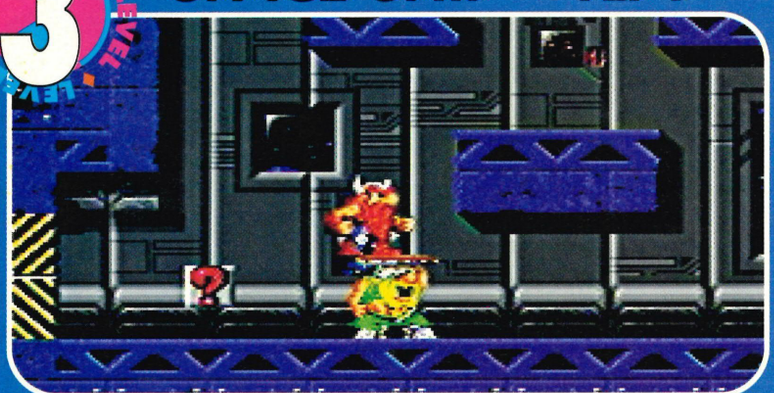
Go down to the lowest level and plant one of the bombs previously collected by Baleog in front of the computer. After a couple of seconds, the bomb will detonate causing a temporary power-cut. Now move all three Vikings up to the next floor where the electric force-fields, which previously blocked your way, are momentarily out of action. Flick the switch to activate the gravity strips and use them to move all three Vikings up to the next level. Let Olaf go on ahead to block a Martian attack, and then follow up with Baleog to clear the path. There are a series of laser cannons waiting to pick you off, so always move Olaf ahead of the others. The exit is at the bottom.



LEVEL 2

SPACE SHIP – TLPT

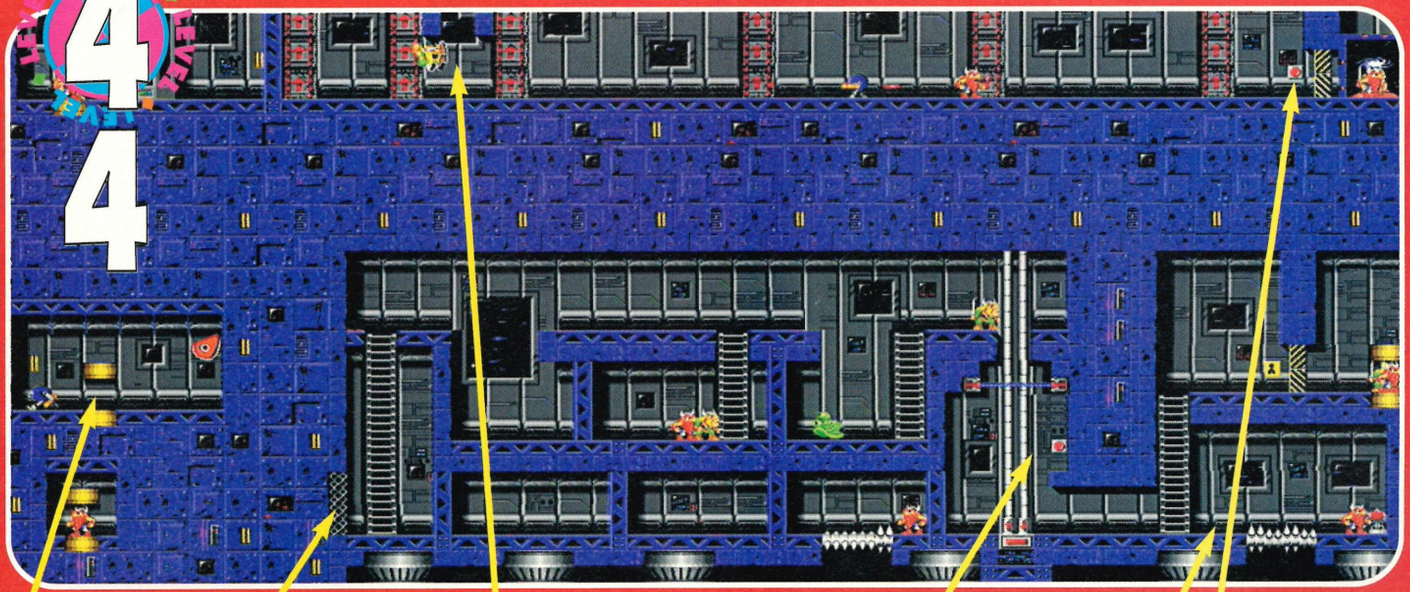
LEVEL 3



Hop on the lift and take the express elevator to the ground floor, then use Erik's rock-hard bonce to bash through the wall. Go up the ladder and use Baleog's bow to flick the switch, then move the Vikings across into the teleporter. To save time when teleporting, press the A button to make the first Viking warp, then immediately change Vikings and press A again until they've all been warped. Once you've all re-gathered, make Olaf hold his shield above his head and then move him off the edge of the platform and over to the right to collect the key. Now make Olaf teleport to join his mates. Open the door, use Baleog to de-activate the force-fields, and Erik to bash through the wall. Once you've gone down, move Olaf across to the side of the first platform and move his shield above his head. Change to Erik and jump on top of the shield and up on the platforms to collect the key. Now go across and use the smart bomb to kill the robots. The exit is but a stone's throw away!

LEVEL 4

SPACE SHIP – GRHD



Use the teleporter to get to a secret room containing a nice joint of beef. Beware of the trigger-happy robot with the laser, as he's likely to fry you before you can escape.

Use Erik to break through the wall. This will reveal a hidden passage leading to a teleporter.

Position all three Vikings under this canopy, then make Erik jump on top of Olaf's sheild to reach the weighted boots.



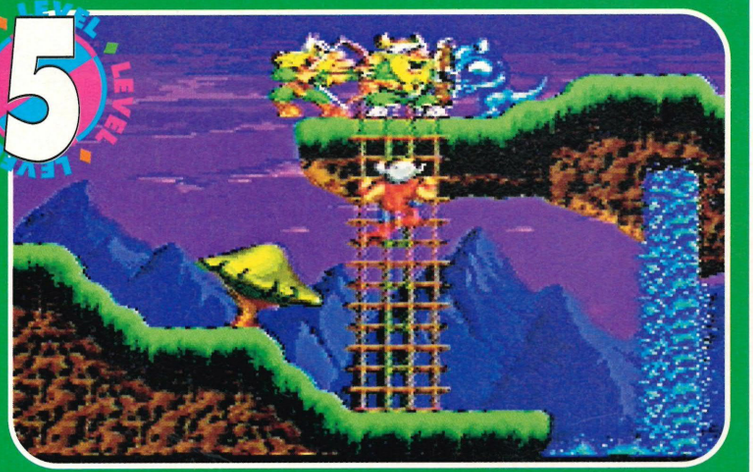
Send Erik down the long ladder and along through the passage to flick this switch. This will disable the electric barrier, allowing Erik to hop onto the lift and send it up to rescue his buddies.

Position Olaf in front of the spikes, then use Erik to jump over them and grab the key. Then go up the ladder, open the door, and climb into the teleporter.

Make Erik give the boots to Baleog, then send him along the corridor. There are several robots to kill en route. By flicking this switch, the gravity strips will be turned-off making it safe for the others to follow.

LEVEL 5

PREHISTORIC – LLMO



Move Erik across to the right, then jump over the water and collect the key. Move Olaf up the ladder to shield the hungry dinosaur, then follow up with Baleog to kill it with a barrage of arrows. Do the same with the snail, and then move all three Vikings along to the right until they drop down a gap. Use Erik once again to jump over the water and retrieve the key, then jump back and bash through the wall. Be sure to have Olaf positioned right next to it, so that he can block the snail when the space is cleared. Before you go down the ladder, use Erik to jump up into the rock to get the shield. Move Olaf down the ladder and block the snail at the bottom, then follow up with Baleog to clear the path. Use the key to open the door and kill the dinosaur and snail waiting on the other side. Open the next door with the remaining key and use Baleog to lower the bridges. Finally, move into the exit.

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KING ARTHUR'S WORLD

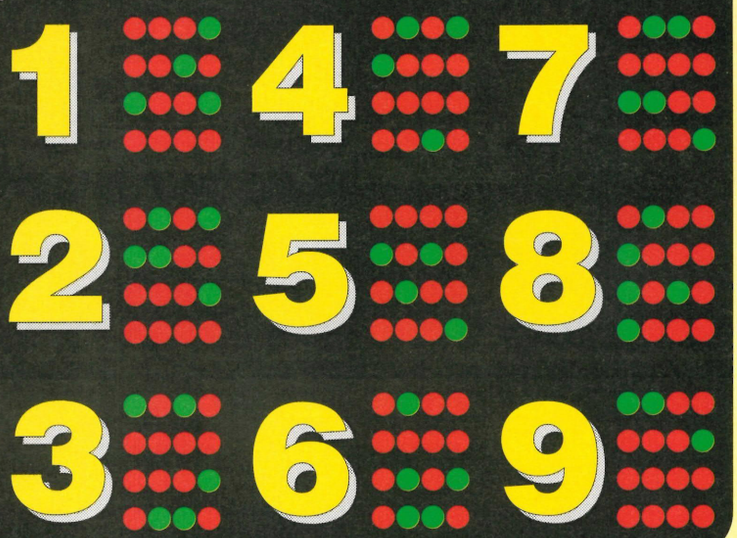
TIPS LEVEL CODES



King Arthur's World scored an impressive 85% back in issue two, and to celebrate its recent arrival as an official release, I hereby reveal all the level codes for this medieval puzzler. Onward, brave knights!

TRAINING CODES

The first nine levels are fairly basic, allowing you to get a feel for the game and learn who does what. The first level needs archers, the second, Wizards etc. The codes are shown in the game's 4×4 code entry grid. A green button denotes a depressed button (boo hoo). Easy peasy.



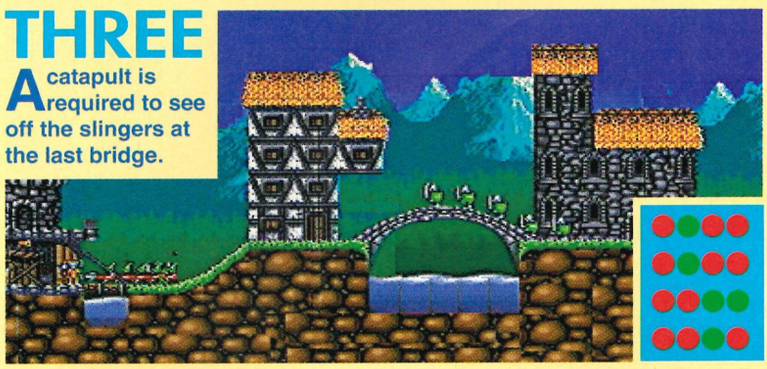
TWO

The large knights will need to be defeated with a dark wizards's storm spell.



THREE

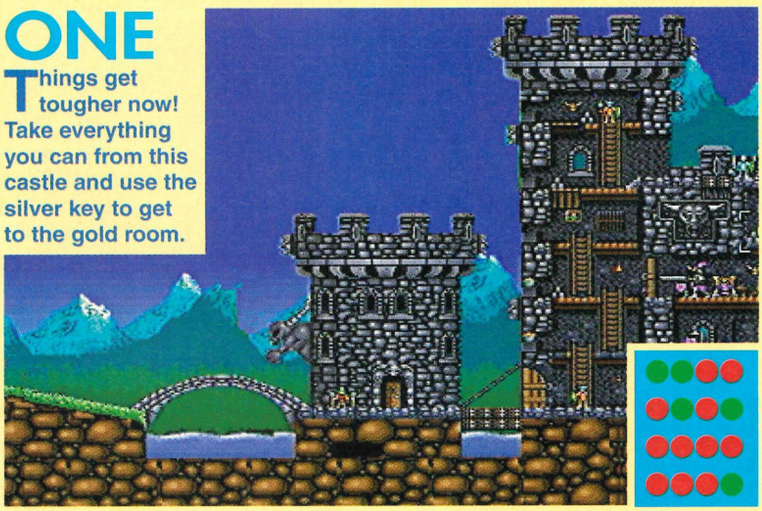
A catapult is required to see off the slingers at the last bridge.



CASTLES

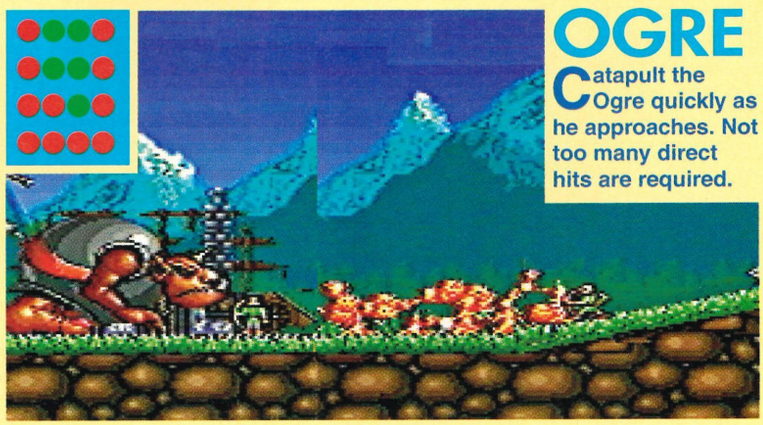
ONE

Things get tougher now! Take everything you can from this castle and use the silver key to get to the gold room.



OGRE

Catapult the Ogre quickly as he approaches. Not too many direct hits are required.



CAVERNS

ONE

The busy caverns are the dwelling place of the goblins and steam soldiers.



TWO

Quite a few platforms need to be built on this level to bypass the cogs.



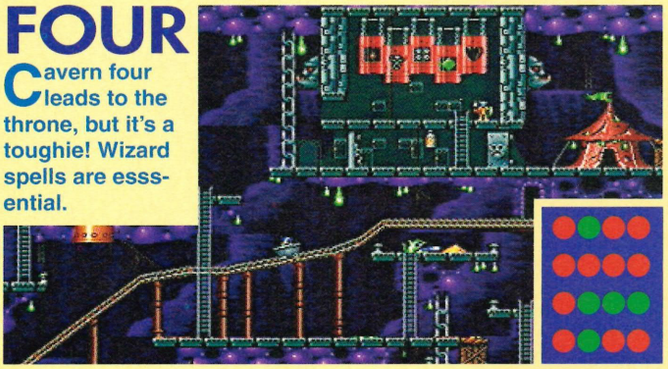
THREE

You should make two tents on this level to allow your men to rest in.



FOUR

Cavern four leads to the throne, but it's a toughie! Wizard spells are esss-ential.



STEAM HAMMER

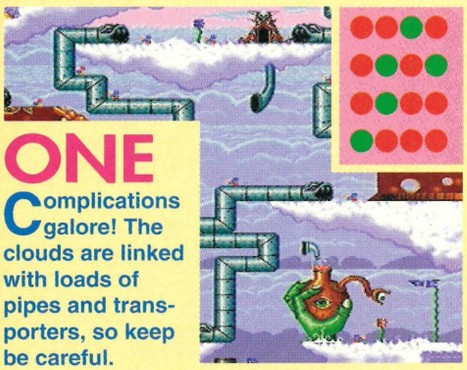
Send as many knights as possible into the field to keep the foot soldiers busy, whilst catapulting the Hammer with fireballs.



CLOUDS

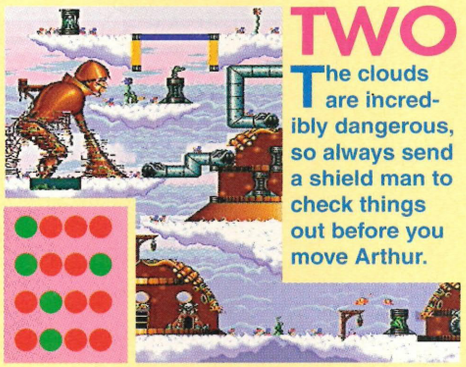
ONE

Complications galore! The clouds are linked with loads of pipes and transporters, so keep be careful.



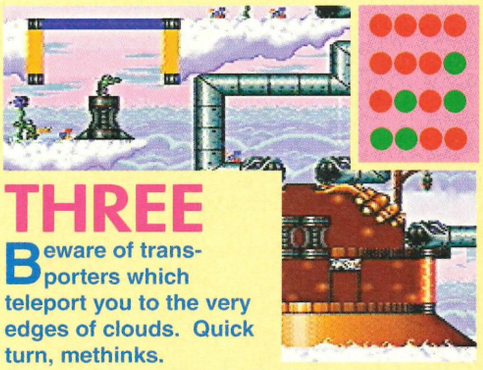
TWO

The clouds are incredibly dangerous, so always send a shield man to check things out before you move Arthur.



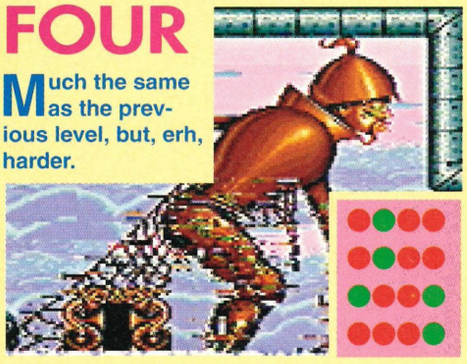
THREE

Beware of transporters which teleport you to the very edges of clouds. Quick turn, methinks.



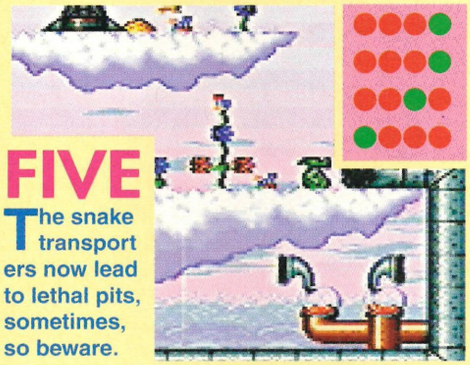
FOUR

Much the same as the previous level, but, erh, harder.



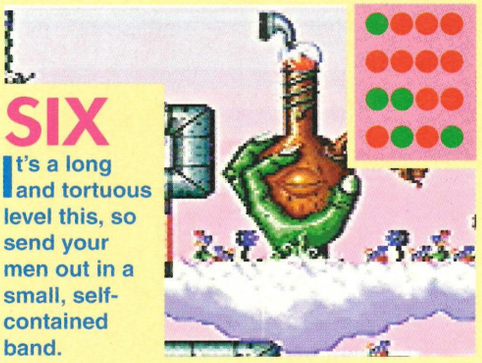
FIVE

The snake transporters now lead to lethal pits, sometimes, so beware.



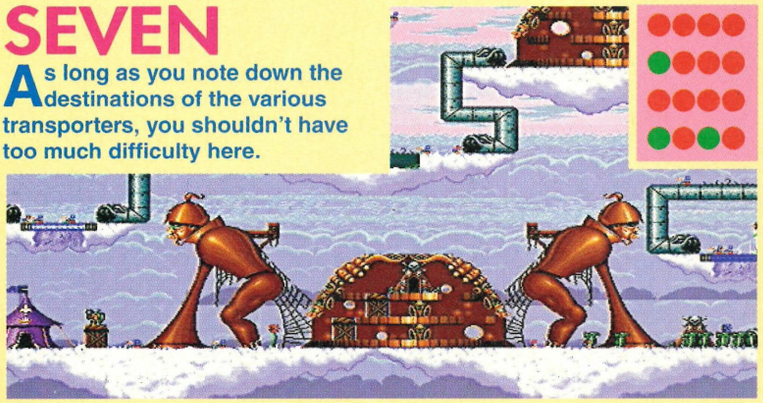
SIX

It's a long and tortuous level this, so send your men out in a small, self-contained band.



SEVEN

As long as you note down the destinations of the various transporters, you shouldn't have too much difficulty here.



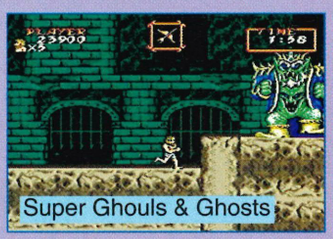
DEMON OVERLORD

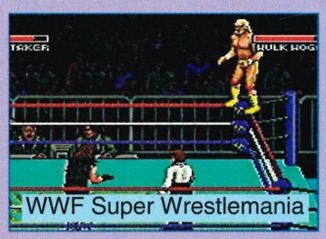
Send out as many archers as you can to take out the Dream Overlord. Remember, he's the last nasty you'll see, so you won't need your archers anymore.



SUPER S

SUPER NES CARTS

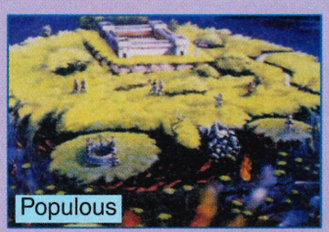

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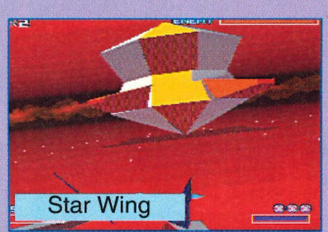
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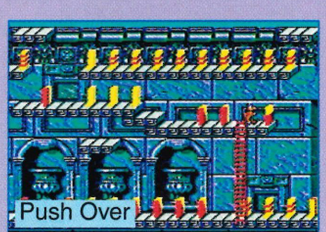

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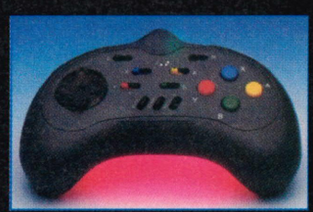

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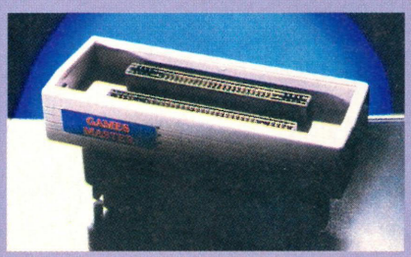


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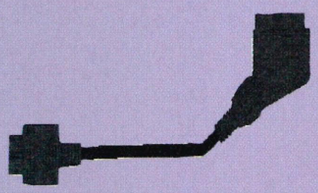
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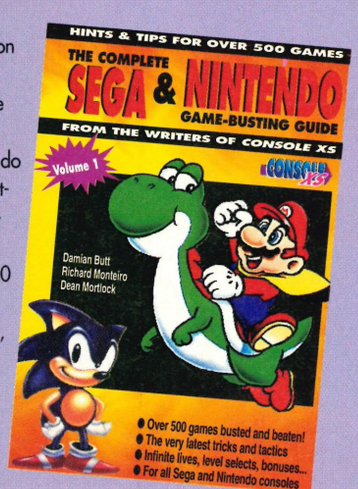
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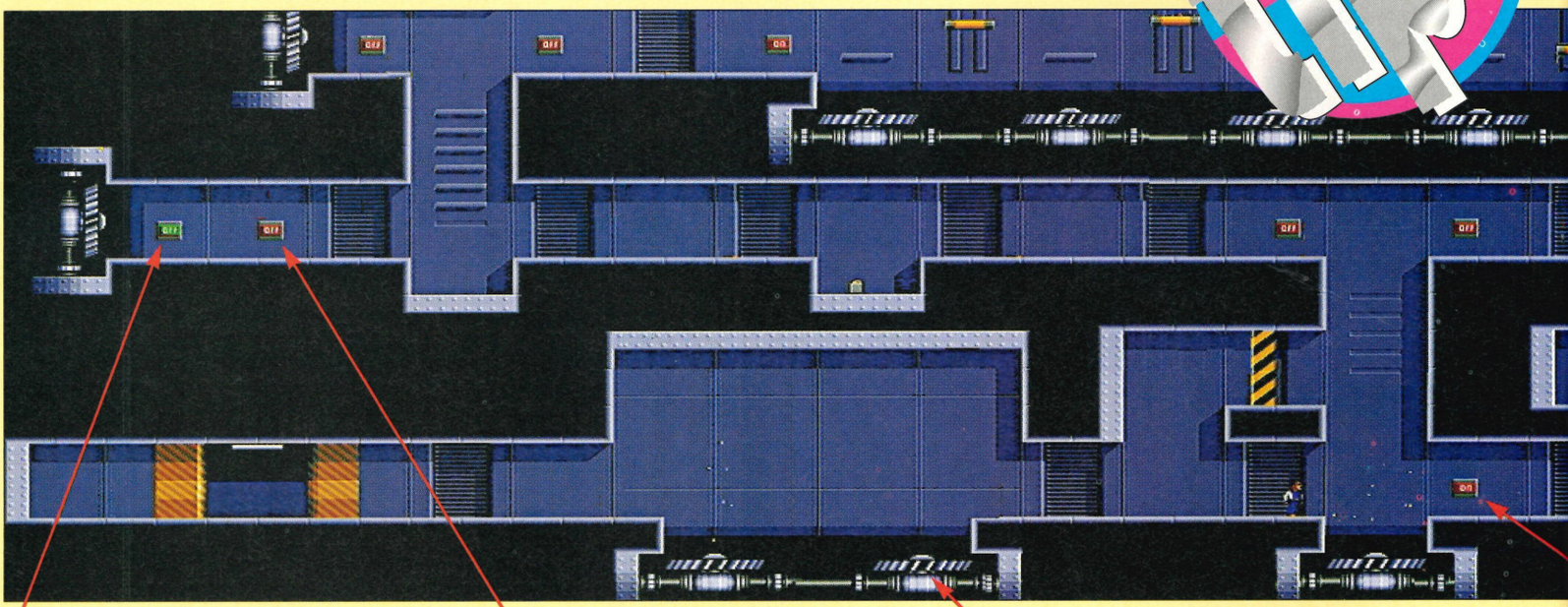
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SUPER PRO

LETHAL WEAPON TIPS

THIRD AND FINAL PART OF SOLUTION



Your aim here is to flick this green switch whilst trying desperately hard not to be sucked into the fan!

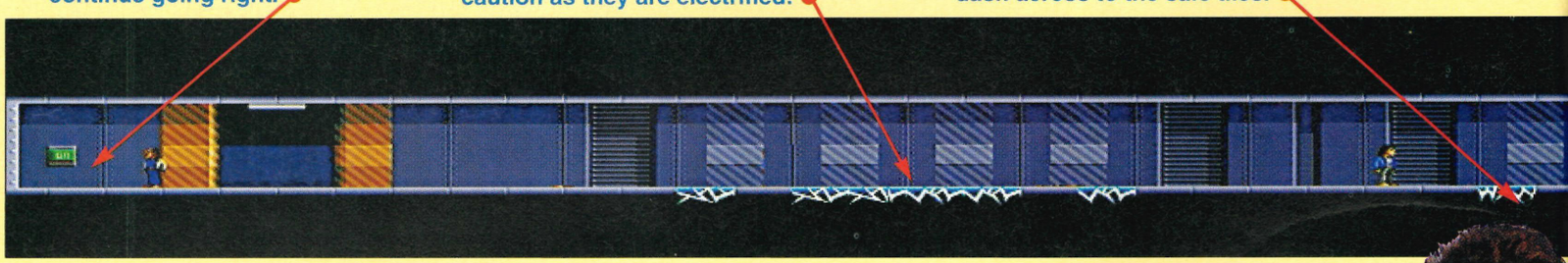
Use this switch to operate the ladder. Time it so that you hit it as the fan goes off, then quickly get up the ladder and go right.

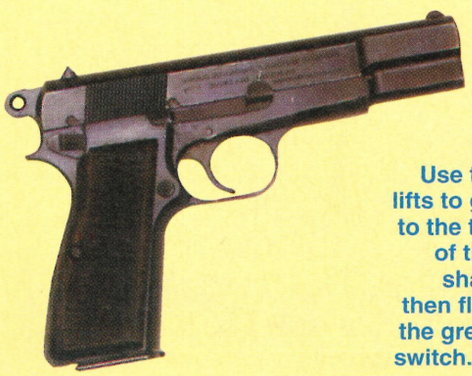
These fans will cause you to rise into the air. As they start up, jump over to the right and allow yourself to be carried across.

Hit this first green switch and continue going right.

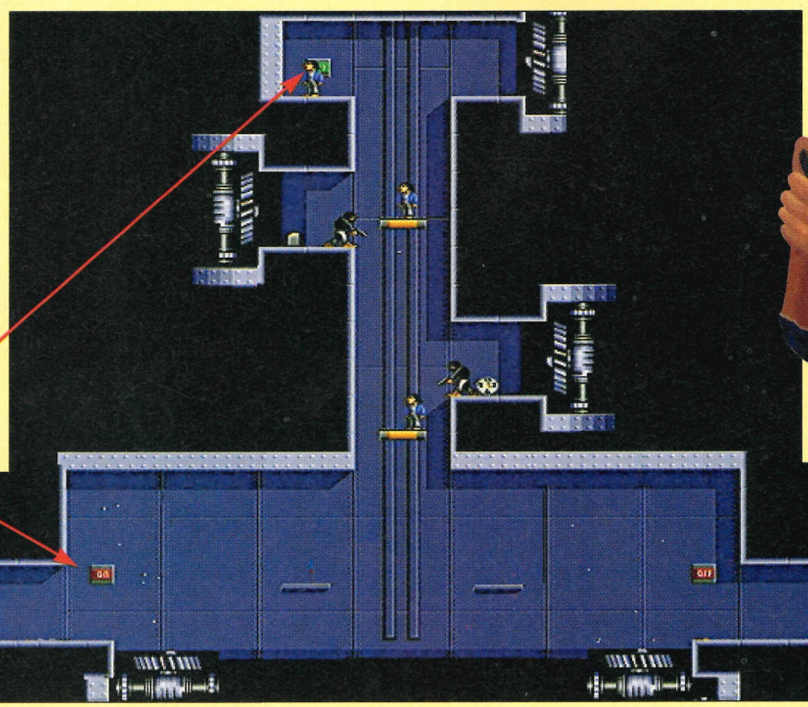
Approach these parts of the floor with caution as they are electrified!

When the electricity stops, quickly dash across to the safe tiles.





Use the lifts to get to the top of this shaft, then flick the green switch.

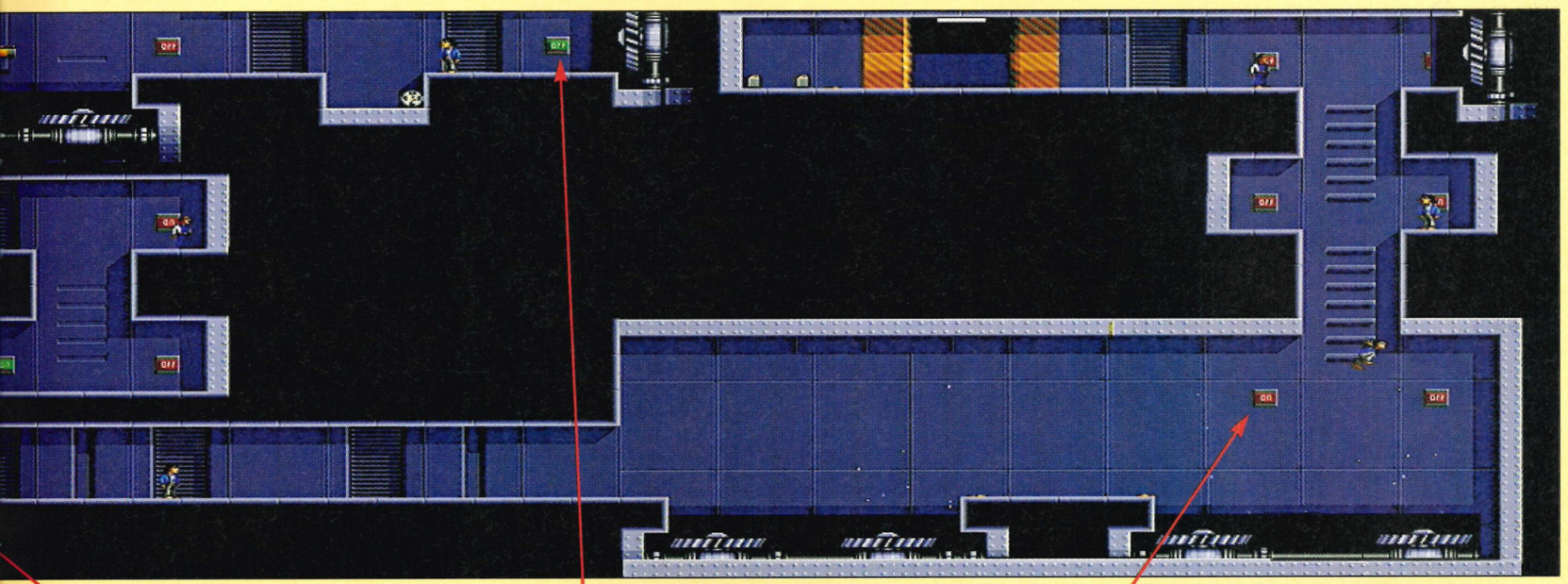




Flick the switch and then use the fans to get onto the platforms.

TIPS

LETHAL WEAPON

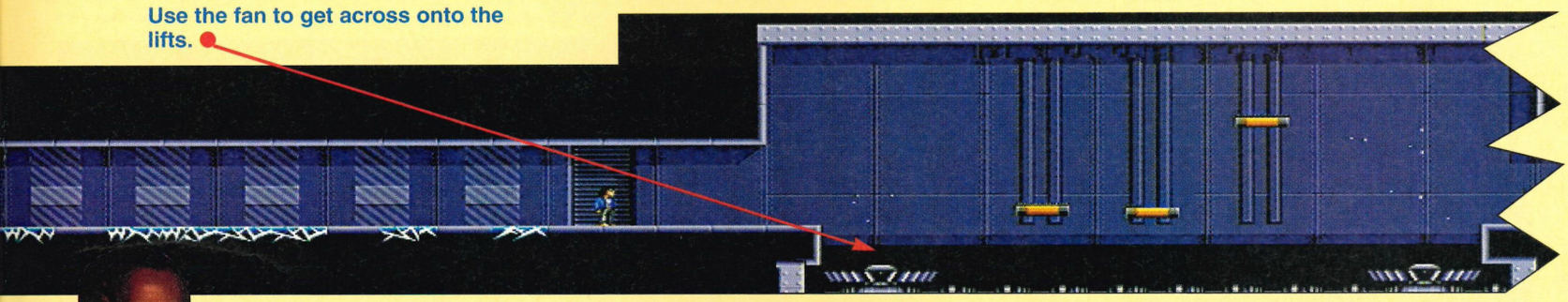


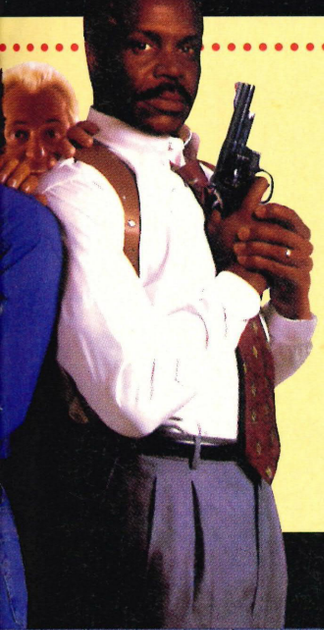
This part is fairly tricky. Jump over the fan as it stops, then flick the red switch to activate the ladder. Jump onto the fan as it starts again, then jump up onto the ladder.

You must get to this green switch and hit it to open the gate at the bottom of the level. Once you've flicked the switch, go back to the place mentioned in the previous caption and go right.

The idea here is to use the switches to operate the ladders. Wait for the fans to start, then jump over and hit the first switch.

Use the fan to get across onto the lifts.

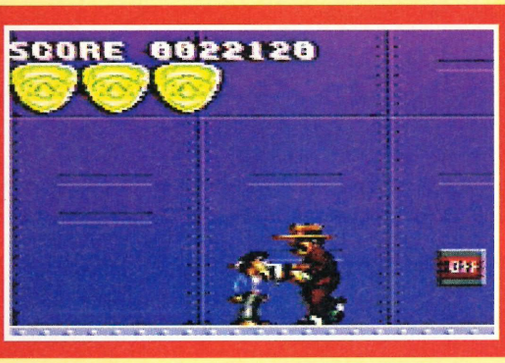




LEVEL FOUR GUARDIAN

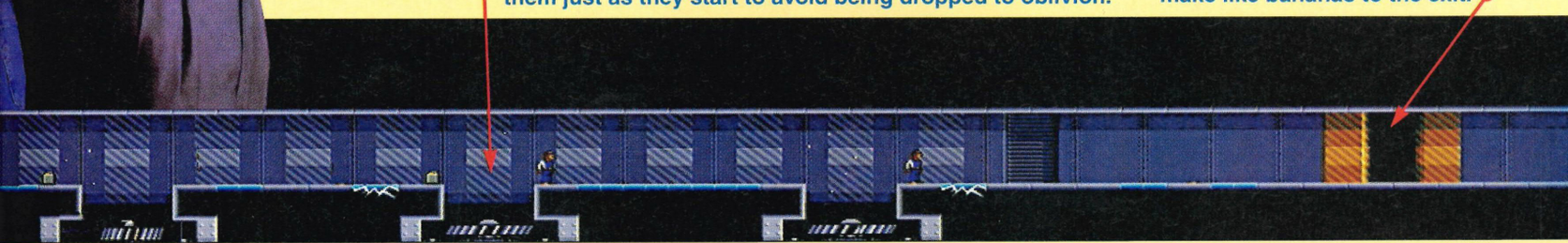
This stout fellow resembles that excellently stereotyped image of a gangster as portrayed by Peter Sellers in that classic *Pink Panther* film, complete with pin-striped suit, trilby, and handlebar moustache!

This is the gangland boss who is holding poor ol' Leo hostage. Each segment of energy takes two shots to drain, so he will have to be shot about 20 times in total. If he starts to trap you in a corner, flick one of the switches. to activate the various platforms in the wall.



Use the fans to get over these gaps. Be sure to jump on them just as they start to avoid being dropped to oblivion.

The path is now clear for you to make like bananas to the exit.



TIPS

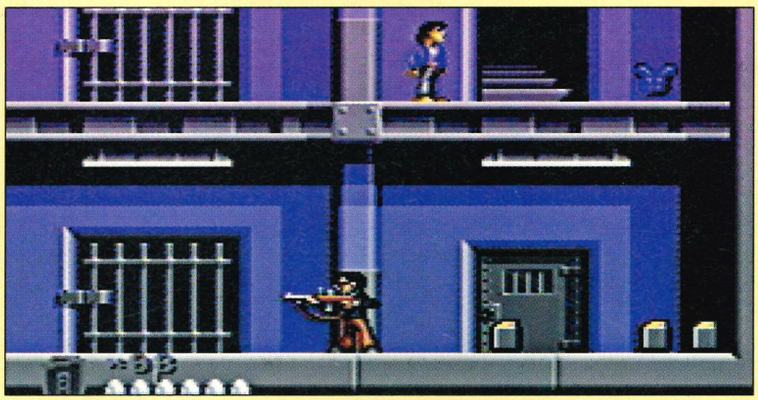
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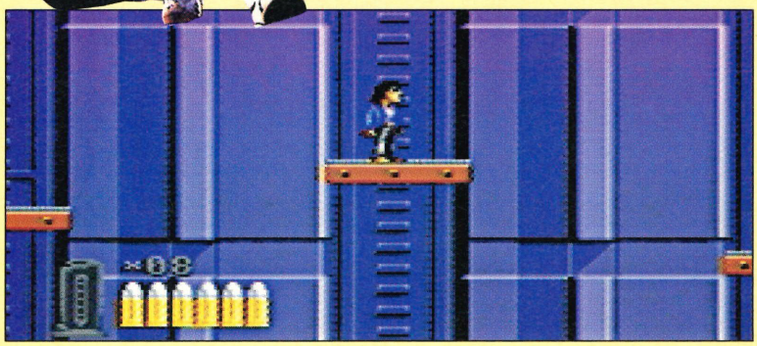
MISSION FIVE



MISSION 5-1

Having solved the previous four missions, Riggs and Murtaugh must now track down the corrupt ex-police officer. This first section is very straightforward, simply go right blasting every mean mutha in sight! It is easiest to stay at the top of the screen wherever possible. There are a few lift sections that must be negotiated for you to reach the exit, but none of them are particularly taxing!



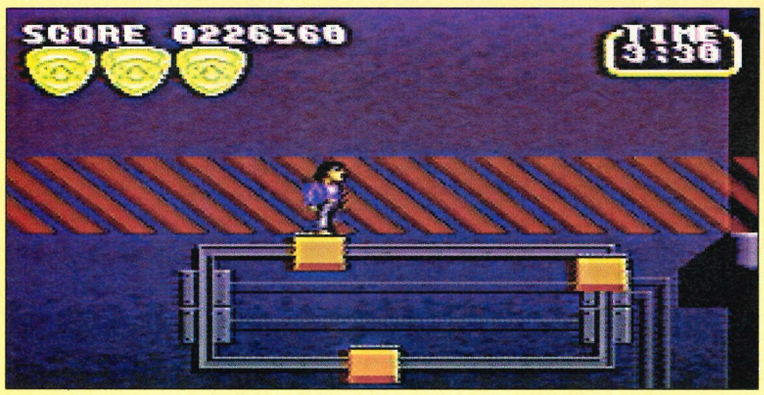


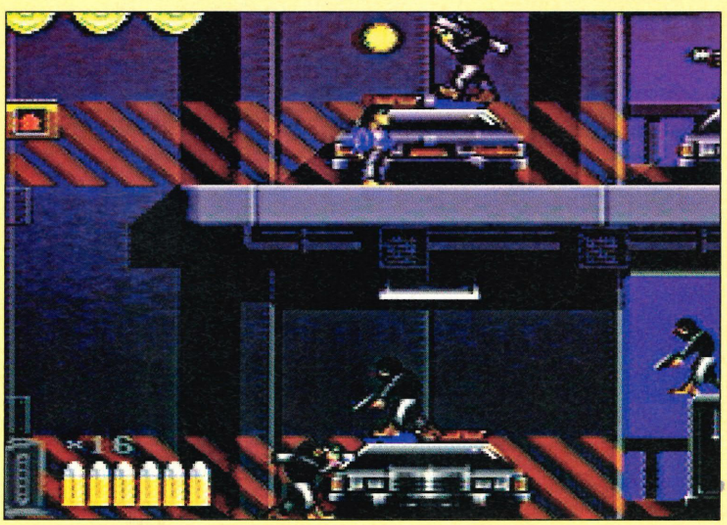
MISSION 5-2

This is where things really start hotting-up. Not only are there scores of hostile thugs to deal with, but the lift sections will send you over the edge, that is if you haven't tumbled over already! The first few lifts shouldn't give you too much trouble. After you cross the row of three, you should be able to jump straight across the first four or five lifts of the next section, but be sure to stop as you reach the last few as the timing goes slightly out of synch, so you'll have to time your jump just right if you are to stand any chance of getting past. The next section of lifts is where the trouble really starts, even though you're so near the exit, the end is so far away! There is one jump in particular that is a problem, but once you work out a method of negotiating it, it's plain sailing all the way to the end. Go along the lower section of the screen to the exit.

MISSION 5-3

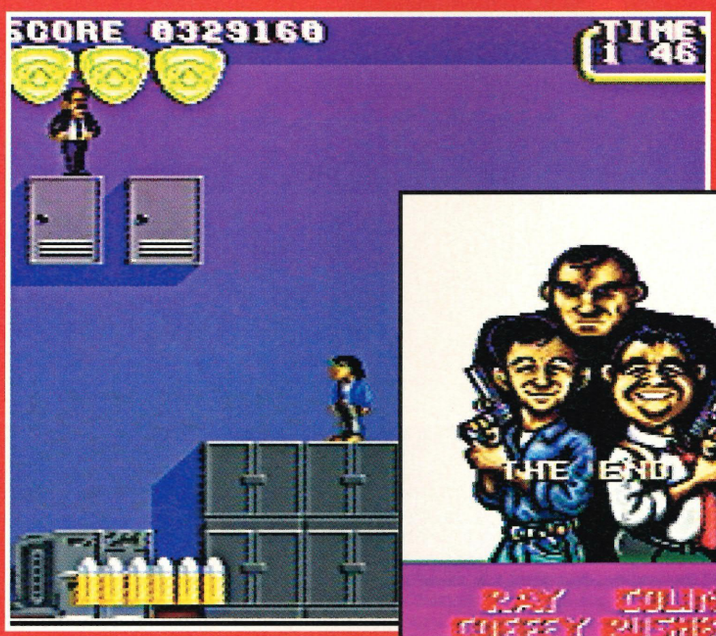
This level features lots of heavily armed thugs and lots of platforms to jump on. The only real problem on this level is the small platforms that revolve around a conveyor belt, it's not that they're particularly difficult to get on, but the size may cause problems for some people. You must time your jumps well if you are to live to see the final guardian!





FINAL BOSS

The final obstacle in Ocean's gripping film licence comes in the form of a pair of gun-wielding twins! The main thing is to concentrate on one at a time, that way you'll avoid sustaining too much damage. Once the gruesome twosome has been vanquished, there is one final glitch to take care of and that's the corrupt ex-officer. He is hiding in the top left hand corner of the screen, and isn't immediately visible until you jump on top of the cabinets. Simply use the cupboards to jump over to him, and once he is safely apprehended, your mission will finally be complete. Now the path is clear to blow up more buildings, crack more jokes, and run off with more babes! *SP*



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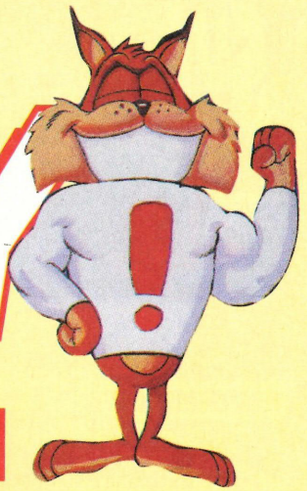
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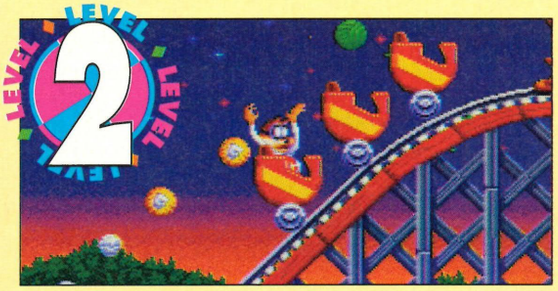
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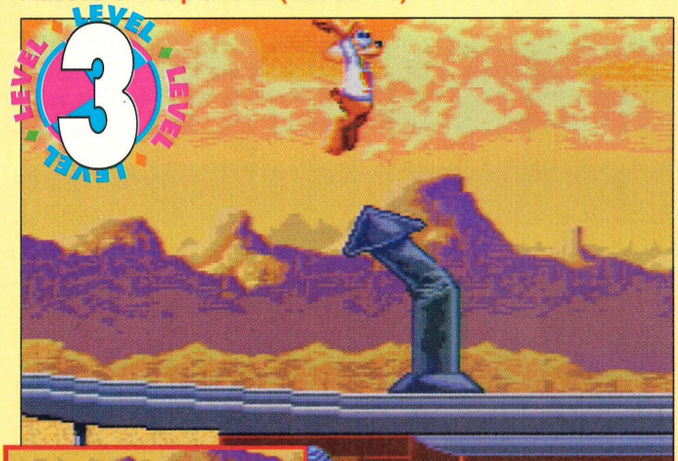
The biggest SNES platformer yet, this 16MBit cart nabbed a ProGold last issue with some of the best character animation yet seen. There's also some brilliantly sampled Bubsy speech, fantastic graphics and very, very big levels. Passcodes are awarded whenever you complete a world, but since the levels are so huge this can be a very big challenge – especially as later end-level guardians are incredibly tough! Fortunately, Accolade included cheat codes for all the levels and if that still isn't enough for you, there's an Action Replay code too.



The first world is one of the prettiest and most playable, with loads of secret rooms to find. (Codes 1-3)



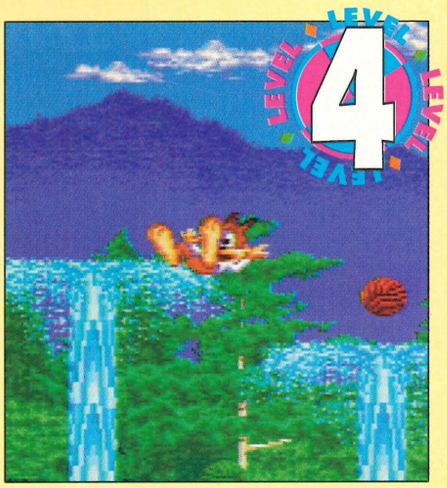
World Two, the Fairground, features spectacular roller coaster rides and wacky fairground creatures. The final level features masses of warp doors. (Codes 4-6)



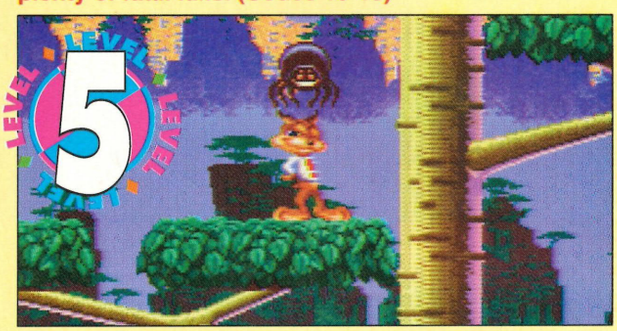


World Three, the Canyon, provides real value for money. Each level begins atop a speeding train. When you stop it, you go 'into the canyon' for a more conventional-style level. (Codes 7-9)

World Four, the Forest, introduces fountains and nut-throwing beavers. There's also streams – which can be turned off – and an extremely tough mega-guardian! (Codes 10-12)



World Five, the Jungle, has some cute spiders and plenty of fatal falls. (Codes 13-15)



World Six is the hi-tech finale to *Bubsy*, with some very *Star Wars*-like music.



ACTION REPLAY

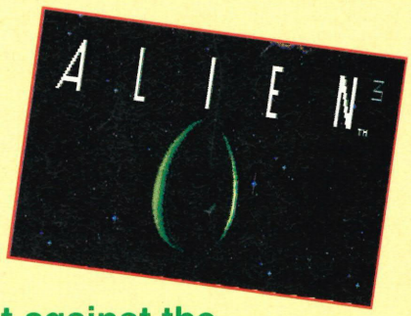
INFINITE LIVES: **7E020D08**

MISSION CODES

1: Cheese Wheels Of Doom: **JSSCTS**
2: Forbidden Plummet: **CKBGMM**
3: A Bridge Too Fur: **SCTWMN**
4: Fair Conditioning: **MKBRLN**
5: Night Of The Bobcat: **LBLNRD**
6: Our Furless Leader: **JMDKRK**
7: The Good, The Bad And The Woolies: **STGRTN**
8: A Fistful Of Yarn: **SBBSHC**
9: Dances With Woolies: **DBKRRB**
10: Beavery Careful: **MSFCTS**
11: Rock Around The Croc: **KMGRBS**
12: Claws For Alarm: **SLJMBG**
13: Eye Of The Bobcat: **TGRTVN**
14: No Time To Paws: **CCLDSL**
15: Lethal Woolie: **BTCLMB**
16: A Farewell To Woolies: **STCJDH**

ALIEN

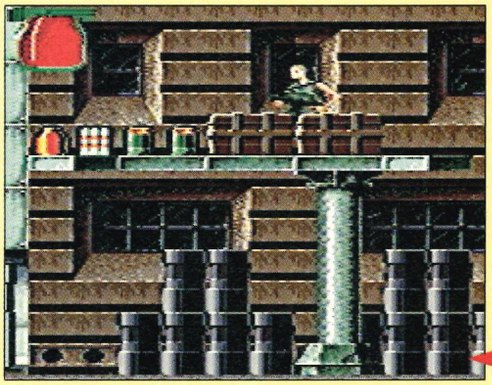
TIPS



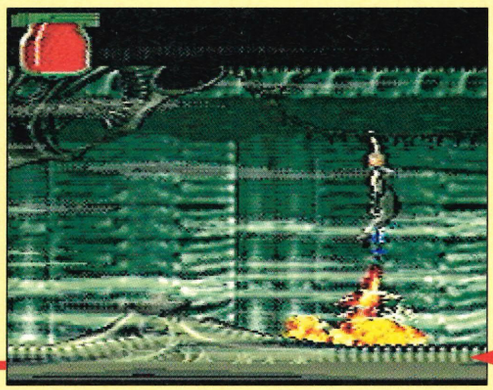
Based on the movie of the same name, film licences don't come much better than this! You take on the role of shaven-headed heroine, Ripley, in her seemingly endless fight against the hostile Alien species, who, in good cinematic fashion, have taken over the once peaceful planet of "Fury" 161. This mammoth game was begging to be tipped from the moment we set eyes on it, so Ryan does the business!



CELL BLOCK 3: Several ill-fortuned prisoners must be rescued from these dank and dismal walls to complete the first mission. It might be worth scouting around for the extra ammunition which is hidden about.



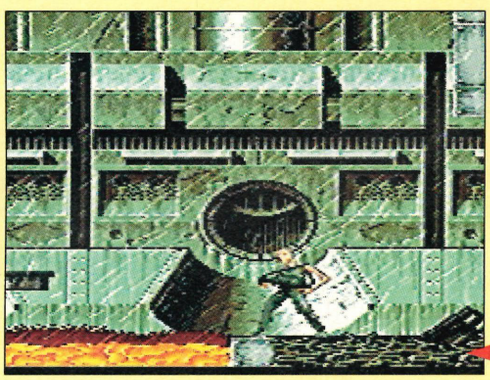
WEAPONS ROOM 11: This area contains essential ammunition for when your supplies get low. It can be visited at any point in the level.



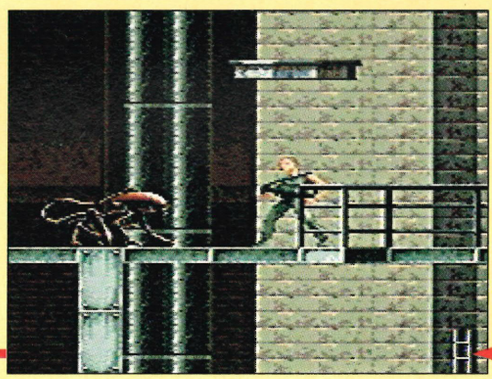
ALIEN CORRIDOR 1: This slimey corridor contains hordes of incubating Alien eggs, which must be destroyed as part of Heat it Up.



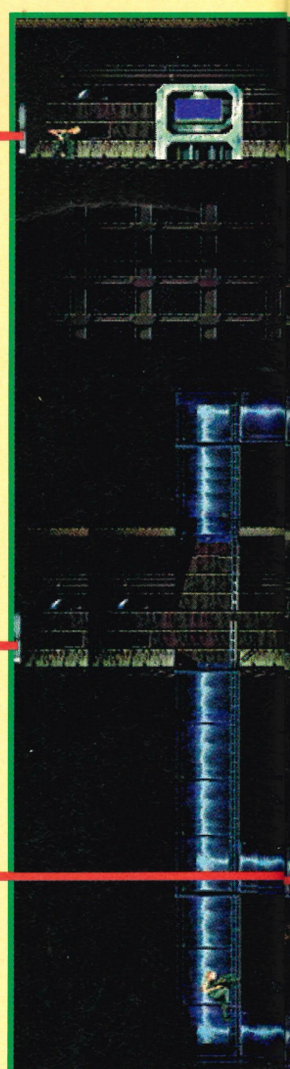
ASSEMBLY HALL 1: As you can see, Ripley is crouching next to the generator, which plays an important part in Power Link-Up. Bring the ignition unit from Waste Area 2 to complete the mission.

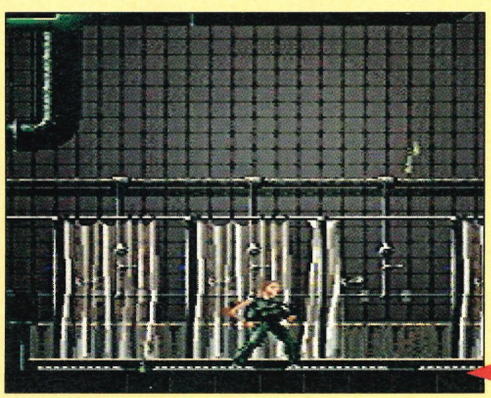


WASTE AREA 3: These humid dwellings are the ideal breeding ground of Alien colonies. Destroy all of the incubating eggs as part of Heat It Up.

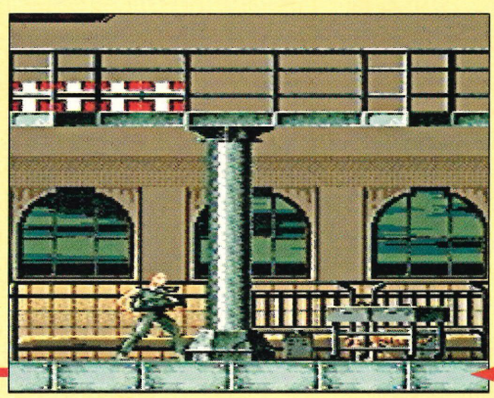


MINE AREA 22: There are several broken pipes which must be repaired using your flame-thrower as part of Pressure Point.





BUGWASH 12: This is the second section of the dank shower block, which isn't accessible from the other entrance.



MEDIC BAY 9: There are several blown fuses located in this area, which must be repaired as part of Power Plus+.





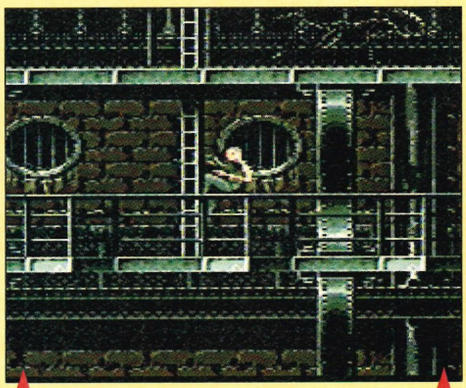
MISSIONS

HUNT OR BE HUNTED: Your objective is to rescue four captured prisoners from Cell Block 3, and three prisoners from Cell Block 4.
PRESSURE POINT: You must repair four pipe fractures in Mine Area 22.
HEAT IT UP: To stop the Aliens multiplying, you must destroy every incubating egg in Waste Area 3, and Alien Corridor 1.
POWER LINK-UP: Collect the ignition unit from Waste Area 2, and connect it to the generator in Assembly Hall 1.
CROSSED WIRES: There are two blown fuses and a broken junction box in Waste Area 2, which must be repaired to prevent power loss.
CLOSED DOORS: To restrict the Aliens' movements, you must seal the door in Alien Corridor 1.
POWER PLUS+: You must repair three blown fuse boxes in Bugwash 12, and another three in Medic Bay 9.
TOTAL CONTROL: Isolate Medic Bay 8 by sealing the doors from Corridor 12, and Cell Block 4.

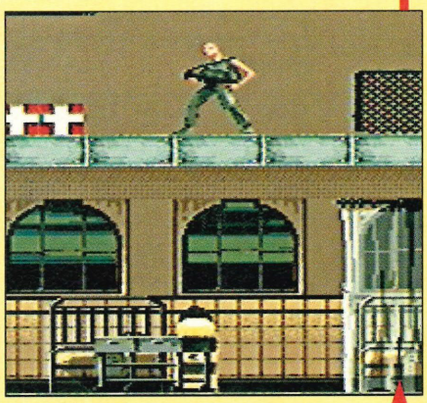
BUGWASH 12: There are three blown fuse boxes in this shower block which must be repaired using your flame-thrower to complete Power Plus+.



CELL BLOCK 4: You must rescue three prisoners from the mercy of the Alien hordes as part of Hunt or be Hunted.

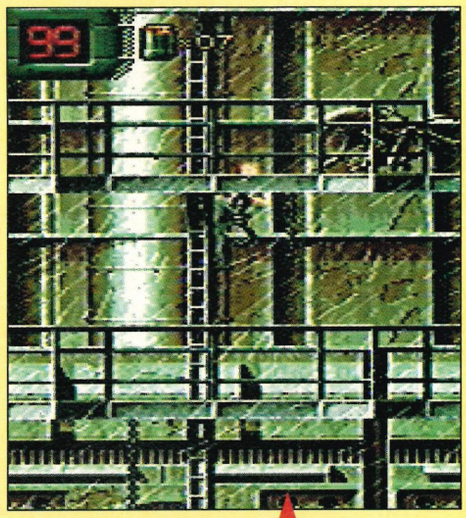


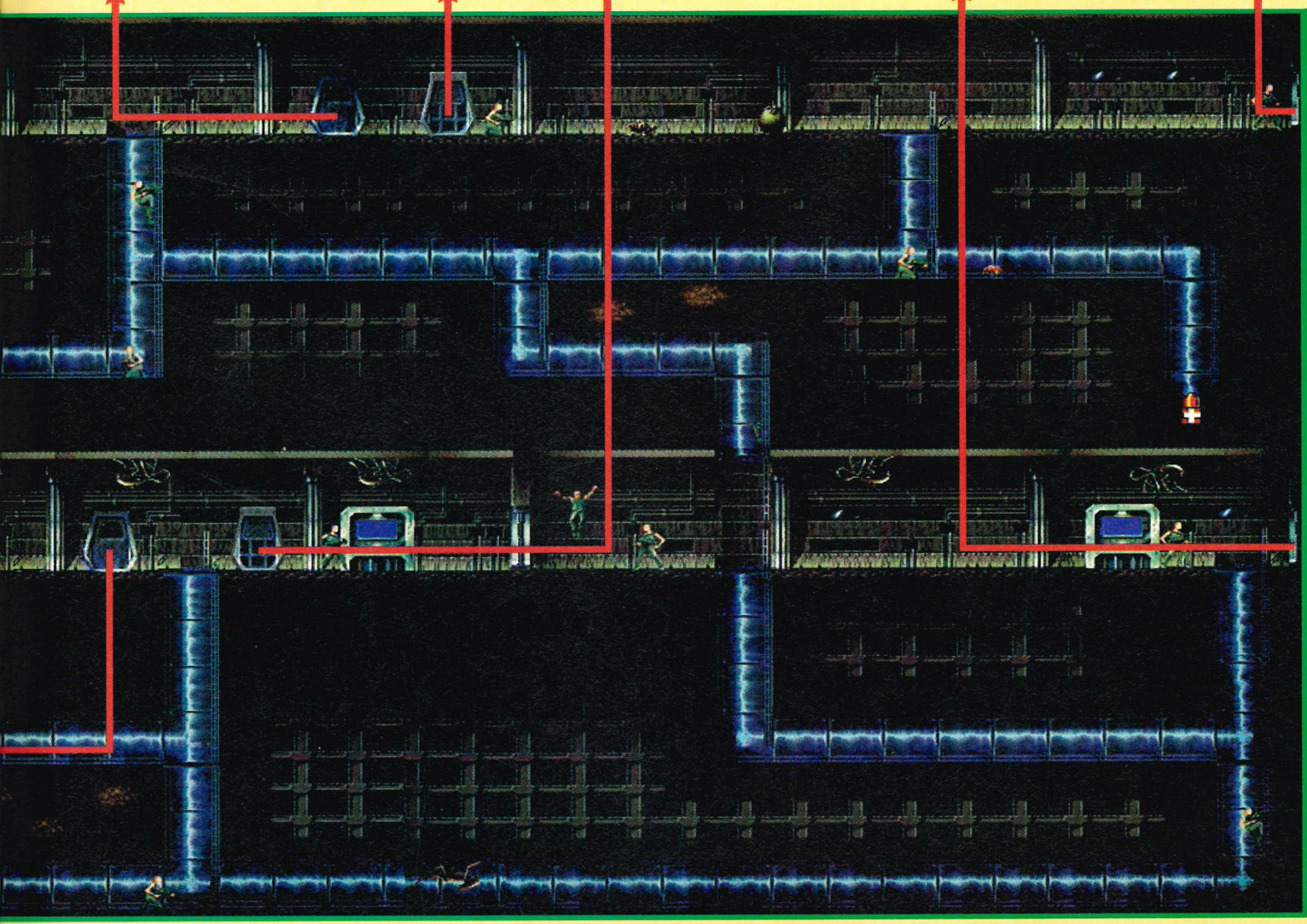
MEDIC BAY 8: This room contains vital medical aid to keep your wounds to a minimum.



TIPS

WASTE AREA 2: You must repair the junction box located in this area to complete Crossed Wires. But beware, the heavy downpour and acrid stench make it an ideal lair for waiting Aliens!

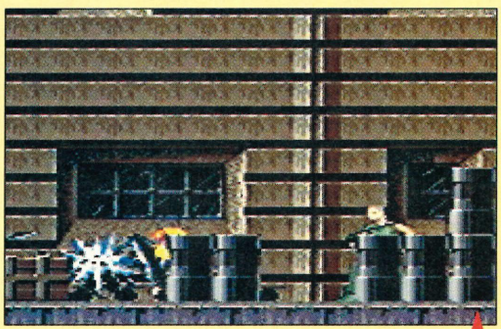




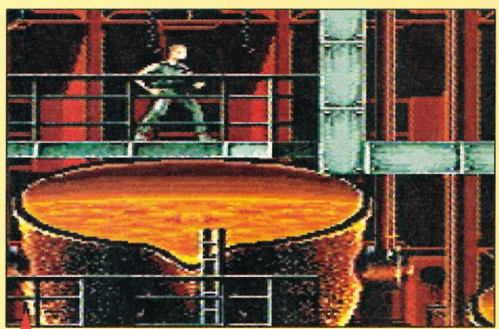
LEVEL ONE

TIPS
ALIEN 3

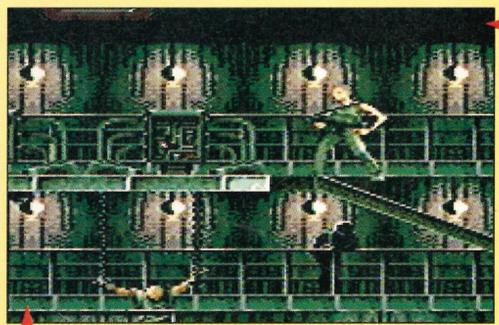
WEAPONS ROOM 8: Bring the power pack from Hanger Bay 4 to the generator in this complex to complete Power to the People.



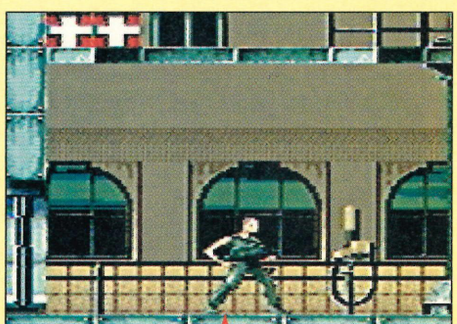
FURNACE AREA 6: There are eight unfortunate inmates being held captive by the Alien hordes. Rescue them to complete Mission Impossible.



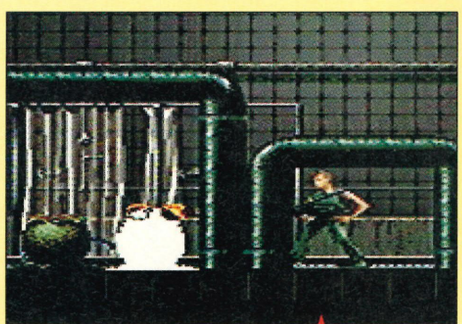
ASSEMBLY HALL 2: There are six fuse boxes which need repairing. Scale the complex for bonus items of ammo such as green or blue flame-thrower fuel.



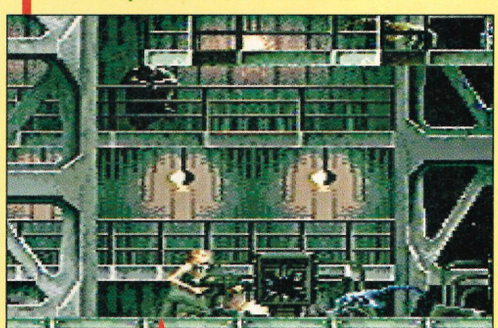
MEDIC BAY 3: As well as containing numerous medical supplies, you must also come here to repair four blown fuses.



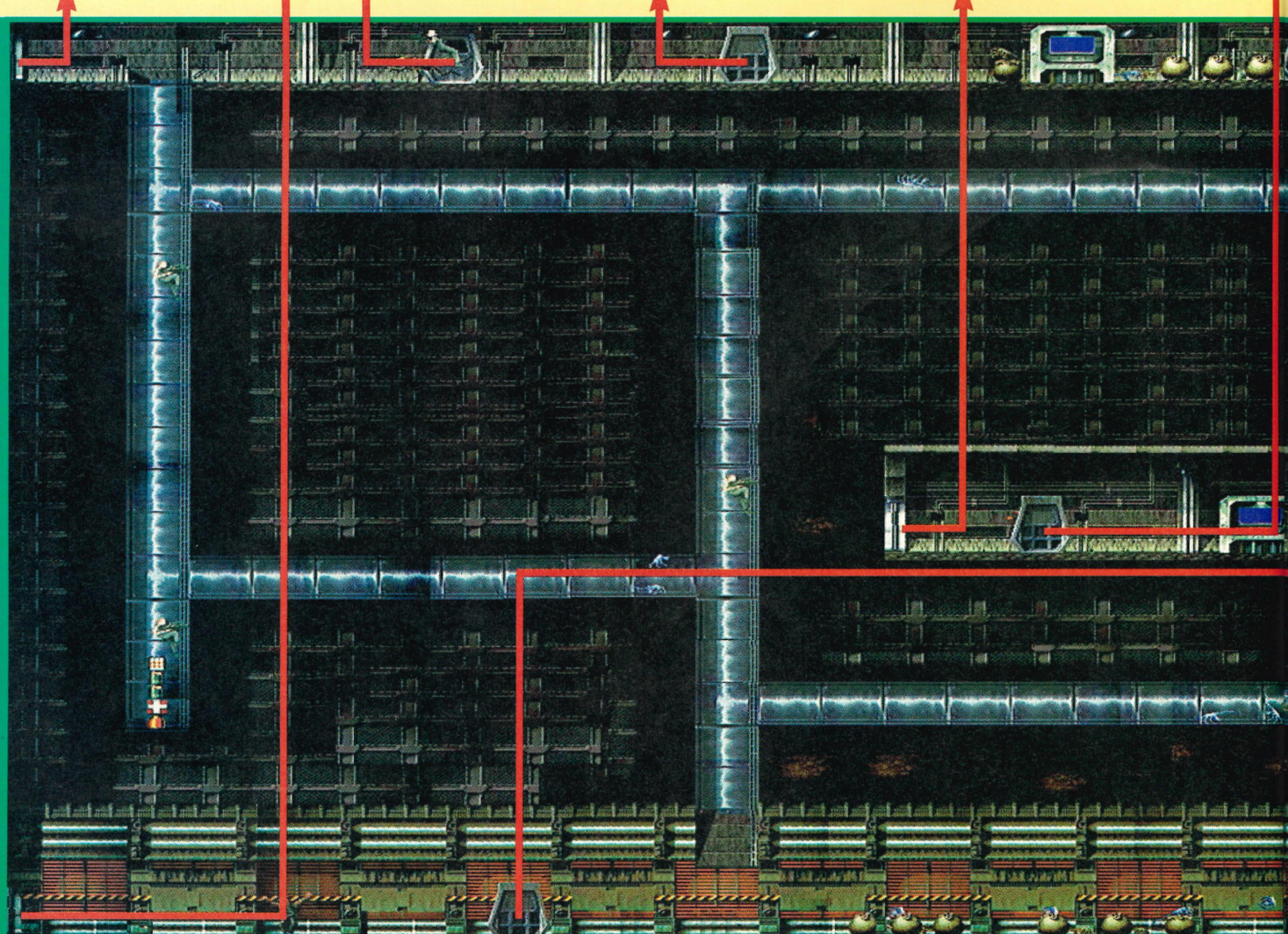
BUGWASH 8: There are three broken pipes in this shower complex which must be repaired to complete Depths of Despair.



ASSEMBLY HALL 2: This section of the complex can't be reached by the other door. Repair the remaining fuse boxes to complete Watch Your Back.



PASSWORD: QUESTION
LEVEL TWO



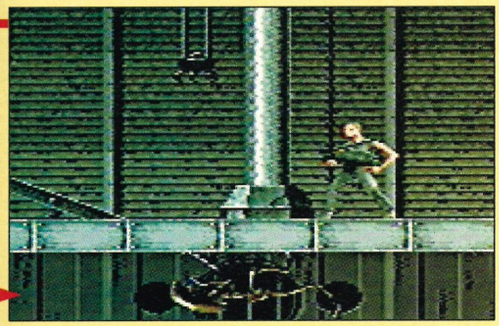
TIPS
ALIEN 3



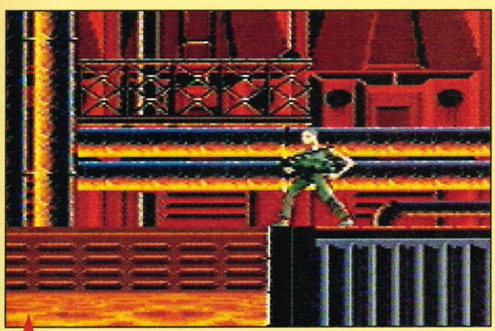
MISSIONS

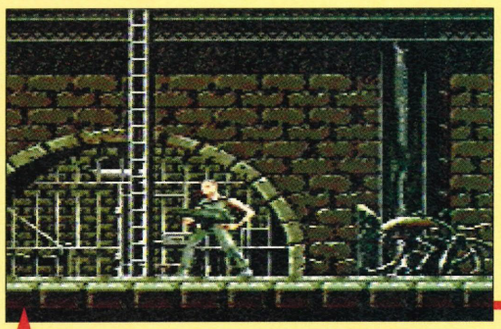
POWER TO THE PEOPLE: Collect the power pack from Hanger Bay 4, and connect it to the generator in Weapons Room 8.
DEPTHS OF DESPAIR: The pressure is down in Bugwash 8. Use your flame-thrower to repair three broken pipes.
360 DEGREE ACTION: Go to Alien Corridor 2 and torch all of the incubating eggs. Then weld the door to seal off the area.
MERCY MISSION: Go to Furnace Area 7 and rescue four imprisoned inmates.
ON A SHORT FUSE: There is an electrical short in Medic Bay 3. Go down and repair the four blown fuses.
MISSION IMPOSSIBLE: Go to Furnace Area 6 and rescue eight prisoners.
WATCH YOUR BACK: There are six broken fuse boxes in Assembly Hall 2 which are in urgent need of repair. See to it!

HANGER BAY 4: You must collect the power pack from here and take it to Weapons Room 8 to complete Power to the People.

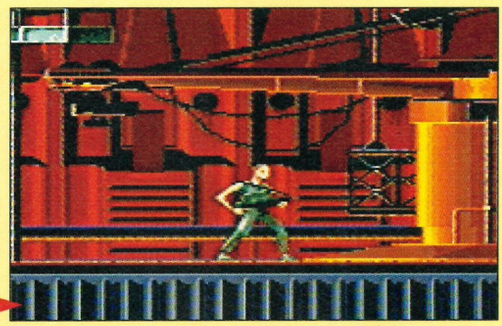


FURNACE AREA 6: This door will take you to the part of the area that was previously inaccessible.

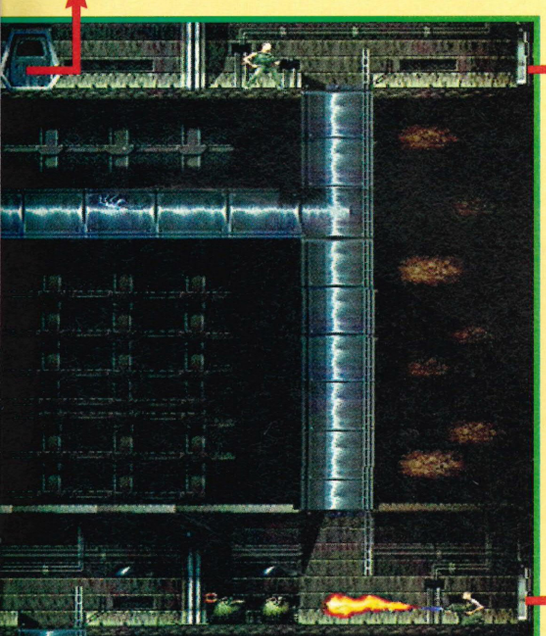


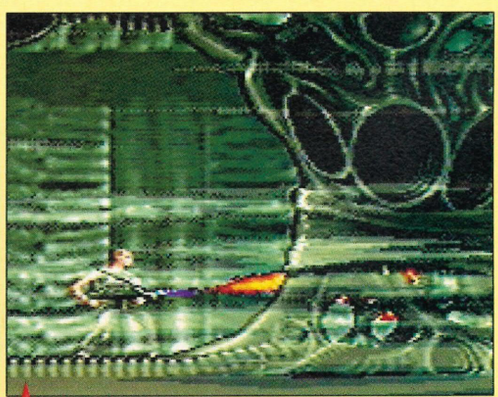


CELL BLOCK 5: This hazardous complex must be ventured through to get to Furnace Area 7. Look out for extra ammo and the Alien onslaught!



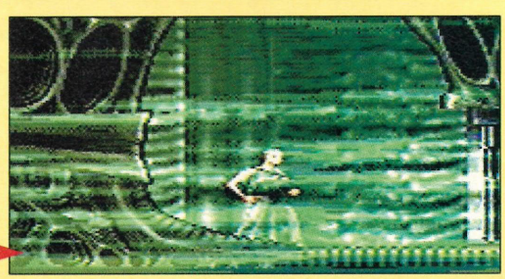
FURNACE AREA 7: There are four hostages which must be rescued from this complex to complete Mercy Mission.





ALIEN CORRIDOR 2: There are wall to wall eggs in this place. Torch the lot and weld the door at the far side to complete 360 Degree Action.



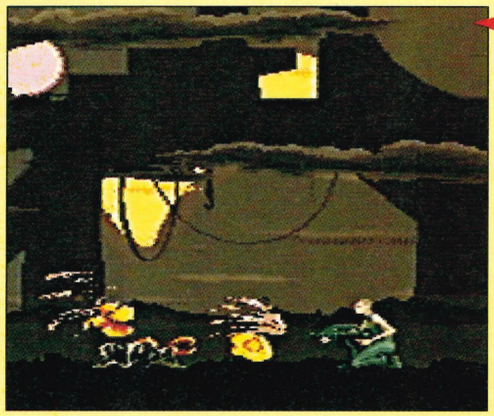


ALIEN CORRIDOR 2: This is another entrance to the egg infested hell-hole.

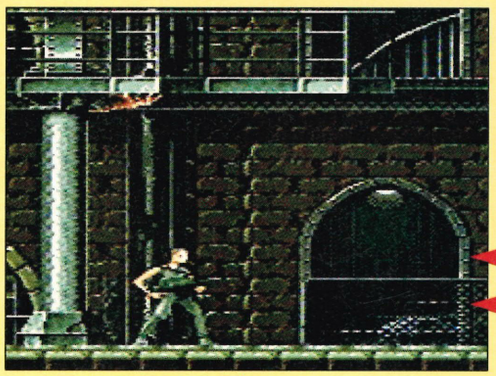


MEDIC BAY 3: There are four fuse boxes in this bay which must be repaired to restore power. You'll also be able to collect energy-giving medical boxes while you're at it!

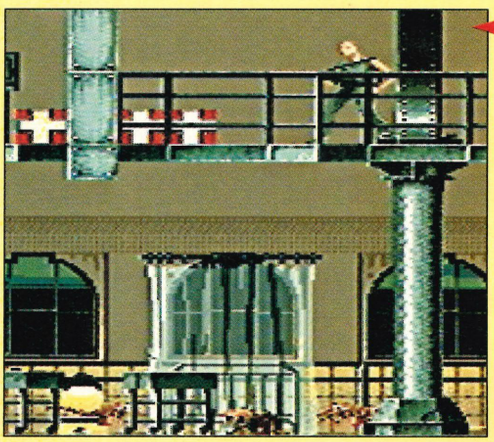
TIPS
ALIEN 3



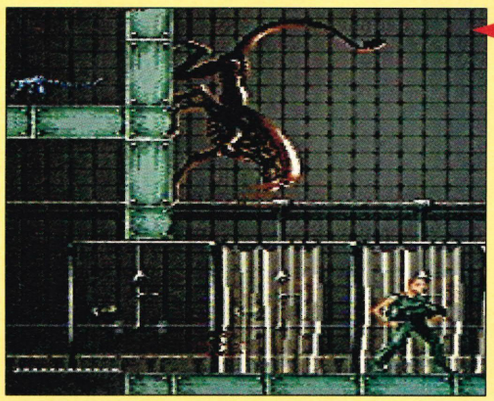
SURFACE AREA 6: The desolate surface of Fiorina 161 is becoming over-populated with eggs. You must destroy them, along with their over-protective mother.



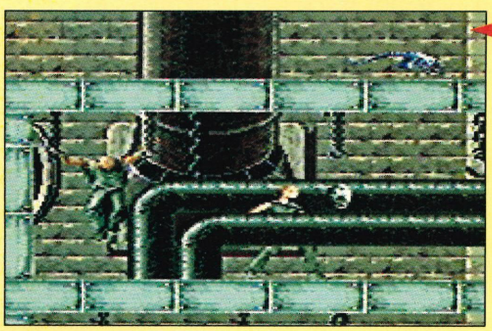
CELL BLOCK 6: There are four captured inmates which must be rescued from the clutches of the vile Aliens. There are also several weapon power-ups to be collected.



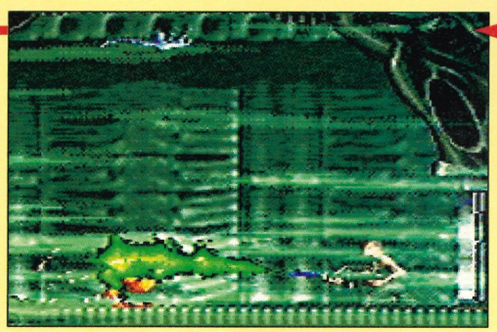
MEDIC BAY 5: There are several blown fuses which must be repaired as part of System Failure. You'll also be able to collect energy-replenishing supplies.



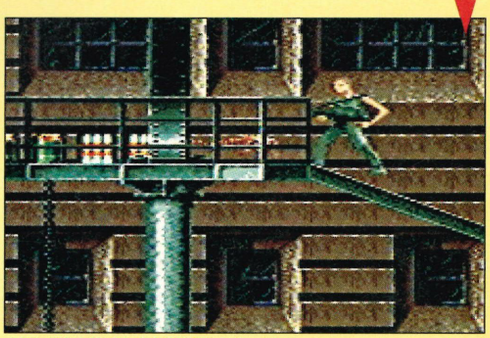
BUGWASH 14: There are four blown fuses to be repaired in this shower block. Be on the look-out for the prowling mother Alien lurking at the end.



MINE AREA 3: You must repair four damaged pipes that are scattered around this complex to complete operation Neptune.



ALIEN CORRIDOR 4: Use your flame-thrower to secure the door at the far right. Use the over hanging vines to evade the face-huggers.



WEAPONS ROOM 11: This room is packed with vital ammunition supplies, so be sure to pay it a visit when the Aliens start getting the better of you!

MISSIONS

READY AND WAITING: A mother Alien is laying eggs in Surface Area 1. Destroy her at all costs.

OPERATION RESCUE: Inmates are imprisoned in Cell Block 6 and Assembly Hall 7. You must release them before they're impregnated by face-huggers.

SLAUGHTER 'EM HIGH: A mother Alien is littering Surface Area 7 with eggs so get down there and destroy the lot before the entire complex becomes infested.

OPERATION NEPTUNE: The pressure is down in Mine Area 3. Repair four broken pipes to set things right.

SYSTEM FAILURE: You must repair three blown fuses in Medic Bay 5, and four in Bugwash 14. These must be repaired if you are to stand any chance against the Alien onslaught.

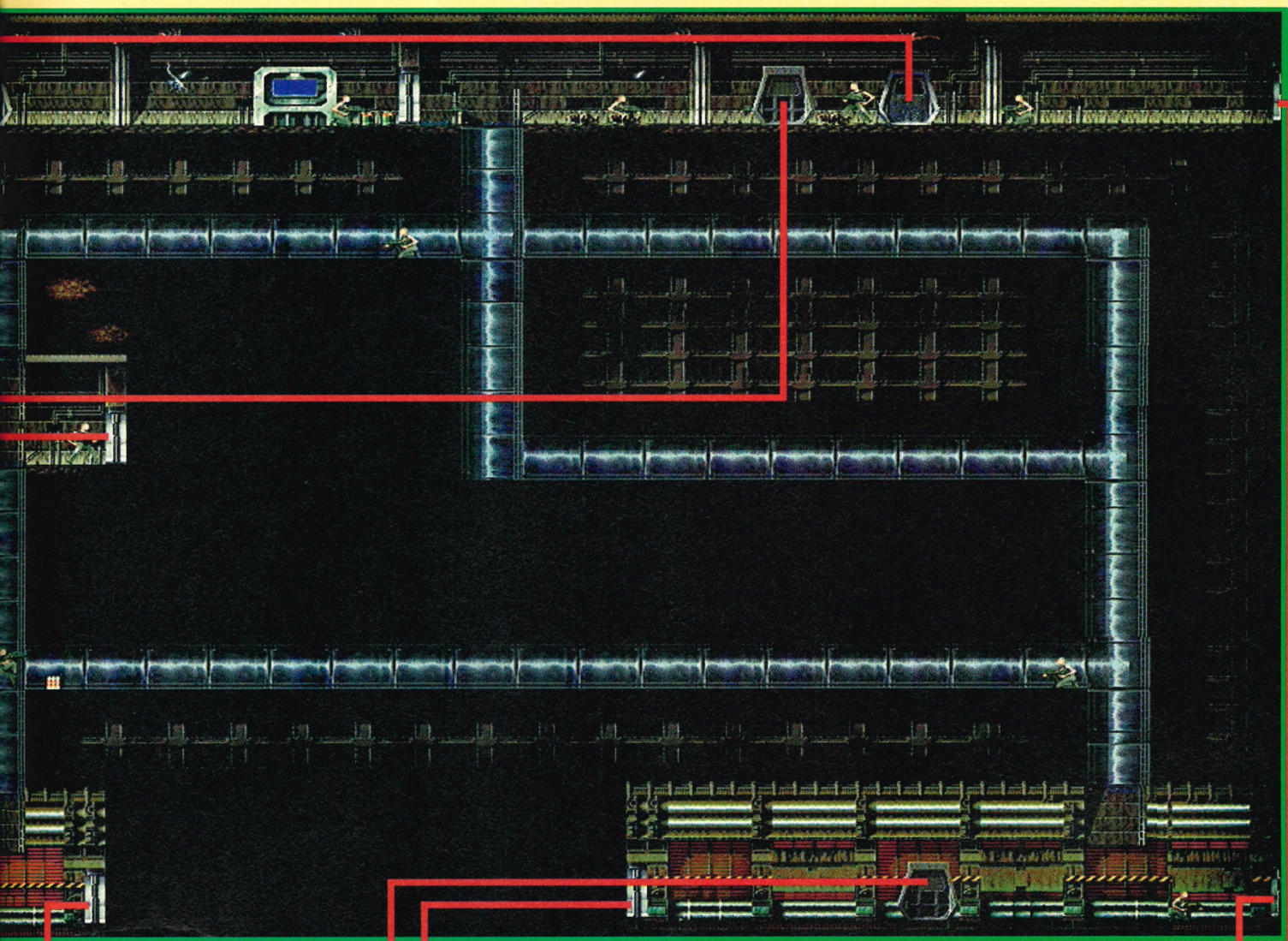
DOWN TOWN: The Alien population is getting out of control so you must secure Alien Corridor 3 and Alien Corridor 4 to restrict their movements.



ALIEN³

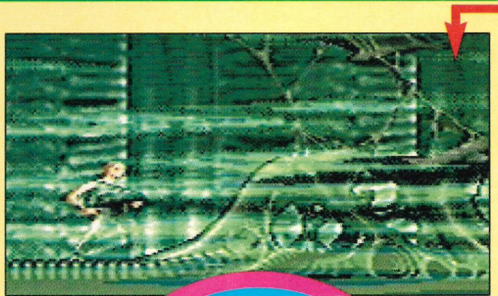
LEVEL THREE

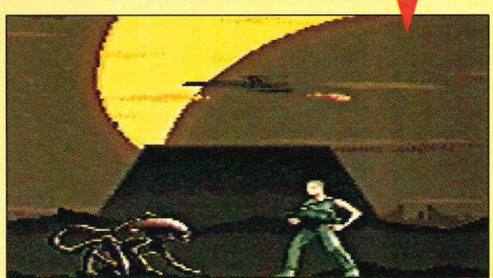
PASSWORD: *MASTERED*



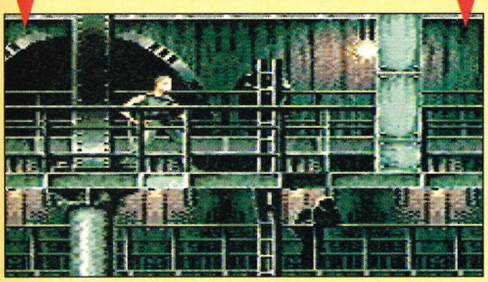


MINE AREA 3: There are four broken pipes that must be repaired in this area, so as to restore the pressure in the complex.





SURFACE AREA 7: There is a mother Alien busy multiplying in this section of the planet's surface, destroy her along with her ransid kin!

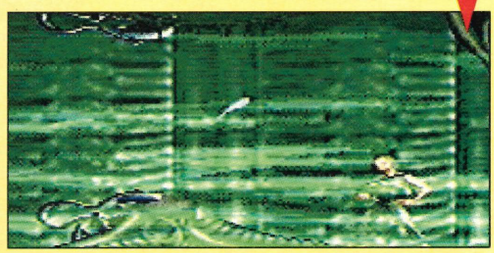


ASSEMBLY HALL 7: You must prevent three inmates from being impregnated by face-huggers as part of Operation Rescue.



NEXT MONTH

THE FINAL PART OF OUR ALIEN³ SOLUTION



ALIEN CORRIDOR 3: This resin-filled corridor must be sealed to restrict the Aliens' movements. Weld the door to the far right with you flame-thrower.

This section is devoted to tips which bust a game wide open. Every month it's updated – an indispensable, at-a-glance guide to cracking open all the toughest official releases.

RYAN'S BUSTERS

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

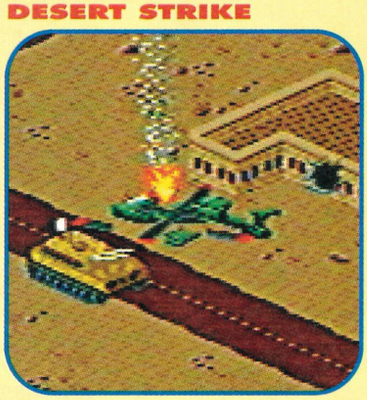
At Denver, collect the 11 extra lives available, then commit hari-kari. Repeat the process until you have accumulated all the 99 lives possible.

CAL RIPKEN BASEBALL

A TEAM OF CARL'S!

To turn your entire team into a bunch of Cal Ripkens, select any team, then press L, R, and START. Now every player will be an incarnation of the great man himself!

DESERT STRIKE



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 mph!

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.

HUNT FOR RED OCTOBER

LEVEL SELECT

At any point during the game, press pause and then hammer the Y button eight times for a level select.

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 30 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!

ROAD RUNNER

START WITH 75 LIVES

On the title screen, press and hold LEFT, SELECT, R, Y, and START. Keep these buttons pressed down until a screen displaying the unusual motto "Zippity Splat" crops up, then press X as well. You can now start the game with 75 lives.

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.

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.

SPECIAL ENDINGS

To sneak a look at the good character endings without playing on level 7, enter the championship mode, then set the difficulty level to 2. After you've gone through the game and beaten Bison, press START and R simultaneously before the screen fades to view the endings.

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

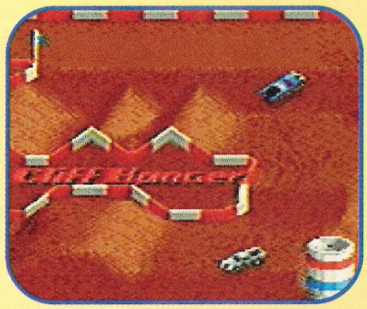
30 LIVES

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.

ULTRAMAN



HIDDEN OPTIONS SCREEN

To access the hidden options screen, simply press SELECT and START on the title screen.

WINGS 2: ACES HIGH

LEVEL CODES

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

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

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

WING COMMANDER

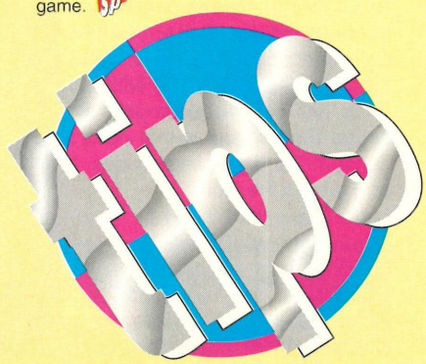
HIDDEN OPTIONS

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.



RYAN'S PRO HELP!

If you've got any game problems, send them to: RYAN'S PROHELP, SUPERPRO, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH, DORSET, BH1 1NF.

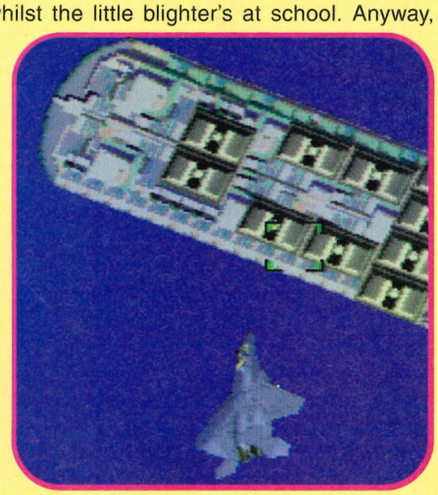
Welcome once again to the section of the mag that allows you to ask SUPERPRO's resident tipster extraordinaire any taxing gameplaying questions that have been troubling you. No game is too tough, or too obscure for Ryan. Simply write in with your problems and he'll be straight on the case to solve them!



Sean Knight, from Kensington, was wondering if there were any special codes to play as different characters in ***Combatribes***. Well Sean, last month we printed the code to play as the same character as your partner **(9207)**, but just for you Sean, here are a few more. Go to the vs. mode and try entering the following codes for an added assortment of characters: **0197, 1180, 5093, 4949, 9207.**

Jenny Myers from Sheffield, like all mums I know, craftily sneaks a go on her son's console whilst the little blighter's at school. Anyway, she's having troubling mastering ***Super Strike Eagle***, and was wondering if I had any cheats or level codes to allow her to see the later sections of the game. Jenny said she doesn't want to ask her son because she'd rather keep her little masquerade a secret (fat chance of that now, Jenny!). Try these level codes, and mum's the word!

Libya Day – **066F87FH**
Libya Night – **062H869D**
Gulf War Day – **CGGG4724**
Gulf War Night – **90B68G8C**
Korea Day – **057F4902**
Korea Night – **HF3H09H8**



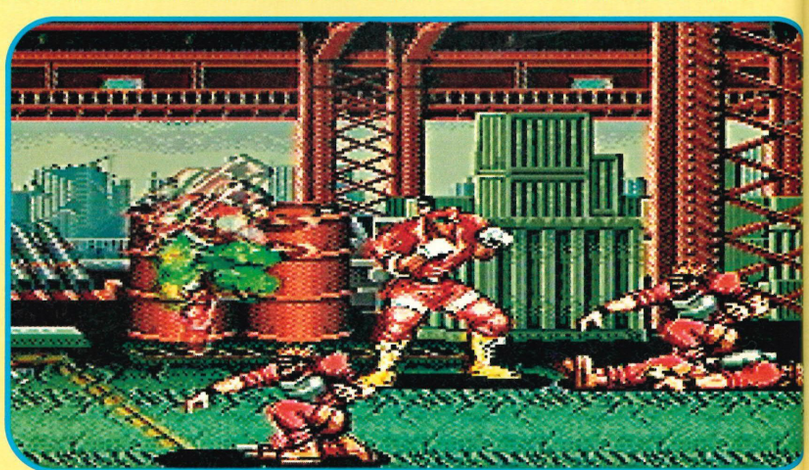
Michael Dawson, from Trowbridge, is having problems getting to grips with the awesome strategy game ***Super Conflict.*** Having never played the game personally, I enlisted the help of Thomas Taylor from Devon. Tom sent me a couple of nifty little cheats to make beating the computer a lot easier. First of all, to cut down the computer's firepower, press the B button on controller 2 repeatedly, whilst engaging in a computer battle. Eventually, the computer's weapon will change. The next cheat means that you never lose ammunition whilst battling with your opponent. Simply pause the game and choose "preferences", then select "long". Use a unit that has the choice of two weapons and attack your opponent. Whilst in battle, select your weakest weapon and fire it at your opponent. As you are firing this weapon, use the B button to switch the weapon to the highest powered one. Now the highest powered weapon will hit your enemy and your ammunition will not be depleted. Simple, eh!



Steven Short, from sunny Brighton, rather reluctantly admitted to buying the awful Japanese game ***Musya***, and is having trouble getting anywhere. Steve is convinced that the game will get better in its later stages and so has written in to request any level codes or cheats. In response to your plea, and to prove that the game doesn't get better later on, here are the level codes as requested:

Level 2 – MWTV Level 3 – KVSW Level 4 – KVMW Level 5 – RQNJ
Level 6 – VKX4 Level 7 – NZ1N Level 8 – Z66F

The cheeky chap then went on to ask if I wanted the game at a discount price! Steve, I wouldn't pass water over *Musya*!



Last in line this month is not so much a problem, but more of a query, from Andy Jones. Andy has purchased an American copy of ***Brawl Brothers*** and has heard that it is possible to turn it into the Japanese version. Well, after much inquiring, and a hefty phone bill, I discovered that there was truth in the rumour. To play the Japanese version of the game, press the following buttons in sequence as the Jaleco logo is displayed: **B, A, X** and **Y**. Keep tapping them repeatedly until you hear a sound. If the cheat has worked, the screen should corrupt and go grey. Press START and another similar screen will be displayed. Now press DOWN three times and then press START. The game should now display an options screen. Set them to what you desire and then exit the screen. The game should now display a Japanese title screen. As you will notice, there are several differences between the versions, including a two new versus modes.



RYAN'S

ACTION REPLAY CODES

ADDAMS FAMILY II: PUGSLEY'S SCAVENGER HUNT

7E009503 – Infinite energy.
7E004D05 – Infinite lives.
7E008449 – Moon jump.
7E014001 – Spiders venom.
7E014101 – Dragon fire.
7E014201 – Underwear.
7E014301 – Magic gloves.

ALIEN 3

7E124466 – Infinite energy.

BUBSY

7E020D08 – Infinite lives.

FINAL FANTASY II

7E200803 – Gives Cecil vast amounts of points. If you want more, change the 3 digit to a different number.
7E208803 – Gives Kain a large amount of hit points. If you want more, do as above.

FLYING HERO

7E005903 – Infinite lives.
7E005A03 – Infinite bombs.

ROAD RUNNER: DEATH VALLEY RALLY

7E1F1E06 – Unlimited energy.
7E1F2001 – Unlimited lives.
7E1F1D20 – Unlimited turbo speed.
7E1F1B7F – Invulnerable.
7E1F8459 – Infinite time (switch off once a level is completed).

STREET FIGHTER II

7E0C2010 – New moves and combinations, plus the ability to hit the other player whilst they're falling to the ground.
7E0E2010 – As above for player 2.
7E048300 – Bloody characters.
7E049100 – Bloody clothes for Ryu/Ken.
7E049E0F – Red belt for Ryu/Ken.
7E049F05 – Green belt for Ryu/Ken.
7E049FF5 – Blue Belt for Ryu/Ken.
7E0C2F00 – When the player leaves the floor, he will mysteriously float into the air (turn off the Action Replay to come back down again)!
7E0C0300 – Ever fancied dancing with your opponent? Enter this code and try throwing them and you'll see what I mean. By turning off the cart, you'll be able to jump around with your opponent in close proximity!
7E1A68FF – Both players will fight upside-down.
7E1A5A09+7E0CC1E0 – Play as Sagat (choose Ryu/Ken).
7E1A5A08+7E0CC1E0 – Play as Bison (choose Ryu/Ken).
7E1A5A0B+7E0CC1E0 – Play as Vega (choose Chun-Li).
7E1A5A0A+7E0CC1E0 – Play as Balrog (choose Ryu/Ken).
The boss codes were sent in by F. Munro from Durham, and no you can't have a copy of *Super Soccer*, so just make do with a T-shirt!

SUPER GHOULS 'N GHOSTS

7E02A402 – Infinite lives.
7E02A901 – Infinite time.
7E044A01 – Will give protection against most enemies and bullets.
7E027602 – Makes you immune to enemy attacks.
7E14BA04 – Golden armour.

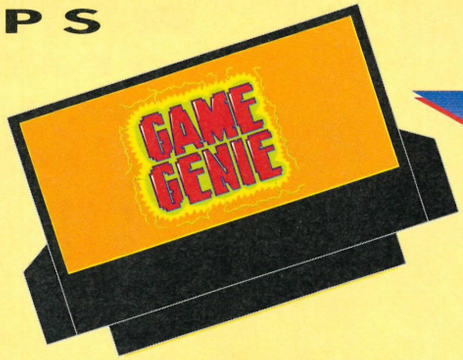
TEST DRIVE II

7E1C8619 – Infinite lives.

THE TERMINATOR

7E031F08 – Infinite energy.
7E031C05 – Infinite lives.

HELP LINE
0782 744324
MON – FRI: 9 AM – 5.30 PM, SAT: 9.30 AM – 1.30 PM



RYAN'S

GAME GENIE CODES

BLAZING SKIES

C2C6D768 – Infinite power-up meter per pilot, once you've completed a mission successfully.
82B2DF08+28CfD767 – Pilots don't die, they remain on the barracks screen.

SPIDER-MAN AND THE X-MEN

176B646D – Start with 100 lives.
C266D51D – Spider-Man has infinite lives.
C26D090A – Gambit has infinite lives.
C2C2D767 – Wolverine, Cyclops and Storm have infinite lives.
C261A044 – Spider-Man is invincible after getting hit.

SUPER STRIKE GUNNER

C284076F – Infinite lives player 1.
C28B046F – Infinite lives player 2.
C262D9E6 – Infinite continues.
C2EAD46D – Infinite special weapon energy player 1.
C2E40DAD – Infinite special weapon energy player2.
CB69D4DD+DF69D46D+3C69D4A D – Start on stage 2.
CB69D40D+D469D46D+3C69D4A D – Start on stage 3.
CB69D40D+D769D46D+3C69D4A D – Start on stage 4.
CB69D40D+D969D46D+3C69D4A D – Start on stage 5.
CB69D40D+D969D46D+3C69D4A D – Start on stage 6.

SUPER ALESTE

3C68D7AC+3C6ADDDC+A06AD40 C – Invincibility.
DD65AFAB – Infinite bombs.
DD6D07AC – Infinite ships.
CB68D4AC+D168D7DC+D16AD4D C – Protection against enemy hits and weapon level goes to 6 when hit.
CB6A0D0D+D46A0D6 – Start in area 2.
CB6A0D0D+D76A0D6D – Start in area 3.
CB6A0D0D+ D06A0D6D – Strat in area 4.
CB6A0D0D+D96A0D6D – Start in area 5.
CB6A0D0D+D16A0D6D – Start in area 6.
CB6A0D0D+D56A0D6D – Start in area 7.
CB6A0D0D+D66A0D6D – Start in area 8.
CB6A0D0D+DB6A0D6D – Start in area 9.
CB6A0D0D+DC6A0D6D – Start in area 10.
CB6A0D0D+D86A0D6D – Start in area 11.
CB6A0D0D+DA6A0D6D – Start in area 12.

SUPER TENNIS

The following codes will provide the player of your choice with super speed:
DD290DA5 – Matt
DD29ADA5 – Amy
DD210DA5 – Brian
DD21ADA5 – Kim
DD250DA5 – Phil
DD25ADA5 – Lisa
DD260DA5 – John
DD26ADA5 – Erin
DD2B0DA5 – Myer
DD2BADA5 – Donna
DD2C0DA5 – Rich
DD2CADA5 – Deb
DD28ADA5 – Hiro
DD28ADA5 – Colette
DD2A0DA5 – Steve
DD2AADA5 – Nancy
DD2AADA5 – Rob
DD22ADA5 – Yukka
DD230DA5 – Mark
DD23ADA5 – Barbie.

● **Please note – unless otherwise stated these are codes for UK carts and may not work with US or Japanese versions.**
● **Remember when phoning the helpline to have your membership number ready.**

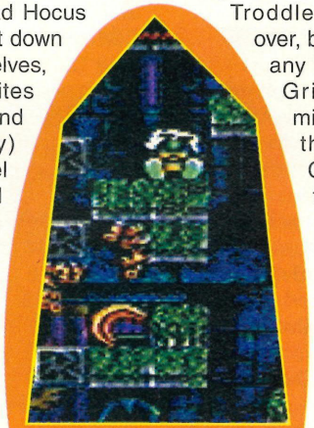
HELP LINE
0843 231088
MON – FRI: 12.00 NOON – 7.00 PM, SAT: 8.00 AM – 12.00 NOON

TRODDLERS



A new *Lemmings* is heralded nearly every month now, with one clone after another throwing themselves off the nearest cliff in an attempt to replicate Sunsoft's mega-sales. Now, Sales Curve are giving it a go, Hocus and Pocus in charge of saving the loveable, but ultimately dumb, baby troddlers. Dave "IQ of – 180, 000" Westley joins his friends for what promises to be the adventure of a lifetime.

The *Troddlers* challenge is in fact quite varied. Not only do you have to save baby troddlers, you also have to collect gems and even kill troddlers – gasp! – when they get turned into zombies. But the main difference from lemmings is that troddlers are even dumber – you can't teach them anything. Instead Hocus and Pocus have to get down into the action themselves, fully controllable sprites who can run, jump and create (or destroy) blocks. For each level you have a limited number of blocks, but if you destroy a block you get it back to use again! One neat thing is how you can stand on a block, destroy it and hop off it just as it disappears. This is useful as you can only create and destroy blocks immediately around you – the cursor you control by holding down B can't be whizzed over to the other side of the screen!



PRO TIP
Remember that you can explode a block and jump to a higher one at the same time!

Blocks are useful not only for allowing Hocus and Pocus to move about but also as things for the troddlers to climb about on. Quite often you'll need to build block steps linking the doors where the troddlers appear to the exit. On later levels real brain-power is needed to figure out how best to use your limited blocks. And of course there's a time limit too!

Occasionally you get a gem hunt, these often have the toughest time limit, and sometimes you even have to create gems – by getting boulders to fall on each other. As you progress, strange new creatures begin to appear. There's 'The Bird' who flies about, randomly pecking at your precious blocks, 'Spinners' that chase the Troddlers and knock them over, bombs that will destroy any Troddlers on screen, Grinders that make mince meat of anything that gets to close, Cannons and mines that... well I think you know what they do! In addition, later levels feature Zombies that you're going to have to destroy, either by crushing them with boulders, or suffocating them by freezing them within one of your blocks!

There are things that will make your life easier though! Sometimes you'll think that you haven't enough blocks to complete a mission only to find a 'FiveBlock' – a block giving you five extra blocks. There are also fruits that will restore your health, clocks that give you extra time, shields that make you invincible, and bouncers that prevent the Troddlers splatting when they fall from great heights! These 'power ups' are usually positioned extremely awkwardly so that you often have to make an educated decision whether it's worth attempting to get them, based on the time limit.



The pieces of Fruit that fall from nowhere (above) restore Hocus and Pocus' life force. Fortunately, in this case it wasn't required – I'd already completed the mission and had a full tum. (Dave *always* has a full tum.)

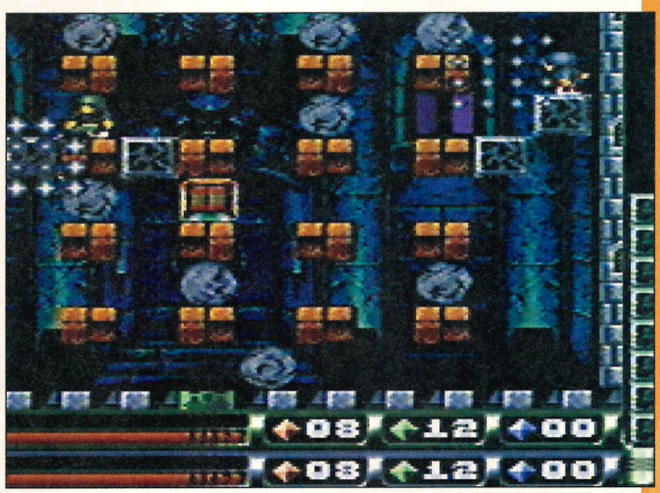
All this is represented by some reasonable graphics, at least for this type of game. It's obvious this previously Amiga written game was developed to be a lot prettier than *Lemmings*, which it is, but the SNES conversion hasn't uprated the graphics for the machine's superior palette. However the main sprites are well enough animated and their trundle is very distinctive. Even the tiny little Troddlers have a bit of character, especially when they turn into Zombies! And while the soundtrack definitely isn't *Rock 'N' Roll Racing*, the somewhat weedy tunes are perfect for the job, cheerful enough to urge you on without becoming irritating.

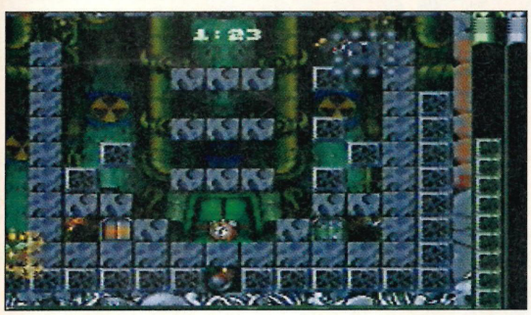
One of the most interesting things about *Troddlers* is the two-player mode. In addition to the 100 single-player levels, there's seventy-two player levels. Sixty of these are for the Team Mode, where you help each other out, and fifteen are for the excellent War Mode. In the latter, level victory basically depends on being the first to get the required number of gems, or getting enough troddlers to your exit door. Of course there's nothing to stop you sabotaging your opponent, destroying his blocks and diverting



The two pictures, above and top right, show the start of a level with the little Troddlers trapped, and then its ingenious completion, by me, Trod Saver exrodinaire!





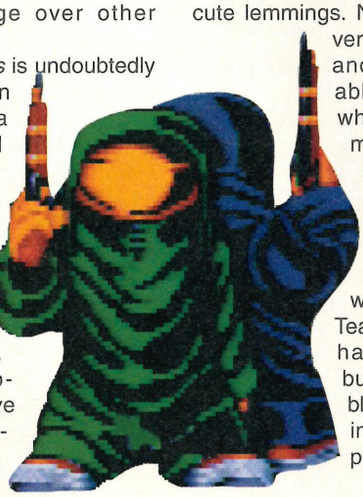




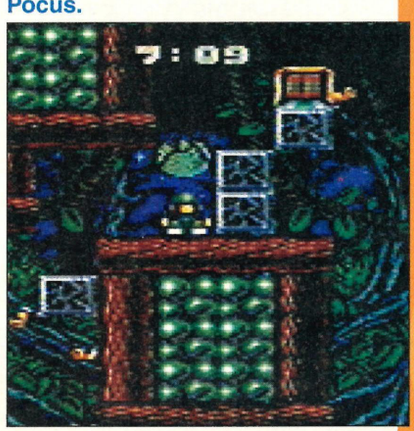
his troddlers away! If you can regularly get a friend to play with, this obviously gives the game a massive advantage over other arcade puzzlers.

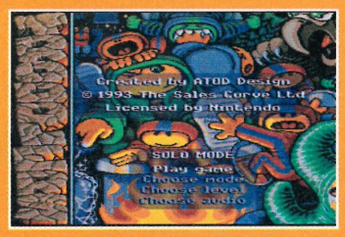
All in all, *Troddlers* is undoubtedly an extremely fun game to play, with a big challenge and even nine training missions which explain the game's main features very nicely. It's not quite the break-through game it could be, because the graphics aren't seductive enough, and troddlers don't have quite the character of lemmings. You just don't worry over the tiny little idiots quite as much as those ultra-cute lemmings. Nevertheless, it's a very well thought out and extremely playable arcade puzzler which, in two-player mode especially, caused a lot of late night playtesting on the SUPERPRO team!

Just don't play with Stuart – even in Team Mode, our haphazard editor will busily steal all your blocks and put them in utterly ridiculous places!



Above, one of the last levels. Avoid the flaming heads – the slightest caress, the tiniest touch will frazzle Hocus or Pocus.





Publisher: **SALES CURVE**
Tel: **071 585 3308**
Price: **£39.99**
Out: **September**

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **100 levels for a one-player game, 75 for two!**

CONTROLS

- Jump/cursor up.
- Cursor down.
- Move left/cursor right.
- Move right/cursor right.
- X: No function.
- Y: Block.
- A: Jump.
- B: Block.
- L: No function.
- R: No function.

PROS: Masses of levels featuring brain-teasing action. The option in two-player mode to either go to war, or get all chummy, is great.

CONS: Despite the variety of objectives, the game never gets quite as addictive or engrossing as the classic *Lemmings*. Visually, this isn't up to much really.

GRAPHICS	73
SOUND	70
GAMEPLAY	71
LONGEVITY	79

PROSCORE
71
SCOREPRO

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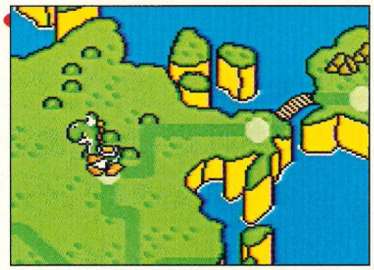
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Above, the loyal Yoshi awaits your directions. Left, Luigi proudly displays his latest photo, of the Bolshoi Ballet hall.



MARIO IS MISSING!

What joy! The world's most renowned Nintendo character has returned for another scintillating SNES outing. Well, sort of! In fact you play Luigi, Mario's much handsomer brother (in the movie at least!) who must rescue his short, fat sibling from the dreaded Bowser in this 'edutainment product'. Ryan "Koopa Scoopa" Butt puts his brain to the test.

The game opens with a lovely little intro, both Luigi and Yoshi arriving outside Bowser's castle. Once inside you're faced with a choice of five time portals, each taking you to a different city on present-day Earth. You see, besides kidnapping Mario, Bowser has also stolen fifteen world-famous artefacts, three from each city.

You must wander the streets searching for the villainous Koopas who are hoarding the treasures. You can ask passers-by questions on the stolen treasures, where they belong, and which city you're in. Their answers do tend to be rather cryptic though, so if geography isn't one of your strong points, reach for the nearest atlas, sharpish!

PRO TIP

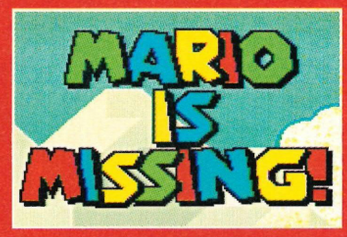
Try and get Yoshi to Luigi as quickly as possible. That way, you'll be able to explore the cities quicker.

Once all three treasures have been recovered, you must locate the tourist information bureau's. Match the right treasure with the right bureau and you'll be asked a couple of multiple choice questions about the treasure you're restoring. All the answers are given at some point during the level, be it from hearsay or tourist guides from the bureau's.

When you've answered all the questions, restored all the treasures and located where you are on the globe, then you can continue on to the next level. However, for someone of my fantastic brain-power, levels can be cracked in about ten minutes flat. All the questions are multiple-choice and the only penalty for getting a question wrong is a short delay before you can try again. This really is one only for young players.

The questions mostly revolve around geography and I'm unsure exactly how educational they are, being rather dry facts and figures – when a certain artefact was made, where it is, how tall it is and so on. Where the game is most successful is in developing an investigative mind, piecing together the clues and using a sort of computer. By pressing START you bring up various options, including a 'computer' which stores all the information you've collected so far. Other options include a city map, photo album and the globulator. The latter is a world map where you see Yoshi lurking. This is actually a neat sub-game where you must try and guide Yoshi to the city where Luigi is. If your geography's as bad as Dave's ("Is Los Angles on the East coast?"), then this is very informative, and each city Yoshi moves through gives him a little bit of information. Should you successfully re-unite the two buddies, Luigi will hop on Yoshi's back and gain an added element of speed, making running down those city streets a whole lot easier!

Graphics are generally very close to *Super Mario World*, although their animation lacks a little magic, and more disappointingly, the cities all look rather similar! Tunes are poor too, even more banal than *SMW,* with very limited spot FX. However, there are some nice touches, like Luigi using the Green Cross Code when he crosses the road. Overall *Mario Is Missing* is a decent, if unspectacular educational package, which should make most tot's homework a lot more fun! And even I have to admit I learnt a few new things!



Publisher: **MINDSCAPE**
Tel: **0444 246333**
Price: **£49.99**
Out: **September**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Globulator sub-game.**

CONTROLS

- ▲ Go through door.
- ▼ No function.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Run.
- A Talk to person.
- B Jump.
- L No function.
- R No function.

PROS: A worthy buy for younger players, nicely presented with plenty of novel inclusions. There's certainly lots to learn in this package – most of it was new to me!

CONS: Simple graphics and sound aren't too seductive however, and it is far too easy for experienced gamesplayers, even those attracted by the presence of the Mario brothers.

GRAPHICS	69
SOUND	62
GAMEPLAY	65
LONGEVITY	65

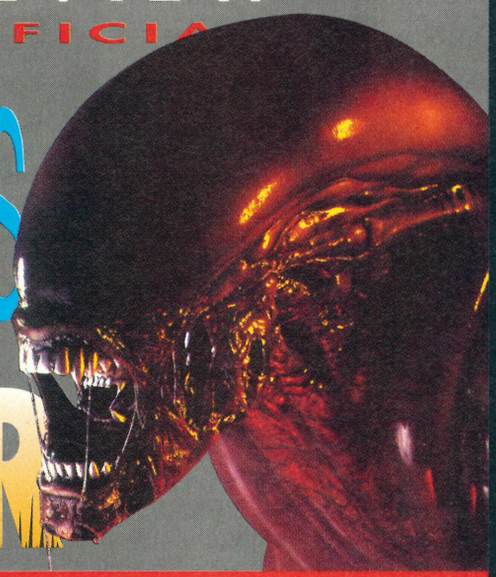
PROSCORE
62
SCOREPRO

A WORTHWHILE VENTURE BUT FOR KIDS ONLY

REVIEW

OFFICIAL

ALIENS vs. PREDATOR



EURO EDITION

Since the Japanese version took a severe panning from the critics (54%, SUPERPRO 4), modifications have been made to improve the overall gameplay. Now Activision are releasing the enhanced version which, with any luck, should compensate for the earlier version's faults. Ryan "Search and Destroy" Butt goes through it with a fine tooth comb!



Despite whatever other changes have been made, the storyline remains the same. Set in the year 2493, a human colony has run into trouble – this one on Vega 4, where subway excavations have uncovered alien eggs. The inevitable massacre ends with an SOS, which attracts only the Predator, thirsty for sport on a planet now inhabited only by Aliens.

PRO TIP The best way to defeat the Alien hordes is to stand well back and repeatedly shoot them with your laser cannon.

It's a limited idea for a game and the first Japanese version was very poor. One major fault was the super-sophisticated Predator's almost constant use of his fists and feet – rather than the hi-tech weaponry made famous in the movies. The new version goes some way to rectifying this fault. Whereas before, weapons such as spears, razor-sharp disks and the famous invisibility cloak appeared only rarely, they're now much more frequent pick-ups. This goes at least some way to breaking up the endless punching action.

Also enhanced are the graphics; the character animation has now been improved, the Predator is better drawn and faster animated – speeding the whole game up – whilst the Alien's protruding jaw/acid spit trick has now been made much more common, with the added bonus of there being a few new Alien warrior types. To make room for all this, the useless head-to-head combat mode has been dropped and, more for reasons of atmosphere than anything else, an incongruous ocean liner level has been dropped.

This all sounds like a bit of a wish list come true. Unfortunately Activision's changes have only scratched the surface of what needed to be done. The basic game remains much as before; another tired scrolling beat-'em-up. If it wasn't for the dream licence no-one would pay this a second glance. As it is, the enemy sprites remain some of the best seen on the SNES, whilst backgrounds are suitably eerie. Unfortunately for Activision, the game follows the superb *Alien 3* which is far more successful in capturing the otherworldly feel of the sci-fi movies. In *Alien vs Predator* the graphics seem simply bolted onto a basic beat-'em-up. Also irksome is how levels alternate between alien nests and human quarters without any interlevel pics or text to explain what's happening.

In retrospect, only a huge rewrite could have saved this game. If you really are a die-hard *Alien vs Predator* fan, then this is definitely the version to go for. It looks better and plays noticeably faster than the original version, just don't expect to be kept occupied for long! SP







ALIENS vs. PREDATOR™

Publisher: **ACTIVISION**
Tel: **010 33149109995**
Price: **TBA**
UK RELEASE: **Sept**

Players: **1**
Skill Levels: **4**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Minor enhancements from original.**

CONTROLS

- ▲ Move up screen.
- ▼ Move down screen.
- ◀ Move left.
- ▶ Move right.
- X Laser.
- Y Attack.
- A No function.
- B Jump.
- L Left sliding attack.
- R Right sliding attack.

PROS: Great graphics, non-stop fighting action and highly imaginative end-level guardians. Best of all, it plays noticeably faster than the original Japanese version, the improvements are not totally superficial.
CONS: But the basic format has not been altered and it's still, basically, an average beat-'em-up. The game is highly repetitive, and soon starts to tax one's tolerance. There are much better examples of this genre available.

GRAPHICS	80
SOUND	68
GAMEPLAY	52
LONGEVITY	58

PROSCORE **57** SCOREPRO

BETTER, BUT STILL RATHER ALIENATING!

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REVIEW
OFFICIAL

JAMES POND'S

CRAZY SPORTS





James Pond is a hyperactive fish. Having tucked Santa into his bed for his summer snooze, and with no more daring missions calling for his immediate attention, he's heroically entered himself in the Aquatic Games. Dave "Battered Cod" Westley goes undercover for FI5H, but still looks like a fish out of water...

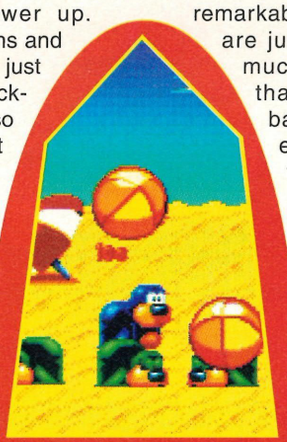


Crazy Sports dazzles you with its eye-straining, breath-taking colour from the moment you power up. Seaweed, blue mountains and coconut trees make up just three of the garish backdrops to a game that also features fat fish, fat frogs, fat seals, fat sharks and fat penguins. It looks a riot to play and the tunes are suitably happy and boppy. But does gameplay match presentation?

On the positive side, there are no less than eight events which you can either attempt individually, in training mode, or as a group in competition mode. In the latter you have to play the events in order and if you don't manage to make a certain number of points, or get past the line within a certain qualification time, you're given one more chance to do so. Fail again and that's it, you're good for nothing but lining greasy newspaper.

First time around, *Crazy Sports* is not exactly crazy, but certainly fun. Unfortunately after a few laughs with a friend the whole game palls remarkably quickly, the games are just too simple to hold much lasting appeal. All that'll keep you coming back is the prospect of earning enough points to play the two bonus games, themselves pretty simplistic. Of course there is a four-player mode, but these days you expect four players on screen simultaneously, not taking turns. Amazingly, there isn't even one simultaneous two-player event!

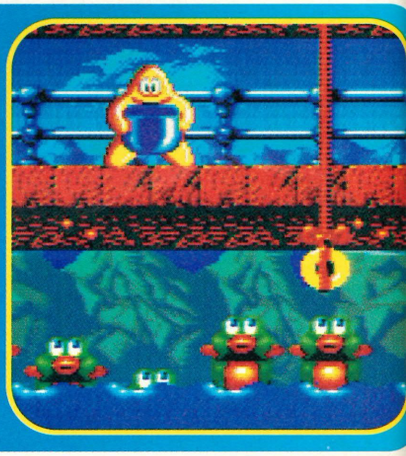
With so few multiple game carts on the SNES, saying this one is the best isn't really saying much. The competition – *California Games* and *American Gladiators* – are worse than awful. Nevertheless, with its bright graphics, simple gameplay, loveable characters and humourous storyline, this cart will certainly catch the eye of younger players.



PRO TIP
In the second round, leap at the balls from a distance to make sure they go off screen.

FEEDING TIME

Freddy the Fish is trying to save his friends from the fishermen. Unfortunately, his friends are hungry and are poking their heads up waiting to be fed. You must feed the fish as fast as possible. This isn't easy though as the fishermen's lines are dropping down, and you have to keep running off to the sides to fill up your cauldron with food! It's another tough one and very sad when you see the little fish flapping on a line!



KIPPER WATCHING

A bunch of cheap skates are disrupting the afternoon siesta of some seals by throwing balls. You control Ceceelia who is trying to head the balls away. Alarm clocks also make an appearance and you'll have to head a ball at them to stop them going off. It's a simple game but still quite fun and astonishingly addictive. You will really be annoyed when all of the seals troddle off before you've reached the qualifying time.



SHELL SHOOTING



Here you must pick up the limpets and throw them to burst balloons. Unsurprisingly the limpets don't want to be picked up and will stun you if you get too close. So jump on them first, and you'll do the stunning. You have to be precise though, hit their centre and they die, only if you hit their sides will they flip into the air so you catch them with the Y button. Press Y again and they'll fly up into the air again to burst the balloons on the ceiling. Overall this is one of the most fun games.

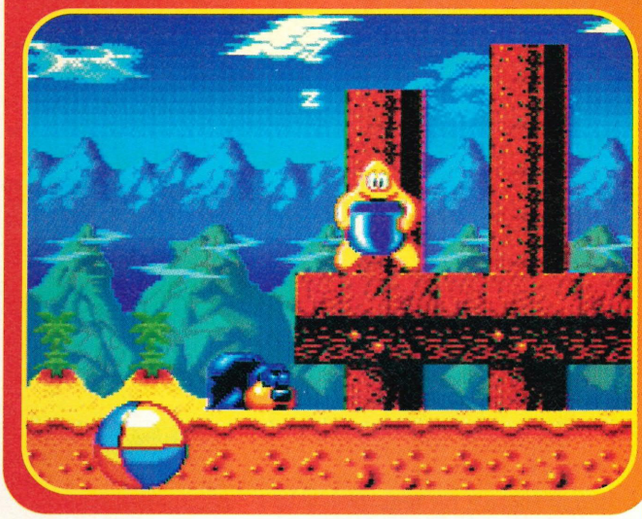
100-METRE SPLASH



This pits you against nippy amphibian F-fortesque Frog in a rather simplistic race. All you have to do is to hit A and B fast enough to win. And guess how difficult it is with an autofire joystick! Nice graphics, same about the race.

THE RELAY RACE

The programmers have saved the best till last. All of the characters take turns to run a section of the course. Timing is the key here, with both the hand-overs and the jumping crucial to getting bonuses. Also thrown in for good measure are a collection of taxing puzzles for each competitor. Ceceelia must bounce a ball through part of her section so that she can wake up Sammy the Starfish. He will then fill up his cauldron with sweets and drop it on a catapult which will throw James Pond through a burning hoop! It's guaranteed to bring a smile to your face. Unfortunately, once you've done it for the first time, you'll know exactly what to do. But the good looks and high humour give this the dubious honour of being the only sub-game you'll keep coming back to.



TOUR DE GRASS

This is a simple unicycle race and you play Mark the Shark. Getting up speed depends upon you being able to tap the A and B buttons fast enough. You're also going to have to find time to press the jump button to get over the rather inconsiderate crabs that get in your way. Entertaining, but only for a short while.



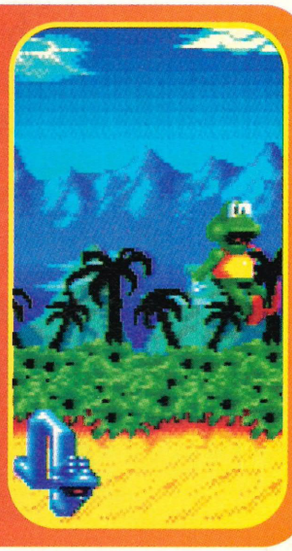
THE BOUNCY CASTLE

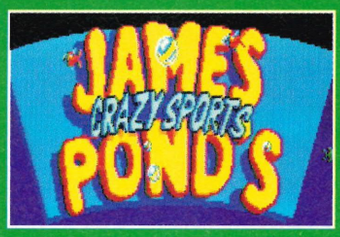
Pond must use sponge trampolines to jump into the air to flash his fishnastic technique. He has six moves in all and must do them all six times in order to progress. If you're only playing in the tadpole mode, you just have to do three of the moves six times – but this is still hard. A tight three minutes time limit makes this one of the most challenging sub-games.



LEAP FROG

Leap Frog stars F-fortesque the Frog again. You must make him run as fast as his little green legs will carry him by tapping A and B (yawn!). Unlike the 100-metre swim, here you'll find annoying obstacles littering the track, which means a finger constantly hovering over the jump button too.





Publisher: **SALES CURVE**
Tel: **071 5853308**
Price: **£39.99**
Out: **September**

Players: **1-4**
Skill Levels: **2**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Bonus games as well as the eight events.**

CONTROLS

FOR 100 METRE SPLASH

- No function.
- No function.
- No function.
- No function.
- X — Jump.
- Y — Jump.
- A — Run.
- B — Run.
- L — No function.
- R — No function.

PROS: A four-player game with eight different events? – sounds too good to be true. (Beware: predictable sentence coming up...)

CONS: It is. Stages are ridiculously simplistic and the immediate novelty value soon wears thin, despite some pleasing graphics and sonics.

GRAPHICS	79
SOUND	77
GAMEPLAY	65
LONGEVITY	60

PROSCORE
65
SCOREPRO

LASTS AS LONG AS A FISH FINGER AT CAPTAIN BIRDSEYE'S HOUSE!

ROYAL RUMBLE

With the bell gone, two titans of fat bounce into each other, bounce off, look into the cameras to re-do their crumpled hair-dos, pull ridiculous faces and proclaim that they're the greatest. Yes, those with aspirations to be fatty bumpkins rejoice, for the pantomime that is WWF is here again, claiming to be even bigger and better than before! A sceptical Dave "anorexic" Westley, with rumbles firmly confined to his proletarian tum, gets in the ring one more time.

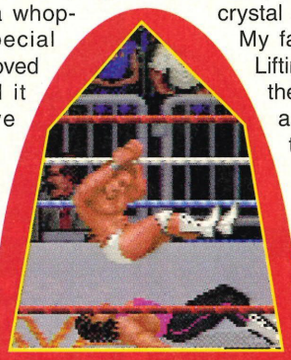
There were exceedingly high hopes for this one. The original looked superb and was reasonable fun, even if special moves were conspicuous by their absence and for the sequel, Acclaim announced a whopping 16Mbit cart, special moves and even improved graphics. How could it possibly fail, we thought?

First, the good news. Presentation is excellent, with each of the 12 famous wrestlers brilliantly digitised for their glitzy stat screens. Even better than that, each wrestler finally gets his own, very special attack move. Bret Hart's is called the Sharpshooter, which basically consists of twisting his opponent's legs. The undertaker's 'tomb stone' move, one of the best in the game, makes *your* head the head stone, whilst Sumo wrestler Yokozuna sits on you – and he's heavy, weighing in excess of 505 pounds!

In-game graphics are noticeably improved. Okay, sometimes a character will move a little sluggishly, but when you hit someone it really does look as though you've hit them, their body arcing back, threatening to snap their spine. Some of the throws are incredibly complex too, and yet it's crystal clear what's happening. My favourite is the throttle. Lifting your opponent up by the neck he almost yelps, as his little feet stamp on the ground. Equally good is the way you can poke at someone's eyes!

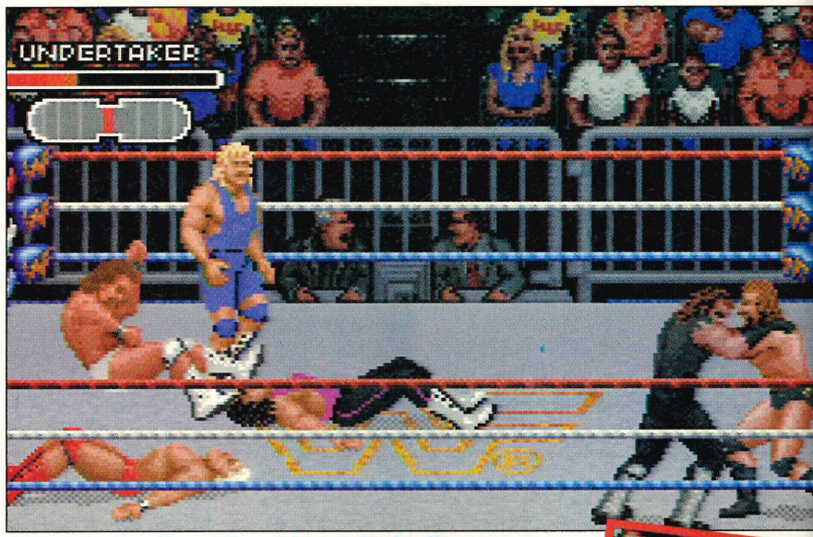
These last two moves can only be used when you play in the Brawl Mode, in which there's no referee and you can get away with all sorts of highly illegal things. You can leave the wrestling ring or pick up chairs and smash them over your opponent's head! In fact, you can do this in the other, refereed, One Fall Mode, but if you stay out of the ring for more than ten seconds you're disqualified. In Brawl Mode there's no time limit and if you're playing in a tag team, the other players will often join in for a real brawl!

This leads to another, big

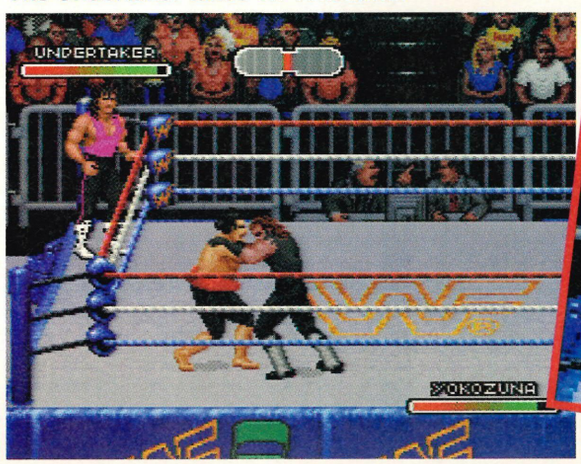


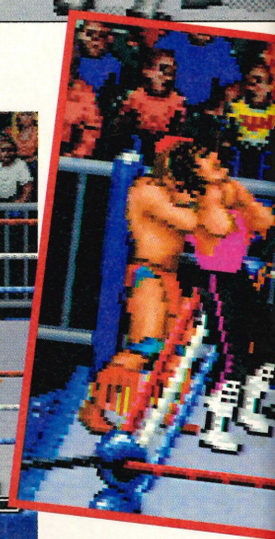
PRO TIP

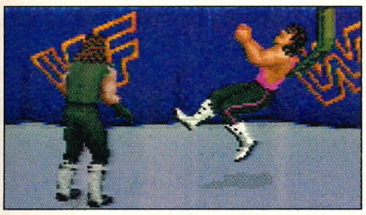
The best combo is three hits to knock your opponent down, followed by a few fall jumps to keep him there.



Above is the Royal Rumble mode. It allows you to have six players in the ring at once. Below, The Undertaker takes on Yokozuna!

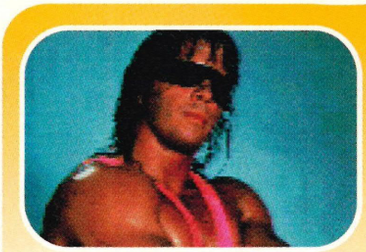




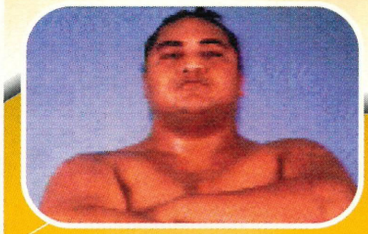


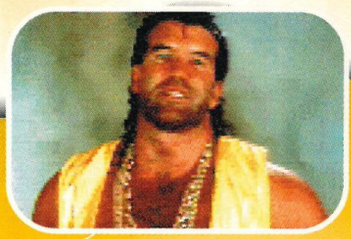
Below and above, the wrestlers get out of the ring for a more unconventional match!



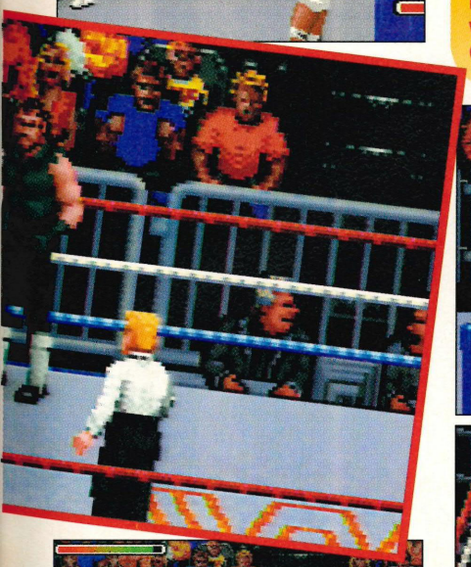


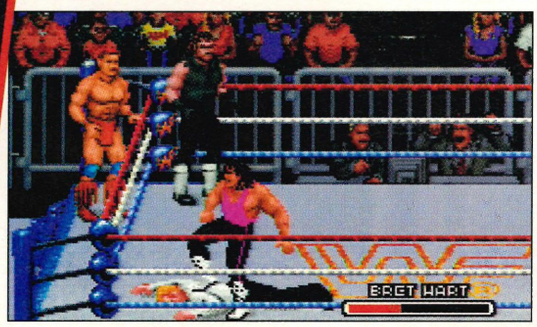




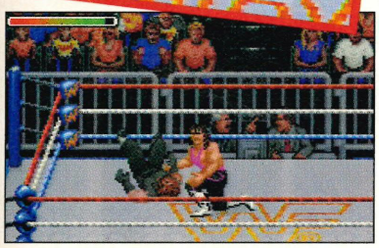


The four wrestlers above are (from top left to bottom right) Bret Hart, The Undertaker, Yokozuna and Razor Ramon. Other wrestlers featured are Randy Savage, Mr Perfect, Takanka, Crush, Flair, Shawn Michaels, The Narcissist and Ted Diabase.





If you get bored playing fair you have two options. One, opt for the brawl mode and two, kick the referee. This latter option is jolly good fun and positively hilarious the first time it happens!





improvement over the original. For not only are there the standard One-on-One and Tag matches, there's also the Triple Tag Game and, surprise, surprise, the Royal Rumble. The Triple Tag basically allows you to pick three wrestlers for each tag team. Only one wrestler is shown, waiting to be tagged, but if you press Select he miraculously transforms into your other chosen team member.

The Royal Rumble Mode is the most fun however. You start off with two fatties in the ring and a new one comes on every 30 seconds until there are six of you. The basic aim is to throw them all out of the ring until you're the only one left. However, with every wrestler thrown out, another wrestler comes in, until the full complement of twelve have made an appearance!

There's also a Tournament Mode, much missed from the original, and this has you facing eleven other wrestlers in One-on-One Mode, or five teams in Tag Team Mode. This sounds like a substantial challenge, unfortunately I won the one-player tournament on the first day (on difficulty level six), and I've easily beaten a wrestler on the hardest difficulty setting (level ten).

Ultimately, for all its improvements, *Royal Rumble* is far from *SFII*. Although there's quite a wide range of moves to use, mostly you can manage with just punching and kicking. In one-player mode the game's so easy, all you need are the simpler moves, and even in two-player mode, risking more complex moves rarely comes off successfully. Too often, the game breaks down to two fatties trading punches. Of course, there's also a grapple mode, where the wrestlers grab each other and try to execute a throw. However, this doesn't test your skill in positioning or choice of throw. Instead, a power gauge comes up and both players have to hammer their buttons until they win.

For real WWF fans, the authentic characters and excellent graphics will provide decent value for money. Going through all twelve wrestlers and trying out their special moves is good fun. Wrestling is a difficult sport to simulate though, and *Royal Rumble* ultimately fails to be a great game in its own right. Two-player matches are fun for a while, hammering the buttons to flatten your silly looking opponent is a good giggle, but the underlying gameplay becomes boring and repetitive surprisingly quickly. At this price, it can only be recommended to the most enthusiastic of WWF fans.



Publisher: **ACCLAIM**
Tel: **0962 877788**
Price: **£59.99**
Out: **NOW**

Players: **1-2**
Skill Levels: **3**
Cart Size: **16Mbit**
Save Game: **No**
Features: **12 very fat wrestlers to play with!**

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X — Kick.
- Y — Hit.
- A — Throw.
- B — Run.
- L — Poke eyes.
- R — Strangle.

PROS: A pretty wide range of moves are possible, and the detailed, convincing graphics combined with the excellent sound FX, make for a really enjoyable atmosphere.
CONS: The wrestlers are a bit sluggish though, making play a bit frustrating. Gameplay is very simple, and sophisticated combinations or reasonable defences cannot be satisfactorily developed.

GRAPHICS	85
SOUND	80
GAMEPLAY	75
LONGEVITY	79

PROSCORE
79
SCOREPRO

A PLEASING IMPROVEMENT, AND GOOD NEWS FOR WWF FANS!

REVIEW
OFFICIAL

STRIKER

Football fans, prepare to meet thy maker, for when you clap eyes on Elite's corking new sim you'll think you've died and gone to heaven! Since *Striker* arrived the old office fave, *Super Soccer*, has sadly gone the way of Brian Clough. *Striker* is top of the console league and one of the best two-player SNES games yet. Call in Ryan "Hand of God" Butt to give it the full Greavsie treatment!





Striker's soundtrack opens with a boo-ming brass band that immediately sets the scene; a big open stadium, roaring crowds and an overcast sky. It really makes you feel as if you're there on the pitch, which is soon being rotated around behind neat player pics. It's a nice start which gives you an incentive to squint at the tiny text on the numerous menus.

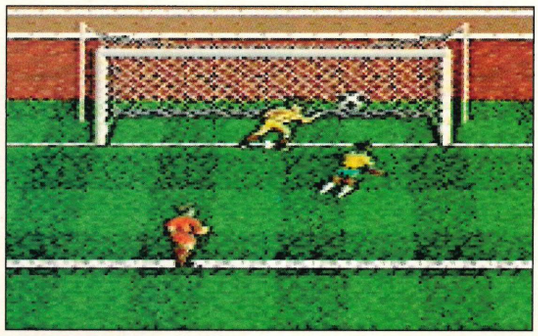
Striker has no less than six different tournaments to keep even the most avid supporters going for weeks on end, completely outplaying old *Super Soccer!* Obviously, it's advisable to start off playing in a friendly match before tackling the frantic, high-powered pace of the cup matches. The friendly consists of a single game against either another person or a computer controlled team.

To begin with, all you'll need is the B button which, depending on circumstances, allows you to shoot, make rough passes or tackle. This is enough for some brilliant and extremely fast-paced games, but as the opposition gets tougher you'll need the other buttons to make more accurate passes, or do overhead kicks and headers. Eventually you'll be able to build up more sophisticated tactics than simply having one player sprint with the ball from one end to the other.

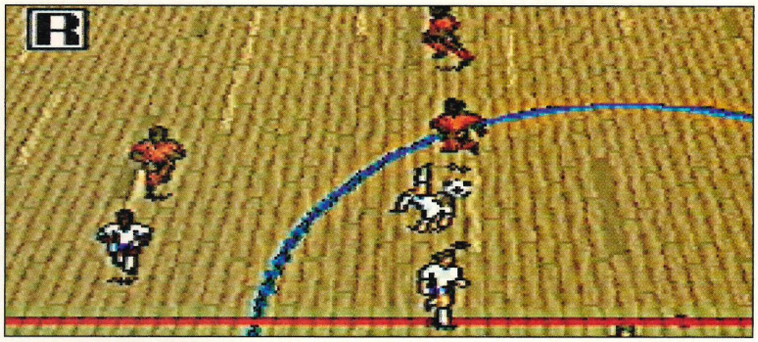
Once the basic skills have been mastered, there's a whole host of tournaments to test your skills (see box). One of the best is the novel, yet thoroughly compelling indoor six-a-side! This takes place inside a sports hall and bouncing the ball off the barriers adds a whole new element to an already quite frantic game. The sheer pace of the indoor game is far superior to that of the outdoor kind, mainly because the ball can never go out of bounds.

For more serious footie fans, Elite have made sure they're bang up to date with the ever changing team line-ups and rules. Even playing with the new FIFA rules is one option! There are 64 international teams in total, ranging from the good to the not so good! Each international side is crammed with all the top names that you'll no doubt remember from the last World Cup, from the dreadlocked-Dutchman Gullit, to Italian ironman, Baggio. From the very start, the difference between teams is obvious in their speed, accuracy and so on, but as you keep playing, the difference in individual team members becomes obvious. Each





A touch of magic from Brazil, as their player headers a well-placed lob into the corner of the net (above). England baffle the opposition with an over-head kick (below).





England look set to score in the indoor six-a-side (above). Below, England are about to take a free kick against Italy. The dotted line indicates the flight path of the ball, so you can aim it in the general direction of your strikers (below).

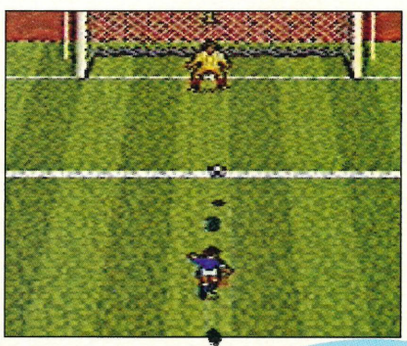




Those all important end game stats! Not Italy again.



The "Edit Squad" mode allows you to design your own team strip. As well as the shorts, shirts, and socks, the player's hair and skin colour can also be altered.



player has his own individual strengths and weaknesses, ranging from heading power, to how well they can curl the ball.

Also included in the game is a team strategy option, which gives all you budding Graham Taylor's a chance to get in some (much needed!) early practice. This option allows you to alter the strategy (Normal, Open Play, Defensive, Cautious, Breakaway, or Attack) and formation of your team, as well as who gets to play and who doesn't!

Although at first, *Striker* might come across as being an arcade style run up-field and mindlessly hammer it past the goalie type game, there are many factors which determine whether you score or not. For example, a constant barrage of quick passes in front of the goal mouth is likely to confuse the goalie and eventually he'll find himself caught off the line, leaving it open for you to knock a shot into the corner. There is also a scrolling option which can be used when taking a free kick or corner. This allows you to plan the flight of the ball, and even guide it into the net before you kick it!

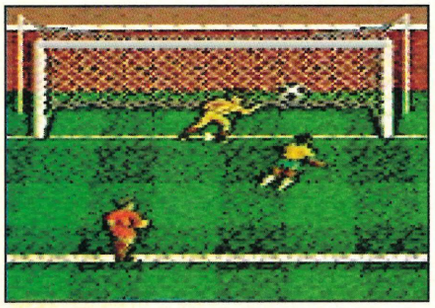
Of course, *Kick Off* was almost equally sophisticated, but slow graphics ruined it. *Striker* has no

TOURNAMENT PLAY

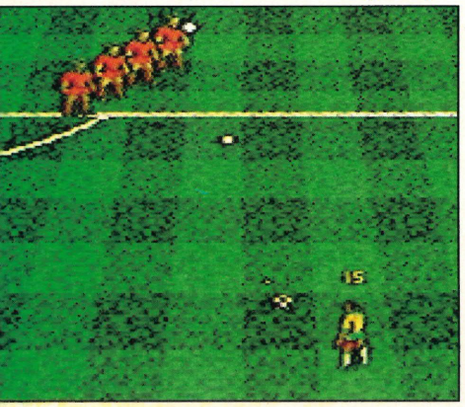
The Super Cup is a seven round knockout tournament against increasingly tougher opponents. If you've got what it takes to win this prestigious trophy, then you'll have a chance to compete in the Special Cup, a kind of mini league in which you compete against special teams from Elite and Rage.

Other tournaments include a World Knockout, in which up to 64 international sides can compete in a massive knockout tournament, and the World League, in which up to 16 teams play each other twice in a knockout league similar to that in the World Knockout. There's also a brilliant Indoor six-a-side and the Friendly option pitting any two teams against each other in a one-off match.



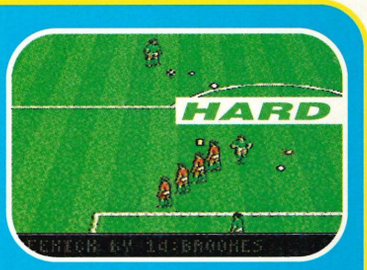


Having been fouled just outside the 18 yard box, the Brazilian player prepares to take the rewarded free kick (below).



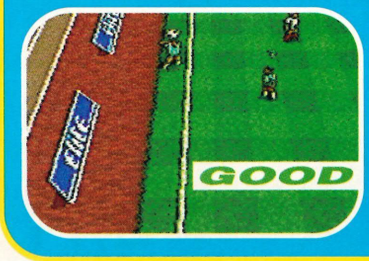
PITCH TYPE

Included in *Striker* is the option to play on five different pitches. The hard and dry surfaces cause the ball to bounce more, enabling overhead kicks and headers to be carried out easier. The wet and soggy pitches are particularly slippery, so care must be taken when tackling so as to avoid fouls. The good surface is ideal for newcomers, as the ball is easy to place and moves can be performed with more ease.



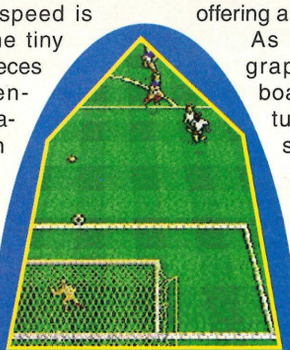








such problems. The speed is fantastic and while the tiny sprites aren't masterpieces when seen in screenshots, their fluid animation is brilliant – watch out for somersaults when a brilliant goal is scored. You can also do some Wimbledon style tackles – creeping up behind an unsuspecting attacker and mercilessly taking him out is great fun! Players can be sent off though, and to help you with your underhand tactics, a yellow dot appears over the player who's been warned. Another nice touch is how the appearance and texture of the actual pitch alters to simulate heavy winds, torrential downpours, and hard surfaced playing conditions, each offering a new challenge!



PRO TIP

A sure-fire way of scoring whilst shooting downwards is to hammer the ball directly at the goal, and then slightly curl it at the last minute to totally baffle the keeper.

As well as excellent graphics, *Striker* also boasts some pretty neat tunes and atmospheric sound effects, from that superb brass band overture, to the heavy "clank" as a high powered shot rebounds off of the cross bar! Undoubtedly, the most impressive use of sound is that of the crowd. Never before have the chanting and ecstatic roars of an audience been so effectively sampled. Unlike other football games, the crowd participation doesn't just cut out after a few seconds, instead it simply fades into the background until something interesting happens again!

Of course, *Striker* isn't quite perfect. There's no four-player option, as is promised by forthcoming games by Human and Hudsonsoft (with no guarantee of playability, admittedly), and there are a few shooting angles which make scoring quite easy. Okay, so every football game has them, and unlike some others, they're kept to a minimum. Obviously the programmers realised the weakness in being able to run up the field and hammer the ball past the goalie at some seemingly impossible angle! Anguish!

In solo-play mode this is a great game with a superbly accurate "feel" and a reasonable amount of challenge (albeit not quite as much as *Super Soccer*). But as with almost all sports games it's the simultaneous two-player mode which is the best part. The long nights I've spent sat in front of the television, challenging members of the SUPER XS crew, can only reflect this games long lasting appeal. Highly addictive, instantly appealing and unbelievably difficult to turn off. Need I say more?



Publisher: ELITE
Tel: 0922 55852
Price: £44.99
UK Release: August

Players: 1-2
Skill Levels: 1
Cart Size: 4Mbit
Save Game: Password
Features: Kit designer, over 6 modes of play, 64 international sides, team strategy, in-game video screen, action replay mode after each goal and more!

CONTROLS

- ▲ Move up-field.
- ▼ Move down-field.
- ◀ Move left (curl ball left).
- ▶ Move right (curl ball right).
- X Display team information/strategy.
- Y Short kick/overhead kick/headers.
- A Pass to nearest player.
- B Power kick/sliding tackle/throw in/ corners/goal kick.
- L Reverse action in action replay mode.
- R Frame advance/ make substitution.

PROS: Excellent graphics and sound, highly addictive gameplay, plenty of extra challenges, great two player action and plenty of bonus features.

CONS: There are some preset ways of scoring, which takes some of the enjoyment away. Some menu text is a hard to read.

GRAPHICS	88
SOUND	89
GAMEPLAY	95
LONGEVITY	94

PROSCORE
93
SCOREPRO

IN A LEAGUE OF ITS OWN!

REVIEW
OFFICIAL

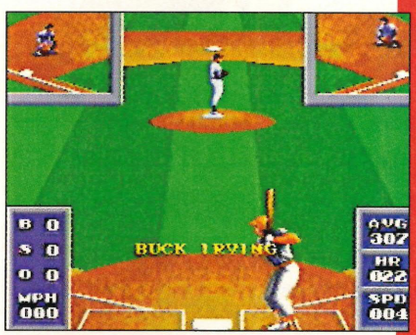
Cal Ripkin Jr. BASEBALL

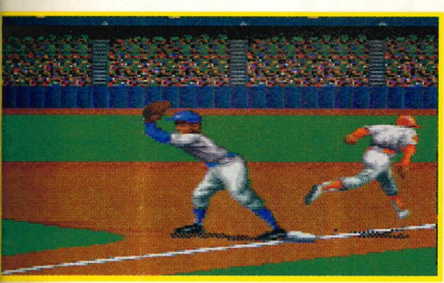


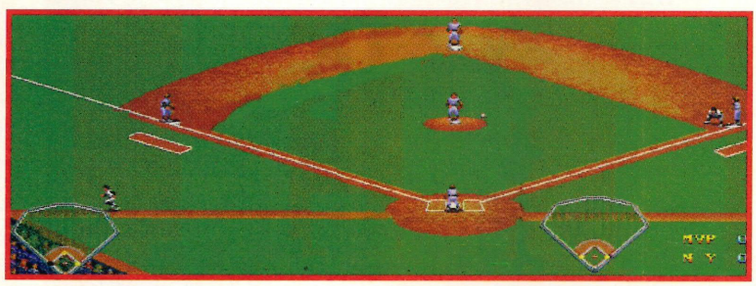
Publisher: MINDSCAPE
Tel: 0444 246333
Price: TBA
Out: August

Players: 1-2
Skill Levels: 16 Teams
Cart Size: 8Mbit
Save Game: Password
Features: League, Championship and League modes.

In America baseball is almost a religion with movies like *The Natural*, *Bull Durham* and, of course, *Field of Dreams* all making it out to be some kind of metaphysical activity rather than just another sport. Dave "Whammer" Westley ponders whether Cal Ripken Jnr is enough of a miracle worker to make the first official UK baseball sim a hit.







CONTROLS

- Player up/slow pitch.
- Player down/fast pitch.
- Move left/swerve ball left.
- Move right/swerve right.
- X: No function.
- Y: Steal base/fielder positions.
- A: Bunt.
- B: Swing, throw, dive or jump.
- L: No function.
- R: No function.

By virtue of being hugely popular in both America and Japan, baseball has been the subject of numerous games, from the dire *Baseball Sim 1000* to the toon-like 12Mbit *Pro Baseball League '93*. The latter is probably the best of the bunch but Sony consider the sport so low profile over here they're not even going to bother doing a UK version! Mindscape obviously disagree, even though *Ripken* is an ultra-serious sim with no cheerleaders or futuristic robobabes to broaden its appeal.

In fact *Ripken* is very conventional, using the same format as virtually every other baseball sim since time began: there's the close-up Catcher's View for the pitching/batting and a Fielding Screen for, erh, fielding!

Batting is the hardest part of the game, requiring split-second timing and near-perfect positioning. Each player apparently has a sweet spot on his bat, an area where the ball will just fly off his bat. Finding where this is takes time, but the higher a player's batting average, the larger that spot.

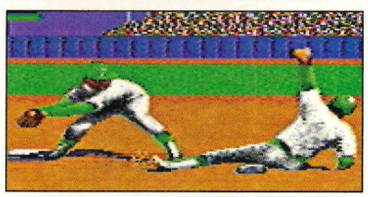
PRO TIP
Be careful not to over use your fast pitchers – they tire very quickly
PRO TIP

This is a sport where scoring is rather rare though. Pitching is therefore critical and the pitchers must do everything they can to prevent the batter even touching the ball. Fast balls, slow balls, curve balls – they're all available with some D-pad skill. You can even make the ball go left and then right in one throw!

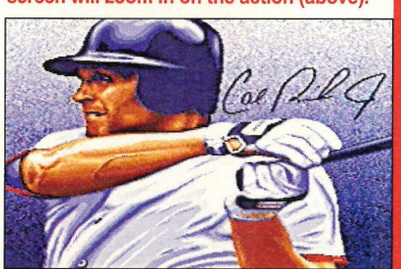
Unfortunately the controls are all a bit sluggish. Fielding is particularly irritating as there's too little time to react for catches and there's no choice of fielding formations. There is a full league option: a 20 week season with two eight-team leagues split into two divisions. If you win your division you go into playoffs with the winner there making it to the World Championship! This is pretty good, but it's a shame there's no team customisation option like *Pro Baseball's*. The worst problems, are the teeth grindingly frustrating pauses while players stroll on or off pitch, while the ball is returned to the pitcher and so on. All in all it seems incredibly perverse that this is an official release while *Pro League* and *2020 Super Baseball* remain scarce imports.



Pick your team on the above option screen and travel the States with Cal!



When it's a close call as to whether a pitcher has made it to a base or not, the screen will zoom in on the action (above).



PROS: An authentic simulation with realistic sprites, plenty of stats and a neat zoom-in view for close calls on the bases.
CONS: However, its very realism is likely to put people off. A long-winded sport where scoring a run is frustratingly difficult is unlikely to pick up converts without any exciting gimmicks.

GRAPHICS	70
SOUND	65
GAMEPLAY	62
LONGEVITY	65

PROSCORE
64
SCOREPRO

A GAME ONLY CAL RIPKIN SNR COULD LOVE.

SUPER PRO

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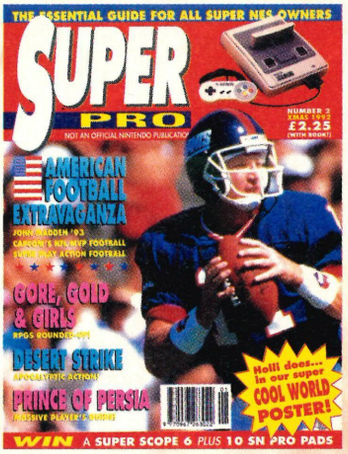
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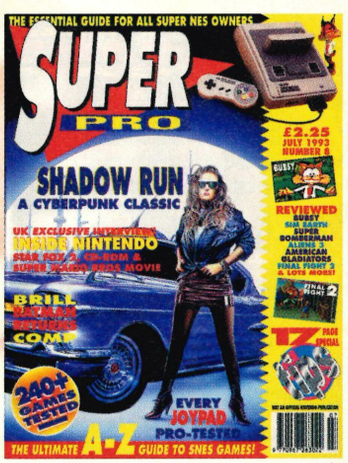
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Bundled with this issue is a fabulous Switchstix (a device which turns your joypad into a joystick). Reviews include Gradius 3, Magic Sword, Super Battletamk, Super Pang, EDF, Exhaust Heat II, First Samurai, Hyper Zone, Mech Warrior, Phalanx, Tom & Jerry, Xandra's Big Adventure and many more!



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Corking issue crammed with essential reviews like Family Dog, Powermonger, Super James Pond, Taz-Mania, The Lost Vikings, Toys, Wayne's World, Tuff-E-Nuff, Uncharted Waters and Valis IV. Bundled with the issue is a 32-page guide to Super Mario World. Every level is fully mapped and every cheat is detailed!



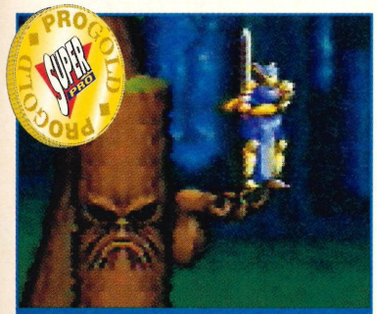
Issue 8 £2.80

SuperPro get inside Nintendo of Japan. An exclusive interview with the chaps from the big N together with a report of what's coming from the World's greatest game producers. Reviews in this packed issue include Shadowrun, Bubsy, Alien 3, Final Fight 2, Street Combat, Super Bomberman, Sim Earth and more!

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.*



ALIENS III (ACCLAIM)
All the movie's stunning atmosphere with several hundred times more aliens! Ripley's also found a hidden stache of heavy weaponry – fortunate as there's six massive levels with 6-8 missions each.
PROSCORE: 92% (ISSUE 8)

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)

AMERICAN GLADIATORS (GAMETEK)
Whatever you think of the game show it didn't deserve this dire collection of sub-games.
PROSCORE 35 (ISSUE 8)

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%



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)

ASSAULT SUIT VALKEN (KONAMI)
See *Cybernator* (US/UK).

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

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

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

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%

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.



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)

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



BUBSY (ACCOLADE/NINTENDO)
The first 16Mbit platformer is a real treat, Bubsy's animation is brilliant, the sonics are fantastic and the speed is tremendous. Can be tricky at times, but there's a password system and being able to glide is great fun.
ProScore: 93% (Issue 8)

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 NOVOLIN (RAYA)
A game teaching kids about diabetes is good in theory, incredibly poor in execution. A truly dire game.
ProScore: 26% (Issue 8)

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.*

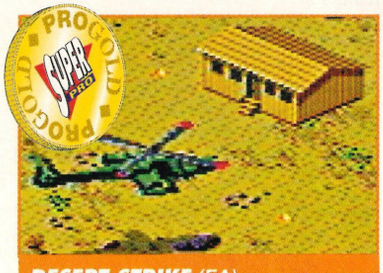
CONTRA (3/CONTRA SPIRITS)
US and Japanese versions respectively of *Super Probotector.*

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)

CYBERNATOR (KONAMI)
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere.
ProScore 86% (Issue 3)

DEAD DANCE
Japanese name for *Tuff E Nuff.*



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)

DEVIL'S COURSE (T&E)
This is a sequel to *Pebble Beach*, enhancing the controls for a truly devilish set of holes. Unfortunately arcade-style controls can't match *PGA*'s making the whole experience more frustrating than enjoyable.
ProScore 66% (Issue 8)

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%

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%

DOOMSDAY WARRIOR
US name for Japanese release *Bass Bros.*

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)

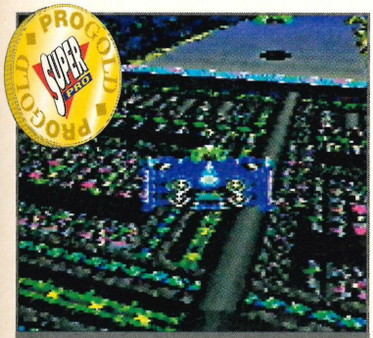
COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

A-Z OF GAMES

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)



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)

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 2 (CAPCOM)
12MBits, simultaneous two-player and great sprite graphics. Unfortunately gameplay is dated with just one attack move.
ProScore 79% (Issue 8)

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

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

FIREPOWER 2000
US version of *Super Swiv*.

GANBA LEAGUE
See Import *Extra Innings*.

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 83% (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.
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 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%

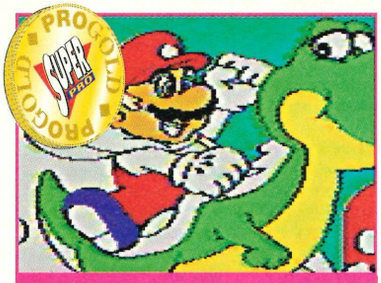


LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you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

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)

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%



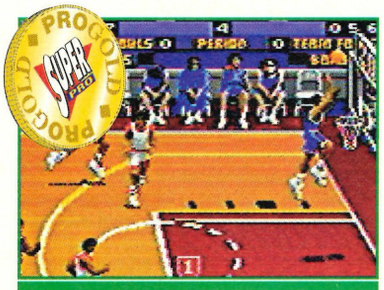
MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable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

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 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)

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)

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)

OPERATION LOGIC BOMB (JALECO)
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and too repetitive.
ProScore 60% (Issue 8)

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)

RANMA 1/2 (IREM)
Japanese version of *Street Combat* with cuter sprites.

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 thoroughly misconceived. Avoid.
ProScore 46% (Issue 1)

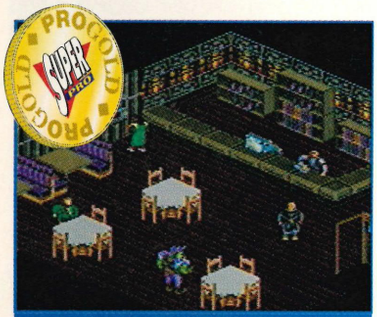
ROGER CLEMENS' MVP BASEBALL (LJN/ACCLAIM)
There's loads of good things about this, like all the different TV angles to view the action, but there's also plenty of duff points with the control system being one (fatal) example.
ProScore 41% (Issue 2)

ROMANCE OF THE THREE KINGDOMS (KOEI)
This is a multi-player game that is part roleplaying and part strategy but it's all very boring. Even dedicated RPG fanatics will find this very tedious. And being strongly Japanese based, playing it isn't easy.

RPM RACING (INTERPLAY)
Like *Super Off Road* except that there's more of everything – more tracks, parts and cars. There's also a split screen for two player action. It's pretty good, and is worth trying despite dodgy graphics.
ProScore 67% (Issue 4)

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

SD DODGEBALL (SUNSOFT)
The other *Dodgeball* games were stretching it a bit, but this one is taking the proverbial. All these cute Jap folks have to bash the hell out of each other by throwing a ball around...
ProScore 32%



SHADOWRUN (DATA EAST)
An incredibly atmospheric and addictive *Blade Runner*-style RPG. The graphics are nicely detailed, the soundtrack great and the plot brilliantly imaginative. A real classic.
ProScore 92% (Issue 8)

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)
More of an educational experience than a game, this is a nicely presented and very sophisticated program dealing with geology, ecology and evolution.
ProScore 80% (Issue 8)

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)

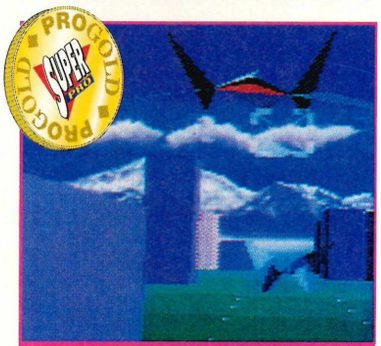
SPACE FOOTBALL (TRIFFIX)
This is a futuristic American footy game in which you have to guide an android around a pitch trying to reach the end zone with a flying sphere. It's as boring as it sounds!
ProScore 59%

SPACE MEGAFORCE
US name for Jap/UK game *Super Aleste*.

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)

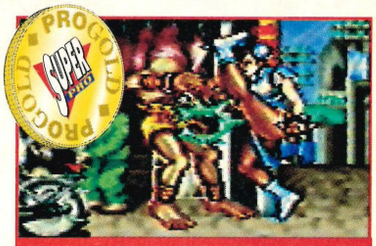
SPINDIZZY WORLDS *(ASCII)*
You must guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. It's a massive and very tough test of both joypad reactions and brains which you'll either love or hate.
ProScore 89% (Issue 1)



STARWING *(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: *Star Fox*.)
ProScore 96% (Issue 4)

STREET COMBAT (IREM)
One of the worst *SFII* clones yet. (AKA *Ranma 1/2*.)
ProScore: 34% (Issue 8)

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)



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 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 BOMBERMAN (HUDSONSOFT)
Utterly fantastic in multi-tapped four-player mode, this has you speeding around mazes, dropping bombs to blow up (ex-) friends. In one or two-player mode it's only okay.
ProScore: 87% (Issue 8)

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 CONFLICT (VIC TOKAI)
This contemporary war game has 55 scenarios, 46 different types of military hardware and battery back-up. A bit simplistic compared to PC sims but English language SNES wargamers are scarce.
ProScore 70% (Issue 8)

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)

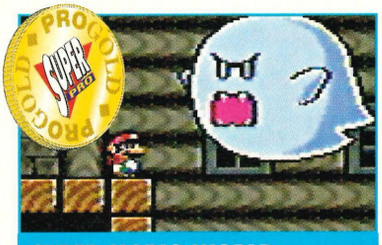
SUPER KICK OFF *(IMAGINEER/ANCO)*
Kick Off provided Amiga enthusiasts (myself included) with endless hours of football fun, now it's come to the SNES with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad but this is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

SUPER 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 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)

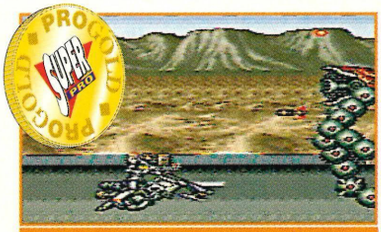
SUPER PANG *(CAPCOM)*
Bursting balloons may not sound like much fun but this is fiendishly addictive, containing good graphics and fast action. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

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 SOKO BAN (PACK-IN-VIDEO)
An incredibly sexist intro gives way to a huge, extremely challenging and well executed puzzle game. Unfortunately lack of graphical or gameplay variety mean only hard core puzzlers should apply.
ProScore 59% (Issue 8)

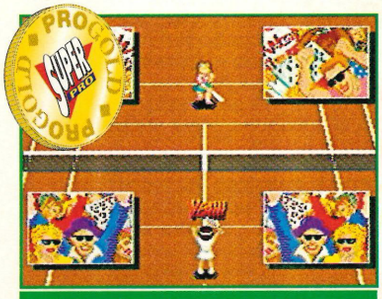
SUPER STRIKE EAGLE *(MICROPROSE)*
Air-to-air combat is presented sim-style but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not a bad game but lacking in variety.
ProScore 69% (Issue 6)



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

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

SUPER VALIS (TELENET)
A conversion of the mega popular *Valis* series seen on nearly every console in Japan. The cute female character is the only draw of the game, which is essentially a repetitive *Rastan* clone.
ProScore 55%

SUPER 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.

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

A-Z OF GAMES

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 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)



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)

THUNDER SPIRITS (SEIKA)
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%

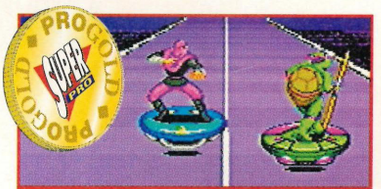


TINY TOONS *(KONAMI)*
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game! There's also a password system and a cut-down game for kids.
ProScore 95% (Issue 3)

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much. AKA: *World Championship Boxing*.
ProScore 47%

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

TOP GEAR *(KEMCO)*
An easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. Good fun and some people love it, although we found its 'feel' a little unrealistic. Plenty of levels though and a password system. Worth trying.
ProScore 69% (Issue 1, 4)



TURTLES IV: TURTLES IN TIME *(KONAMI)*
This is an excellent game, a beat-them-till-they-bleed all action thriller with superb graphics and impressive audio. Nine large stages will keep you going for quite a while, although it's not that difficult. Each stage follows a different theme – there's even a *F-Zero* style one.
ProScore: 90% (Issue 1)

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)

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 lacking its smart control system, instead the ball's stuck to your feet and gameplay is 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 but there's no special moves!
ProScore: 76% (Issue 1)

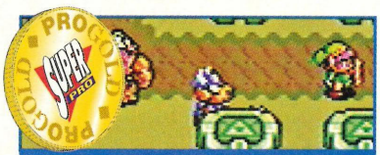
XANDRA'S BIG ADVENTURE (NAMCO)
An incredibly weird platformer with lots of levels and variety. Thankfully there's a password system but a Japanese text sub-game mid-way through makes SuperPro 6/7's codes vital.
ProScore 82% (Issue 5)

XARDIAN (ASMIK)
Similar to *Super Probotector* and the graphics very impressive. Although 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. It's almost worth buying a SuperScope just to play.
ProScore: 79% (Issue 3)

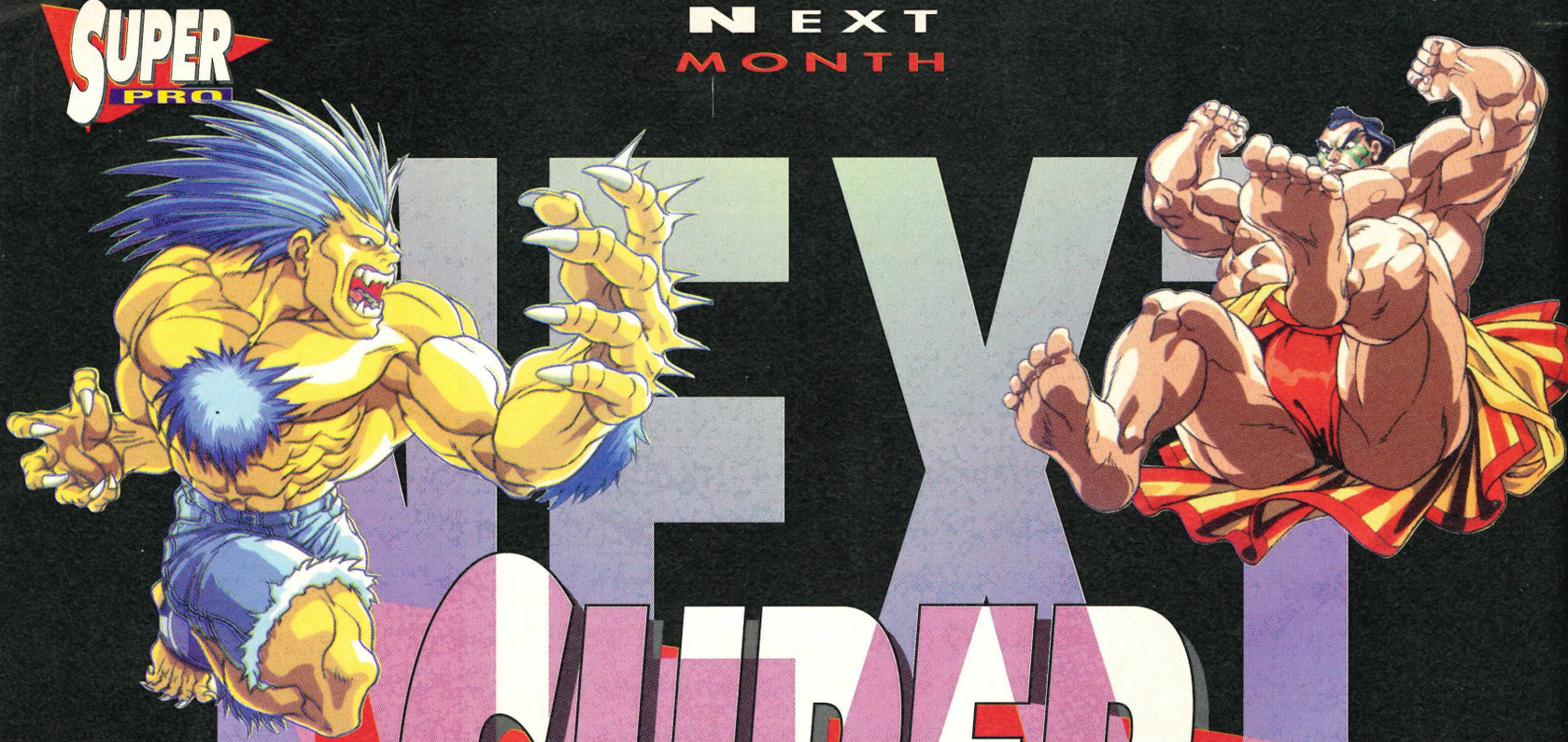
Y'S III (TONKIN)
This RPG brings quite a friendly side-on view to the format. Difficult to get hold of but well worth searching out.
ProScore 83%

ZAN II (IMAGINEER)
Strategy wargame with impressive credentials. Packed with Jap text though.



ZELDA III: A LINK TO THE PAST *(NINTENDO)*
An RPG for everyone; easy to get into, plenty of action and lots of challenge. A classic game.
ProScore: 92% (Issue 1)

NEXT MONTH



NEXT MONTH

SUPER PRO



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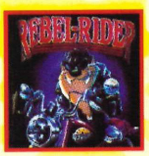
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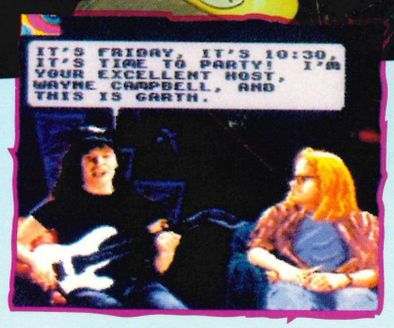
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I'M YOUR EXCELLENT HOST, WAYNE CAMPBELL AND WITH ME, AS ALWAYS, IS GARTH...



NOT!

GARTH HAS BEEN KIDNAPPED! NO WAY, YOU SAY? HWAY!! AND NOW YOU, WAYNE CAMPBELL, MUST RESCUE YOUR EXCELLENT SIDEKICK FROM A FATE MOST UNBECOMING! ARMED WITH YOUR MIGHTY GUITAR AND THE POWER TO SCHWING, YOU MUST BRAVE THE PERILS OF THE MUSIC STORE, DONUT SHOP, NIGHTCLUB AND SUBURBIA. THERE YOU WILL SPAR WITH SUCH DWEEBOIDS AS MONSTER BAGPIPES, ACCORDIONS AND KAZOOS (SHYEAH, RRIGHT!), DONUT DEMONS AND DEADLY DISCO BALLS (AS IF!), HAIR-WHIPPING HEADBANGERS AND THE STRANGE PSYCHO HOSE BEAST (WAY!) ARE YOU WORTHY TO FACE THIS MEGA-CHALLENGE WITHOUT BLOWING CHUNKS? THEN PARTY ON, MY FRIEND, TO THE MOST EXCELLENT FINISH!

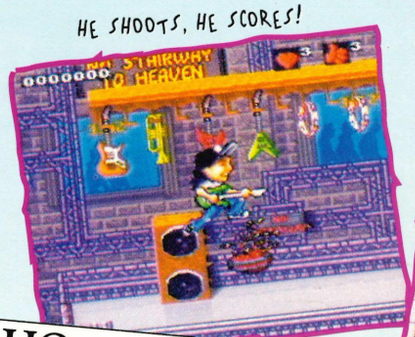


THIS IS NO DREAM SEQUENCE, MY FRIEND.

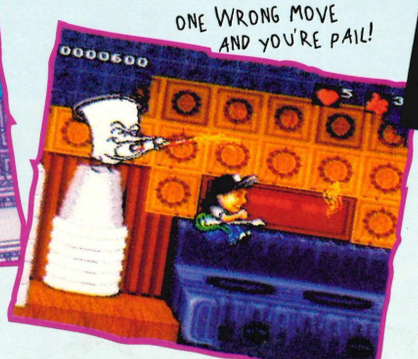
WHOOA! BARRY MANILOW FLASHBACK!

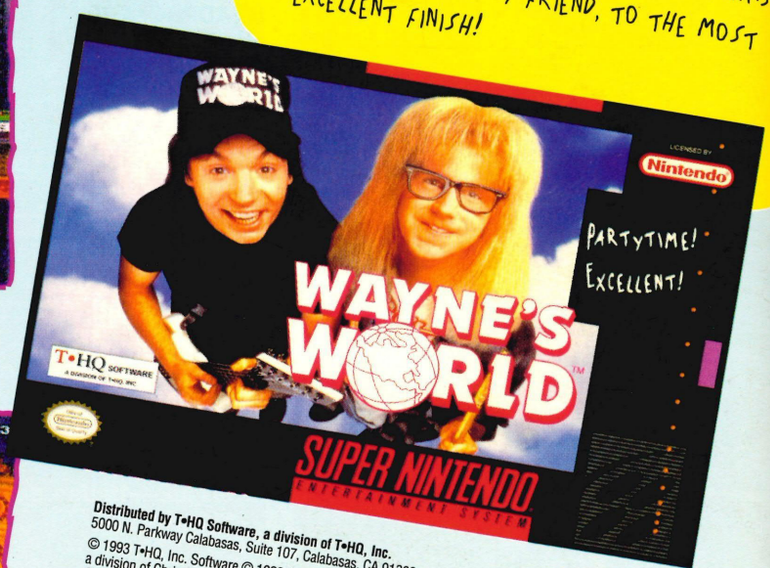


HE SHOOTS, HE SCORES!



ONE WRONG MOVE AND YOU'RE PAIL!





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