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SEPTEMBER 1993
NUMBER 10

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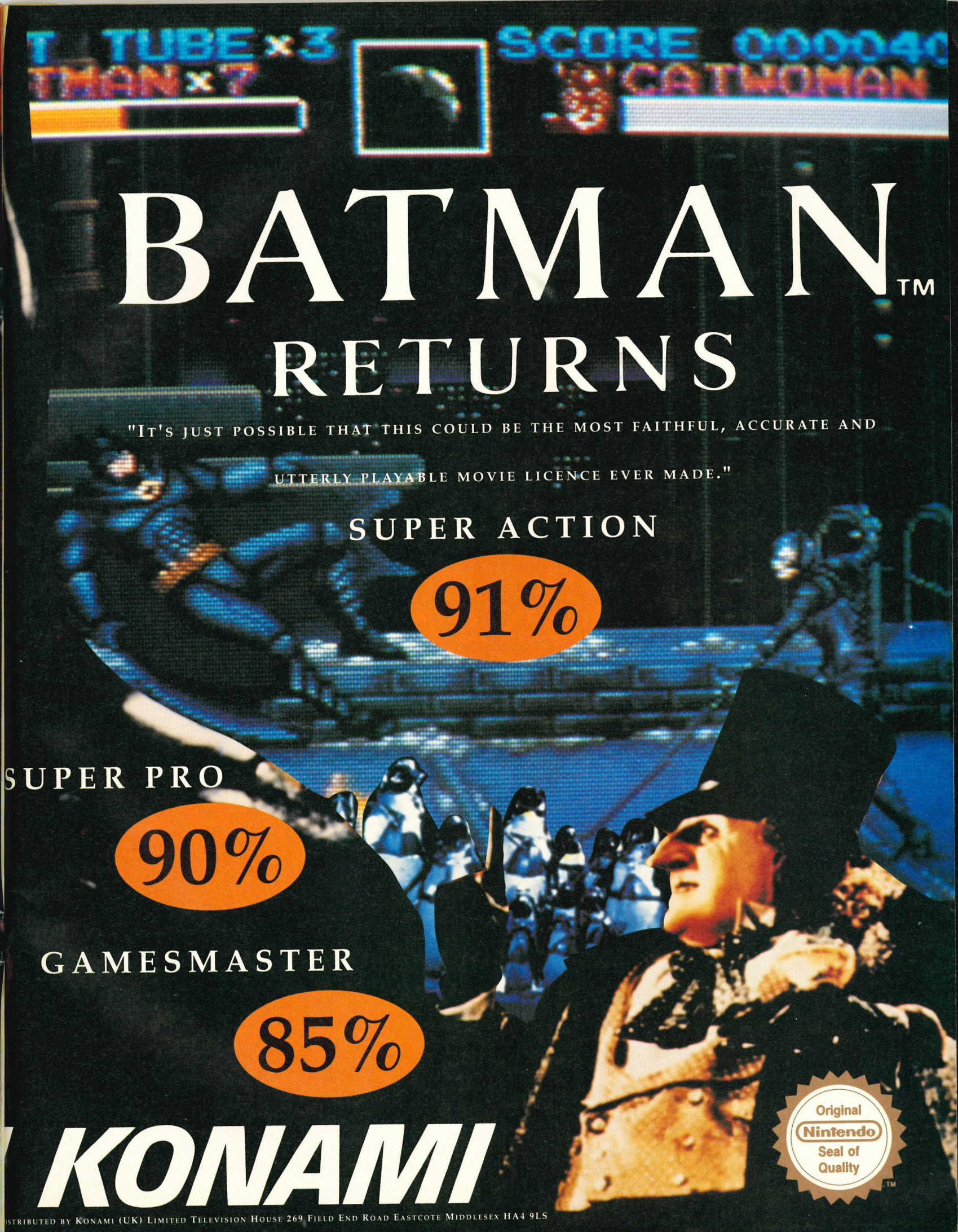
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BATTLETOADS IN BATTLEMANIACS 24

Rare's long-awaited SNES debut game finally arrives, with probably the best two-player beat-'em-up action yet!



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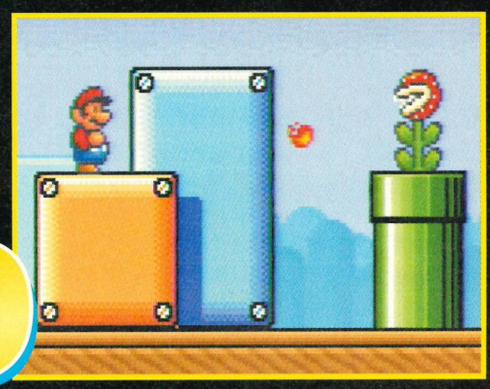
It's here! Capcom finally deliver the answer to most SNES owners' dreams – a new improved *Streetfighter II*. Ryan investigates in our huge review.

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Mario All Stars has finally arrived and it's even bigger and better than we'd hoped. For a full, five star treatment, turn your eagle eyes this way!



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The world's most gory coin-op comes to the SNES. No blood, but amazing graphics and lots of fast, frantic action.



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David Westley travels to the land of the rising sun for a heady tete a tete with Sunsoft's Naomi Sakaguchi. For the most informative read of your life, you know where to turn! Get to it, feature seekers!

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NINTENDO PRICE CRASH?!

Mr Todari's arrival has, as predicted last issue, been followed by an aggressive new UK campaign. The string of big games picked up by Nintendo from third-party publishers are to come in at an incredible £39.99. Although still hardly bargain basement prices, they at last match the average Mega Drive game for price. The games so far announced include; 16MBit *Bubsy*, *Nigel Mansell's World Championship*, *The Lost Vikings*, *Vegas Stakes*, *Battletoads in Battlemaniacs*, *Mystic Quest* and *Yoshi's Safari*. However Capcom games continue to be at a premium, the 4MBit kiddie-orientated *Goof Troop* to be priced £49.99, while *Street Fighter II Turbo* will at least be less than £65.

On the hardware side a *Super Mario All Stars* SNES bundle will be released in October for £129.99. This will sell alongside the continuing *Starwing* pack (129.99 also) and a standalone pack (£109). The company plans to sell 800,000-900,000 SNESes in the UK for 1993. To support these plans a big TV campaign is planned.

Unfortunately every sunny day in Nintendo-land has a few grey clouds, and so it proves with the new promotion. Games not picked up by Nintendo for distribution will continue to average £49.99, with some clocking in at £59.99. Third-party publishers put the blame squarely with Nintendo, due to the high cost of the carts they're forced to buy from Nintendo in Japan. All Konami's latest releases – *Tiny Toons*, *Cybernator* and *Batman Returns* – are priced at £49.99, with their costs being such they're considering raising prices, not lowering them.

Konami's Pete Stone commented; "We support Nintendo becoming more aggressive, but if third parties continue paying high manufacturing prices that cannot be good for the Nintendo market as a whole in Europe."

The second cloud over Nintendo's announcement is the vexed question of cart security. While Nintendo has at last moved on price, universal releasing seems as far away as ever with most of the games trailing US or Japanese release by several months. So to fight grey-importing Nintendo is trying to introduce new security measures. Code written into an increasing number of new games will check the host machine to see what type it is. The most high profile game with this code is Japanese July release *Super Mario All Stars*. [The official, £49.99 release is not due out until the end of September.]

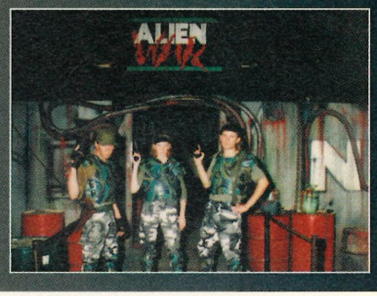
This new protection is in addition to the old security chips and can't be by-passed by any existing adaptor – except one. Datel's *Star Fox*-compatible Action Replay already has codes to knock out protection on *All-Stars*, *World Soccer* (the Japanese version of *Striker*) and *Mansell*. No doubt technicians in Hong Kong are busy developing adaptors along similar lines.

Nintendo have made a good start, at long last, but what's needed is lower prices across the board and universal releasing of all the big titles. More adaptor hassle does no-one any good except Datel and other adaptor manufacturers.

ALIENS INVADE BOURNEMOUTH!

Forget Virtual Reality, if you want interaction, then nothing comes closer to being part of the action than the gripping new fad that's about to be launched in London...The Alien War!

This new complex allows you to come face to face with science fiction's most terrifying creatures. Escorted by a strapping six-foot Space Marine you can move through dark, maze-like corridors identical to those seen in the *Alien* movies. In several set-piece incidents ten-foot tall xenomorphs attack, dripping with slime. The London Alien War should be open by the time you read this, but we've already had a preview at the scaled-down Alien War on exhibition at the Bournemouth International Centre. Part of the science-minded Great Discovery Show, it started on July 17th and will run for six weeks. Other attractions at the show include a multitude of scientific side-shows, a 3-D cinema, and a miniature console store manned by those friendly people from the Gamesmaster shop!



TURBO CHEATS!

Just as were rushing to print we got hold of some stunning new *Turbo* cheats. The most exciting, but hardest to do makes *Turbo* even faster! For this you must have two controllers plugged in. Switch on and when the word 'Capcom' disappears, *Street Fighter II* comes on. As soon as this happens press Down, R, Up, L, Y, B, X and A. You have to do this before the letters 'TU' disappear from screen. If you've succeeded you'll get the same noise you get when you choose a character. Now on the title screen you can increase the number of stars from four to ten! For people with English machines this gives the Japanese cart similar speed to when it runs on a Japanese or US machine.

Another fun cheat is for the Vs Mode. Select it and then on the level setting screen use the same cheat sequence as above, with the second controller. This allows you to turn the various Death Moves off for each character.





TURBO MANIA!

As £100 copies of *Turbo* continue to be snapped up across the country, Stateside Consoles offer a different angle on *Street Fighter* mania with three-inch models depicting all 12 of the *SFII* characters. Hand-painted these bizarre caricatures portray Ryu, Guile and co as you've never seen them before; cute, cuddly and altogether less menacing than on screen!

The complete set are available from Stateside Consoles (0753 550270) for £38. Also in stock are the motley crew from *Dragon Ball Z*, with the *Star Fox* team coming in soon. Watch this space next month for information on how to win the lot!

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OCEAN'S D-DAY

Forget war in Bosnia, Maastricht tedium and by-election high jinks, we all know the biggest event of '93 is Spielberg's inspired hype-machine, *Jurassic Park*. With a millennia worth of biology to feed the press, plus state-of-the-art FX, the PR frenzy has eclipsed even *Batman*. Now Ocean hope to ride the hype with their 16MBit SNES version.

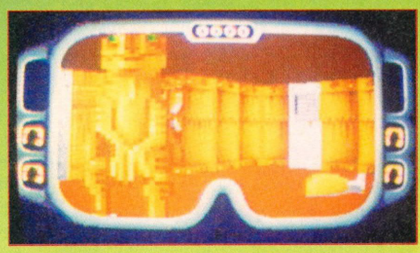
According to Marketing Manager Paul Patterson, they're planning to ship half a million games on D-Day (October 1st),with 150,000 of them for SNES. "The entertainment industry has never seen a phenomenon like this before. *Jurassic Park* is set to break every box office record... providing the ultimate backdrop to our own marketing campaign."

The cart certainly looks intriguing as it uses many elements in the original book, but cut from the movie. One of the six missions has Dr Hammond stopping a ship leaving with dino stowaways hidden on board. The game also has two perspectives; the main one is an angled overhead view where Hammond explores the park's various compounds. The second perspective is a first-person view of the various buildings Hammond must investigate, all the time ready for a lethal raptor attack!

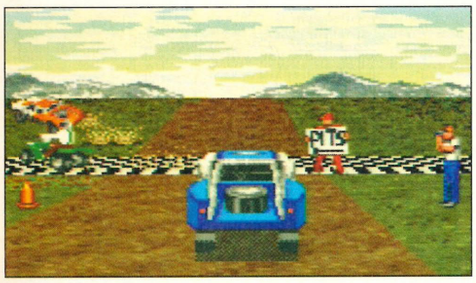
Unlike the film there'll be plenty of gun-play, power-ups include a grenade rifle, an armour piercing rhino gun and even time bombs! They'll be needed because where the movie ended with a quick getaway, the objective of the game is to make safe the entire park! It's an adventure which will take the player from placid herbivores to a final confrontation with the 25-foot tall T-Rex – able to swallow a man in a single gulp!

After a poor press reaction at the CES Ocean are working hard to revamp the game's graphics. These 3-D views are almost finished, apparently boasting hi-res backgrounds offering four times as much detail as normal. The game will also boast Dolby surround sound with samples taken direct from the movie. If Ocean manage to get it back on track we should have a review next issue!





DIGGING THE DIRT

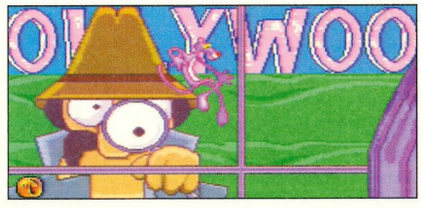


Tradewest's *Super Off Road: The Baja* is the most dramatic demonstration yet of Mode 7 versatility. It doesn't just offer some extremely hilly roads to zoom along, it offers a real off-road landscape. The muddy tracks break into lots of different routes, but if you want you can just motor down the middle, knocking over bushes and goats along the way! It's a completely different experience from your average race game – especially when you mow down a biker! Also fun are the nitros, use one when you're climbing a hill and you'll fly off the crest with a cry of "Arriba!"

Races are divided up by pit-stops where you can upgrade your car with everything from better shock absorbers to head-lights. The better your race position, the more money you get, the more upgrades you can afford. With a powered-up engine the game becomes even faster! So don't miss our next issue where we hope to have a full review!

THAT OLD PINK MAGIC

TecMagik's *Pink Panther* the video game is a platformer with a difference. Set in a Hollywood studio, Pink is chased between the sets of movies such as *Pink 'n' Hood*, *Pinkbeard* and *Honey, I Shrunk The Pink*. To help him evade Inspecter Clouseau he can pick up tricks, such as traffic lights (which freeze everything), a parachute parasol, cartoon holes for enemies to fall in and much, much more. There are twelve levels in all and the movie-style music is fantastic. Expect a review soon with the game out in November.



PROBITS

▼ Stand-by for Bubsy mania. As reported in issue 4 Bubsy is well on his way to Mario-style stardom. Besides a mountain of recently licensed products, such as Bubsy wallpaper, a one hour Bubsy cartoon is planned for Thanksgiving day in the States, with a 13-part series to follow. In Europe, Accolade are planning a quarter of a million pound PR campaign, and that's just for the Mega Drive version since Nintendo are handling SNES game. Despite the SNES game being finished months before the Sega game, and being released first in the States, the official UK version is likely to trail the Mega Drive August 4 release date by over a month.

▼ **Where your money goes, part VI: Electronic Arts has just announced its results for the first quarter of the fiscal year. Turnover was $79,500,000 with profits of $7,318,000 which are rises of 58% and 53% respectively, due in large part to Nintendo and Sega lowering hardware prices, "creating unusually high demand for software products."**

▼ Last month's bumper crop of comps featured plenty of ultra-stylish leisure wear – and no phone numbers. To make amends we have 0272 768989, for Outer Limits who make those scrumptious Softwear T-shirts featuring Lemmings, James Pond, Taz and so on. And we also have Arkright: Noted British Sportwear with 0532 343526.

▼ **Nintendo's image is about to be revamped with a new PR company taking over its advertising. J Walker Thompson have apparently already started on a new sets of SNES ads. Some of the games up for promotion – *Nigel Mansell's World Championship* and *Bubsy* – will also feature on the Super Tour Juggernaut. This converted coach, packed with games machines and T-shirt, baseball cap-type freebies is slowly making its way around Britain.**

▼ By the time you read this Coke and Pepsi will be facing a determined challenge from a certain short, moustachioed plumber. Yep, Super Mario Lemonade is here, thanks to Cadbury Beverages – "Super Mario is the most recognised animated character across Europe and is a long term property," commented the company's vice president, John Nielson.

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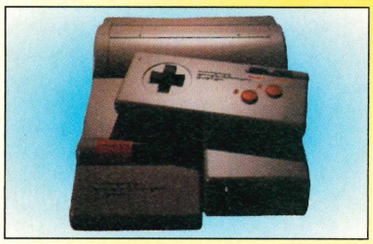
THE MAIN LINE

As Atari win plaudits for their Jaguar, Commodore finally launch their CD32 and 3DO draws ever closer Nintendo seem adrift in their own, parallel universe where time runs just a little bit slower. In the aftermath of a disappointing CES performance, Nintendo of America had marketing vice-president Peter Main face the press.

Unsurprisingly, Main turns out to be surpremely confident. The company may have announced a 16-bit CD-ROM Drive and cancelled it. Could, perhaps, have sought powerful alliances with Sony and Philips only to end up all alone. They may even have heavily leaked tech specs for a 32-bit CD-ROM Drive, only to cancel it too. Nintendo might seem up the technological river without a 32-bit paddle but, according to Main, there's nothing to worry about.

The centre piece of Main's argument is the monchromatic Game Boy massively outselling the technically superior Lynx and Game Gear. "A classic example of this business being all about software," pronounces Main, with the slickness of a born marketing man. But while a convenient argument it's also untrue; the Game Boy sells because it's small, light and portable. Colour systems aren't.

Main, however, is so keen to dispel talk of fantastic new hardware he can't resist baiting tech-freaks with the NES, now aimed at tots. "This year we'll sell over 2 million units and create revenues of $800 million... Hey give me more 'dead' business." Main almost seems



reluctant to admit the new-fangled SNES is necessary. But in his haste to avoid the letters 3-D-O he finds time for a good word for fellow 16-bitters, Sega. They "had good strength in January, February and March with their *Sonic 2* giveaway... But in March we launched *Star Fox* and we've been very excited about Super Nintendo performance ever since then. It



completely reignited interest in the hardware and illustrated once again that this is a software business we're in.

"I think that we're going to maintain a competitive advantage in the summer through the *Turbo Edition* of *Street Fighter II* from Capcom and then the *Mario All Stars* will be another big game – and we're expanding our sports line-up too."

On the back of these games Main plans to sell 8.5 million SNESes this year, so by 1994 it'll have 60% of the US market with 16 million SNESes. Good news, although the 'software business' jibe rather ignores the fact while *Star Fox* is certainly a brilliant game, its razzle-dazzle 3-D TV ads rely on the 32-bit processing power of the cart's built-in hardware; the famous Super FX chip.

And FX technology is certainly at the heart of Nintendo's plans for 1993-94. In addition to *FX Trax* in December, "There's two more games due but all I can say is that FX technology will go across every genre, flight sims, driving games, character games, puzzle games, everything... The situation is that we are now using a second generation SFX chip, the first version will only ever appear in *Star Fox*."

WHERE ARE THE MACHINES?

Of course, it's possible to say the success of FX games simply underlines the point that the market is hungry for new technology. Against the Mega-CD the Super FX is more than enough to even up the balance, but what about competition in the form of 32/64-bit CD-ROM consoles?

It's an understandably touchy subject with Main: "People were coming up to me throughout CES saying 'how can you sit there and not talk about CD? Is there no research?' Well c'mon, don't be stupid. Do you think the leading video game manufacturer, a company that's doing 5-6 billion dollars a year is going to abdicate its position?

"Of course we have research, of course we have plans, but CD as we see it on the market today is not the answer. The systems out there appeal to the 'gotta have' group and that's not what we're interested in... people are saying [the CD-ROM multimedia market] could be worth 10-15 billion dollars in a few years' time and so, of course, all the electronic and entertainment majors think they should get involved and people start to form 'strategic alliances' – another key phrase that makes people feel good.

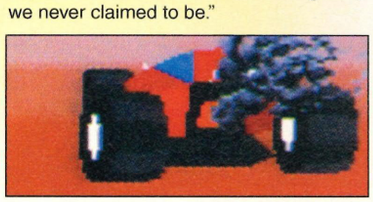
"But what's the market based on? Where are the sales? Where are the machines?"

Well, by this Xmas CD32, Jaguar and 3DO should all be on American shelves. The latter packs such punch Spielberg himself is rumoured to be helping the *Jurassic Park* game. Main is undoubtedly correct that there'll be plenty of "lost dollars and broken dreams" in shaking out the winners and losers in the system wars. Hudsonsoft's 32-bit Iron Man system and Sony's CD-ROM system are also in development, obviously not all will survive. Also, Nintendo at least steered clear of supporting Philip's dreadful CD-I system, despite close links between the companies in 1992. "The difference between the sort of machine we were talking about then and what we think the market needs is evidenced by our failure to launch a product."

So the game plan is sit back and wait. "I'm not interested in any $300-$400 machines. I'm not interested in anything much above $200." Which is what Sega say arguing why they can't release their nearly complete 32-bit Saturn console. The problem is that Nintendo are like IBM. They've built up a multi-billion dollar industry which supplies them with such vast profits they don't want to take risks. But with so much money at stake other people *are* willing to take big risks. Atari, Commodore and 3DO are all pushing their systems on the lines that costs to software houses are vastly less than working with Nintendo. In fact, 3DO has already played the nationalist card by calling Nintendo "un-American" for their software restrictions. "Un-British" doesn't have a similar ring, but with £50-£60 carts it may be accurate.

However on one thing we can back the company. Until a next-generation winner emerges the SNES is without doubt the best console to have. Its custom chips have only just begun to be pushed and there's lots to look forward to. Nor have we been conned with a low-tech CD add-on sold for the same price as a complete new 32-bit console!

And for the short-term Nintendo are happy to "concentrate on selling huge amounts of consoles and improving the quality and quantity of the games we offer our players. That's where our expertise lies. We're not hardware gurus, we never claimed to be."





MINI-FAMICOM

More details have emerged about Bandai's portable Super Famicom. Called the Home Entertainment Terminal (HET), it has a small (4-inch), but high quality colour LCD screen, built-in TV tuner and the ability to connect to a modem, video printer, fax and even a CD-ROM. It's all very nice, but sadly this dream machine is unlikely to get Nintendo's approval.

PROBITS

▼ For our non-millionaire readers some hope has, at last, appeared on the subject of Nintendo prices. Telstar Records is to enter the market with a new, Fun & Games division. Managing director Mark Livingstone commented; "I am of the belief that there is a major opportunity to offer added value, in terms of extra gameplay per pound." The games involved will be probably be older, lesser titles – possibly offered in cut-price multi-packs. There's even a possibility some original titles might be produced. Also welcome are rumours that the Blockbuster video chain could be close to announcing a SNES cart rental scheme similar to what they've long been running with Sega!

▼ Virgin Games UK would like us to point out that the disappointing *Wolf Child*, reviewed last issue as an import, was published by Virgin Games Inc of America. The UK operation has no plans to bring *Wolf Child* over themselves, instead hoping to kick off with the excellent *Cool Spot* and promising *Muhammad Ali* – both due for Xmas.

▼ Following the success of its Game Arena concept in a few, key shops Rumbelows is now to put Arenas in all its 382 outlets. The scheme obviously draws inspiration from Curry's scheme and offers you the chance to play games before buying them. Corporate director Adrian Armsden commented; "When we see a market in excess of £1 billion we can't ignore it."

▼ Commodore have finally launched their 32-bit CD-ROM console. Called the CD-32 it will be on sale from September for £299. It's basically a keyboardless A1200 32-bit Amiga with a CD-ROM drive stuck on. Plenty of games have been announced, but most seem port-overs from the 16-bit Amiga. Developers could probably do amazing games for it, but at the moment few seem to be gambling on its succeess.

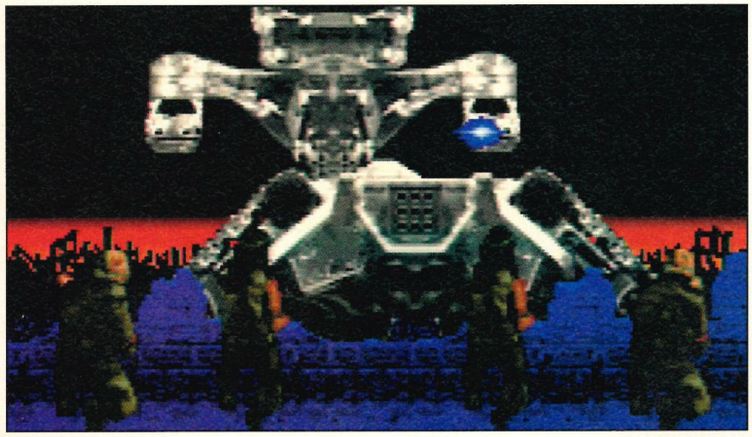
▼ The Atari 64-bit Jaguar has an even worse problem with hardly any developers at all, and obviously no port-over games. However the news that IBM will be making the machine is one piece of good news for its winter debut.

▼ Import maestros Console Concepts have just opened a new shop in Hanley, Staffordshire. On 6 Market Avenue to be more specific. And the telephone number is 0782 207151.

BITSPRO

A CLAIM ON FAME

After knocking out the mega-hits *Aliens 3* and *Mortal Kombat* in a blitz of publicity, Acclaim are busily beavering away on the next batch of publicity-hungry games. Stuart Wynne and Dave Westley give the pre-prod carts a vigorous working over!

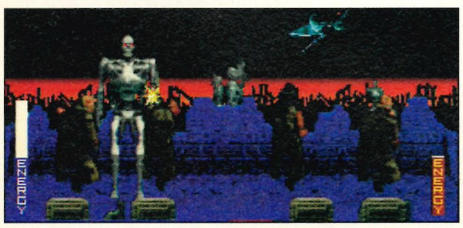


TERMINATOR 2: THE ARCADE GAME

While Acclaim's completely original game *T2: Judgement Day* languishes in limbo, Acclaim's conversion of the mega-hit, state-of-the-art coin-op is storming ahead. Midway's *Operation Wolf*-style light gun blast-'em-up offered a stunning recreation of the movie. Not only are there numerous digitised stills and sampled speech, there's also actual footage from the movie used for digitised animation on several vehicles and characters. Director James Cameron was actually involved in the game's development, and footage cut from the movie was used for the coin-op.

Putting such an advanced coin-op on SNES might seem ridiculous, but as *Mortal Kombat* proves anything's possible and, after playing a pre-prod version for an hour or so, we can say Acclaim have pulled off the impossible again. The first level, set in a post-apocalypse future, has you (and a friend, if available) battling hordes of superbly animated T-800 Terminators. Occasionally you'll be behind a wall with human commandos, brilliantly digitised figures crouching under enemy fire. Most impressive of all is the massive Hunter Killer tank which comes trundling on at level's end.

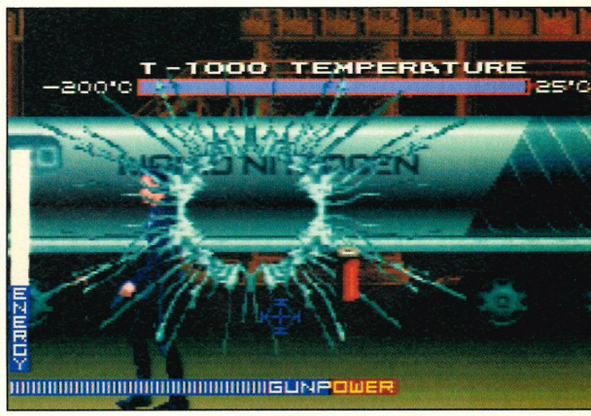




Later levels include a firefight inside a commando's HQ, digitised Arnie-style T-800s massively outnumbering the commando's, the Cyberdyne labs, the liquid-oxygen tanker and a final confrontation inside the steel works – with the promise of some spectacular T-1000 morphing effects.



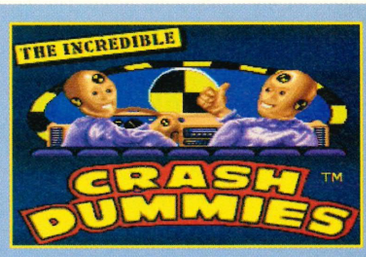
There's also a full range of power-ups – new guns, ammo, armour and so on – which are activated by blasting open the crates they're in. Neat schematics then flash up on screen, showing just what you've got. The game works well with normal joypads, but is obviously designed for SuperScope and could finally provide the game which makes Nintendo's light gun worth buying. Stand by for a mega-review next issue!



● **T2: The Arcade Game *will be released in November.***

INCREDIBLE CRASH DUMMIES

One of the most bizarre toy crazes is set to hit the SNES thanks to Gray Matter, the programming team behind *B.O.B.* and, erh, *Wayne's World*. The game goes for humour in a big way, with its star dummy – Spin – losing limbs left, right and centre. All too often he's reduced to a head and torso, jumping around in a desperate search for new arms and legs. Fortunately there's usually a screwdriver power-up lying around that will repair at least one limb!





Spin's adventure is a battle against nasty Mr Junkman, an evil but very clever man who has brought to life a whole host of usually inanimate creatures to prevent Spin reaching his kidnapped creator, Dr Zub. Motorcycles will do their best to smash into Spin, cars fall on his head and planes practice Kamikaze dives.

There will be twelve stages in the finished game, plus numerous bonus rounds in which you have to drive a whole host of vehicles, avoiding on coming brick walls!



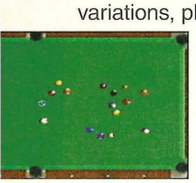
Crash Dummies looks to be a very funny and entertaining challenge. Look out for a full review soon.

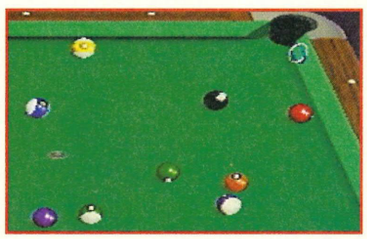
OUT to VOTE!

Now that Mindscape's Alfred Chicken is running in our local by-election, a campaigning visit was inevitable. Between sticking 'Alfred For PM' stickers on us, and lecturing us on a chicken's economic masterplan, the candidate also managed to demo some new games. Below we have the almost complete manifesto...

CHAMPIONSHIP POOL

This intriguing game features numerous perspectives – overhead plan-view, close-up overhead and angled 3-D – over 18 different pool variations, plus a juke box where you can select bet-ween as yet un-finished rock tracks. The SNES needs a good pool game, so let's hope Mindscape bring it off!



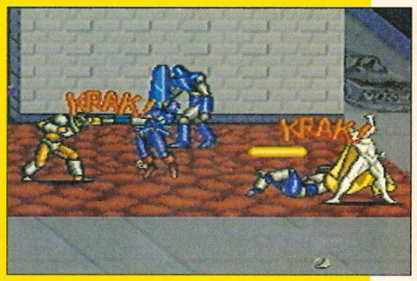


Championship Pool *is due out in early 1994.*

CAPTAIN AMERICA & THE AVENGERS

This coin-op conversion features some excellent character sprites. The way Iron Man crouches to fire a laser bolt, or how Cap America throws his shield, it's all so reminiscent of the classic Marvel artwork. Ah, how I remember old Tony Stark with his dodgy ticker, sweating inside that bulky Iron Man armour before upgrading with the new, red-and-yellow bodysuit. There's also Hawk-Eye in his garish purple outfit and The Vision who's fondly remembered by, erh, well no-one here!





Gameplay takes the form of a conventional, side-scrolling beat-'em-up, albeit with smaller than usual sprites. At the moment there's plenty of work to do on the game, but the six levels are promised to include underwater and outer space environments. You can also practice your superhero moves in a head-to-head option.

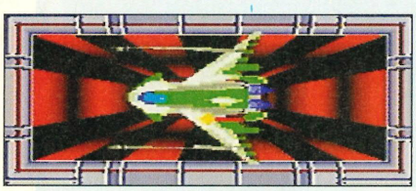
Captain America And The Avengers *is due out in December.*

WING COMMANDER: *THE SECRET MISSIONS*

This features the old *Wing Commander* game engine, making good use of Mode 7 for fast-scaling combat action, with sixteen different missions and new intro. The intro is certainly nice, describing how some new villains are developing a Graviton mega-weapon! Unsurprisingly the game itself look identical, but there might be some new ships to spice things up.

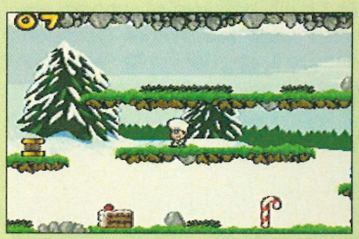


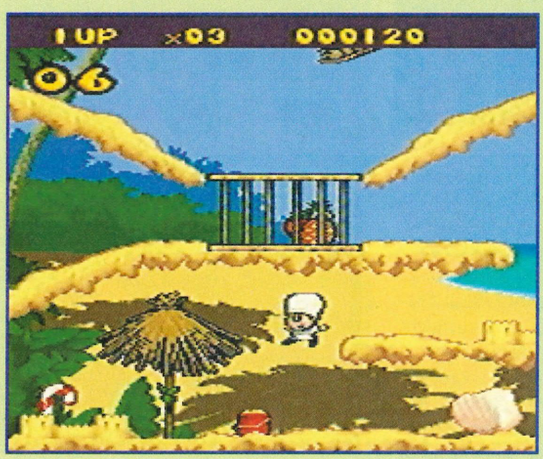
Wing Commander: The Secret Missions is due out in October.



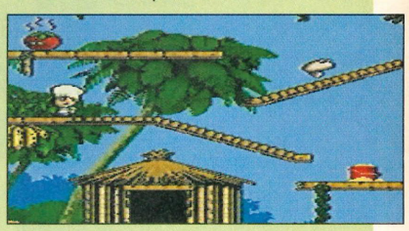
OUT TO LUNCH

This UK-developed project might remind video veterans of the classic *Burger Time*, a game where another miniature chef was menaced by various ingredients. But while the games have a similar style and sense of humour, *Out To Lunch* is a much bigger (60+ levels) and more sophisticated game. Each level opens with the ingredients escaping from Pierre Le Chef's fridge, a nicely animated sequence which it pays to watch – if you recapture the ingredients in the order shown you get a bonus.





The multi-directionally scrolling levels aren't that massive, but they're big enough to provide plenty of challenge, the ingredients proving tough opponents as you struggle against a tight time limit. Pierre's first objective is to power-up with flour (to stun the food) and a net (to capture them). There's plenty of other power-ups to look for, including flame breath and magic aprons. Inevitably the ingredients also get progressively tougher; there's potatoes which roll over Pierre, swallowing him up!, and bad eggs (groan) which are more like missiles! Pierre's quest is divided into several different countries – Mexico, Switzerland and the Caribbean are just some – and while there's no save game, Mindscape assure us hidden warps make it possible to complete the game in one go – albeit only after lots and lots of practice.



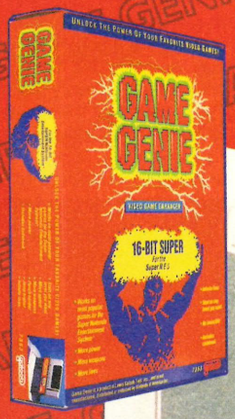
Despite being relatively simplistic – no Mode 7 mega-monsters here – *Pierre* is good fun and extremely playable. We're certainly looking forward to a longer play session than the preview allowed, but let's just hope the £49.99 price tag changes before it's released.

***Out To Lunch* is due out in September.**

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CONVERSION DIVERSION

Besides developing games like *Dracula* and *Last Action Hero* for their new owners, Sony Imagesoft, Psygnosis have also been busy writing their own SNES games. Stuart Wynne and David Westley present a preview at some of their imminent, and not so imminent carts.

SUPER SHADOW OF THE BEAST

Beast is something of a modern day classic, its arrival on the Amiga had a huge impact. The stunning, umpteen layers of parallax scrolling, the gorgeous



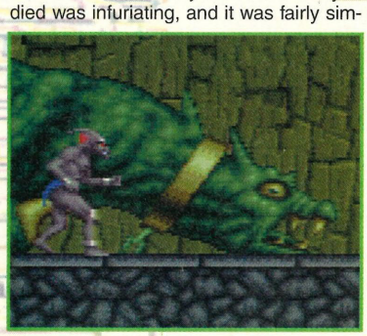
soundtrack – here was a game which truly demonstrated the power of the new generation of 16-bit computers. Now, four years on, the old war horse has been revived, heavily reworked for the SNES.

But after drooling on about Amiga *Beast*, the first thing you have to add is



that it actually wasn't that good a game. It was too hard, the stylish wait when you died was infuriating, and it was fairly simple. SNES *Beast* seems a lot better to play; control is better worked out, gameplay is both fairer, and more sophisticated. Of course, the graphics are no longer state-of-the-art, the stunning parallax scrolling seems old hat; Mode 7 providing landscapes in perfect perspective. But *Beast* still packs a few surprises. The quest for vengeance, by the eponymous, goat-headed hero will take you through underground caverns, a castle and finally a shoot-'em-up stage!

Sony certainly seem confident of its success with Amiga *Beast III* already slated for a SNES conversion in 1994.



OBITUS

These sort of weird, oddball adventures are quite common on the Amiga, but for the SNES there's a real dearth of English-language RPGs – especially ones as innovative as this. The medieval story-line has a young knight pitted against four evil brothers, each located in their own tower. For the majority of the game – exploring the maze-like forest outside the towers – a first-person perspective is used which is fast-moving, smooth and very atmospheric. But if you enter a tower, then the game switches to



a side-scrolling perspective.

It's an intriguing mix which could well be a hit. The game has been produced by a fan of the original who's painstakingly reworked it, making good use of years of play-testing to perfect gameplay.

While the original game had a "laid back" feel, the new version "has upped the pace, there's more monsters to chase



you around." Savage wolves, aggressive forest people and vicious knights are just some of the creatures planning to disturb your energy-boosting sleep. The biggest improvement however, is that the scenario has been more closely integrated into gameplay for a more atmospheric, involving challenge.

Also welcome is how the original's fiddly mouse-and-icon control system has been dropped. Instead all of the SNES joypad's buttons are utilized for a suprisingly easy-to-use control system. So if you're looking for something a bit different this looks just the ticket. It will most likely appear first in the States on the Bullet Proof Software label.

PUGGSY

This rather rotund character started life as an Amiga demo, but when the graphic artist responsible joined Psygnosis the idea of a video game



evolved. And evolved – *Puggsy* has a fairly formidable 52 levels, 20 of them hidden with three different end-game sequences depending on the route you take. There's also a special beginner's island, full of easy levels!

Progress can be saved with a rather large password, which neatly saves the destruction of any guardians, and there's plenty of sub-games. *Puggsy* was developed on the Mega Drive but the programmer hopes to sharpen graphics up for the SNES and maybe include some Mode 7 stunts. Expect a full review soon!

WIZZY 'N' LIZZY

Save The Fluffy Wuffy Bunny Rabbits

As with *Puggsy*, this is basically a Mega Drive title which will be sharpened up for a SNES. The programmer is perhaps best known for the Amiga megablaster, *The Killing Game Show*, so despite the silly title don't expect a wimpy kiddie game!

Wizzy 'n' Lizzy started life over 18 months ago as a super-fast, simultaneous, split-screen two-player game. Now it's almost finished the programmer thinks the one-player game is the best, but a nearby games tester vigorously disagrees – pinching your opponent's letter at just the right moment is excellent fun indeed. Letters?

Yes, letters. This is a spelling game to



drive even your most hyper-genius tod insane. Each level puts up a word which you've got to spell out by collecting the letters. You see *Wizzy 'n' Lizzy* are wizard and witch, both desperately in search of spells to cast, spells which need spelling. There's also plenty of sub-games: *Space Invaders*, *Tetris* and even a *Puggsy* level are secreted in there.

Although the sprites are too small to look good in our screnshots, they're nicely animated and very, very fast. It looks a fun little cart and I can't wait to play a two-player SNES game!

LEMMINGS II

Work has barely begun on SNES, but after a rave reception on the Amiga, Psygnosis are working hard to transform these Amiga screens into scrumptious

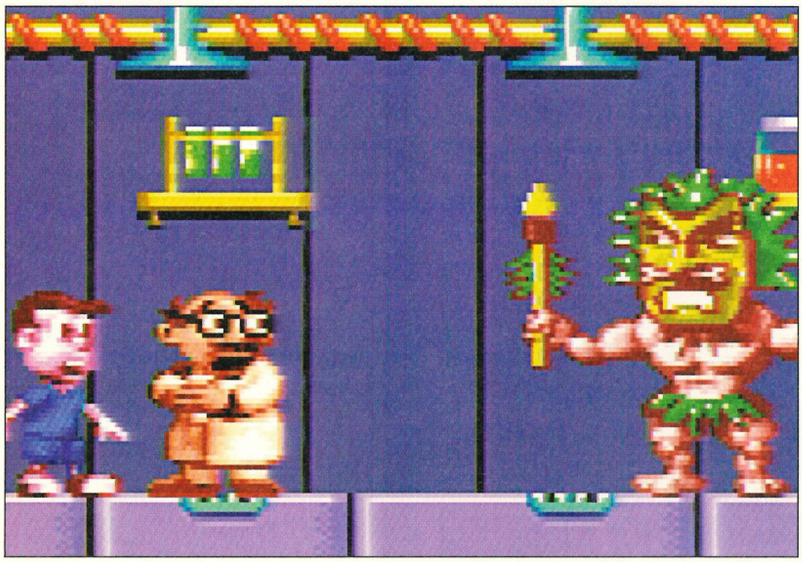


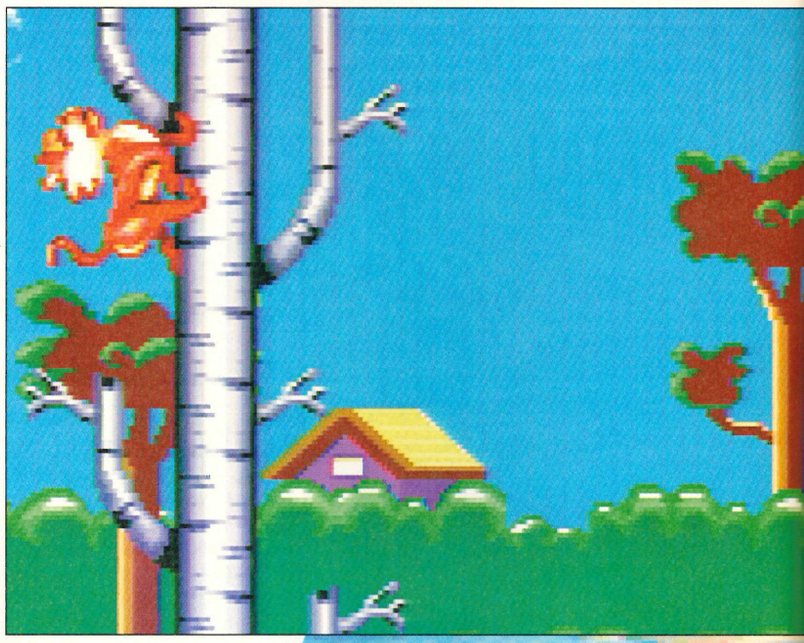
SNES versions for Xmas. Improvements over the original game include masses of new skills – many very silly indeed! – and much more varied landscapes. A mega-hit to be, and no mistake!


STREET FIGHTER II
TOBY EDITION
YES! THE 1993 STREET FIGHTING CHAMPIONSHIPS ARE UNDER WAY! THE CONTESTANTS ARE BUSY WARMING UP FOR THE FIRST ROUND..
RAAA!!
FIRST UP.. IT'S PAMELA ANDERSON FROM BAYWATCH VERSUS NICHOLAS WITCHELL OF BBC BREAKFAST NEWS FAME..
FIGHT!
OH DEAR! A DISASTER FOR WITCHELL AS THE BLONDE BOMBSHELL BREAKS EVERY SINGLE BONE IN HIS BODY WITH A SINGLE MOVE!
YAAAA!
OVER TO THE NEXT FIGHT WHERE BRETT ANDERSON FROM SUEDE UNVEILS HIS REVOLUTIONARY FIGHTING TECHNIQUE IN A CLASH WITH THE HUNCH-BACK OF NOTRE DAME!
GRRR! C'MON AND FIGHT!
LOOK! BRETT'S JUST STANDING THERE AND LOOKING SENSUAL!
I DON'T THINK THE HUNCHBACK CAN TAKE IT!
OHH WHAT DOES IT TAKE TO TURN YOU O-O-N-N! UHUHHUN
OH MY GOD! NOW HE'S SINGING AT HIM!
HAS HE NO MERCY? HE'LL KILL THE POOR BLOKE!
MEANWHILE, TROUBLE FOR NOEL EDMONDS AS IT SEEMS TOBY HAS INFLICTED SOME SERIOUS DAMAGE WITH THAT LAST KICK..
RAH!
CRACK!
LOOK - HIS SMUG BEARDED HEAD'S COME CLEAN OFF HIS SHOULDERS!
HOPE IT HURT.
OKAY OKAY HOLD IT! STOP RIGHT THERE! AS A CONCERNED MORAL GUARDIAN AND GENERAL KILLJOY, I'M INTERRUPTING THIS COMIC STRIP TO COMPLAIN ABOUT ALL THIS UNNECESSARY BRUTALITY!
OH YEAH? WELL I'M JEAN-CLAUDE VAN DAMME AND I'M INTERRUPTING THIS INTERRUPTION TO SMASH YOU IN THE FACE!
SOCK!
BACK TO THE TOURNAMENT NOW, AND A TENSE BATTLE OF WITS AND GRATUITOUS VIOLENCE AS TOBY AND GODZILLA SQUARE UP FOR THE FINAL CONFRONTATION!
YOU DON'T SCARE ME, YOU BIG GREEN BOGEY!
EVEN IF I HAVE JUST WET MYSELF
CHARLIE BROOKER™
OH NO! AN APPALLING START FOR TOBY AS GODZILLA BITES HIS HEAD OFF AND SPITS IT OUT!
THE FIGHT'S NOT OVER YET, YOU SCALY SCUMBAG!
GOT TO THINK OF SOME WAY OUT OF THIS MESS!
.. BUT ALL I CAN THINK OF IS THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE
THEY BUY, SELL AND EXCHANGE GAMES!
THE T.C.R. COMPUTER EXCHANGE STOCK AN UNBELIEVABLY WIDE RANGE OF SNES GOODIES - AND WHETHER YOU'RE AFTER BRAND NEW TITLES OR QUALITY SECOND-HAND ONES, THEIR PRICES ARE ASTOUNDINGLY LOW!
I.D. MUST BE PROVIDED BY SELLERS OF STOCK.
LOOK AT THIS SPREAD OF NEW GAMES - JUST A TEENY FRACTION OF THEIR OVERALL STOCK! TO ORDER, JUST TICK WHAT YOU WANT AND POST THIS PANEL TO "TCR COMPUTERS", 143 WHITFIELD ST, LONDON W1P 5RY!! DON'T FORGET YOUR NAME + ADDRESS!
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☐ 16-BIT ADAPTOR £12
☐ POCKY + ROCKY £CALL
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CUT IT OUT, DUDE!!
WHY NOT CALL 'EM NOW ON 071 388 2613 FOR UP-TO-THE-MINUTE INFORMATION!
AND SO WITH A STOMP OF HIS FOOT GODZILLA WINS THE CHAMPIONSHIP!!
RAAA!
CALL INTO OUR SHOP - OPEN ALL WEEK! TCR COMPUTER EXCHANGE 143 WHITFIELD STREET (NR. WARREN ST. TUBE) LONDON W1P 5RY
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ALL PRICES SUBJECT TO CHANGE. TRADE ENQ'S WELCOME. AND SUPERKAYLO 2 IS ON IT'S WAY.

CLAY CRAZY

After rocking the house with *Rock 'N' Roll Racing*, Interplay now aim to go all gooey with *Claymates* which boasts the most extensive use of claymation yet seen. Ryan "pliable" Butt investigates whether gameplay is as original as the graphics.

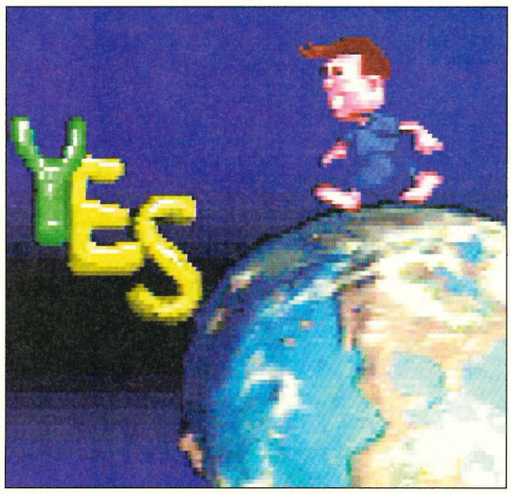




The California-based Interplay Productions is marking its tenth anniversary in some style, experience with PC CD-ROM inspiring a much more ambitious approach to gaming across the board: "Interplay is tearing down the barrier of reality between the consumer and the screen. Using methods once reserved for Hollywood, to create experiences the public hasn't even imagined – from clay animation to blue screen photography..."

The fact is that SNES graphics are now so good, companies like Interplay really are supplementing conventional sprite creation with techniques once reserved for film and TV special FX. Claymation is one such technique, which *Morph*, *Trapdoor* and, of course, the *Creature Comfort* posse have all exploited to hilarious effect. On the SNES there's already been some limited use of claymation – *Harley's Humongous Adventure* used it for some bizarre monsters – but Interplay are taking it to new heights with the *SFII* rival *Clay Fighter* and, firstly, *Claymates*.

This bizarre new platformer has all its sprite graphics taken from claymation. As with a film, a character is first painstakingly sculpted, then resculpted in various poses, each movement executed in tiny steps filmed as individual frames of animation. But unlike a film these frames then have to be digitised on a computer, then set against conventionally created – but still very wacky! – backdrops.

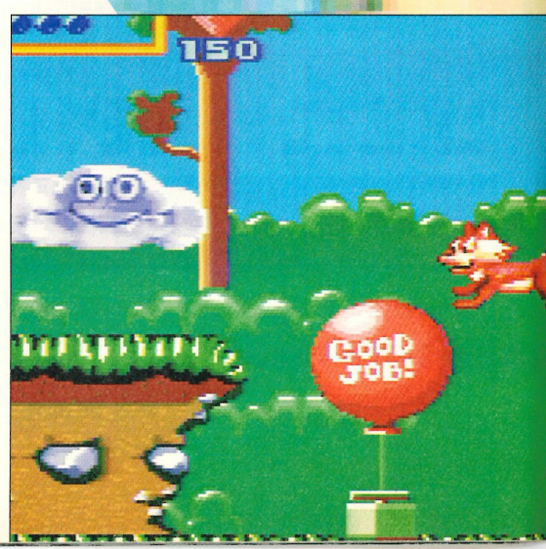


PLOTTING PUTTY

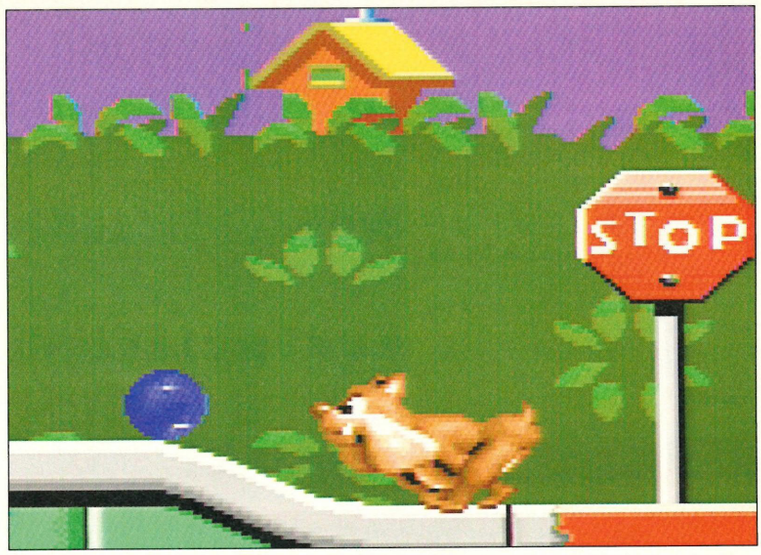
Claymate's scenario is that Professor Putty has made a scientific break-through in inventing the Animal Transformation Serum, a substance which, when mixed with clay, will alter man's properties into those of animals, and cause weird transformations to occur! Unfortunately the prof is soon kidnapped by the evil Witch Doctor and his son, Clayton, is turned into a blob of blue clay! A bit of a setback you might think, but Clayton's a bright boy and takes the Serum which, in combination with lumps of putty he finds along the way, allows him to transform into various animals [see box].

The putty lumps are colour coded for the animal they let Clayton change into and are usually beside appropriate obstacles. Although *Claymates* is essentially a platform game, its wackiness extends a lot further than just the sprites. There's some hilarious power-up boxes which offer extra jewels, warp you to another area and freeze nearby enemies by dropping a huge hammer! However, to activate the power-ups you must first find appropriate symbols.

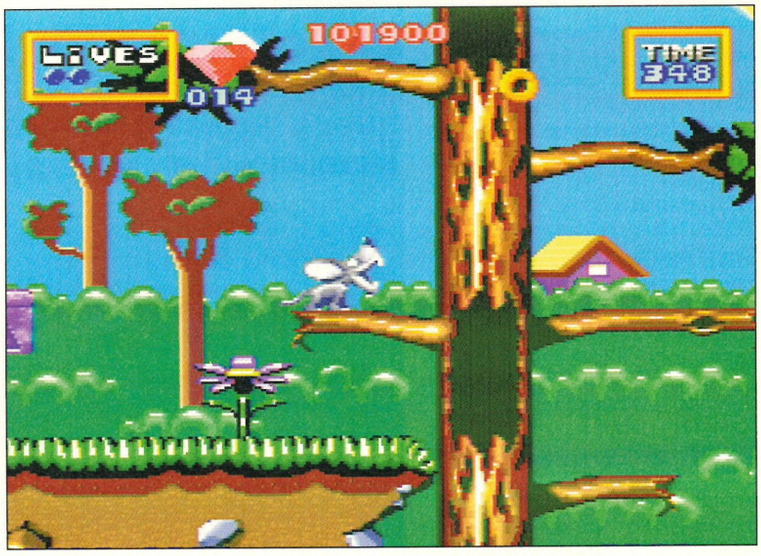
There's also plenty of the standard platform stuff: big levels, secret rooms and masses of jewels to find and collect. Grab enough gems and at the level's end you're







In good, feline-like tradition, Muckster the cat (left) violently claws anything that moves. When in his original form (above), Clayton must brave all sorts of hazards in the knowledge that if he's hit once, he's history! Below, Oozy makes his presence known.



rewarded with one of two bonus games. One of these involves manoeuvring a blob of clay over a Mode 7 grid and bouncing on the highlighted square. Once the whole grid is covered, you'll earn yourself a hefty points bonus! There's also a vertical pinball game to beat.

Yet more value for money is provided by another mini-game, in which you must guide a couple of hapless robots around, the idea being that the robots must clear the path to the next level by blowing-up rocks, or chopping down trees.

All of this adds up to a very promising game. The basic gameplay isn't quite as original as the graphics promise – it's very much a platform game – but the power-ups, transformations and enemies are all so weird that you get a real feel-good tingle just messing about with it. Big, imaginative levels and the various sub-games offer a lot of variety and my only serious reservation was that our early pre-prod version seemed very tough in the single day we had it for.

Claymates will be released in the UK at the end of October.

THE CLAYMATES!

Scattered through each level are lumps of clay which, when walked into, transform Clayton into one of five different Claymates. Here they all are, with their special abilities and individual weapons.



MUCKSTER THE CAT
Walks up Walls.
CLAWS



CLAYTON CLAY
PUNCH



COZY THE RODENT
Turbo Run
SONIC YELP



DOH DOH THE WOODPECKER
Walks through poles
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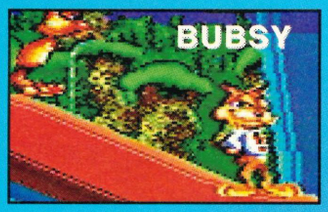
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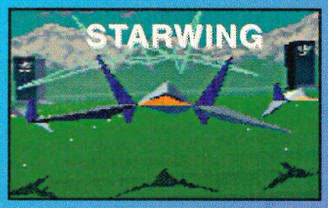
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SUPER PRO

REVIEW
OFFICIAL & IMPORT

PROreviews

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

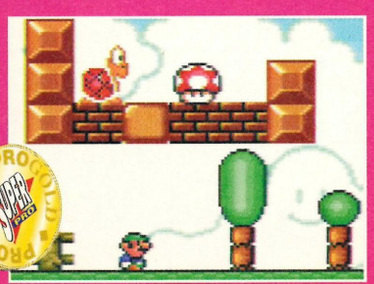
IMPORT REVIEWS cover the mass of SNES games released in America and Japan, the best of which will eventually make their way here. For gamesplayers without an adaptor we hope these will provide an interesting preview of thrills to come. Most gamesplayers however will have access to an adaptor which allows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

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









PROfile

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



At Bournemouth's new Sega World punters play £3 a time to be whirled around in the *R-360*. Now, thanks to Asmik, you can have all the speed of *Afterburner*, and a brand new ground-attack mode, on your SNES. Stuart "Maverick" Wynne gives it a whirl.

Okay, let's get one thing straight – this game is fast! Asmik's DSP chip supercharges Mode 7 for some truly stunning effects. The speed at which the ground whips by is sensational, not even real F-14s can move this fast! Best of all is when you hit the afterburners and do a loop-the-loop, sky and land rolling over with stomach-churning realism. Then when you level out in come the enemy fighters, a mixed bunch of F-4 Phantoms and MiGs which attack in droves. Although they never fill the screen *Afterburner*-style, the jets are well drawn with several different perspectives, and the way they move is surprisingly realistic. It's a brilliant effect when an F-4 flashes across the screen in a milli-second.

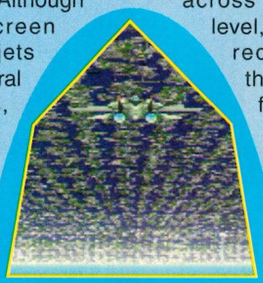
The aim of the game is take out enough fighters – 20 at first – to attract the attention of the Ace pilot who'll provide the level's final confrontation. Faster, meaner and tougher than all the rest he'll take all your skill to bring down. Gameplay is more sophisticated than you first think, besides barrel rolls and loop-the-loops you can use flares to break the lock of incoming missiles. You can also vary your speed, which is critical when you're manoeuvring to get behind enemy jets. And for offence there's two distinct types of missile and a Vulcan cannon. Be careful though – use up all your ammo or fuel and you lose a life!

It all adds up to a lot fun, but perhaps a little repetitive?Perhaps, so Asmik have slung in another, ground attack game. This plays completely differently to air-to-air combat, using Mode 7 in an entirely new way, rotating the land around to provide a very convincing illusion of *Super Air Diving* from 3000ft to 0ft in not very much time at all! In this game you *can* crash into the ground! And there's also plenty of anti-aircraft fire.

My favourite level so far is the night-time runway attack. Rocketing across the target at ultra-low level, turbofans howling with red tracer bullets arcing through the sky is terrific fun. Whereas the air-to-air levels can play a bit samey, despite the varying and very impressive landscapes, the ground attack ones keep you coming back to see what's next.

All of this adds up to a lot of fun, completely blowing away MicroProse's under-powered *F-15*. On the negative side it's a pity the 4MBit cart size has really pared down presentation; there's no taking off or landing scenes, no air-to-air refuelling, no reward sequences. All you get is a Japanese bloke waving at a blackboard of text. At 8MBit *Super Air Diver* could've provided a truly arcade-like experience and – best of all – included an arcade-style rock track rather than the okay-ish, but limited music currently on offer.

As it is this is a fine game, which looks brilliant and plays well too. Tough, suprisingly realistic and very, very fast it's a definite hit!



PRO TIP

Rapidly tap 'R' alone to barrel roll – for quick turns – or with 'up' to do a loop-the-loop. Both manoeuvres are vital for avoiding enemy fire, and getting behind attacking jets.



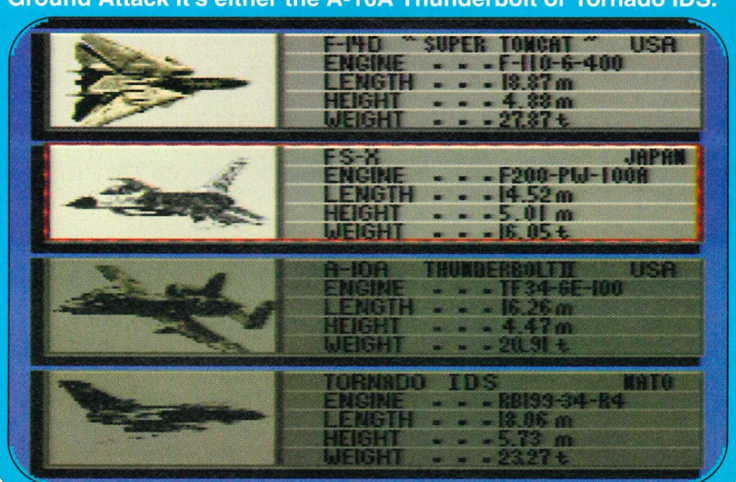
BONUS MISSION

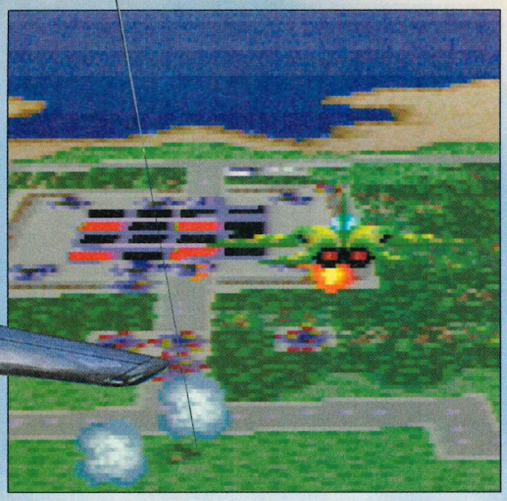
After completing both an Air-To-Air and Ground Attack mission, you get a Special Mission. This bonus level gives you a very tight time limit to gun down some missiles.



SUPER AIR DIVERS

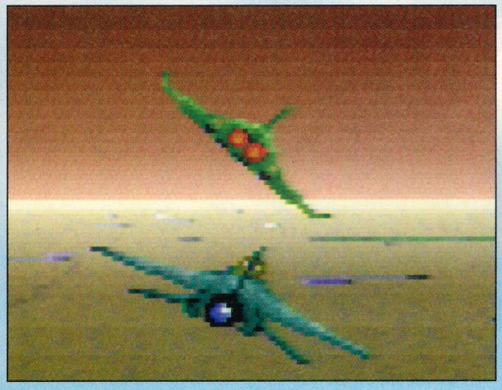
For each mission you have a choice. For Air-To-Air missions you choose between the F-14D Tomcat and the Japanese F-16S-X. For Ground Attack it's either the A-10A Thunderbolt or Tornado IDS.

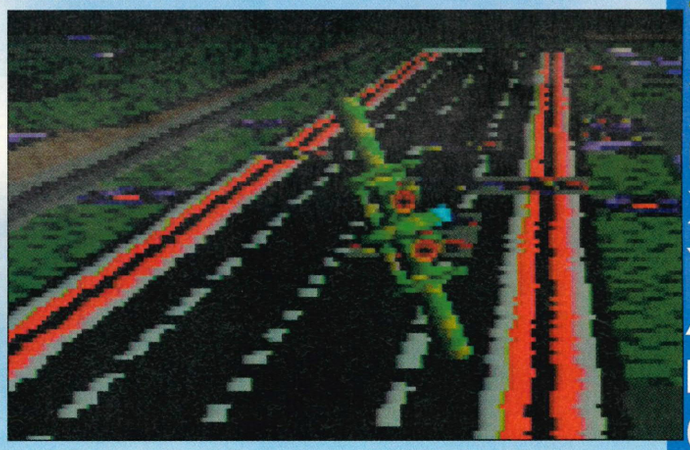






Above, a Tornado missiles a ground target. On the right an A-10 dives from 1191ft to 110ft as it attacks a runway. Arcs of red tracer fire make this one of the most atmospheric levels. Below an F-16SX gets on the tail of an F-4 Phantom.







❶ Altimeter ❷ Speed ❸ Aircraft Damage ❹ Aircraft Attitude
❺ Radar ❻ Cannon Ammo ❼ Target Damage/Fighters Destroyed
❽ Missiles & Flares Ammo ❾ Fuel





Publisher: **ASMIK-SUNSOFT**
Distributor: **MARUBENI**
Tel: **071 8268816**
Price: **TBA**
Out: **October**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **No**
Features: **3–5 continues.**

CONTROLS

REDEFINABLE

- ▲ Dive.
- ▼ Climb.
- ◀ Bank left.
- ▶ Bank right.
- X Flares.
- Y Vulcan Cannon.
- A Missile 1.
- B Missile 2.
- L Decrease speed.
- R Increase speed.

PROS: Two distinct game-styles, both using a DSP chip to provide sensationally fast Mode 7 effects. Sprites are well detailed with plenty of nice touches such as the way the engine flames flicker and flares glow. And behind the visuals there's some solid gameplay, ground attack being especially good fun.
CONS: Presentation is minimal and gameplay can get a little repetitive.

GRAPHICS	89
SOUND	76
GAMEPLAY	83
LONGEVITY	78

PROSCORE **82** SCOREPRO

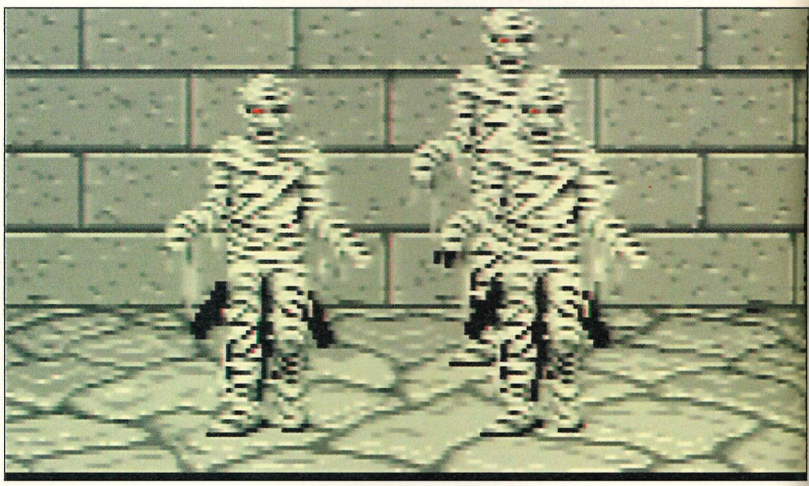
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Dungeon Master

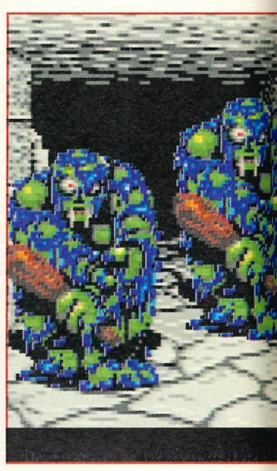


FTL's *Dungeon Master* ranks with *Shadow Of The Beast* as one of the first wave of revolutionary 16-bit computer games, the games that showed why 8-bit was doomed. It took your typical RPG and added state-of-the-art, first person perspective 3-D graphics. *Dungeon Master* was one of the reasons why people bought an Amiga. Five years later it's finally arrived on SNES, so how has it stood the test time wonders David "Gandalf" Westley?



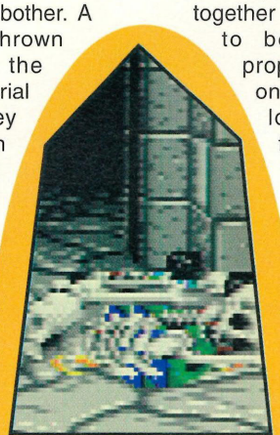
The mummies (above) are particularly nasty because they don't allow you to run away.





Dungeon Master opens in the Hall of Champions, a musty monument to the glory of past heroes and heroines. It's also your last resort as you are Theron, and you're in a spot of bother. A terrible accident has thrown you and your master, the Grey Lord, off the material plane. Worse, the Grey Lord has been split in two with Chaos, his dark side, left behind to wreak havoc.

Although you cannot intervene directly in the material world, you have come to the Hall to revive four champions. Choosing which four is no easy task as their abilities differ wildly, and creating a well balanced team is crucial. Characters have nine attributes, three fixed (Health, Stamina and Mana) and six which can be improved with practice (everything from wisdom to dexterity). Champions are also rated in four categories: Fighter, Healer, Ninja and Wizard, each with 15 levels of expertise from Neophyte to Ark Master. Although each character specialises in one skill, they're still rated for every skill and can become good in them all. It all helps create a sense of real people exploring the dungeon together.



PRO TIP

Make sure you save very frequently, especially if you're about to fight something.

When you've got your team together you can leave the Hall to begin the adventure proper. The game is truly one for the mapper with long, narrow corridors forming increasingly complex mazes. Moving around is difficult at first, but with time it becomes easier. Fortunately the game doesn't instantly plunge you into battle, instead beginning slowly and gradually increasing the challenge.

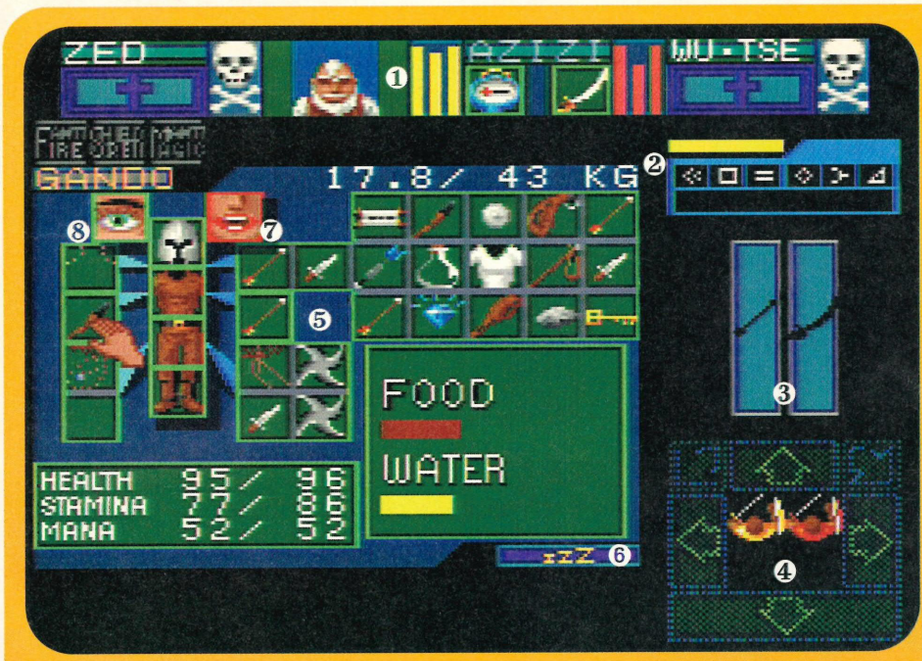
Firstly you have to get to grips with its stepping stone problems. Some stones close doors, so you either have to side-step them, or if you're in a narrow corridor cover them with heavy objects. You'll also find a room with nine booby-trapped stones opening and closing two portcullises – you'll have to work out in which order to tackle them. The next set of puzzles makes you run around for keys, each opening a specific locked door.

Only after you've got to grips with these basic puzzly problems will you be rewarded with your first monster – a sort of tree which fires poison darts at you. It's remarkably unimpressive visually and, though later monsters undoubtedly improve, *Dungeon Master*'s visual are now far from state-of-the-art. The Zombies might look impressive as screenshots, but animation is poor. That said they're still pretty scary chasing you down corridors.

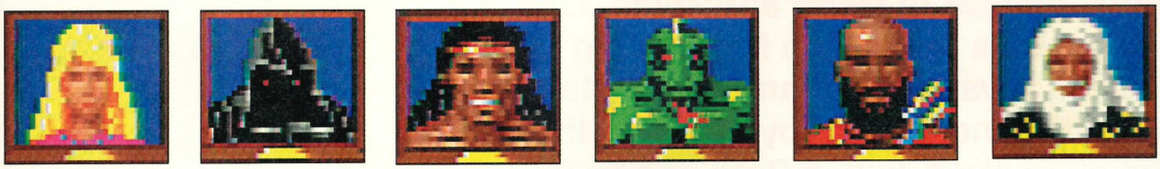
Fighting back is obviously critical. It's also very tactical. It's best to adopt guerrilla tactics – fighting and then running away to recoup lost energy before attacking again. You also have to work out which weapon is best against which creature, and how to arrange your team. When you move around you're moving four characters as a single unit – two in front and two behind. Put the two conventional Ninja or Fighter characters in front, and the two Magicians behind. The reason being that the fighters are not going to be able to reach the enemy otherwise!

You're also going to have to judge your supplies well, learn how to use a stamina spell when you're running low on reserves, how to open locked doors without keys, what the force fields do. Most importantly of all you're going to have to work your way through the simply huge maze of concrete corridors.

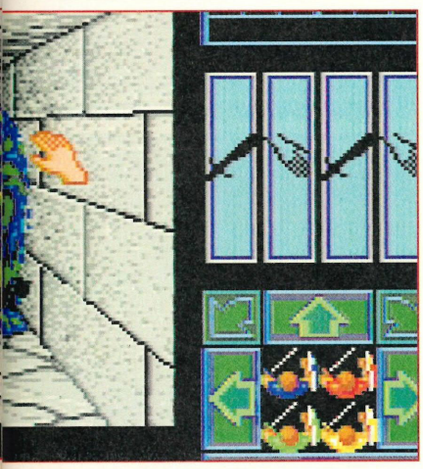
The puzzles may not be as



❶ These three bars represent Stamina, Health and Mana. They remain at the top of the screen, informing you of the state of your character, whatever mode you're in.
❷ This is where you create your spells.
❸ Informs you of what conventional weapons the party has to attack with.
❹ The Directional panel.
❺ Use the boxes on the immediate right of the player to place your weapons.
❻ The sleep option. It replaces lost stamina, health and/or mana in seconds – use it regularly! ❼ Use the mouth option to eat. Simply move food over it via the B button and release! ❽ The Eye option allows you to examine objects you've picked up. It will also access the level screen mode.

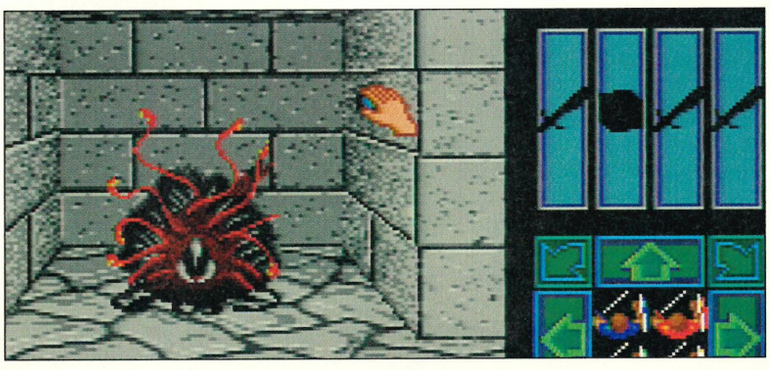


The monsters on the left are almost impossible to kill with conventional weapons. Use a fireball however and you can destroy both of them in a single turn. Below, a tough, but slow tree monster.





The spiky thing below camouflages itself as a huge grey boulder. Try and get past it though and it turns itself inside out revealing this shrieking tentacle. It's tough to kill, but like the tree, very slow.



sophisticated as *ShadowRun*, but the first person perspective is more immediately involving. Using a DSP chip, movement is quick, although you move in distinct steps rather than having the walls being animated to move past you. Nor is the detail particularly fine, Psygnosis's *Obitus* and Ocean's *Jurassic Park* both seem more sophisticated. Sound effects are also limited, but none of this distracts from what's still a very enjoyable and enthralling game. There's lots to do and think about, a substantial challenge and I'd recommend it to anyone who fancies playing something a bit more mindful than blasting aliens. A toP, tOP, TOP RPG!



Publisher: **JVC**
Supplier: **GAMES HQ**
Tel: **0702 603215**
Price: **£59.99**



Players: **1**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Yes**
Features: **Masses of puzzles.**

CONTROLS

- Cursor up.
- Cursor down.
- Cursor left.
- Cursor right.
- X – Change move mode.
- Y – Dungeon/inventory view.
- A – Option/dungeon view.
- B – Execute action.
- L – Switch character.
- R – Switch character.

PROS: Extremely absorbing – you won't want to eat or sleep while your playing this. A strong learning curve will keep up your interest throughout the game. Masses of puzzles to really stretch your mind.
CONS: Graphics aren't always top notch. Animation is laughable, though enemies are good as static sprites. In game music can get a little irritating.

GRAPHICS	70
SOUND	78
GAMEPLAY	88
LONGEVITY	90

PROSCORE
85
SCOREPRO

MAGIC!

BATTLETOADS IN BATTLEMANIACS



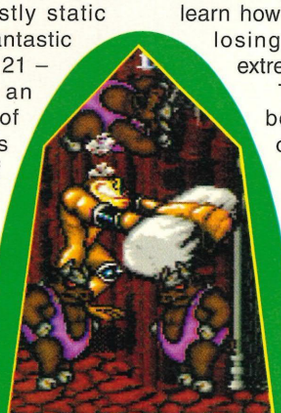
This eagerly awaited release comes from Rare, English developers whose track record bears comparison with Sigeru Miyamoto, creator of Mario and Zelda. Like Miyamoto, Rare has a reputation for creating imaginative, innovative, brilliantly playable games. Thanks to NES and Game Boy versions the Toads are already huge stars, with a Rare engineered coin-op well on the way. Stuart "Play The Game" Wynne dukes it out with a legend.

SNES Battlemania starts well with a pounding rock track accompanying a fine intro of mostly static screens. It seems a fantastic new invention – TRIPS 21 – can turn games into an alternate reality, but, of course, Something Goes Wrong. A quartet of Psyko Pigs storm through the portal, kidnap a young woman and Zitz, one of the famous Battletoads trio. The remaining toads, Rash and Pimple, give chase under the guidance of Prof T. Bird.

The beaky Prof and the improbably curvaceous Dark Queen swap quips throughout the rest of the adventure, popping up between levels, helping bind no less than seven games into a single quest. The first game is a spectacular start, a superlative beat-'em-up which plays even better than *Teenage Mutant Heroes IV*. To begin with, the level seems very tough, however that old Rare magic shines through and with practice you learn how to get through without losing a life – which is extremely satisfying!

The vertical scrolling beat-'em-up which follows is almost as good, and the first bonus section plays almost as good as it looks. Racking up the bonus points gives that good, satisfying feel that's the hallmark of a quality game. But hereafter, the game begins to deteriorate. The games become simpler and less graphically impressive at the same time as difficulty goes rocketing upwards.

The Speeder Bike race has your eyes frantically scanning the flickering screen as your fingers scrabble to keep up. It's almost a parody of a cynic's view of video gaming: a brain-dead



PRO TIP

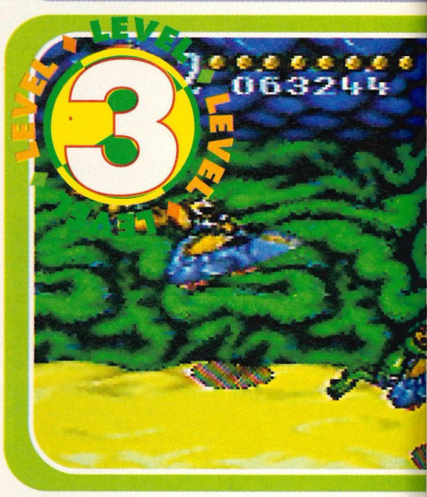
When being attacked by three Psyko Pigs, go into a corner so only one can get at you at a time.

THE FORREST

The Battletoads jump on hoverpads for a vertical variant on Level One's beat-'em-up action. But besides thumping mutant Wasplings, dragon heads, Lazbots and magnet-wielding Sparkz rats, you must also cope with whirling fans, cannon-fired Ratso's and, finally, a fast-scrolling trip through a spike-lined passage.

VERDICT: Good fun.





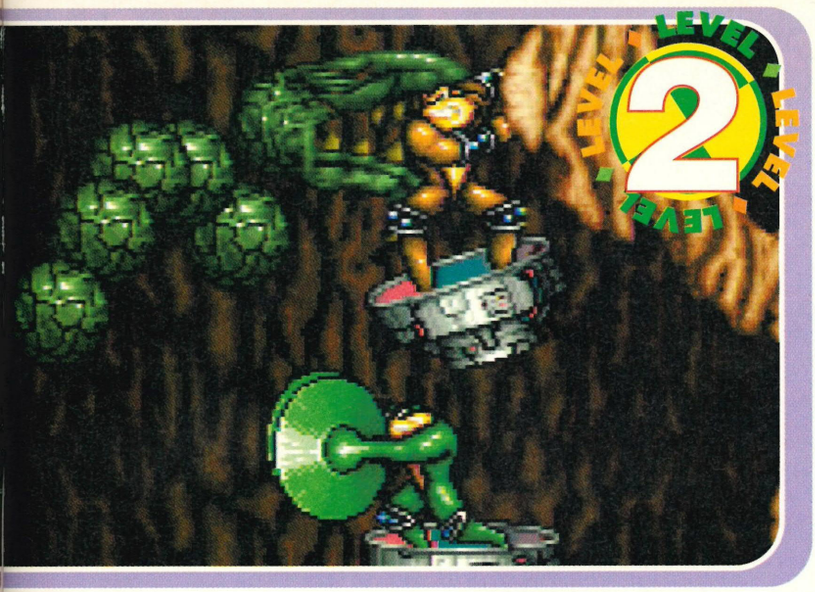
KHAOS MOUNTAINS

This is basically a scrolling beat-'em-up. Psyko Pigs and Skellington Bones provide the opposition with as many as three on screen at any one time. There's also burning bridges, falling fireballs and dramatic earthquakes – massive chunks of land rising and falling with often fatal consequences. At the level's end possibly the biggest SNES sprite ever lumbers on – Rocky the Petrified Pig!

VERDICT: Excellent. Quite why SNES programmers find it so hard to duplicate the high-impact, fast-action fun of Sega's *Golden Axe* is something of a mystery. Rare have succeeded brilliantly however. Crunching sonics, well-proportioned sprites and intelligent attack patterns make for a storming beat-'em-up.

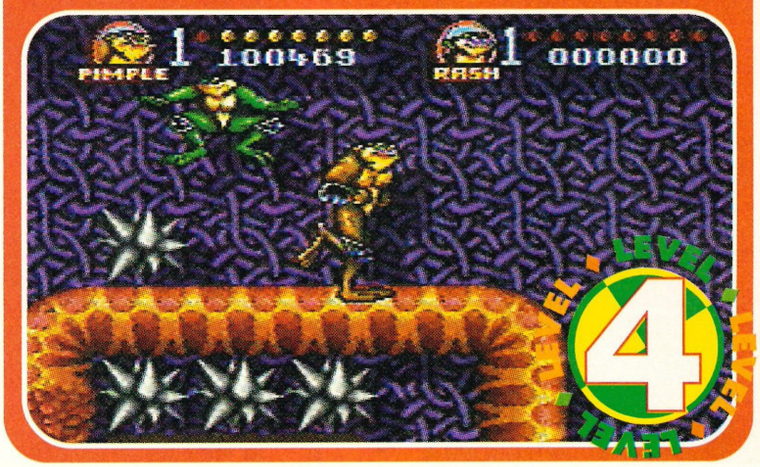






KARNATH'S REVENGE

Super Mario World's slippery snakes return, bigger and meaner than ever before. The idea is that you leap on a snake and must keep on it, running along it, shinning up it, until it's time to leap onto another snake – all the time avoiding lethal spikes.
VERDICT: Looks nice and plays well, but it's a bit thin to sustain three murderously tough levels.





SPEEDER BIKES

Hoverpads are switched for aptly titled Speeder Bikes. The objective is simply to survive! To give you some – slender – chance the various obstacles briefly flash at the right of the screen before scrolling on. Walls must be avoided, barriers leapt and ramps used to cross increasingly large gaps.
VERDICT: Starts fast and just keeps getting faster. A superb test of human reactions, but leave your brain at the door.

The Battletoads chopper takes them to Tibet, where a new invention is to be shown. But Psyko Pigs storm in, on the orders of evil Silas Volkmire.



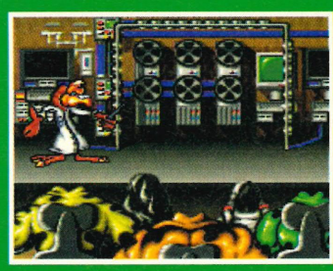


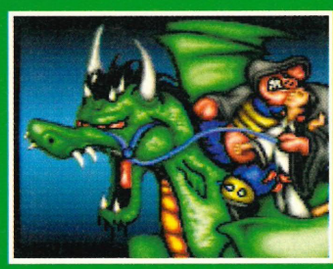
TRAKTORS

And you thought the Speeder Bikes were tough? The rocket-propelled Traktor's take you on a rickety roller coaster ride with plenty of gaps to leap. The slightest hesitation will be fatal with Rat Rocket on your tail.
VERDICT: Simplistic and extremely tough. If Karnath didn't have you ripping your hair out this will.







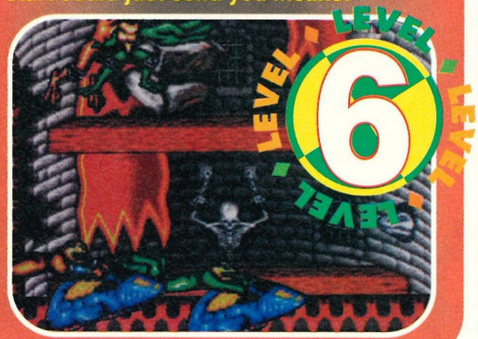




VOLKMIRE'S LAIR

The Lair turns out to be a downward-scrolling castle, a crumbling site for the ultimate rat race. If the rat reaches the end of a stage before you he blows you up! Success depends on scampering down the castle without making any errors. On some sections you're falling and must try to avoid touching the floors at all, just to keep speed up. You can punch the rat to, hopefully, divert him for a milli-second or so but your timing must be perfect.

VERDICT: Another no-brainer reaction test. Going head-to-head with the Dark Queen and finishing this mega-tough game is a formidable incentive, but dying and going all the way back to the start could just send you insane!



BONUS GAMES

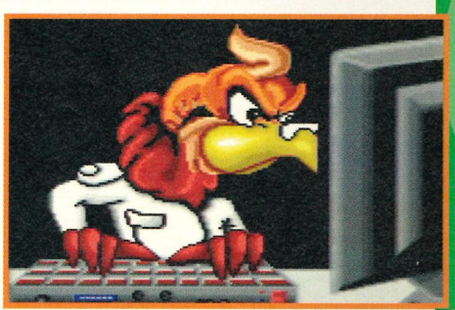
This game comes up every couple of levels to give you a chance of earning an extra lives. The Toads are on draughts, zipping across a stunning mirrored floor. Their objective is to collect the bowling pins while avoiding booby-trapped pins and rats! Collect enough bowling pins, and survive the rat attacks, to gain an extra life.

VERDICT: It's a simple idea but fast and utterly compulsive.





The Dark Queen and Prof T. Bird swap quips between levels. Below is Level One's end with the massive Petrified Pig lumbering into battle. Our brave, heroic Battletoads look just a little nervous – showing off the stunning animation – while in the background a monument to the statuesque Dark Queen looks on.



test of back-brain reflexes. This would be fine as a one off, a bonus game preferably, but the games that follow, especially the Traktors and Volkmire's Lair are much the same. There's little to think about, too much to do and too little time to do it in. The simultaneous two-player mode, excellent on the early stages where you can fight together, even throwing each other around, becomes almost irrelevant with little opportunity for player interaction. In fact, you end up being more of a hindrance than a help!

Hardened gameplayers may, as Ash says of the Alien, appreciate the purity of its design, of its challenge. However for most, the later levels offer too little in the way of enjoyable playability to compensate for the exceptional difficulty level.





Publisher: **TRADEWEST**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£49.99**



Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Optional ability to hit each other!**

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X — Pick up.
- Y — Jump.
- A — Jump.
- B — Action.
- L — No function.
- R — No function.

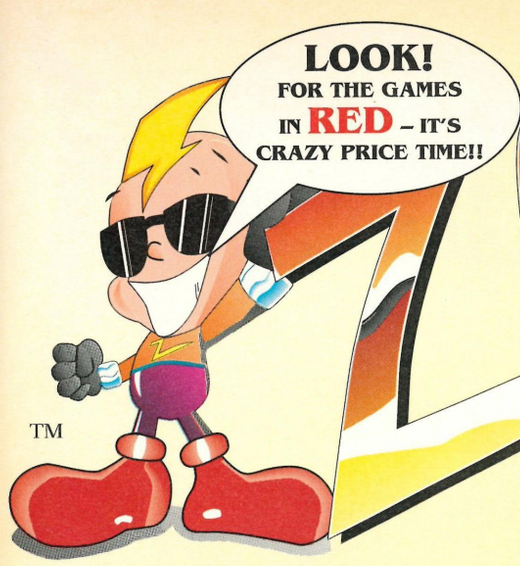
PROS: The first level is the best two-player scrolling beat-'em-up yet. Later levels offer a stunning variety of game-styles, from riding snakes to fast-moving speeder bikes. Top-notch graphics are accompanied by crunching sound FX and a thumping rock track.

CONS: But the games get both simpler and harder, and only players with lightening reactions will find the two continues enough to get through the game.

GRAPHICS	91
SOUND	90
GAMEPLAY	81
LONGEVITY	86

PROSCORE
82
SCOREPRO

THE ULTIMATE CHALLENGE?



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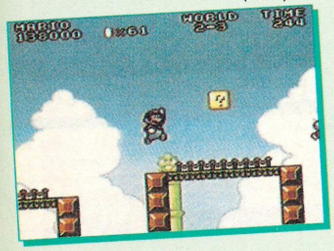
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STREET FIGHTER II TURBO

HYPER FIGHTING



After knocking out dozens of sickly contenders, the undisputed king of beat-'em-ups has finally met a worthy opponent... the 20Mbit Turbo version! But does the new game really have enough to send its predecessor down for the count, or is the match too close to call? Ryan "Boom Boom" Butt gives you the full low down.

The year's most eagerly awaited (and certainly most expensive) release kicks off with the familiar, Mode 7 spun *SFII* logo – then flashes on the word 'Turbo'. It's all much as before, except almost everything has been subtly enhanced!

Beyond the presentation *Street Fighter II Turbo* is unbelievably true to its coin-op counterpart, even more so than the stunning original. Of course, the first thing you try out is the full, four-star speed setting. This really is very fast – anyone who's used Datel's *SFII* SpeedFighter codes will know what it's like! However speed is by no means the end of the improvements. All of the twelve backgrounds have been changed, the colours radically altered – in my opinion much for the better – becoming darker and more realistic. My favourites are the picturesque sunset on Guile's stage, and Ryu's Dojang by night!

The characters have also been changed, their clothes are different colours, and more subtly their features have become more detailed. It looks as though the years of battle have finally taken their toll – they all look rougher and 'arder!

Sonics are even more impressive; while tunes are little changed, sound effects are radically improved with much more sampled speech. *Turbo* superbly recreates the coin-op's atmosphere with all of the background crowd noises, stage select speech and, yes, the voice counting down the continue timer! I'm delighted to say they've even included the roaring of the elephants on Dhalsim's stage!



PRO TIP

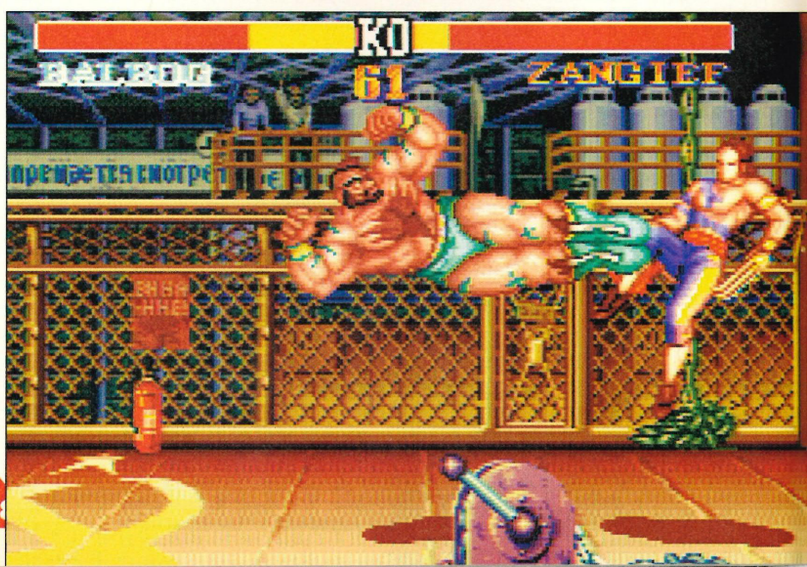
By pressing DOWN, R, UP, L, Y, B, X and A on controller 1, when the Capcom logo is displayed, you'll disable all of the special moves!

Of course, the most enjoyable aspect of the original was learning each character's special moves – it was a real thrill pulling them off in combat with your adversaries – so it's good news that Capcom have put in all the coin-op's extra new moves, meaning veterans of the original have plenty to learn.

For example, Chun-Li now has an all-new fireball move and a spectacular overhead flip, which has the lovely maiden kneeing her unsuspecting opponent in the back. Even more stunning is how Dhalsim can teleport to a different part of the



Ryu (now clad in blue) settles an old score with M. Bison. Note the new background colours on Ken's stage (above). Taking into account how useless he was in the original game, Zangief has now been tweaked so that he is almost equal to the others (below).







Honda attacks from the air with his new somersult jump (left)! The four faces of evil (below). Ken gets a surprise from Chin-Li (below left). Balrog gets a bit of a shock when Blanka gets in wearing shorts, and little else (far left)!





THE EVOLUTION OF SFII

If you're unfamiliar with original, (horror), here's a brief recap on the basic structure. There's two basic modes, one is the Championship where you fight your way across the globe, meeting each of the seven other fighters in a best of three bouts, before going on to meet four bosses, one by one. You have infinite continues and when you lose you can change your character. Also, when you beat three fighters you get one of two bonus rounds, where you have to demolish either a car or a pile of bricks in a set time limit.

In the Versus Mode you pick two fighters to go head-to-head. The second fighter can be computer or human-controlled. Once the three-round bout is finished, you can change characters, skill levels and locations (12 in all), but the computer still keeps count of the win/loss record.

In the arcades this was originally replaced by The Championship Edition which added a few new extra moves (on top of the old ones), allowed players to have identical characters face off against each other, and, best of all, let you control the bosses. This was in turn replaced by Turbo, which reworked the graphics, added yet more moves and massively increased speed.

SNES *Turbo* offers both Championship Edition and Turbo Modes, but to save memory both share the same graphics which are, fortunately, the enhanced ones from Turbo! It also restores the coin-op's third, barrel-bashing bonus round which was omitted from the original *SFII* conversion.

Possibly the best news is that for anyone previously hesitant about buying the ultimate beat-'em-up, the still excellent original should now become a lot commoner – and cheaper! – as a second-hand buy!



It would appear that *Street Fighter II Turbo* has moved on in leaps and bounds over the SNES original. The picture above shows some of the more subtle differences, and acts as a clear comparison between the lavish colours of *Turbo* (left) and the not-so-striking appearance of the original (right).

STREET FIGHTER II'





RYU

From: JAPAN
Date of Birth: 21st JULY 1961
Height: 175cm
Weight: 68kg
Sizes: CHEST 112cm, WAIST 81cm HIPS 85cm
Blood Group: O

Ryu is the most accomplished of all the fighters. He has spent many painstaking years mastering the art of the lethal Dragon Punch, and the equally effective "Ha Dou Ken" (fireball). His speed and agility make Ryu a good all-round fighter, and a worthy opponent for anyone brave enough to take on his might!





(1) Tornado Kick, pull DOWN, DOWN LEFT, LEFT, and at the same time press KICK. (2) Rolling Throw, get close to your opponent and press L. (3) Fireball, pull DOWN, DOWN RIGHT, RIGHT, and at the same time press PUNCH. For more moves, see Ken.



GUILE

From: USA
Date of Birth: 23rd JAN 1960
Height: 182cm
Weight: 86kg
Sizes: CHEST 125cm, WAIST 183cm, HIPS 89cm
Blood Group: O

After fulfilling his childhood dream of joining the special services, Guile's extensive army training has given him the confidence to compete in the Street Fighting tournament. While flying F-16's on hell-raising missions, Guile managed to harness the Sonic Boom – a deafening clap of sound which has much the same effect as Ryu's fireballs.



(1) Flash Kick, Pull DOWN for 2 seconds, then push UP and Kick. (2) Sonic Boom, Pull back for 2 seconds, then push forward and PUNCH. (3) Back Slam, get close to your opponent and press L. (4) Overhead Throw, get close to your opponent and press X. (5) Knee Thrust, get in close and press A.





E. HONDA

From: JAPAN
Date of Birth: 3rd NOV 1960
Height: 185cm
Weight: 137kg
Sizes: CHEST 212cm, WAIST 180cm, HIPS 210cm
Blood Group: A

E. Honda is a renowned Sumo Wrestler who wasn't content with the opponents in his preferred sport, so he turned his attentions to the ultimate challenge! Besides his awesome Sumo skills Honda has developed the amazing ability of launching himself into the air as an awesome Sumo Torpedo! What Honda lacks in speed, he makes up for in strength!



(1) Sumo Torpedo, pull back for 2 seconds, then push forward and PUNCH. (2) Bear Hug, get in close and press L. (3) Mobile Hundred-Hnad Slap, press Punch repeatedly, then move LEFT or RIGHT. (4) Knee Smash, get in close and press R. (5) Super Heavy Weight Drop, push DOWN for 2 seconds, then UP and PUNCH.





KEN

From: USA
Date of Birth: 14th FEB 1965
Height: 176cm
Weight: 76kg
Sizes: CHEST 114cm, WAIST 82cm, HIPS 86cm
Blood Group: B

After training at the same Dojo as Ryu, Ken has mastered the same fighting techniques as his fellow student, with Hurricane Kicks, Dragon Punches and the famous "Ha Dou Ken" (fireball) move. However, being a Yank, countless junk food binges have taken their toll on Ken's agility, so he lacks the ultra-fighting speed of Ryu!



(1) Fireball, pull DOWN, DOWN RIGHT, RIGHT and press PUNCH. (2) Tornado Kick, (see Ryu). (3) Dragon Punch, pull RIGHT, DOWN, DOWN RIGHT and PUNCH. (4) Rolling Throw, get in close and press R. (5) Aerial Tornado Kick, whilst in the air, pull DOWN, DOWN LEFT, LEFT and at the same time press KICK.





BLANKA

From: BRAZIL
Date of Birth: 12th FEB 1966.
Height: 192cm
Weight: 98kg
Sizes: CHEST 198cm, WAIST 120cm, HIPS 172cm
Blood Group: B

Blanka was raised in the jungle, by wild animals, after a plane crash orphaned him. His unusual up-bringing has lead him to adopt beast-like qualities, most infamously in his face-eating special move. During his time in the wild, Blanka also managed to harness the power of electricity, giving numerous opponents a very nasty shock!



(1) Rolling Attack, pull back for 2 seconds, then push forward and PUNCH. (2) Electric Thunder, rapidly press the PUNCH button. (3) Face Bite, get in close and press L. (4) Vertical Roll, push DOWN for 2 seconds, then push UP and PUNCH.



CHUN-LI

From: CHINA
Date of Birth: 1st MAR 1968.
Height: 170cm
Weight: IT'S A SECRET!
Sizes: BUST 88cm, WAIST 58cm, HIPS 90cm.
Blood Group: A

After the death of her father at the hands of M. Bison, Chun-Li swore vengeance on the current world champion! Chun-Li's ultra-fast speed and immense kicking power make her one tough cookie. In the original *Street Fighter II*, her special moves were limited, but since mastering the awesome Kikou-Ken (fireball), she's not taking any prisoners this time!



(1) Kikou-Ken, rotate the pad 180° downwards from LEFT to RIGHT, then press PUNCH. (2) Knee Jab, get in close and press R. (3) Spinning Hard Kick, push DOWN for 2 seconds, then UP and KICK. (4) Ground Slam, get in close and press L.



STREET FIGHTER II



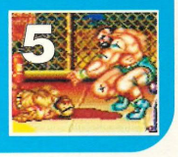


ZANGIEF

From: RUSSIA
Date of Birth: 1st JUNE 1956
Height: 211cm
Weight: 115kg
Sizes: CHEST 163cm, WAIST 128cm, HIPS 150cm
Blood Group: A

This Russian power-house abandoned his wrestling career as there were too many rules to abide by! No-holds barred Street Fighting is much more to his taste as one of its strongest contestants. New moves such as the user-friendly Spinning Piledriver, and high speed Double Lariat, make him a very tough opponent.





(1) Double Lariat, press all three PUNCH buttons together. For a High-Speed Lariat, press all three KICK buttons together. (2) Back Drop, get in close and press L. (3) Piledriver, get in close and press Y. (4) Spinning Piledriver, get in close, then rotate the pad 360° and press PUNCH. (5) Ground Slam, get close and press R.



VEGA

From: SPAIN
Date of Birth: 27th JULY 1967.
Height: 186cm
Weight: 72kg
Sizes: CHEST 121cm, WAIST 73cm, HIPS 83cm
Blood Group: O

Vega is so concerned for his looks that he wears a mask during the game! Vega's long claws mean that he can attack from long range, but these can be broken-off if you catch him with some quick punches and kicks! Vega is second only to Chun-Li when it comes to speed, and his special moves are the most spectacular in the game, especially his Izna Drop!



(1) Rolling Crystal Crash, push back for 2 seconds, then forward and PUNCH. (2) Flying Barcelona Attack, push DOWN for 2 seconds, then UP and KICK. Finish off by pressing PUNCH. (3) Back Slam, get in close and press L. (4) Izna Drop, same as (2), except finish off by pressing DOWN and PUNCH.



DHALSIM

From: INDIA
Date of Birth: 22nd FEB 1952
Height: Usually 176cm
Weight: Usually 48kg
Sizes: CHEST 107cm, WAIST 46cm, HIPS 65cm
Blood Group: O

Dhalsim is a yoga expert, who, due to his incredible skills, can stretch his pencil-like limbs to three times their normal length. So it goes without saying that he is essentially a long range fighter! Dhalsim can also summon flames from the depths of his lungs, and now has the new-found ability to baffle opponents by teleporting himself around the battle ground!





(1) Yoga Flame, rotate the pad 180° downwards from LEFT to RIGHT, then press PUNCH. (2) Yoga Fire, pull DOWN, DOWN RIGHT, RIGHT and press PUNCH. (3) Yoga Nudgie, get close and press X. (4) Head Butt, get close and press L. (5) Teleport, push RIGHT, DOWN, RIGHT, DOWN, and all 3 PUNCH buttons.



SAGAT

From: THAILAND
Date of Birth: 2nd JULY 1955.
Height: 226cm
Weight: 78kg
Sizes: CHEST 310cm, WAIST 86cm, HIPS 95cm
Blood Group: B

Sagat stills bears the scars of defeat at the hands of Ryu in the last tournament, so now he's returned with a vengeance!
His extensive 12 month training session has taught him how to perfect his timing, so now he can perform his Tiger Shots and Tiger Uppercut with frightening efficiency!



(1) Groung Tiger Shot, pull DOWN, DOWN RIGHT, RIGHT and KICK. (2) Tiger Shot, pull DOWN, DOWN RIGHT, RIGHT, and PUNCH. (3) Tiger Uppercut, pull RIGHT, DOWN, DOWN RIGHT and PUNCH. (4) Overhead Throw, get in close and press X.



BALROG

From: USA
Date of Birth: 4th SEP 1968
Height: 198cm
Weight: 102kg
Sizes: CHEST 120cm, WAIST 89cm, HIPS 100cm
Blood Group: A

Balrog is an ex-boxer who was allegedly banned from the ring for being too sadistic! He relies on his vast arsenal of power punches to deck his opponents. His lack of speed and overall technique make him easy pickings for the more agile competitors. However, if he plans his attacks correctly, his bone-crushing punches make him a potential champion.



(1) Turning Punch, push all three PUNCH buttons together. (2) Dashing Jab, pull back for 2 seconds, then push forward and PUNCH. (3) Dashing Uppercut, pull back for 2 seconds, then push forward and KICK. (4) Head Butt, get in close to your opponent and press L.



M. BISON

From: THAILAND
Date of Birth: 17th APRIL ????
Height: 182cm
Weight: 80kg
Sizes: CHEST 129cm, WAIST 185cm, HIPS 91cm
Blood Group: A

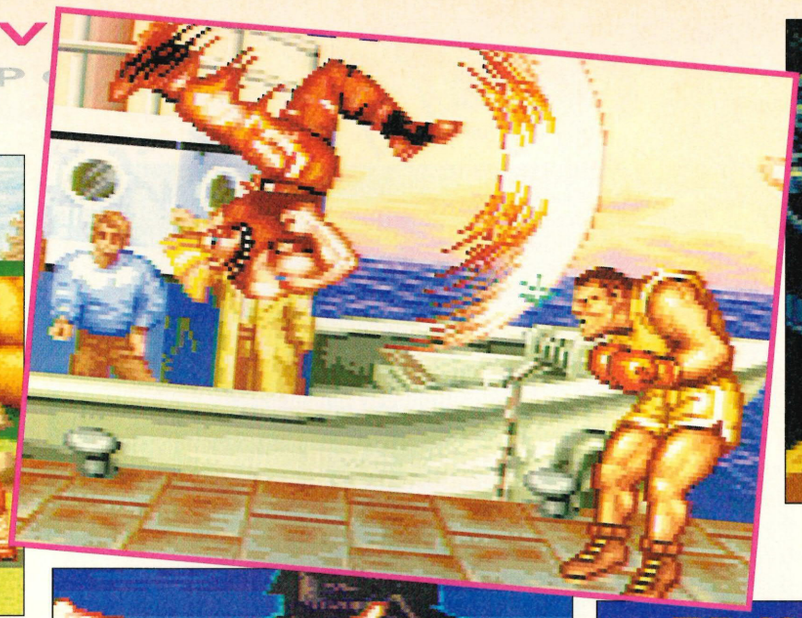
Bison is the current Street Fighting champion, a mystical soldier with many different attack patterns, his most spectacular being the Flaming Torpedo where he transforms into a flaming battering ram! Bison is quick, and has the ability to perform continuous chains of special moves in succession. This makes it easy for him to trap opponents.



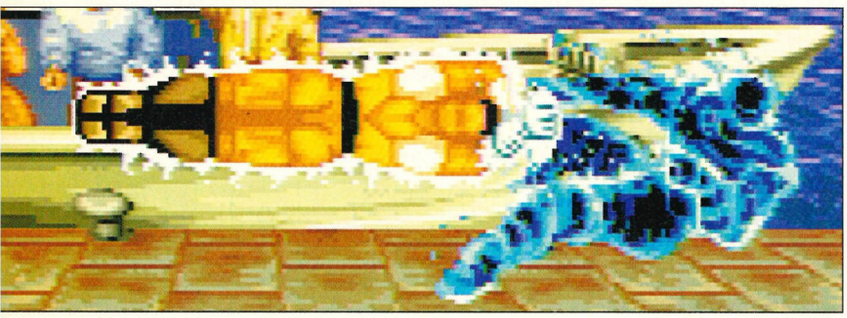


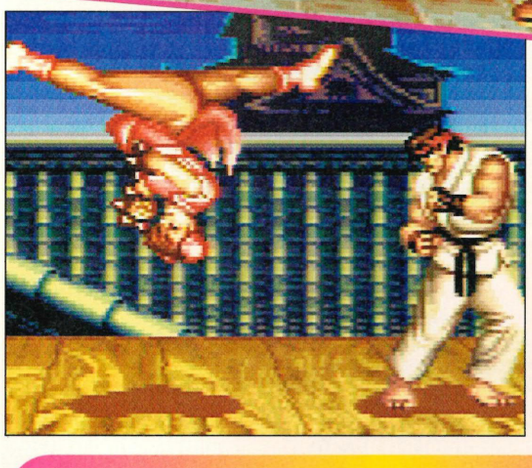
(1) Head Press, pull DOWN for 2 seconds, then push UP and Kick. (2) Double Knee Press, pull back for 2 secs, then forward and KICK. (3) Flaming Torpedo, pull back for 2 seconds, then push forward and PUNCH. (4) High Body Slam, pull DOWN for 2 seconds, then UP and PUNCH. (5) Throw, get in close and press L.





It looks like curtains for Sagat, as Balrog charges up a high-powered turning punch (above). Bison does the dirty with one of his vicious flaming torpedoes (below)!







screen, while Ryu and Ken boast aerial Tornado Kicks. And if that wasn't enough, you've also got to get to grips with Bison's Flaming Torpedo, Vega's Izna Drop and Sagat's Tiger Uppercut!

Another important change is the balance between characters. Whereas in the original, characters like Guile and Honda both had a distinct strength advantage, the programmers have now adjusted things so that no fighter has the edge over another. This makes fights not only fairer, longer and more enjoyable, but more importantly, less aggravating, as it is now possible to get out of a corner once you're boxed in!

All of this means that the ultimate beat-'em-up has got even better as a two-player game – obviously the best part of the game. In one-player mode the enhancements aren't quite as impressive. The overall challenge has been improved, but to *SFII* veterans it's not that much tougher and the ability to practice – or even play the bosses further – lessens the challenge. It's also not as satisfying winning through to the end since the bosses now seem less special – a brand new set would've enhanced one-player lastability no end!

But, in conclusion, without doubt you need a version of *SFII*. Even if you don't like beat-'em-ups you'll like this. It's huge fun and just messing around with the single-button standard moves is brilliant. As a two-player game only *Super Mario Kart* comes close – with so many characters and moves the appeal is all but endless. *Turbo* adds more characters and moves to enhance that lastability yet further, reinvigorating my interest in a game we've been playing since SUPERPRO started! Despite what Stu says about *StarWing,* I'd pick this as the best SNES game by far – instantly appealing (whether you've played the original or not), highly addictive and incredibly well presented.

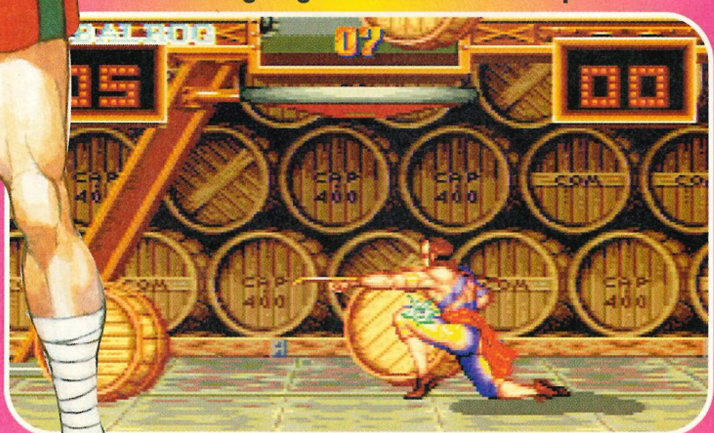
Of course, to really get the most out of the speed advantage you need a Japanese or American SNES using a SCART lead. On a PAL SNES the speed increase, though still quite noticeable, isn't quite as breathtaking. But whatever your machine, if you can afford to, get this game now!

BONUS STAGES



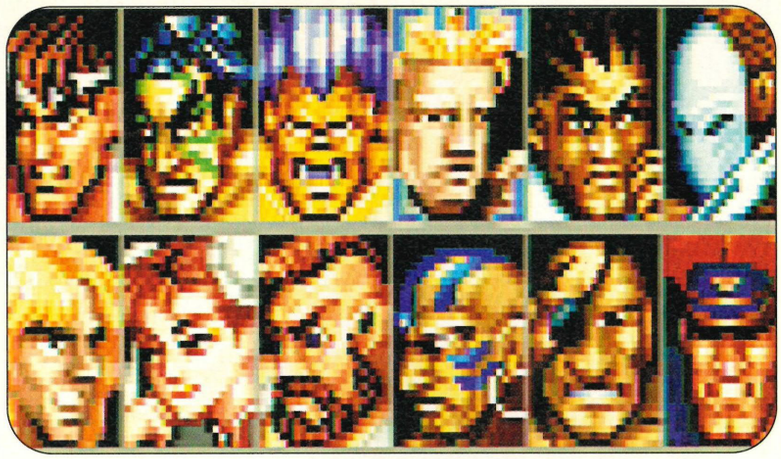


The first two bonus stages are pretty much the same as the original, except that the car is easier (especially if you're Ken or Ryu). There is also the inclusion of the barrel-bashing stage as seen in the coin-op.





Guile reverts back to his brown colour when playing in the Championship mode (left).





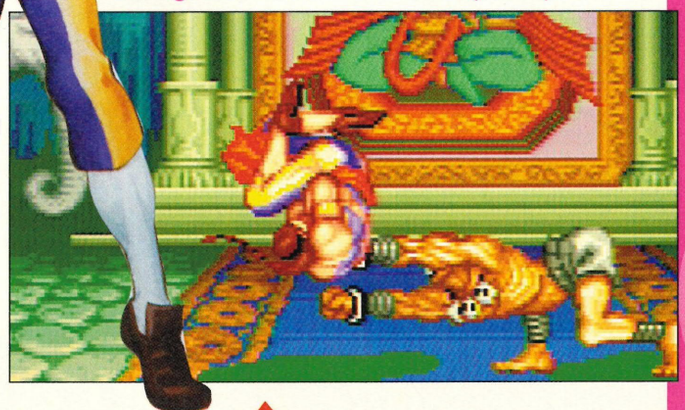
Guile takes a beating from Bison on his home turf (right)! Ryu's miming stage act (below)!







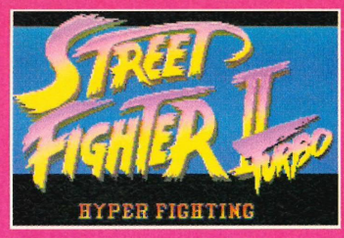
Chun-Li takes the crown in one of the new ending screens (above). Vega uses his triple rolling attack to outwit Dhalsim (below).



ACTION REPLAY CODES

That's right, no sooner had this epic game been released in Japan, than Datel were hot off the mark to come up with a few spanking-new codes to raise the challenge even further!

7E0530B0 – Infinite energy for player 1.
7E0730B0 – Infinite energy for player 2.
7E18F399 – Stops the timer.
7E054515 – Changes the colour of player 1.
7E1C880E – Turbo Turbo edition.
7E05E609 – Fast fireballs and Sonic Booms for player 1.
7E07E609 – Fast fireballs and Sonic Booms for player 2.



Publisher: **CAPCOM**
Supplier: **GAMES HQ**
Tel: **0702 603215**
Price: **£99.95**
UK Release: **October**

Players: **1-2**
Skill Levels: **7**
Cart Size: **20Mbit**
Save Game: **No**
Features: **Simultaneous two-player action, four levels of turbo speed.**

CONTROLS

- Jump.
- Crouch.
- Move left.
- Move right.
- X – Medium punch.
- Y – Light punch.
- A – Medium kick.
- B – Light kick.
- L – Hard punch.
- R – Hard kick.

PROS: Fantastic graphics and sound (check out Vega's winning yodel!). Playability is unsurpassed: it's addictive and compelling with frantic one or two-player fighting action. More characters to choose from, new moves and unbeatable combo's.
CONS: The price! Plus, there's nothing at the end of the game to surprise you.

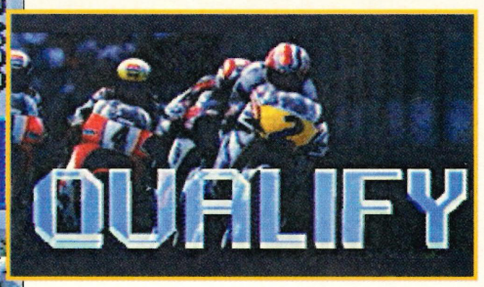
GRAPHICS	95
SOUND	94
GAMEPLAY	96
LONGEVITY	95

PROSCORE
96
SCOREPRO

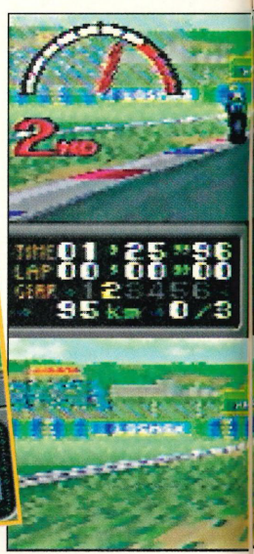
THE BEST JUST GOT BETTER!

GP-1





Right, the two-player simultaneous race. Mind you don't start watching his half of the screen!



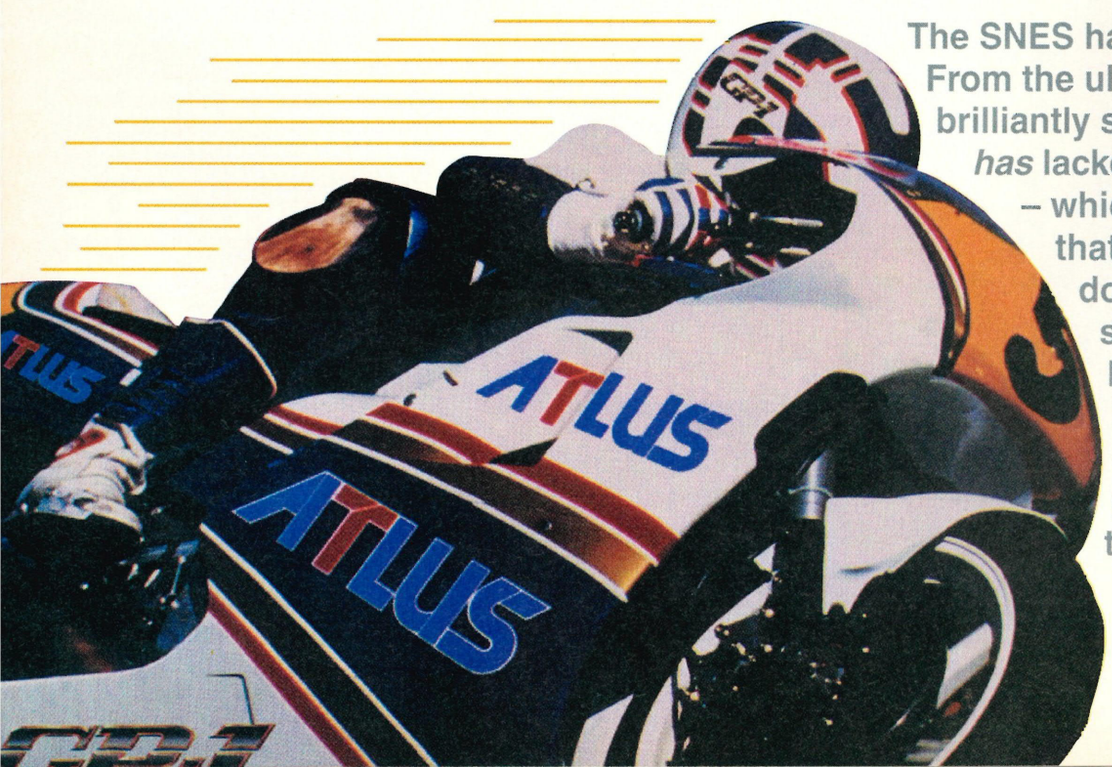




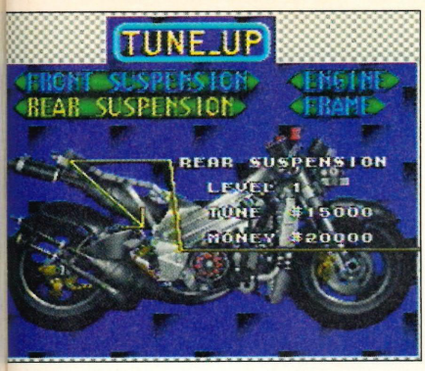
Although this is Atlus' first SNES racer, it has an immediately impressive professionalism about it. The starting grid is chockablock with well-drawn bikers, the colours subtle and effective. Then the starting lights glow red, your rev counter swings over to the right, the lights flash green and the pack breaks apart into a howling rush.

The track itself looks and moves much like *Suzuki F1*'s – only here it's much smoother. In fact the road is *so* smooth it gives off little sensation of speed, which is instead provided by the rough roadside turf rocketing past. Going off onto the grass isn't quite the disaster it can be in real life – speed not limbs are lost here – but getting back up to 292kph takes time and that's in short supply. To succeed you're going to have to learn to use your brakes and gears (if you don't wimp out with automatic!)

The best graphics are undoubtedly the motorbike sprites. On the tight bends your knee goes within millimetres of the tarmac. Crashing into another bike



The SNES has masses of race games. From the ultra-serious F1 sims to the brilliantly silly *Super Mario Kart*. What it *has* lacked so far is a motorbike game – which is strange as there's little that's more hair-raising than doing 170mph with only your skill and some skin-tight leathers to protect you against the tarmac! Now, as Namco's *8-Hours* revs onto the starting grid, Atlus have rolled out their own two-wheeler for Dave "broom broom" Westley to demo his wheelies on.







Turn too fast into corners and you'll leave burnt rubber trailing behind you. It's fun to watch, but can't be too good for your bike!

separates man and machine in spectacular fashion. Then your rider leaps up and starts running with the bike before leaping on. Initially he sits upright, then the engine howls and the bike almost wheelies before it settles, the biker crouching low over the petrol tank as you finally get back in business.

Unfortunately, while *GP-1* gets full marks for slick presentation on the basics, for special effects such as tunnels, changeable weather, night-driving and even the most shallow of hills it earns nil points – there simply aren't any! This leaves the only variety to the various circuits, 13 in all, ranging from the long straights of Hockenhiem to the spectacularly twisted Suzaka. The tracks do play differently, and it takes time to learn them, knowing exactly what to do when turn warning signs come up – however it's not quite enough. Especially disappointing is the absence of road-side objects, advertising hoardings and other graphical treats. It all gets a bit repetitive visually.

Behind the scenes, though, you can keep updating your bike. And these tweaks really do make a difference – probably because you're paying through the nose for them! Prize money isn't easy to come by either, but fortunately, simply by entering the races you're given some cash!

Also welcome is the two-player head-to-head. Here the game's realism comes out well, it all coming down to how well you take corners. Every advance or retreat in your position depends on keeping on the tarmac whilst maintaining speed. Ultimate success requires painstaking accuracy – making your way back after a bad corner takes a lot of effort, especially on simple tracks where few mistakes are made – making every second off the tarmac critical. However this very realism can get a little boring. Whereas in *Super Mario Kart* there's all those funky weapons and wacky competitors, here there's just your manual gears to master. There aren't even any computer competitors on the track in two-player mode: a great pity as this would've offered more opportunity for both racers to come a cropper.

All in all, *GP-1* is fine for the fans, but something of a missed opportunity for everyone else. With a few more details, a few extra options and on track variables this could have been so much better.



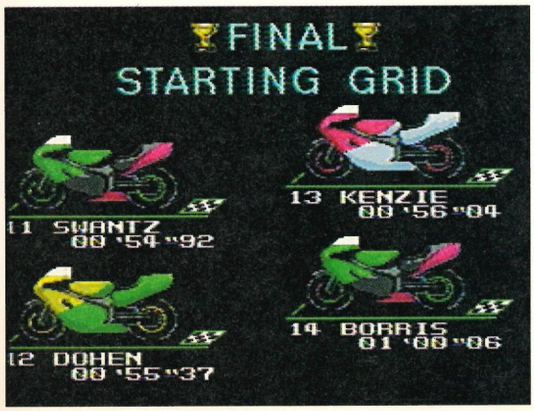
PRO TIP

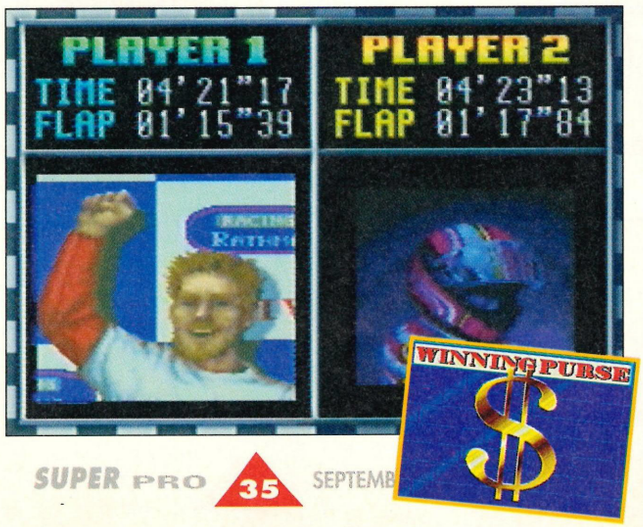
Ram into your partner at the start and you should be able to take the lead!





Like most race games, you're warned when a corner is coming by an arrow. With a little practise you'll soon learn how to react to these. This one (left) is particularly nasty.







Publisher: ATLUS
Distributer: VIDEO GAMES BOX
Tel: 0425 616705
Price: £59.99

Players: 1-2
Skill Levels: N/A
Cart Size: 8Mbit
Save Game: No
Features: Simultaneous two-player.

CONTROLS

- △ Change gear down.
- ▽ Change gear up.
- ◁ Move bike left.
- ▷ Move bike right.
- X No function.
- Y No function.
- A Accelerate.
- B Break.
- L Change gear down.
- R Change gear up.

PROS: Biker and bike are well animated with some particularly nicely done crashes. They also feel good, offering a realistic sense of inertia as they slide through tight corners. The emphasis on accurate driving gives a good, sim-like feel.

CONS: Unfortunately there isn't really enough variety and the simultaneous two-player mode lacks the option to include computer racers for a full 16-bike competition.

GRAPHICS	81
SOUND	77
GAMEPLAY	69
LONGEVITY	63

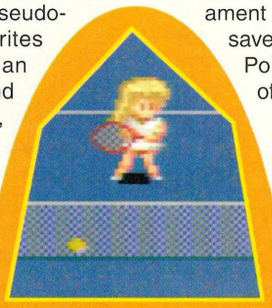
PROSCORE
70
SCOREPRO

COOLY COMPETENT.

SUPER FAMILY TENNIS

Although at first glance *Super Family Tennis* looks unimpressive, as with *Super Tennis,* the cute, cartoony characters are designed for gameplay rather than pseudo-realism. The simple sprites are thus a lot faster than recent tennis games, and the overhead view, although not particularly dramatic, means that each player on the court has a generous view of play. As with *Super Tennis*, the screen still scrolls to keep the ball roughly central and needless to say, with four human players faffing about, keeping everyone on screen can be tricky, but the sprites are smaller than *Super Tennis* for this reason and so it all works well.

One area where *Super Family Tennis* unquestionably wipes the floor with the competition are the options. All possible permutations of human and computer player Singles and Doubles play are on offer. There's lots of male and female characters to choose from, all with distinctive outfits and hairstyles! Of course, there's a world-spanning tournament option, with a password save, but the Unique Selling Point are the huge range of courts.

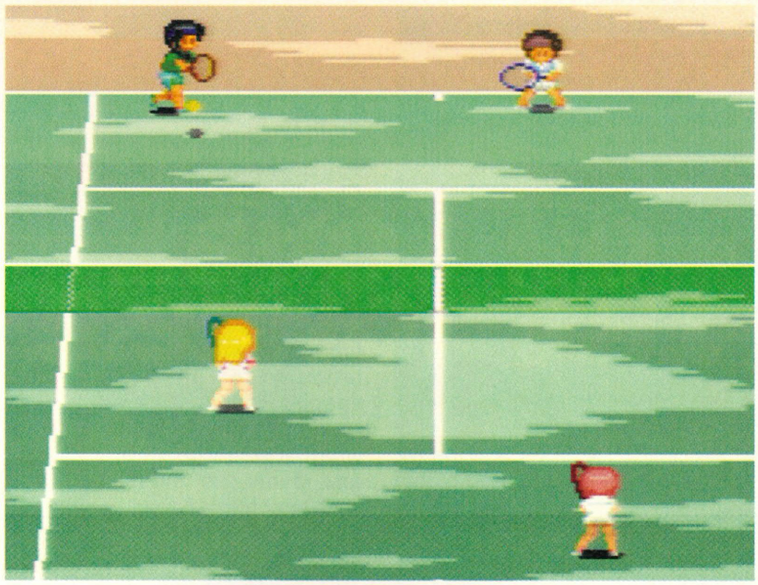


PRO TIP

Don't lob against the computer players unless you're certain they won't be able to get back for it. They usually replay with devestating overhead smashes!

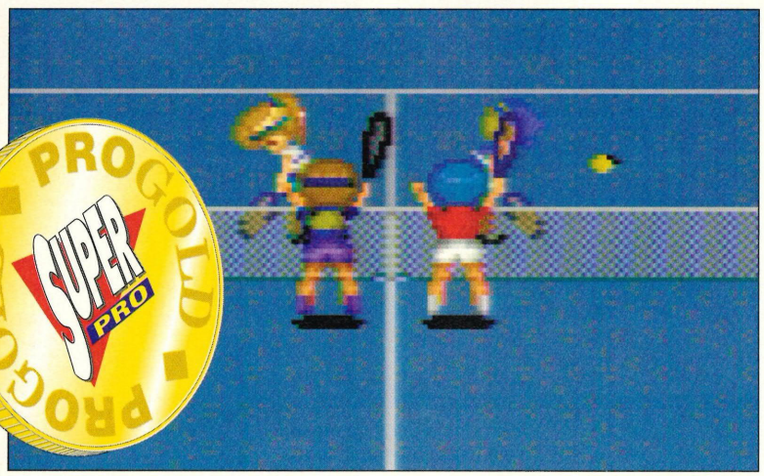
As well as the usual grass, clay and indoor surfaces, you can play on a beach, school yard and even on top of a cliff! These non-tournament surfaces are packed with visual jokes. On the cliff top you see a climber making his way up – only to be knocked off by a stray ball. On an indoor court a leggy waitress parades past with a cocktail tray, while on the beach there's bikini-clad babes and a beach boy who gets stunned by a coconut if you hit the tree!

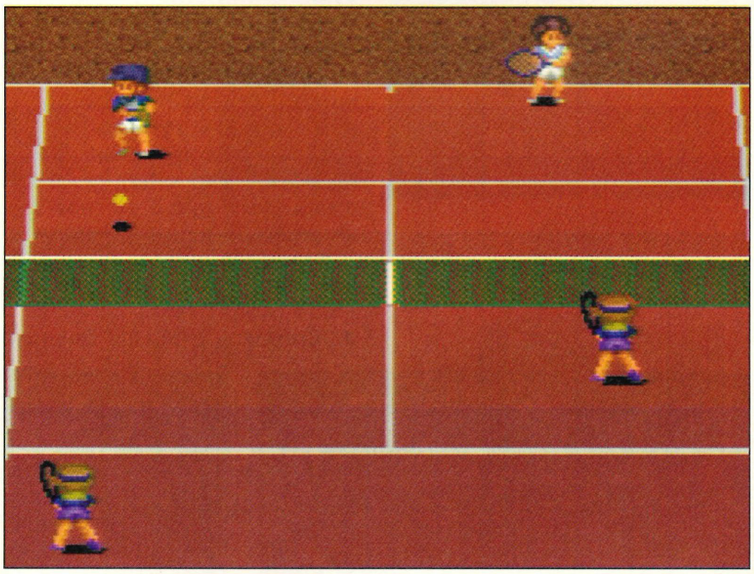
There's also a tennis court which begins overcast, then clears up, with bright sunlight casting well-

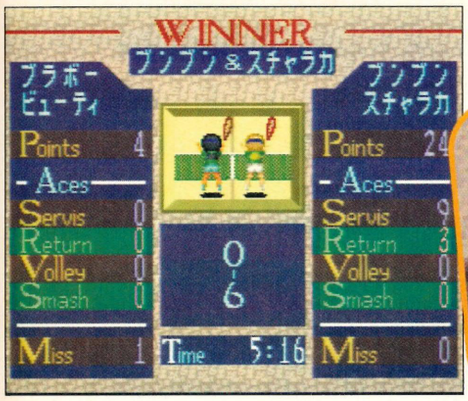




Above, a misty day at the school yard. Below, your rather damp spectators on the beach court. To the right, some of the many charcters who inhabit the varied settings of this game. Attention seekers, one and all. You'll have to buy the game to see the cocktail waitress though. Ha!

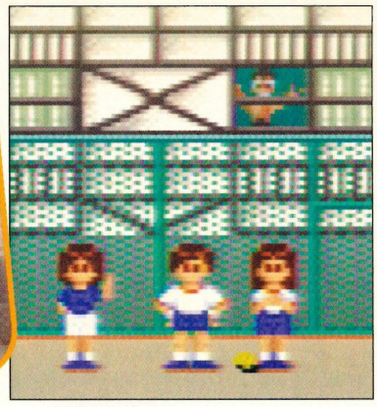


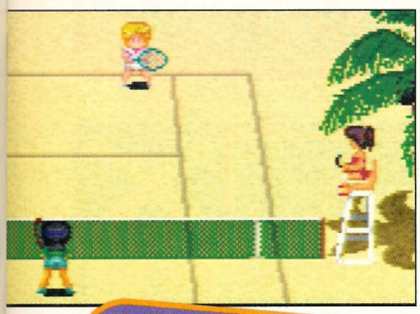




Left, Dave and myself appear to have thrashed Ryan and Stu yet again, 6-0!

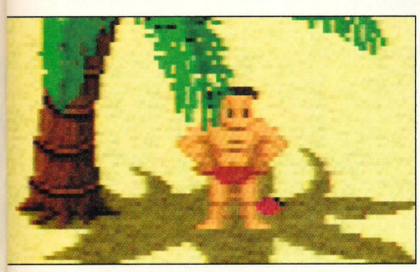








Above, two spectators survey play on the indoor arena. This is one of the fastest courts – not ideal for beginners!



drawn shadows. And besides being good fun these extra surfaces also play differently – so on the beach movement is slow and players keep falling over.

The game's sense of humour also turns up on court; hit a player and you get a metallic sound as his hair stands on end! You can hit your own team-mate on the back of the head, or send an opponent sprawling with a well-hit smash!

Visual frills and excellent sampled FX are just the icing on the cake, however. This game plays even better than it looks with a very friendly control system, again more influenced by arcade games like *Super Tennis* than sims such as *Jimmy Connors*. In the latter game you had to predict the ball's movement and begin your racket swing before the ball got to you. This was realistic, but *Super Family Tennis* is more fun, a lot quicker to play and allows much more improvisation on the ball (although there's no spin). This means you can run around the court confident that you need only decide what shot to play when you get there. The game is also very forgiving, with beginners able to play instantly thanks to an easy serve button. Yet at the same time some quite incredible shots are possible with practice, super fast serves in particular taking time to master.

The biggest revelation to me was the computer partner I had in the Championship - he was simply fantastic. If I followed in my serves to play from the net, he'd move back and cover the baseline. And when the pressure was on he'd pull out some devastating serves! Whilst this didn't mean I could sit back and let him win for me (the opponents are far too good!), it was great fun to play, and I was soon shouting myself hoarse as I alternately admonished and congratulated him.

All in all, *Super Family Tennis* is probably the most fun tennis sim out. Play isn't quite as precise or fast as *Super Tennis*, but the wider range of surfaces and excellent Multi-tap mode more than compensate. *Jimmy Connor's* is more realistic, and it too has a good Multi-tap mode, but its dour seriousness and more difficult controls make it less appealing to the average player. So for great tennis, and more than a few laughs, *Family* entertainment is best! Buy it.



Super Tennis has long ranked as one of the best two-player SNES games around. Now Namco have adopted a similar, cutesy look and arcade-style controls for their own tennis game. A four-player Multi-tap option really does offer family play, but can playability surpass Nintendo's classic? Mark "McEnroe" Wynne plays ball.



Publisher: **NAMCOT**
Supplier: **VIDEO GAMES BOX**
Tel: **0722 422522**
Price: **£59.99**

Players: **1-4**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Simultaneous four-player, bags of courts to play on.**

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ◀ Move right/direct ball right.
- ▶ Move left/direct ball left.
- X Lob.
- Y Pass.
- A Fast forehand.
- B Backhand.
- L No function.
- R No function.

PROS: Superbly entertaining visuals, gameplay and sound FX. Loads of varied courts, four-player option, hugely addictive and an excellent front-end, giving this game oodles of lastability.

CONS: Not quite as fast as *Super Tennis*, and I suppose if you're a philistine who absolutley hates tennis, this won't convert you.

GRAPHICS	90
SOUND	91
GAMEPLAY	95
LONGEVITY	96

PROSCORE
93
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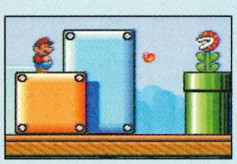
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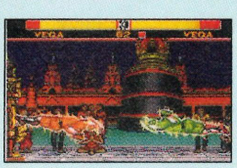
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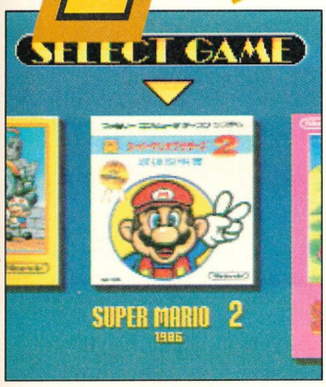
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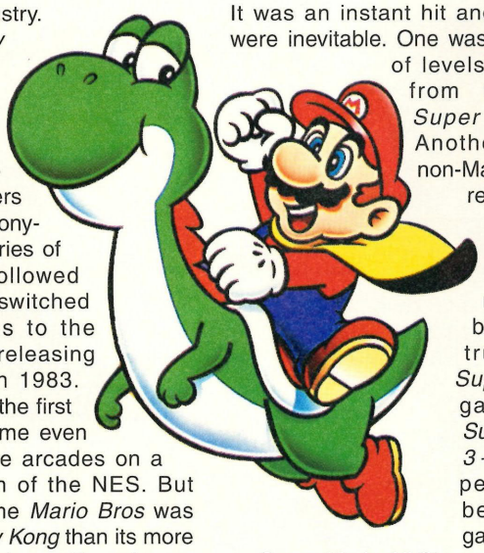
SUPER MARIO ALL STARS



It's been over three years since *Super Mario Bros 4* heralded the start of SNES gaming. Most people expected a *Mario 5* game to introduce CD-ROM Driving, however as that slips further away, Nintendo have gone back to the future, re-working all of Mario's NES adventures into one mega-cart! Dave "It's a beaver!" Westley visits magic Mushroom land once again.



Mario's history is the video game version of *Coronation Street*. The veteran platform star, originally a carpenter, was there right at the start of the coin-op industry. 1980's *Donkey Kong* saw him leaping over barrels, as he struggled up a screen of platforms and ladders to defeat the eponymous ape. A series of limp sequels followed until Nintendo switched their attentions to the home market, releasing the Famicom in 1983. *Mario Bros* was the first release, for a time even appearing in the arcades on a coin-op version of the NES. But despite the name *Mario Bros* was closer to *Donkey Kong* than its more famous sequels – there's no scrolling or secret rooms, just a wider variety of creatures to dodge instead of barrels!



It wasn't until 1985 that the first real Mario game appeared: *Super Mario Bros* broke the shackles of single-screen simplicity with multi-level scrolling landscapes packed with turtles, piranha flowers, Koopa Troopas and Goomba mushrooms! It was an instant hit and sequels were inevitable. One was made up of levels left over from the first *Super Mario*. Another was a non-Mario game, reworked to star the plumber for its US release, but the first truly new *Super Mario* game was *Super Mario 3* – for some people the best Mario game ever.

Super Mario All Stars crams all of the NES Mario games into a single 16MBit cart, radically and magically reworking their graphics and sonics to create a superb package of Mario mania.

Mario Bros 1983

This isn't a separate game as such, but is included in *Super Mario Bros 3* as the Battle Game. All of the action takes place on a single screen, the aim being either to collect five coins before your brother – or kill him! The game is very simple; various animals come flying, crawling and hopping out of pipes at the top. These animals can be stunned by knocking the tiles under them, then killed by jumping on them – which causes a coin to be released. To complicate matters there's a POW block at the bottom – knock this to shake the whole screen – and the familiar turtles. Stun them and use their shells as missiles!



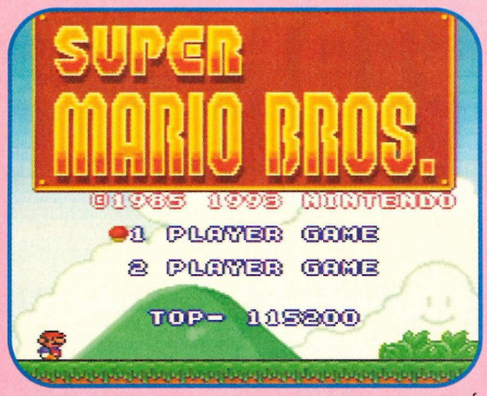
Oh its sad. Stuart, gamesplayer extraordinaire (tee hee, ho-hum), just kept losing. Rather badly actually, the big meanie.



It's a fun enough game, quite exciting in a two player contest, but obviously doesn't have much lasting appeal. Unsurprisingly the arcade game soon sank into a slumbering obscurity.

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SUPER MARIO ALL STARS



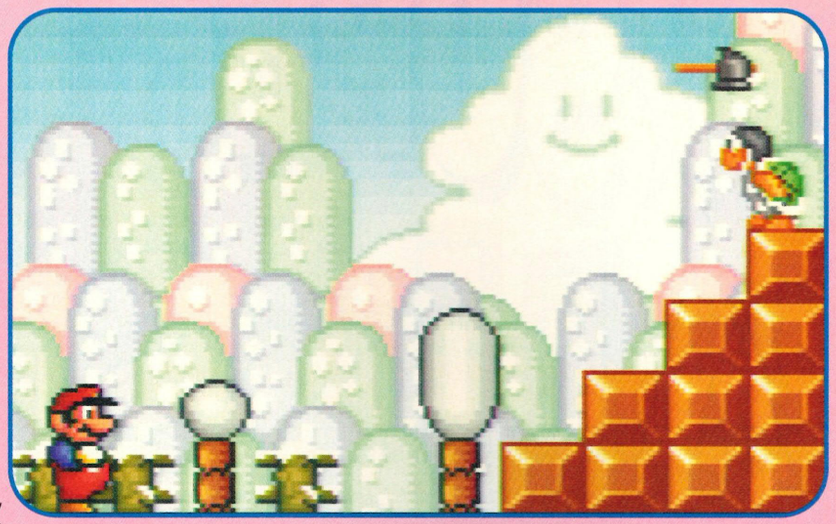
Super Mario Bros
1 9 8 5

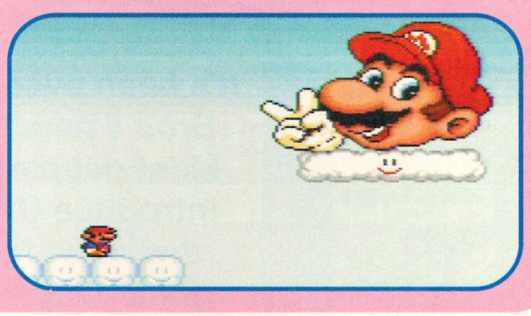
This is the first scrolling Mario game and, despite its age, is still reckoned one of the best NES carts. It's also where Bowser makes his first appearance. This dragon-like sorcerer has imprisoned Princess Toadstool. Mario's rescue attempt will take him through eight worlds, packed with masses of Koopas of the flying and non-flying kind, plus trundling mushrooms, Pirahana Flowers and Lakitu (the guy who flies on a cloud dropping eggs).

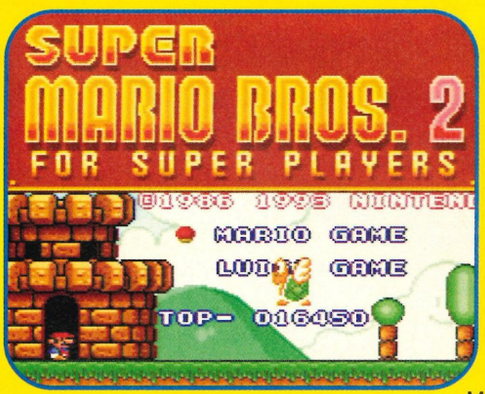


Nintendo have done a great job touching up the backgrounds, they look even better than *Super Mario World*! Unfortunately, Mario himself hasn't been so well handled. In his standard, small size he looks like a C64 sprite – he's incredibly pixelly and there's very few frames of animation. After going to full size, thanks to a mushroom, he looks a bit better but is still rather basic. The Koopas also look very different, their little necks poking a long way out of their green shells!

In terms of playability *Super Mario Brothers* isn't that bad. Unlike *Mario 3* and *Mario USA* you can't scroll the screen backwards if you've missed something, but this is probably a good thing as the difficulty setting isn't very high. All in all, a very playable intro-duction to the world of Mario!





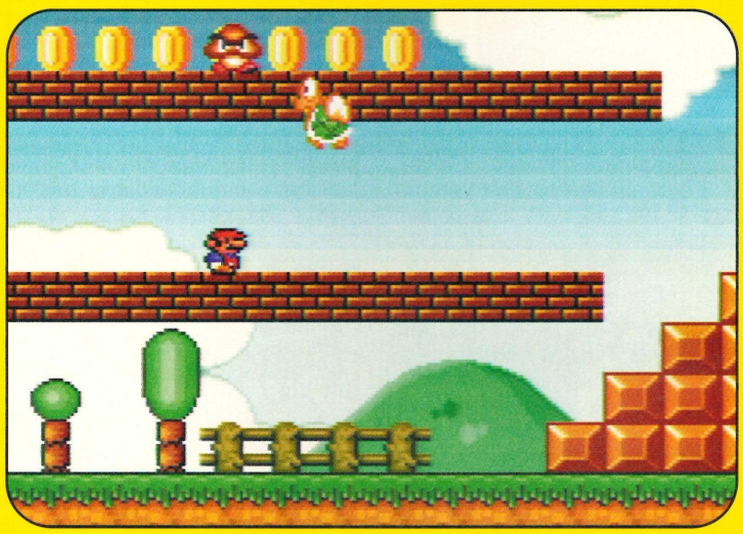


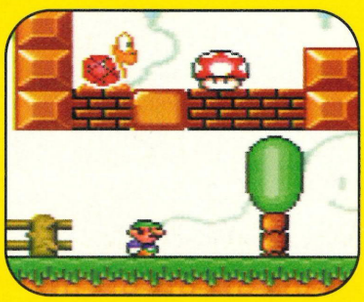
Super Mario Bros 2: *The Lost Levels*
1 9 8 6

The first *Super Mario* sequel came out surprisingly quickly, due in large part to the fact it mainly consisted of levels cut from the original. To say the least it's a very rare game as it only ever appeared in Japan, and then on disk for the Famicom computer. Inevitably it doesn't play much differently – you can't scroll the screen back here either – but it is a *lot* harder. There are all sorts of fiendishly difficult puzzles parrying your attempts to save the pretty Princess. Fortunately there are also a whole host of secret rooms and levels to find, offering plenty of power-ups. Mind that you don't eat the purple mushrooms though – they're lethal!

Despite the difficulty it's a very addictive game, in no small part due to the music – my favourite of all the games. There's a very summery feel with Caribbean steel drums breaking up the standard Mario tunes. They also speed up as time gets short, building up to frenetic bashing just before time runs out!

Graphics aren't bad either, much the same as the original, and overall this is another top game. It's big, it's bad and it's bally well good. Tops.







Right, an extremely nasty magic mushroom. One touch and you're dead!

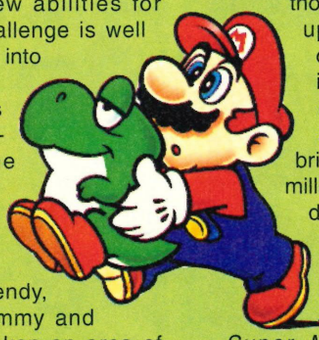




Super Mario Bros 3
1 9 8 8

At the same time as *Doki Doki Panic* was being reworked as *Super Mario USA*, Sigeru Miyamoto was completing what many regard as the best NES game ever. You could argue it was only the second real *Super Mario* game and it offered a quantum leap in design; there's maps offering different routes through the game; there's new abilities for Mario and the challenge is well paced to take you into the game.

The game sees the return of Bowser, but this time he's brought the kids – seven extremely vicious kiddy winkles. Larry, Morton, Wendy, Iggy, Ludwig, Lemmy and Roy have each taken an area of Mushroom land for themselves. Each realm has a map of its own and completing just one is a formidable task.

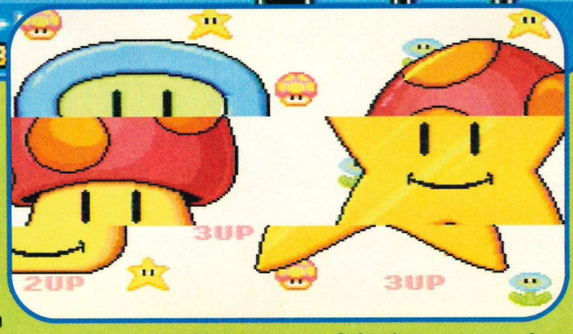


The new version unsurprisingly boasts the best graphics of all the SNES rereleases. The Mario sprite is starting to look as he does in *Super Mario 4* and all of the backdrops are superb. Moreover there's all those power-ups: Mario can turn into a raccoon, his swishy tail allowing him to smash bricks and enemies into a million pieces. He can also don a frog suit to swim underwater more effectively and power-up to lob fireballs, as in *SMB4*.

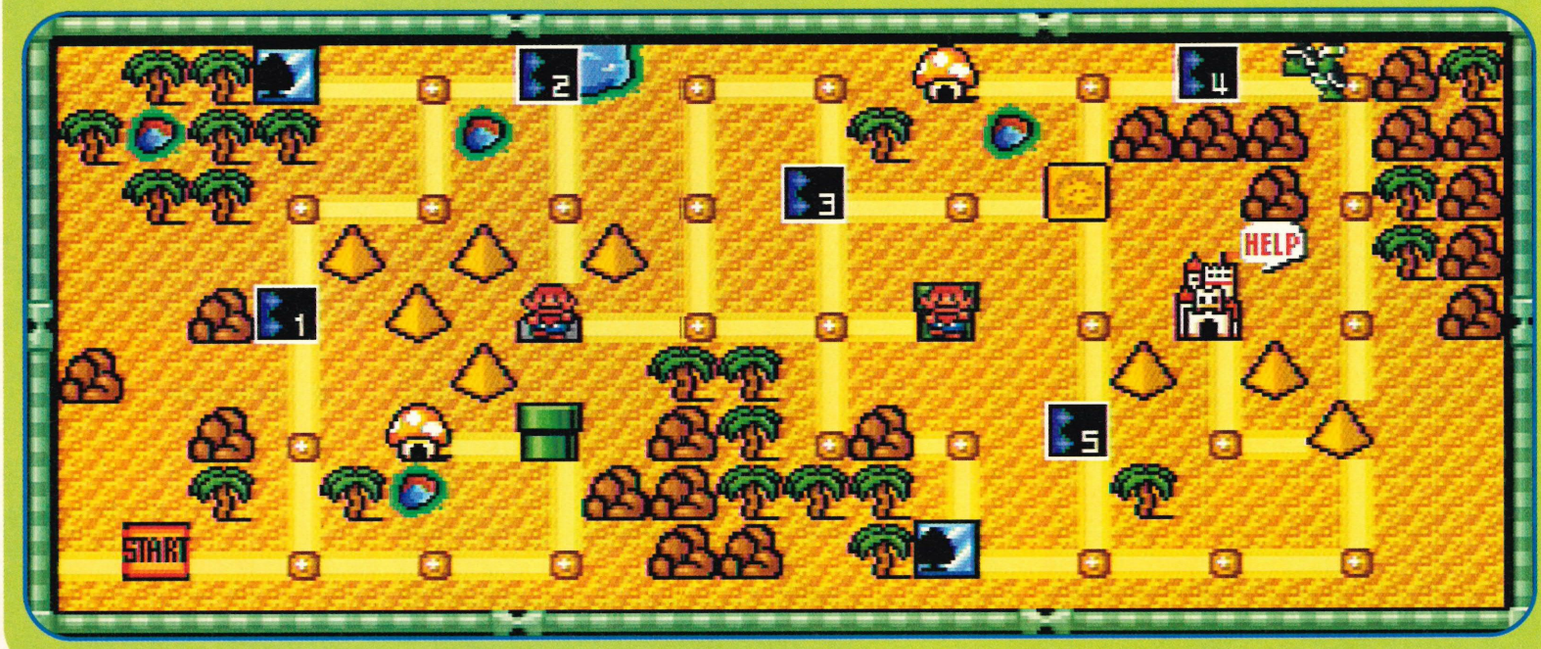
Super Mario Brothers 3 is undoubtedly the best game of the four here. It's extremely big and the difficulty level is superb. And not only are there a huge number of stages, there's also three sub-games with one of them being the original *Mario Brothers* game! Tops, tops and tops again!

Super Mario Brothers 3 features all of the enemies that made your life a nightmare in Super Mario Brothers 4. Below, a nasty fire-breathing, Mario- eating plant!





Above, one of the bonus rounds. Make the face thirds match up. Below, the map of level two.



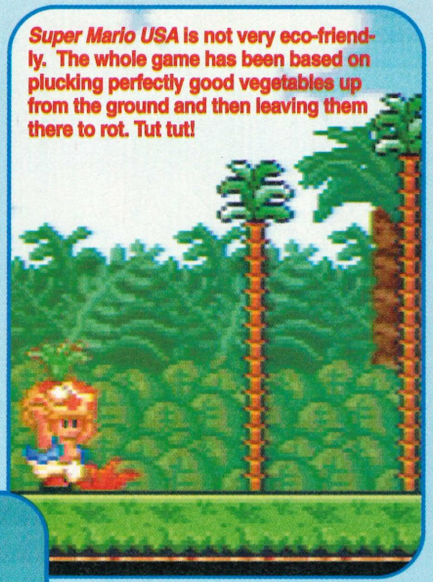
SUPER MARIO ALL STARS



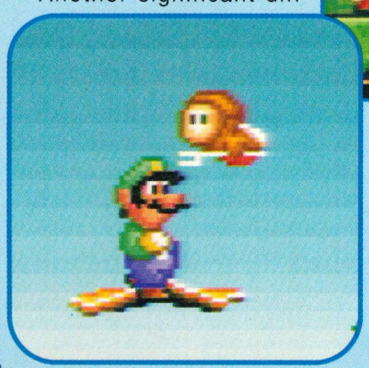
Super Mario Bros USA
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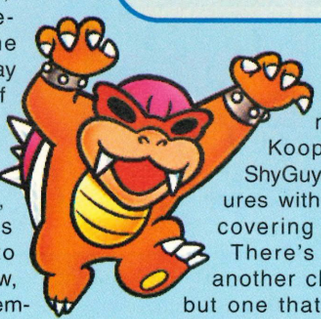
Now this is a weird one. Originally it wasn't anything to do with Mario, having an Arabian setting and called *Doki Doki Panic*. However, it was very playable so, when it came time to do an American version, it was reworked as a Mario game and called *Super Mario Bros 2*. In time it was even rereleased in Japan, called *Super Mario USA*!

At first glance this does seem just another Mario game, the graphics have been reworked to fit in with the Mario theme and gameplay is similar with lots of platforms to jump between. However, while Mario games usually have lots of blocks to head-butt, *Mario USA* has plants for you to pull up and throw, stunning any enemies if you hit them. Occasionally a plant will reveal a magic potion which can be thrown to expose a secret room. You have a tight time limit to explore these though, so grab as many power-ups as possible! The game also has blocks which can be moved around to reach otherwise inaccessible places.



Super Mario USA is not very eco-friendly. The whole game has been based on plucking perfectly good vegetables up from the ground and then leaving them there to rot. Tut tut!

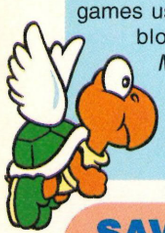




Another significant difference are the enemies. The replacement for the Koopas are the ShyGuys, cloaked figures with white masks covering their faces. There's also Snift, another cloaked figure but one that blows white balls at you, through his nose! Then there's Trouter, Ostro and Clawgrip to name but three others! None of these creatures can be killed or stunned by jumping on them. If you do land on their heads they'll just carry you forward. Press B in this state however and you can throw them!

On top of all this you even have a choice of which character to play! The Princess and Luigi are weak but jump well, while Toad can carry heavy weights without slowing down but can't jump far. Needless to say, Mario's the best all rounder.

Overall, *Super Mario USA* is a neat little game which adds much appreciated variety to the package, offering plenty of slightly different puzzles to keep you occupied.

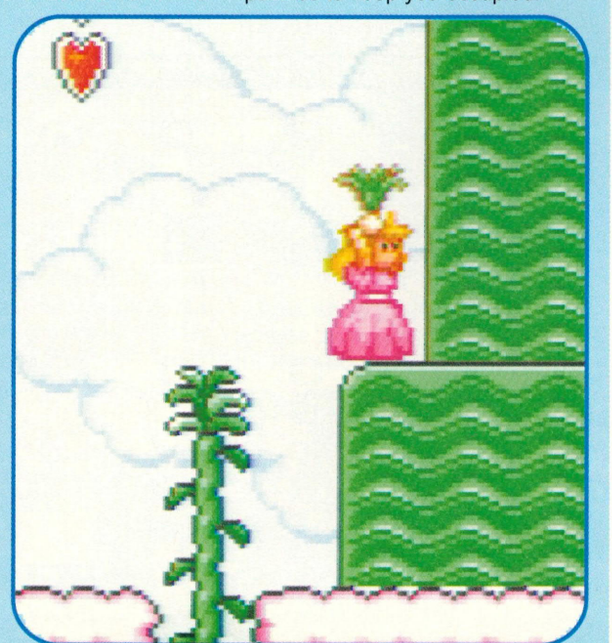


SAVING YOUR BACON

Super Mario All Stars **generously gives you five whole save positions for *each* Mario game! Doing so is simple. Press START during play and three options will present themselves. Move the cursor down to the second one and then press START. That's it!** SP







Caught red handed (above)! Another disgusting example of the decadence that afflicts post-modern American society.





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Players: **1-2**
Skill Levels: **N/A**
Cart Size: **16MBit**
Save Game: **Yes**
Features: **Four and a half Mario games on one cart.**

CONTROLS

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

PROS: More games than Mark could count up to, brilliant, dazzling and highly varied gameplay and a huge challenge.

CONS: Graphics aren't the best in the world. Controlling the sprites isn't always easy, due to the occasionally dicky collision detection.

GRAPHICS	79
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PROSCORE
91
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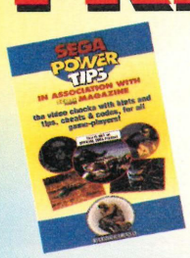
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THE JOY OF KONAMI

PART ONE

Of all the Japanese software houses, Konami stands out for marrying Eastern perfectionism to Western-style innovation. It was one of the first to publish for the SNES and, through games like *Super Probotector* and *Axelay*, has relentlessly pushed the machine's hardware to new heights. Stuart "sushi" Wynne explores the legend.

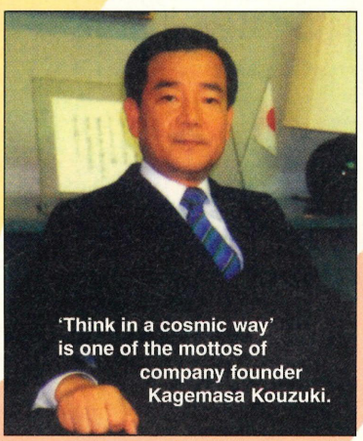
The Konami story starts in Osaka, Japan's oldest and second largest city, a heavy industrial port honey-combed with waterways. Early growth was unspectacular – the company CV has a long gap between Konami's birth, in 1969, and the late Seventies video games revolution which saw Konami opening at least couple of new offices, across the world, every year in the Eighties.

Company chairman Kagemasa Kouzuki sees Konami as "an integrated amusement developer... with a mission to provide inspiration to the peoples of the world. [Konami software] has cultivated a richness of spirit accepted throughout the world... we at Konami shall make every effort to further expand our company, and to make a positive contribution to society."

In the West such talk would provoke guffaws, but Japan is different, and in any case the excellence of Konami software goes some way to justifying its corporate ethos: "Filling People's Daily Lives With Joy."

Besides coin-ops and video games Konami publishes books, CDs, videos and manufactures various toys. The most recent venture is jigsaw puzzles, but at its Kobe Development Centre rather more hi-tech products are explored. These hi-tech offices run a local network linking over 400 computers, of all makes, allowing as many as 500 people to participate in race games. The purpose isn't just fun – Kobe is where Konami hopes to map out the future.

Konami's hardware resources are formidable. A LSI Design Centre develops Large-Scale Integration devices for industry, including custom chips for domestic and office equipment, and hi-tech image processing systems. So it's perhaps no surprise that for the SNES conversion of *Lethal Enforcers*, its cops 'n' robbers coin-op, Konami plan to include their own SNES light gun – which looks a lot more realistic than the hi-tech SuperScope!

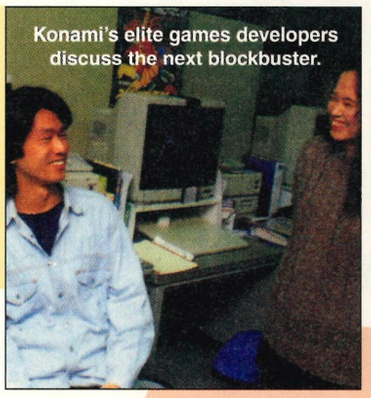


'Think in a cosmic way' is one of the mottos of company founder Kagemasa Kouzuki.

There are rumours of other peripherals in the works, but at present software remains the key ingredient in its SNES success. Every Konami game is designed to fully exploit the SNES's unique hardware, meaning Mega Drive versions have to be radically reworked (*Tiny Toons*) or dropped altogether (the usual case!). So far the company's success rate has been phenomenal, its six ProGolds exceeded only by Nintendo, but considering its history it's understandable. The company started developing coin-ops in the late Seventies, *Astro Invader* being its first export to America in 1979. A never-ending string of hits followed, including *Hyper Olympic*, *Gradius*, *Salamander* – the list is endless. According to Konami "The secret of their success is the element of adventure, of not knowing exactly what is going to happen next."



The Kobe Technical Research Centre, just outside Osaka, is where Konami plans for the future.



Konami's elite games developers discuss the next blockbuster.

Konami's original approach found its first big success in America, "where people don't beat around the bush." In turn, Konami's own games development respects American, rather than the more consensual Japanese style. "A successful game is always the result of heated argument." But around this passionate approach is built typically Japanese thoroughness. The Kobe Technical Research Centre has over 100 games programmers, ten or so working on a single game for, on average, a year. Each game is supposed to be based on a radical idea, something new, and if working it out takes longer than expected Konami will take that time. For example the typical RPG will have 200 tunes written for it – only 40 of which will actually be used. Japanese pop groups are more than willing to contribute tunes for big games.

For the future Konami are looking to expand their European presence, probably bringing in European programming teams in time. Already David Braben's *Elite* sequel, *Frontier*, has been picked up for home computers and could, hopefully, eventually make its way to SNES. In the mean time there's plenty of stunning coin-op conversions on the way, including *Lethal Enforcers* and *Sunset Riders* (see over page), plus licensed games like *Turtles V: Tournament Fighter* and bought-in games like Park Place's *NFL Football* and LucasArts' *Zombies Ate My Neighbourhood*.



Konami's LSI Design Centre uses PCs and a mainframe super-computer in its work.

CARTOLOGY

GRADIUS III, 86%.
JACK NICKLAUS GOLF, 41%.
SUPER PROBOTECTOR, SuperPro 1, 90%.
TMHT IV, SuperPro 1, 90%.
SUPER CASTLEVANIA IV, SuperPro 1, 92%.
AXELAY, SuperPro 1, 91%.
PRINCE OF PERSIA, SuperPro 2, 88%.
SUPER PARODIUS, SuperPro 2, 88%.
TINY TOONS, SuperPro 3, 95%.
CYBERNATOR, SuperPro 3, 86%.
BATMAN RETURNS, SuperPro 6, 90%.

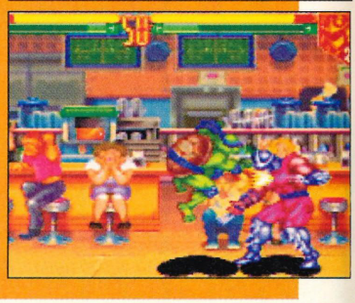
TURTLES GALORE

Although Konami are proud of their record for innovation, the success of Capcom's *Street Fighter II* was something even they couldn't ignore for long. *Turtles V: Tournament Fighter* adopts the *SFII* format with a solo-player championship mode and head-to-head tournaments.

There are ten characters to choose from; all four turtles (of course), a Predator-like villain, a shark-toothed Lizard, a young woman and Shredder himself. Varied backdrops include a bar, sunken ship (with octopus backdrop), a concert hall and ancient ruins.

Graphics are impressive, with plenty of slick animation on numerous special moves, while the soundtrack is excellent. All in all, this is certain to be one of the most eagerly anticipated releases this Xmas. Be prepared for turtle hype season all over again!





THE JONES'S ON TOAST

Question: What have the films *Invasion of the Body Snatchers*, *The Evil Dead* and *The Creature from the Black Lagoon* got to do with the SNES? Answer: *Zombies Ate My Neighbours*, an absolutely brilliant new game which mixes all these movies and more into one hilarious blockbuster. Dave "Undead" Westley plays the beta-test version.



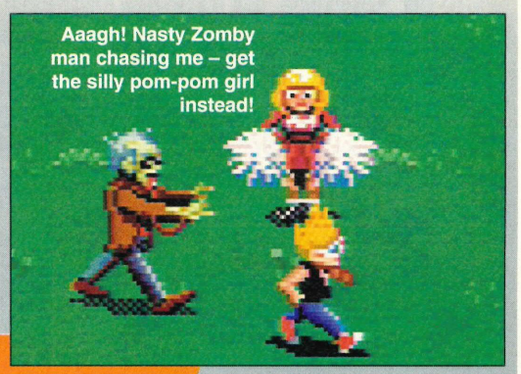
This loving tribute to American B-movies comes not from Konami programmers, but instead the world famous LucasArts studio. Although the latter is most famous for *Super Star Wars*, on home computers the company has produced a wide range of tongue-in-cheek adventures, *Monkey Island* being probably the best. *Zombies* has some adventure elements, but owes most to Atari's classic *Gauntlet* coin-op: each level being an overhead-view maze with plenty of keys scattered around, vital for unlocking numerous doors.

Inevitably LucasArts have radically transformed the *Gauntlet*-style, the sprites are a lot bigger, power-ups much weirder, levels more varied and there's even a password save! However while *Gauntlet* had four heroes, *Zombies* has just two; a boy with the spikiest hair imaginable and a fun, gun-loving gal. Together they enter post-human America in an attempt to save the few remaining examples of the specie.

And what an odd bunch they are. There's a dotty teacher, two fat tourists who wander taking holiday snaps, quaking commandos, cheery babies and cheerleaders inanely practising with their pom poms! Rather undemocratically each survivor has a different points value – the mardy old teacher is worth just ten points, the curvaceous cheerleaders a whopping 1000!



To clear a level you need to collect them all... well, all the live ones – the various villains will dispatch any survivors they get to first. With a hideous scream the victims are transmogrified into a puff of human spirit! Speed is vital, but finding your way through the maze is tough. Fortunately, it's not all just finding keys. There's trampolines to bounce you over hedge walls and bazooka power-ups which can blow a hole through any wall. If you're smart you can even use chainsaw-wielding, hockey-mask wearing psychos to rip into a locked room as they chase you.

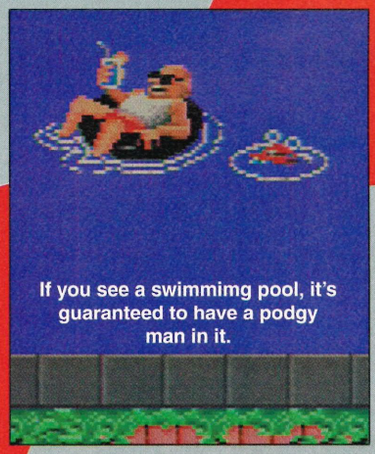


Aaagh! Nasty Zomby man chasing me – get the silly pom-pom girl instead!

Although the levels are nicely varied, including shopping malls, haunted houses, spooky pyramids and suburbia, the best part of the game are all the wacky enemies and power-ups. The latter include weapons such as plates, knives and forks, a Martian ray-gun, American footballs and fire extinguishers! Then there's power-up potions, one transforms you into a great big beastie (so you knock down walls), another creates clown dummies to distract enemies!



This babbling, baby chops will dribble his milk on you!



If you see a swimmimg pool, it's guaranteed to have a podgy man in it.

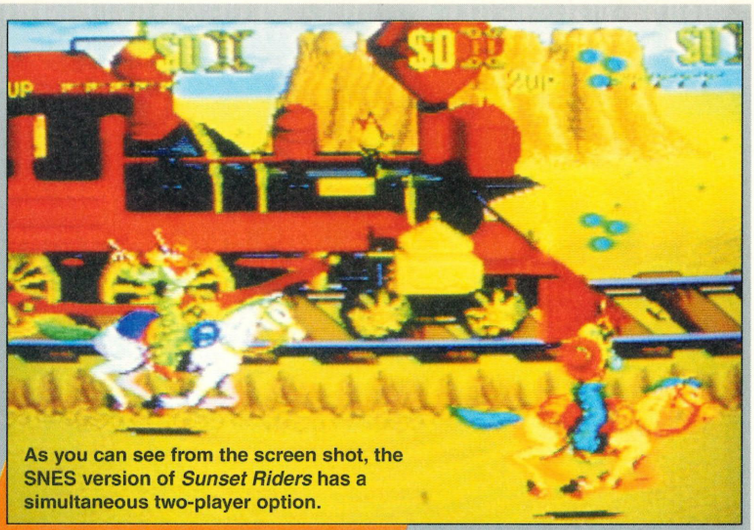
And what enemies they are! Mummies, swamp things, a forty-foot baby, zombies, a huge sand worm creature, giant ants that are really, really disgusting and dwarf Axemen that turn into baby fire creatures when you shoot them! It all adds up the funniest and wackiest SNES game ever. Tough, big and giggle-some this is definitely one to watch the skies for!

***Zombies Ate My Neigbourhood* is due out in November.**



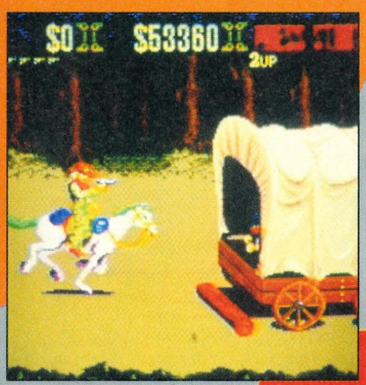
THE WESTERN RETURNS!

This mega-game is classic Konami, a conversion of one their own, ultra-hot coin-ops. So if you've ever wanted to strap on a six-shooter this is the game for you. Cattle stampedes, Indian reservations, bottles of Tequila, show girls and plenty of gun-play! Ryan "Law of the West" Butt, goes hustlin' for the full preview!



As you can see from the screen shot, the SNES version of *Sunset Riders* has a simultaneous two-player option.





In *Sunset Riders* you step into the spur-heeled boots of a gun-toting bounty-hunter. Armed with a Colt 45 Peacemaker, you must track down all manner of unspeakable scum, ranging from corrupt casino owners and cattle hustlers, to train robbers and crazed mystical Injuns!

In each section of the game, you must track down and apprehend a dangerous outlaw in return for cold, hard cash. The aforementioned villain always lurks at the level's end, but depending on the level you can either be on foot or horse-back! Complete a couple of levels and you'll get the *Operation Wolf*-style bonus shooting section.

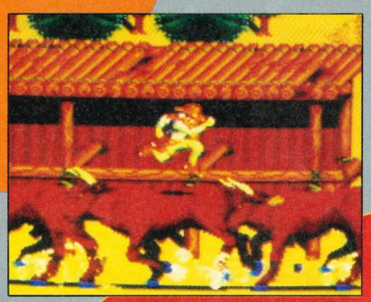
Most of the levels have you on foot, walking through outlaw-infested towns and Apache-haunted mountains. You must blast hordes of dangerous outlaws with your six-shooter, which can be powered-up with sheriff badges for double, triple and rapid-fire! You can also use all sorts of ingenious booby traps, like buckets and rakes. Other nice touches include saloons, enter one and you'll emerge a few seconds later swigging from a bottle of Tequila, or joined by the lips to a busty showgirl! There's also a brilliant level atop a speeding train and, of course, the famous stampede scene – where our hero must hastily dart across the backs of crazed cattle!

In the horse-riding sections, you ride across desolate wastelands, chasing horse-riding bandits. Occasionally a train will steam past, itself packed with sharp-shooting varmints, and then there's wagons, which drop logs that you must leap over.

Konami have already released a raved over Mega Drive version, which played well, but lacked lots of stuff from the coin-op. The riding section was reduced to a brief bonus level, the original bonus game was dropped and many of the walking levels were missing. But as you'd expect of Konami they're doing a radically new version for the superior SNES, including all of the coin-op's different game styles.

The success of the coin-op version of *Sunset Riders* rested on the fact that there was so much variety. Each scenario was crammed with tasty graphics, and beautifully drawn locations, each bringing a piece of the Wild West to your fingertips. Needless to say, I played coin-op *Sunset Riders* until I'd beaten it, and I can say the SNES version seems extremely close. If it plays as good as it looks, we're in for some treat!

Sunset Riders should be out in November. SP





In good western tradition, the hero in *Sunset Riders* has to battle on top of a moving locomative!



The first gangster you have to apprehend takes refuge in a deserted saloon. You have to shoot the barrels before you can get a clear hit at the sleaze-bag!

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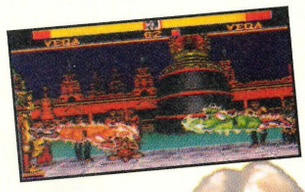
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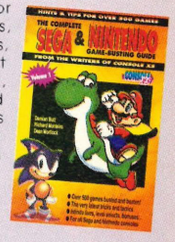
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MARK'S MAIL



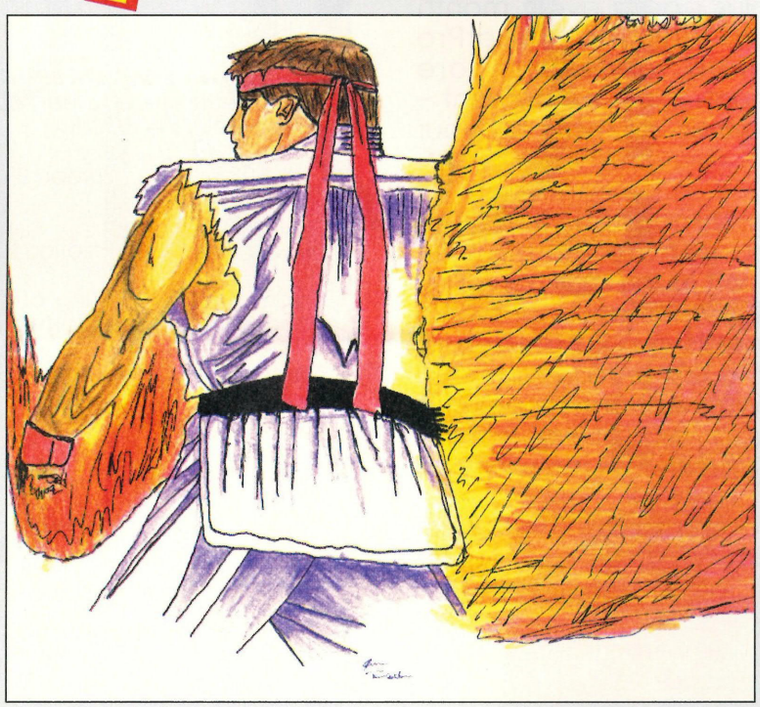
Yaseen Patel from Preston sent in this rather vivid rendition of the enormously popular Fox Mcloud and buddies.

Hello, dear readers. First off, a big thank you to everyone who's written in to offer words of praise for the last couple of issues. Last month's issue got a particularly large response, and everyone seems very happy that we're cramming more into the issue, hopefully offering the very best value for money.

Secondly, please don't get upset if you don't see your drawings in print, but the amount of your work coming into the office at the moment is ENORMOUS! The competition to get printed is becoming quite ferocious, with bigger pictures and more pictures per person than ever before. However please don't feel obligated to send in twenty odd drawings – it won't increase your chances of publication as it's quality, not quantity that's important!

Thirdly, while the artists among you are getting better and better the writers seem to be getting a little bit discouraged. Remember you don't have to include a pic to get a letter printed – or win a cart – so let's have some more insightful reflections on the SNES market to go along with the gallery!

MARK C. WYNNE



NEO WHO?

All right Mark.

I haven't labelled the drawings I've sent in, because if you don't know who they are, you've either been on the moon for the past year or you're a Mega Drive owner. ***(Fair enough.)*** I have a few questions for you.

1) Why did Nintendo change the name of *Star Fox* to *Starwing*?

2) Us SNES owners ***(such command of the language, John!)*** moan about the price of games, but I noticed that the price of Neo-Geo games is between £50 and £195! What's so special about them?

3) What is the difference between Neo-Geo and Super Nintendo?

4) I was reading a very low class Sega magazine of my friend's ***(break friends, he's probably dead from the neck up)*** and apart from showing rather dreadful screen shots of *SFII* for the Mega Drive (which were actually Nintendo shots), the mag also had a paragraph saying that Sega ripped Nintendo apart in the battle of the 16bits and the only thing that got Nintendo where they are today was the rushed release of *SFII*. It then went on to say that Sega made TWICE as much profit! Do I have to ask if it's true?

John Roberts, Liverpool ***(Eh man, go 'ed! You startin'!)***

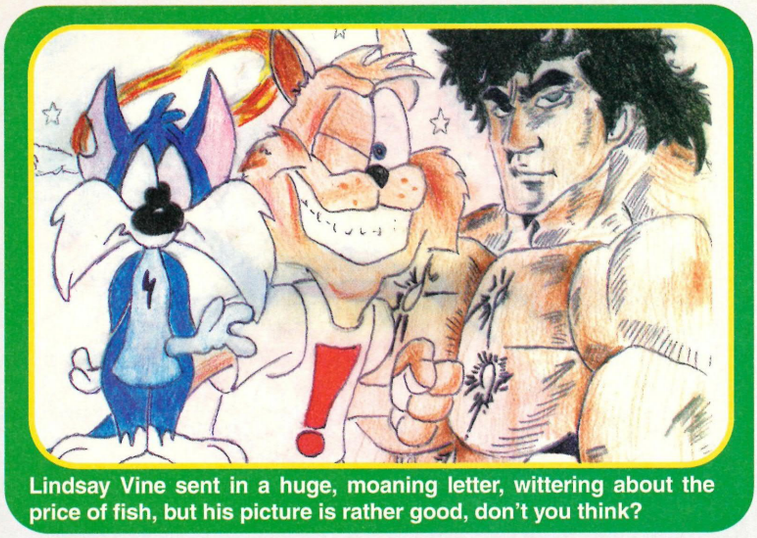
I haven't had many letters from Liverpool, John, so your doodlings were a welcome treat. That Barry Grant, eh. Do you reckon he'll get off? And poor old Max. I think I've got a bit of a stomach ulcer as well. Still, close knit communities up in Brookside land, aren't they? (I bet you don't like me anymore, do you?) Oh yes, the quessies.

1) It's to stop confusion with a toy in Germany called Star Fox, not to mention avoiding paying EA lots of loot since they own copyright on the title in the UK for a game they never released.

2) The 24-bit Neo Geo was conceived as a near coin-op spec console and indeed there are Neo Geo coin-ops! Carts are expensive because coin-op games tend to use lots and lots of memory. A standard Neo Geo cart can be about 100MBits!

3) The Neo Geo has more colours, bigger sprites, better sound and, erh, well it all seems a bit depressing doesn't it? Well, not really. The SNES has a cleverer design (Mode 7 etc), custom chips (Super FX) and tons more games for a lot less money.

4) The only reason the Mega Drive has had any success is because whereas Sega rushed out a simple machine, relying on crude CPU



Lindsay Vine sent in a huge, moaning letter, wittering about the price of fish, but his picture is rather good, don't you think?

muscle to make it look good, Nintendo took their time, declining to even compete for the year or so it took them to finish the SNES's highly sophisticated design! As soon as it appeared it wiped the floor with Sega in Japan and America.

PERCEPTIVE PORTRAITS

Dear SUPERPRO,
Thanks for nine, review-packed issues. It's such a surprise to see a magazine that isn't full of adverts and barely contains any reviews.
Just one question: I have seen the American version of *Bubsy The Bobcat* in some shops for around £53. As you haven't reviewed it fully, I wonder if you could give me a rough percentage for the game so I can rush out and buy it when I've saved the money (about 6-7 months).
In issue five I saw the first RPG I've ever been vaguely interested in, *Kikikaika*. You gave it 90% but did not specify whether it was a PROGOLD or not. Why not?
I hope you like the pictures enclosed of yourselves.
Shaun McAilloway, Kent

You are a blind old boot, Shaun. After our large preview in issue 7, our very own, illustrious editor reviewed* Bubsy, *as an official release, in the following issue, where it earned a top-notch, PROGOLD score of 93%. It's a superb platformer, so I'd get saving. As for Kikikaika, top marks for noticing the lack of a PROGOLD graphic – it should've been there – but bottom marks for calling this fast-action, extremely tough shoot-'em-up an RPG!

I CAN'T DRAW BIG

Dear Mark,
I am Tyron Leworthy and I am 15. I think your magazine is the best. I've read loads of other magazines but they are all crap compared to yours. I think your reviews are excellent but the best thing you do is give out loads of cheats ***(Ryans's head grows ever larger).*** I also think you are very generous giving away a free cart to the best drawing ***(here it comes...).*** I hope you like mine. If I won, I'd like to have *Tiny Toons* because I can't afford it. I hope you do like my picture of a lemming surfing. I know it's small but I find it hard to draw big pictures. By the way, that is not a lump coming out of its head, it is a hand. I say this because my friends say "What's that lump coming out of his head" and it really gets on my t**! **(I'm not surprised, but actually, I thought... no, just kidding!)** I would like to know if *Flashback*, the sequel to *Another World* is available on the SNES, and if not, will it be coming soon?
That's all for now. Good-bye.
Tyron Leworthy, Hampshire.

Ignore your ignorant friends, Tyron, for you have won the very game you asked for. Apart from being the most surreal and original drawing I've had for a long time, your surfing lemming picture is also the funniest. And didn't I say that size wasn't everything? Your thoughtful insights into our competitors obviously cost you a lot of thought, and I was particularly impressed by the way you avoided a lot of pretentious clap trap and drove straight to the heart of the issue, skilfully making your point crystal clear. Well done.

As for* Flashback, *expect it around Xmas time.

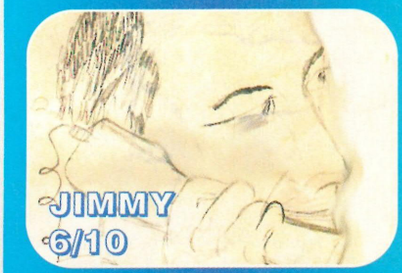
Now on to someone else who, incredibly, spent even longer than Tyron (honest) in an effort to get to the crux of what makes SUPERPRO the only magazine to be seen with...

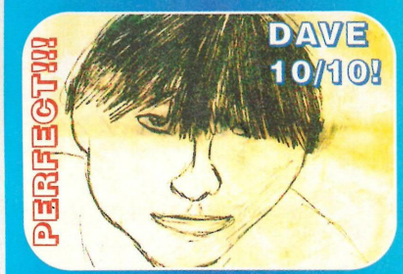


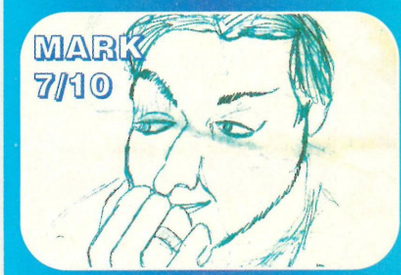
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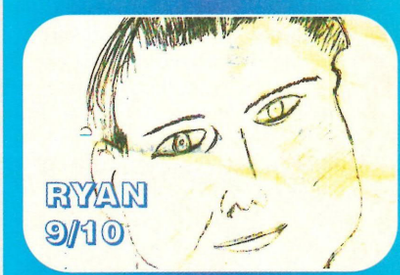
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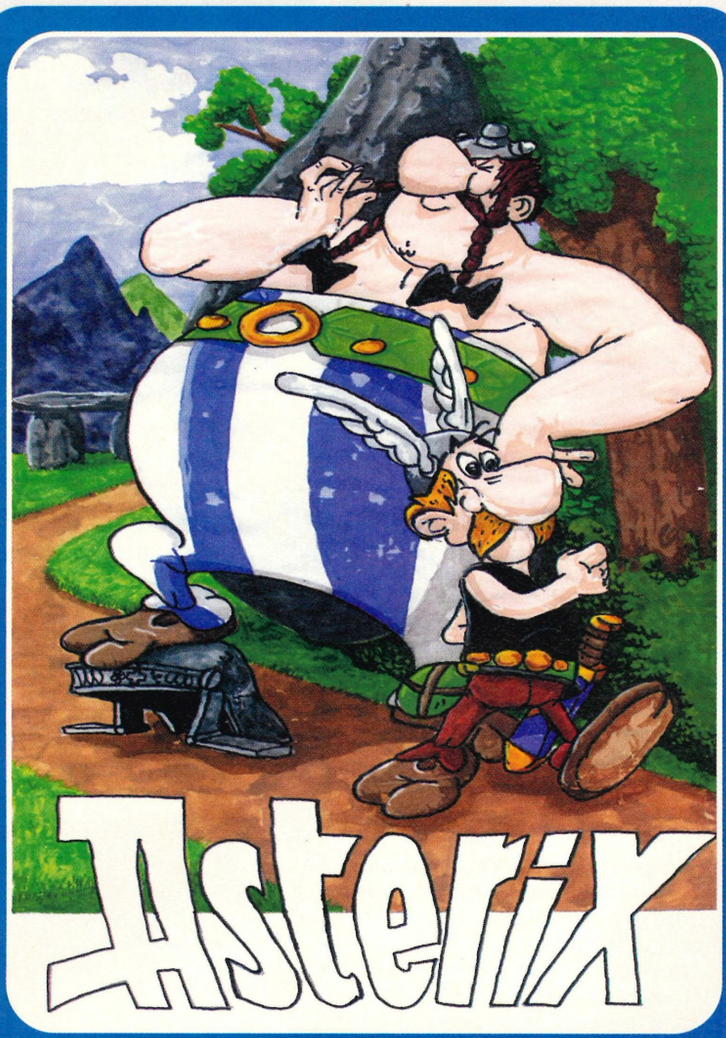




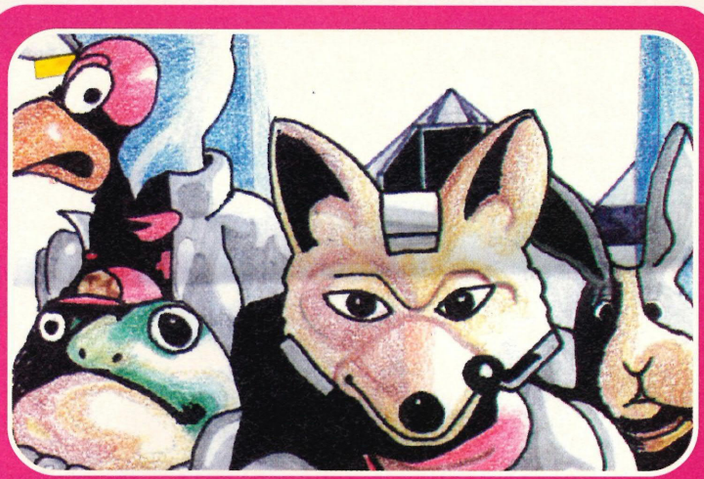




These characterful portraits of our goodselves were drawn by Shaun McAilloway (see PERCEPTIVE PORTRAITS) from Gillingham. I've scored them for their likeness to their counterparts, and as you can see, Dave's in particular was stunningly accurate. Thanks Shaun.



This is a painting by Brian Francis, and I think you'll agree that it's one of the best illustrations we've received for ages. Well done!



Asif Mahmood (who's favourite game is *Super Tennis*) sent me this rather cool and stylish portrait of the *StarWing* bunch. Excellent!

TOP OF THE HEAP

Dear SUPERPRO,
Let me begin by apologising for not having included an illustration with this letter, but crayons and me just don't get on. Something to do, no doubt, with spending all my art classes at school trying to stop myself from trembling as I peered lovingly at my temptress art teacher, Miss (oh I'm in heaven, she's available) Powell. No, art isn't for me – I just keep losing the lead from my pencil.

Apology done, I felt it was time to congratulate you on your gradual transformation from a good mag to the best of your field. The last couple of issues have been so full of interesting stuff, they've actually been worth reading from cover to cover – no mean feat for a computer games magazine. I particularly enjoy your software house profiles, something very few other magazines bother with. Last month's interviews with Beam Software and Capcom were really interesting, and I look forward to more of these features. Maybe, hopefully, Konami next?

I feel that your improvement in quality is particularly noticeable against the incredibly swift decline of your direct competitors (and indeed, most other games related titles) who all seem to be disillusioned with the field and are now, quite blatantly, knocking out exploitation magazines in the hope of grabbing some of the market. All of the SNES mags, excluding yourself, have deteriorated so badly over the last couple of months, they're simply not worth skimming. Even the better produced ones seem to be lost in the confusion of fighting for exclusives to slap on their cover only to reveal a few blurred screen shots that look as if they've been taken over someone's shoulder from the top of a passing bus. Exclusives *are* interesting, but it's the overall quality of the magazine that is important. Anyway, I just thought you'd like to hear from a satisfied reader, who really has noticed the improvement. (I'm also available if your PR department has any vacancies. SUPERPRO! – it's ... really quite good!(?) Just kidding.
Steve Sutcliffe, Hull

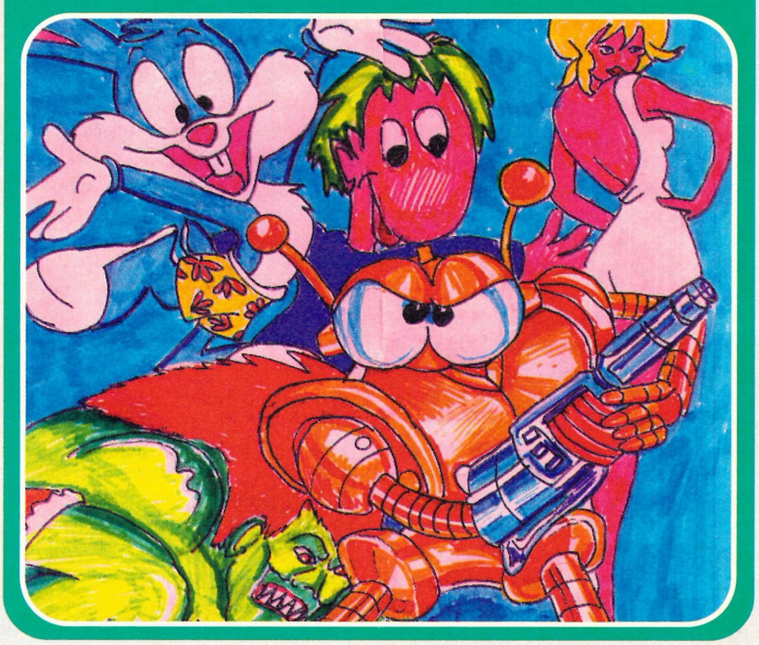
It's always nice to hear from happy customers, Steve, and it is rewarding when the effort we all put in is appreciated, but, sniff, I'm just choking up on all this positively. What I need is one of those letters. You know the type that I have at least one of, every month. The "Why did you give such and such blah percent" ones. You know now, don't you. Cover your ears (with your metaphorical hands), because here he is — Brian Wilson.

Moaner of the month.

FOUL!

Dear footballing fools,
A catastrophe of immense proportions has befallen a particular institution, a large sub institution actually of the SNES games institution ***(I told you to cover your ears).*** A great disservice has been done to every loyal member of this most revered club — the *SUPER SOCCER* FAN CLUB, fool! We members have endlessly played this superb game since it first arrived on the SNES, endlessly battling each other on what has long been regarded, quite rightly, as the greatest football simulation to grace our humble console. How we nibbled our nails in gleeful trepida-

Asa Cook sent me this drawing on a piece of highly unusual, blue tissue paper. It's copied OK, but white paper in future, please!



tion then, for the day *Super Soccer Formation II* would arrive. With a simultaneous four-player option and team selection facility, it looked to good to be true. But imagine our despondency when our favourite magazine reviewed the game on import, only to give it a lowly score of — I can barely write it down — 69%!! (exclamation marks ad infinitum.) Surely you've made a mistake. The beautiful, detailed, cutesy sprites of *SSFII* were given just 73% whilst the Lowery stick men of that other football game (*Striker*) reviewed in the same issue got 88% and 93% overall, with a PROGOLD, to boot (no pun intended)! How much did Elite pay you to trash their competitor and hype their game? Another SNES magazine agreed with me and gave *SSFII* a higher mark than *Striker* so what were you playing at? Own up now, or never receive a membership card and a complimentary season ticket to Crewe from our privileged society.
Yours, in a huff,
Brian Wilson, Crewe

I cannot believe that someone from Crewe would want to talk about anything to do with football in a national magazine. Still, there's one born everyday, isn't there? (Well, two a day on average in Crewe.)

From your letter, it would seem that you haven't actually played either* Striker *or* Super Soccer II*, so I think you're on rather shaky ground. Throwing opinions of other magazines around doesn't really count for much if you haven't experienced either game yourself. We were, up until recently, the biggest supporters of* Super Soccer *in the land, as regular readers will know, and we were all looking forward to* Super Soccer Formation II *as much as anyone. However, despite the four-player mode (which is good fun, as we said in the review) and the player selection option (which isn't that good with Japanese text) we felt the game didn't have what it takes for the 1993 season. If you haven't played* Striker*, don't be fooled by the rather boring looking screen shots, because the game plays like a dream, making it an instant office favourite, both in our office and Super XS's (believe me, it's one of those games that just keeps 'disappearing'). I know* SSFII *looks better at first, but it's almost unplayable after* Striker*, because Elite's game plays about three times as fast! Believe me Brian. And if I were you, I'd get involved in a different sport up in Crewe. Hopscotch maybe?

NOT FAIR!

I buy your mag every month when I have some dosh (because I'm so skint I can't even afford a budget game for my Spectrum).

I've drawn an imaginary *Street Fighter* map with Mario characters. Any chance of a game like this coming out? ***(Erhhh, I doubt it.)***

Have you got any more information on *SFIII*? Will it have Guile, Vega and all the original *SFII* characters? Will it have lots of new characters? When will it be on the arcades and the Super NES? Don't you think that Capcom conned us with *SFII — The World Warriors*? They said that the SNES hasn't got enough memory to be able to control the bosses, but now there's *SFII — Championship Turbo Edition* where you can control all the bosses.

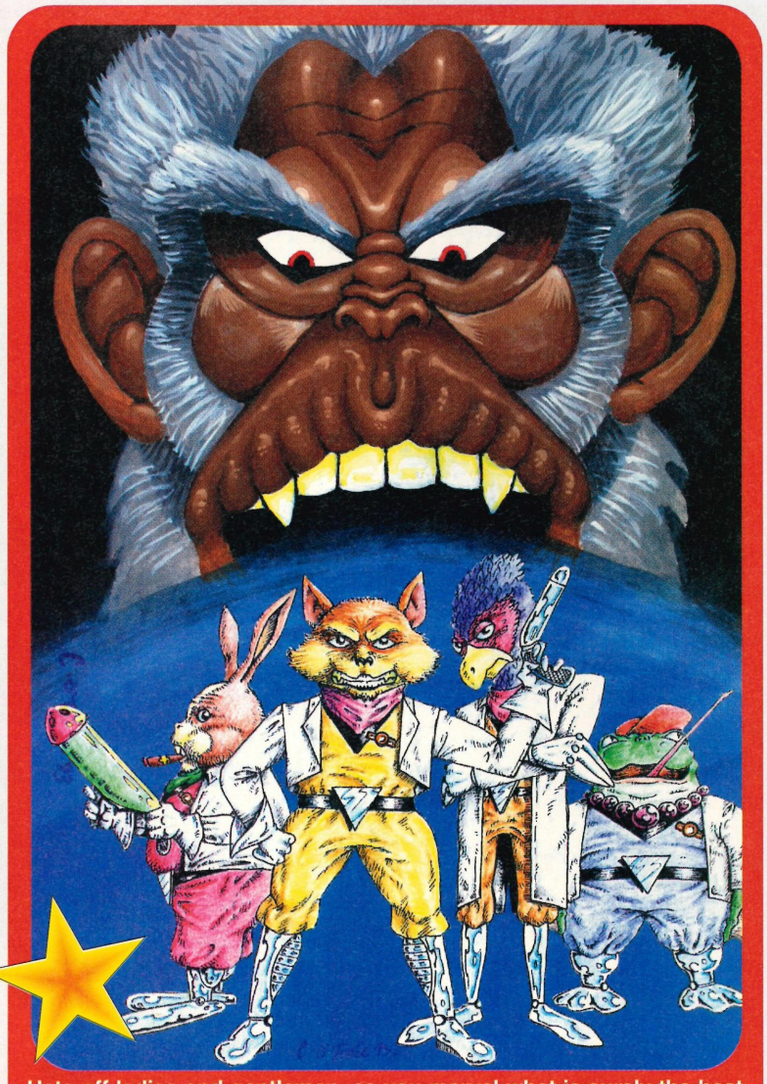
When will *Super Mario World 5* come out on the SNES?

Also, I don't think it's fair that SNES games come out in Japan and the USA earlier than England. Japanese people will already have the new *SFII* game, whilst we won't get it 'till Christmas! Why can't we get the games at the same time *everywhere*?

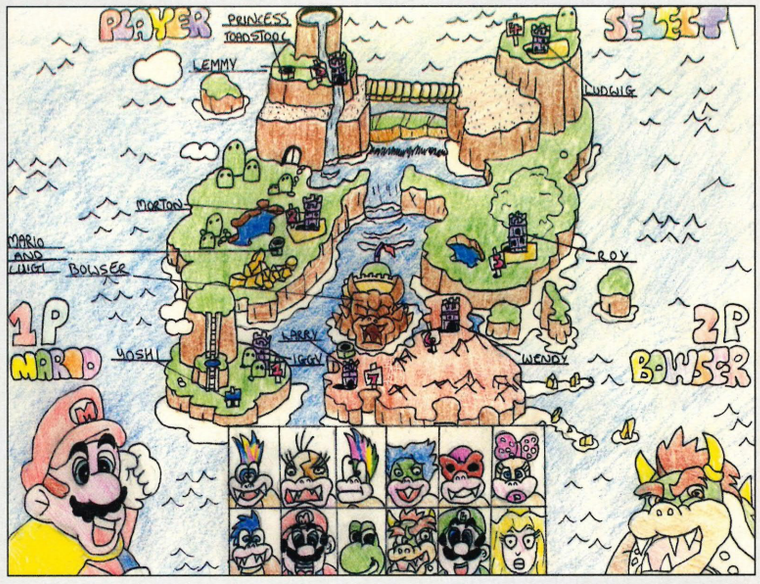
I hope you'll answer my questions.
David Meechan, Kent

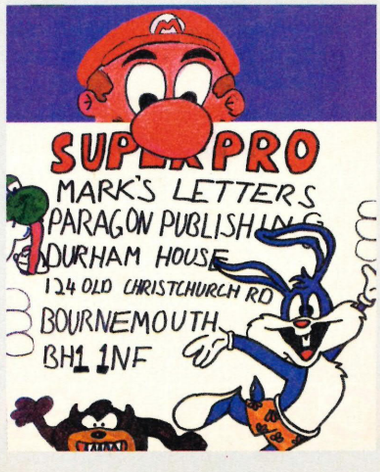
As last month's Capcom feature revealed,* SFIII *won't be coming out until 1994 at the earliest and even the name isn't certain yet. After all the Championship, Turbo etc versions I hope it'll be a lot different using new technology. As for* Super Mario Bros 5*, I think that's going to be a long time as it was probably planned for CD-ROM. However* Super Mario All Stars *should be enough Mario to keep anyone going for quite a while! On the subject of world-wide releases everyone's trying to move closer to this, but as we're part of Europe we have to wait for all the European versions to be programmed – especially difficult with all the translations for various stupid languages!

Phew! I'm tea-leafed now. see you all next month.



Hats off ladies and gentlemen, as you marvel what is surely the best picture to grace these pages, EVER. Chris O' Toole, from Runcorn, spent three weeks painting this masterpiece, and he's won *Tiny Toon Adventures* for his considerable effort. Oh, and a t-shirt.





SUPER PRO

COMPETITION

Acclaim entertainment, inc.

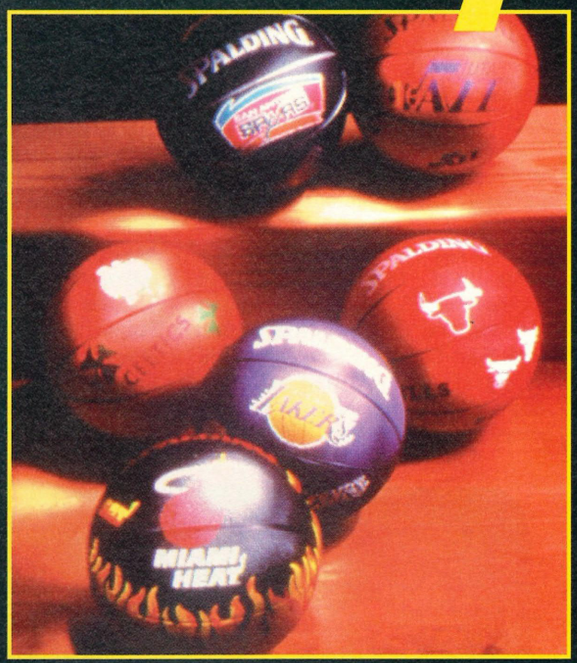
Slam-Dunking Give-Away

Basketball's multi-millionaire stars have transformed basketball into America's hottest sport. Anyone who saw "The Dream Team" in action at last year's Olympics will know the visual feast America's hottest players can produce.

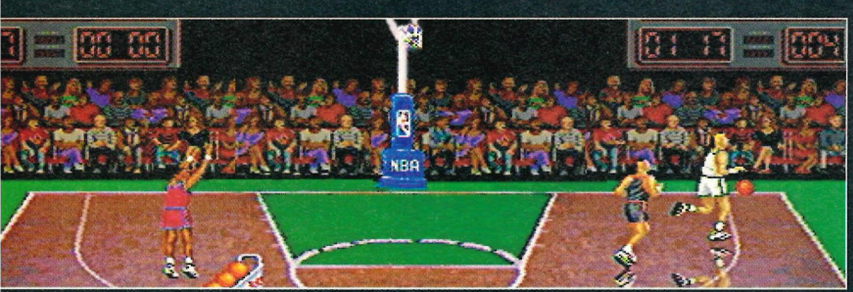
Acclaim's latest release gives you the chance to play as, and against mega-stars such as Jordan, Johnson and Ewing in a very slick looking sim. *NBA All-Star Challenge* has six different modes of play, including Rock the Rim Slam Dunk, Beat the Clock 3-Point Shoot Out, and Over The Shoulder Foul Shooting! The action takes place in one half of a normal basketball court, and your player competes in a one-on-one style match against any one of the featured NBA giants!

To tie-in with the official July release of *NBA All-Star Challenge*, SUPERPRO in association with Acclaim, are offering you the chance to win some fabulous basketball gear and, of course, your own copy of the game! Yes, that's right, you could be sporting the latest Converse TAR MAX trainers, and matching TAR MAX T-shirt so that you'll really look the part next time you slam the ball past the (untrendy!) opposition!

The Converse TAR MAX trainer is the biggest-selling basketball shoe in Europe. It has been re-designed in stylish new colours and is built to withstand the abuses of the outdoor game. Acclaim are also giving away Spalding basketballs – the official ball of the English Basketball League, the English Basketball Association, and of course, the mighty NBA!







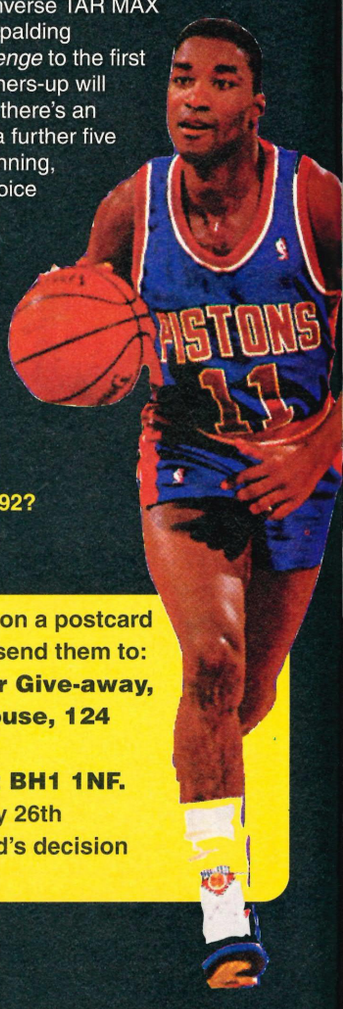
THE QUESTIONS

Acclaim are offering a fabulous pair of Converse TAR MAX trainers, a TAR MAX T-shirt, an Official Spalding Basketball, and a copy of *NBA All Star Challenge* to the first correct entry out of the hat, a further two runners-up will receive everything apart from the game, and there's an additional five TAR MAX T-shirts on offer for a further five correct entrants. So to be in with a shot of winning, simply answer the following three multiple choice questions:

1. How many Basketball players from one team are allowed on court during play?
(a) 7 (b) 5 (c) 10

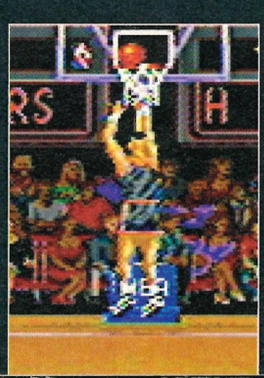
2. Who is the NBA's most valuable player?
(a) Michael Jordan
(b) David Westley
(c) Larry Sparks

3. Which team were NBA champions in 1992?
(a) Chicago Bulls
(b) L.A. Lakers



Stick the answers down on a postcard or sealed envelope and send them to: **Slam-Dunking All-Star Give-away, SUPERPRO, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.** All entries must arrive by 26th October 1993, and big-ed's decision is final!

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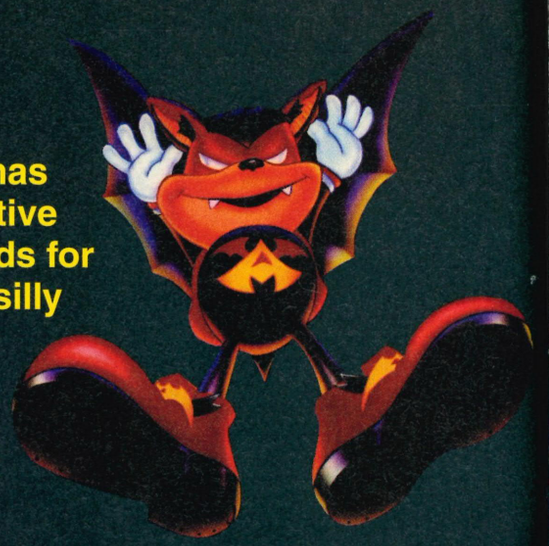
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SUNSOFT rising



Starting with *Roadrunner*, Sunsoft has been trailblazing the way for interactive SNES cartoons, setting new standards for high quality graphics and splendidly silly gameplay. The next generation looks even more impressive, a whole host of toon releases waiting to stampede their way out of Sunsoft's stable, and all over David "loony" Westley.

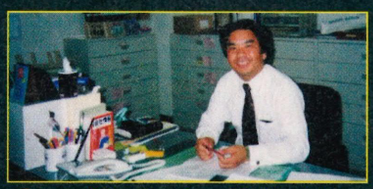
When you think of Japan the image in your head is usually the Ginza strip, the *Blade Runner*-like heart of Tokyo with spectacular neon hoardings and shops packed with hi-tech gizmos. But just an hour outside Tokyo, the port of Nagoya represents another side to the country, a Shogun fortress and Shinto shrine weathering pollution produced by heavy industry. Yet even in this 'rustbelt' city, modern electronics companies flourish, including Sun Electronics.

Sun was established on April 1st, 1971 as a mainstream electronics firm, producing computers for industry. However its Suntac processor was soon adopted as the ideal engine for Japan's famous Pachinko machines. These vertical, pinball-like games are incredibly popular – a recent report estimated the industry to be worth 15 trillion yen a year!

As with Nintendo, success with primitive arcade machines ideally placed them for proper coin-ops. Sun was one of the real pioneers, its first coin-op – *Ikki* – appearing in 1978, a year before Capcom even existed. More arcade games followed and, in 1981, Sun were the first to introduce digitised speech!

Four years later, however, the real money-spinning was happening in the home with Nintendo carts selling like hot cakes – and for a lot more than your average punter would shell out in an arcade. Some companies, like Capcom and Konami, continued with coin-ops while spinning off new console game divisions. However Sun followed Nintendo's own example, deciding to phase themselves out of the arcades altogether, their last coin-op appearing in 1988.

To deal with the console market a new division was set up in 1985. The name was Sunsoft and success came quickly. In 1987 the company expanded abroad, taking over the Kit Corporation of America. Kit had been formed in 1983,



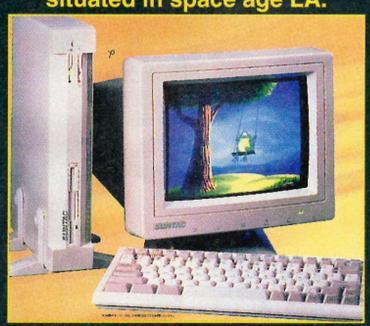
Sunsoft's director, Mr Yoshida.



Sunsoft's very own F2 racer!



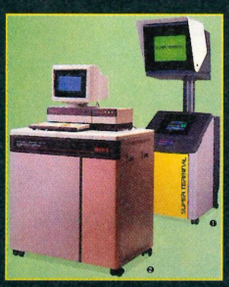
Sun Corporation, USA is situated in space age LA.



The Suntac PC. A 486 no less!



Head Office, Nagoya, Japan.



These two boxes (left) can operate up to 500 running Pachinko machines at any one time!

rapidly building itself up into one of America's principal developers and distributors of coin-ops. It was the distribution network which really interested Sunsoft. America was by then deep in the throes of Nintendo mania, and would soon have more Nintendo systems (35 million!) than Japan (17 million) and Europe (5 million) combined!

HOME BOYS

Although Sunsoft was set up for the NES, *Sly Kid* being its first Nintendo release, like most big developers it also does work for Sega. This year it's got no less than twenty games in production, across all formats, and is ranked as the world's fourth largest developer of video games, heavily contributing to Sun Electronics' $200 million (!) annual revenue.

This success has not been achieved by massed ranks of programmers however. Sun employs just 270 people, only 100 of which work for Sunsoft (compare that to Capcom's 600!). But its US operation is fairly substantial, over 25 people working on the SNES, Mega Drive and coin-ops (as compared to Capcom's handful of sales personnel). As a whole the US operation rakes in $65 million!

Such Stateside success is perhaps unsurprising given Sunsoft's concentration on US licenses. Besides Warner Bros' star line-up of cartoons, the company also has the license for Disney's *Beauty And The Beast* (for Sega) and DC Comic's *Superman*. The Warner Bros' toon deal is obviously the biggest, a five-year contract which has already led to two spectacular games; *Taz-Mania* (released in the UK by THQ) and *Roadrunner*. "The Loony Tune characters and themes are masterpieces of animation," comments Sunsoft's Rita Zimmerer, its US vice-president. "We know the treasure that we have here and we intend to add to its legendary lustre. That's why we're going for truly interactive games with traditional

scrolling one minute, classic animation the next."

Sunsoft isn't neglecting its Japanese roots however. There are actually plenty of Japanese-themed Sunsoft RPGs like *Albert Odyssey, Benkei Gaiden* or *Xak*, but no plans to translate them into English. The company believes that while RPGs are attractive to the Japanese consumer, Westerners prefer action games. The only exception to this beat-'em-up/platformer line-up is, of course, Sunsoft's SNES debut game – *Lemmings*, a one-off conversion of a Psygnosis game.

BACK TO THE FUTURE

Although Sunsoft has worked hard, especially with *Taz*, to prove wrong the old adage that licensed games mean unimaginative games, its future plans aren't limited to buying in big names...

Firstly, they're attempting to create their own licensed characters

The Sunsoft staff ... only ever create what gamers want to play.

by re-entering the coin-op market. After a long absence the company is producing the 32-bit *Punky Doodle*, a game set in a moon-lit pumpkin patch where Punky and Curly stand guard with magic crayons! "In the early days of *Pac Man* the games were very basic and simple, you didn't have to be an experienced player to enjoy them. As we've got more sophisticated, we've lost that quality. It's time to get back to basics," proclaims Zimmerer. The game will debut in October and has been produced by Sunsoft's American developers. As with Capcom, Sunsoft sees coin-ops offering "an excellent testing ground for new ideas, and a good format for research and development."

Secondly, Sunsoft are putting a lot of effort into developing what they hope will be a console star to rival Mario! Aero the Acro-Bat is the name and he's already been adopted as a company mascot. He'll be making his debut on the SNES, but a 32-bit CD-ROM appearance seems inevitable! Just recently the company announced the opening of an American development centre to focus on next generation consoles. It's this forward planning which underpins Sunsoft's determination to become the world's largest video game developer!



Naomi Sakaguchi

THE SUNSOFT INTERVIEW

Despite an initial language problem, and the fact that they lived in entirely different countries, David Westley and Naomi Sakaguchi were soon chatting like two little leprechauns who hadn't seen each other for years.

DW: Why does the company have an English name?

NS: I'm not sure why Sunsoft is in English. But the Sunsoft name comes from the "Sun" in Sun Electronics, and the "soft" from software."

DW: Sun Electronics got into arcades by developing Pachinko circuit boards. What exactly are Pachinko machines?

NS: Pachinko is a game of both skill and luck in which the player has to rent pachinko balls. These are very small, less than one cm in diameter and are rolled down a pachinko board. The aim of the game is to get them into the holes and this is where the luck comes in – sometimes the ball will disappear and sometimes it will release more balls! When the player has had enough he or she can then exchange the pachinko balls he has won, if he has won, for prizes! Why they are so popular I'm not so sure. I suppose it's like an arcade game for older people.

DW: A great deal of effort at Sunsoft seems to go into a game's design.

NS: Yes, it has a lot to do with our commitment to quality. The Sunsoft staff are die-hard gamers and they only ever create what gamers want to play. Each game has its own technique and style. Even games that are released on both the SNES and the Genesis have their own special qualities.

DW: How long does it take to develop a game from the original idea?

NS: Too long a lot of the time! Ideally we would like to completely develop a game in one year, including play adjustments and de-bugging. However at times it takes over a year and a half to really meet the standards that we demand of a game.

DW: How do you get your original ideas?

NS: Ideas for games come from our design and planning department. The people in this department are very creative and create Game Design Specifications (GDS), for licensed or original game concepts. They focus their attention on game playing technique, original and special features, and overall game layout. Once a GDS is completed it must be approved. If it fails this test it must be completely revamped. If it passes, however, it gets given to a development team to create.

DW: One of your own, very original ideas is Aero the Acro-Bat. Is he your mascot now?

NS: Every company needs an



The first arcade unit since 1988

identifying character, so it was only natural that Aero the Acro-Bat was elected to represent Sunsoft. The reason being Aero's personality matches that of Sunsoft's perfectly. The company philosophy is that life must be "a journey of ambition, challenge and creation" and that is exactly how Aero sees it. In Aero's debut game the player will be overwhelmed by his personality, as well as the game's technique, graphic quality and addictiveness. So as you can see we did not have to decide to make Aero the Acro-Bat our mascot, he was the natural choice!

DW: Tell us about *World Heroes*. Will it rival *SFII*?

NS: *World Heroes* is a fighting game that has been ported over from its coin-op counterpart. When Sunsoft was developing *World Heroes* we wanted to avoid what has ruined other fighting games, that is poor control and graphics. This we have avoided. *World Heroes* is a perfect port over with responsive controls and excellent graphics. As for *Street Fighter*, it is a serious rival, yes. But now when a player wants to buy a fighting game with good graphics and play controls they are not limited to only one game.

DW: You're also supposed to be developing *Superman*. Apparently the whole game had to be redesigned when he died in the comic book series. Is this true?

NS: Yes! The *Superman* game is being redesigned, by Sunsoft of America. The development team are working hard with the designers and writers of the Superman comics to produce the most exciting, and true to the comic, video game ever!

DW: How did the relationship with Warner Bros start?

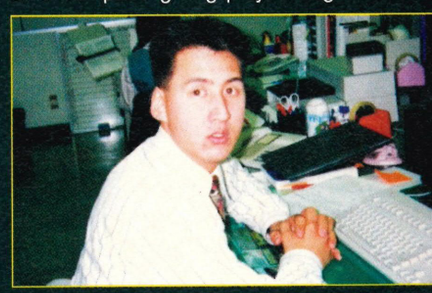
NS: Sunsoft has been working with Warner Bros since 1988, with the first *Batman* movie/NES game. Ever since then the relationship has grown, mainly because of Sunsoft's recreation of their characters into a successful product. Another reason is that we do not take liberties with a character's persona when he or she is transferred to a video game. It is that respect given to the Warner Bros' characters that has generated their trust in us to create exciting new games. It's a very strong relationship.

DW: Do you plan to use the Super FX chip?

NS: The Super FX chip greatly enhances the amount of creativity that can be applied to the SNES and our design teams are currently exploring the possibilities of using the Super FX chip for some of our future games, yes.

DW: Where do you think the Industry will be in 10 years time?

NS: Oh dear! 10 years is an awfully long time from now. A day in this industry is much like a month. I think it is safe to say that console games are an established form of entertainment much like the TV, or VCR. This aspect of the industry won't change. However the technological advances in hardware and software are continually changing, with companies forever competing to top each other. The result of this is that advances come at a fast pace giving players higher



Sunsoft USA's Steve Gehrke

and higher expectations. My own, personal expectations are a virtual reality home unit, with interface and graphics quality better than in the arcades today. Whatever the future however one thing's for certain, Sunsoft will be there!



FEATURE

SUNSOFT rising

THE GAMES

Sunsoft has twenty games coming out over the next few months, and seven of them are for the SNES! In this fat sack of goodies are two new Warner Brothers licences, Sunsoft's first Disney collaboration, their first stab at a footie game and the unveiling of their mascot, Aero the Acro-Bat. So if you want to step into the future sit yourself down, put your pipe in your mouth, your slippers on your feet and take a long look at the scrummy games that Sunsoft's about to release!

AERO THE ACRO-BAT

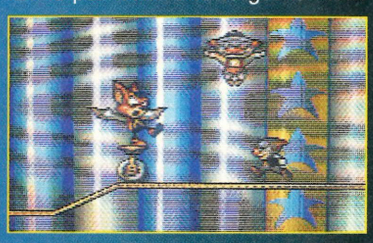


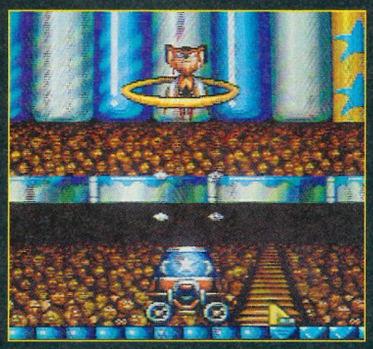
Aero is a bat with an attitude! His debut mission is to save the world from crazy industrialist Edgar Ektor. Edgar was banished from the big top as a young pup and now wants to wreak revenge by destroying all forms of entertainment!

Aero's fight is spread across three worlds: the circus, the



fairground and the horror museum. Each of these worlds has eight stages, but unlike the Mega Drive version the SNES has Mode 7 bonus stages, including one *Pilot Wings*-type game where Edgar must fly through rings before – hopefully! – landing in a pool of water. There will be two bonus levels per world and to get to them





you need to collect enough stars and vital objects from earlier rounds. Complete all of the bonus rounds and you're rewarded with a completely different ending.

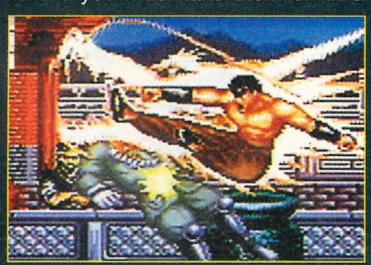
Duelling with Aero will be a whole host of villains – there's a guardian at the end of every level! If you manage to defeat these with your agile jumping you will usually be expected to perform some sort of special stunt. for extra points! The game features lots of neat ideas like bungee jumping, waterslides, roller coaster rides, fair ground wheels, Aero the Bat cannonball and much more.

"Aero is a true original" according to Rita Zimmerer, who hopes to use the character in a number of spin-offs. One of these is a new American cartoon series on Saturday mornings!

Aero The Acrobat *will be released in the UK in November.*

WORLD HEROES

World Heroes is Sunsoft's first *Street Fighter*-style game and is an impressively accurate conversion of a Neo-Geo game. Its 16MBits will include all of the original fighters and moves. As you'd expect you can either have head-to-head fights between the characters, or alternatively enter a story mode where you must take them on in a

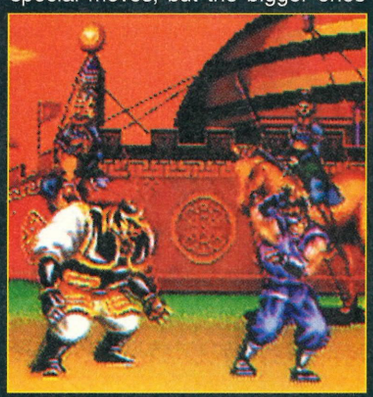


set order. One original feature is the dramatic arenas – these will be surrounded by barbed wire, studded walls, electric fences, and/or scattered with incendiary devices. These backdrops will all be highly interactive – will you climb that wall, or edge your opponent into the mine field?

Another nice feature is the time theme, with the characters drawn from both the past and future. The earliest combatant featured is Janne, a prehistoric warrior. The latest is Brokken, a bionic man from the 21st century. There are eight



fighters in all, eight different combat backgrounds and a final boss. All of the characters have their own special moves, but the bigger ones



have less. Hanzo the Ninja, for example makes up for his small stature with four, extremely useful special moves. Mr Power, on the other hand, is so strong he only has one move.

First impressions are good, 82 Megs of Neo Geo arcade game-play squeezed into 16MBits well-nigh perfectly. In fact it's been improved in some ways. You can reconfigure the controls to make use of the SNES's joypad, using all



the buttons, and there's an option for identical characters to face off against each other – unlike the coin-op!

World Heroes *will be released in the UK in November.*

DAFFY DUCK: THE MARVIN MISSIONS



The Marvin Missions is Sunsoft's latest Warner Brother licence and is derived from the cartoon *Duck Dodgers in the 24 1/2 Century*. Here Daffy has to battle with arch nemesis Marvin the Martian in an escapade so surreal it'll threaten your very sanity!.

The Marvin Missions has five levels, each an individual cartoon defined by a cartoon-style title and animated sequences. Within the game itself there will be masses to do with a whole host of different types of alien only too ready to cut short Daffy's great adventure. So to aid him on his quest 'Duck Dodgers' has brought along the ever so neurotic Porky the Pig. Porky will not only revitalise Daffy at crucial moments, he will also vacuum up his ashes should he exceed his



SUNSOFT rising



number of lives!

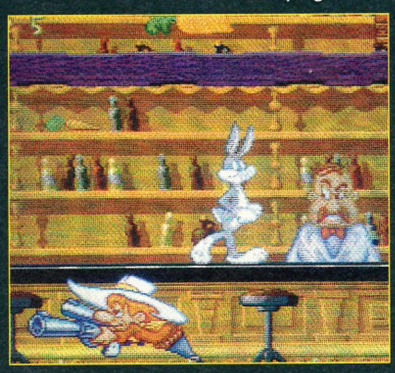
The game will feature an astonishing number of weapons, most of which you have to buy with cash which you can collect. There's an ice gun that will freeze any passing alien, a gun that will break into three smaller bullets and a time warper which slows his enemies down. Daffy can also drop mines! The action is set in a whole host of strange places as Daffy jumps into his space ship and lands in the unsafest places imaginable – a volcano, a jungle and an assortment of weird alien resorts. The graphics are big, beautifully detailed and superbly animated.

Daffy Duck: The Marvin Missions *will be released in November in the UK.*

BUGS BUNNY: RABBIT RAMPAGE



Bugs' first jaunt onto the SNES will be in Sunsoft's *Rabbit Rampage*. Based on two classic loony tune cartoons – *Rabbit Rampage* and *Duck Amuck* – it promises to bring action both fast and furious.



Bugs Bunny's enemy in *Rabbit Rampage* isn't your typical foe, oh no. Here the very animator of the game is out to get him. Scenes and action are thus highly unpredictable with the unknown animator painting him into ever changing corners. From what we've seen so far game looks stunning with the animators hand swooping down from nowhere

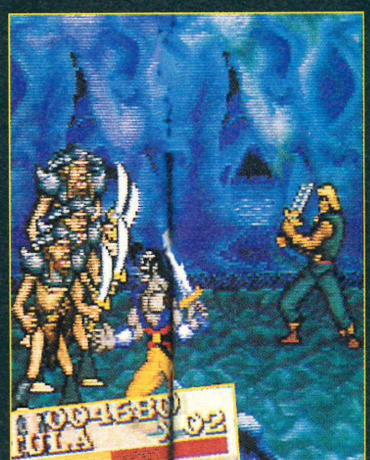


with a great big paint brush! Throughout the cartoon Bugs must out wit a whole host of familiar stooges. Both Elmar Fudd and Yosemite Sam show up in various guises and there a whole host of as yet unseen critters stomping about.

12 MBits have been used so that the game can accommodate tight shots that will make the characters bigger and capture Bugs' "subtle facial expressions." The game will also utilise actual cartoon inserts as well as cartoon character voices. It's going to be big!

Rabbit Rampage *will be released in December in the UK.*

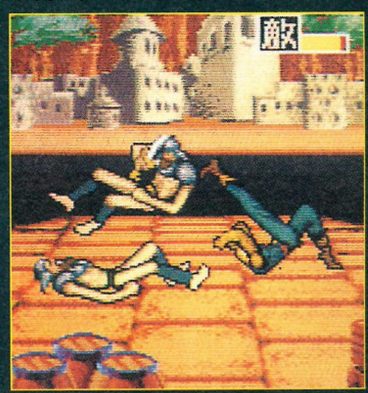
PIRATES OF THE DARK WATER



Pirates of the Dark Water's story line sounds like a modern day ecological fable. The earth's waters have been polluted and drought threatens. The cause is not chemical waste dumped into rivers though. Instead an evil curse has been cast on the world by a dark and mysterious figure. To end his tyranny and restore the waters three warriors are sent out into the night: Ren, Tula and Loz.



Pirates of the Dark Water is a simultaneous two-player beat-'em-up. You and a friend may choose to be one of the three characters on offer. Ren is slightly built and has only a dagger for a weapon, however he's nippy and can out run most of his enemies. Tula is a



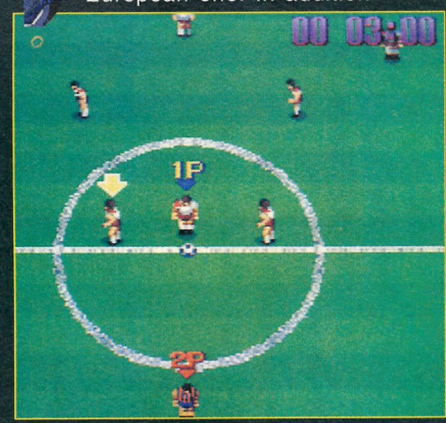
magician and though conventionally unarmed has powerful magic. Finally there's Loz the barbarian whose legs are as thick as a great oak. Unfortunately he's about as fast as one.

Like most beat-'em-ups you must complete each stage inside a certain time limit. The most outstanding new ingredient is the very interactive backdrops. These will contain a whole host of booby traps that you're going to have to avoid if you're to ever reach the end.

Pirates of the Dark Water *will be out in the UK in early 1994.*

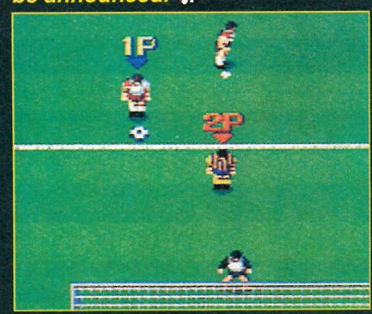
HIGH SCHOOL SOCCER

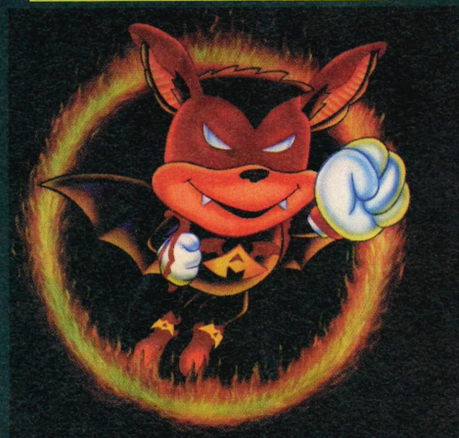
High School Soccer incorporates more options than you could throw a dog at! The number of possible teams is just amazing. There are the best teams from each Japanese region (which will probably be changed to European teams when converted), an African Tournament, an American Tournament (!) and a European one. In addition



there will be a versus mode where you can play either against the computer (a tough adversary!) or a second human player.

Soccer's UK release date is to be announced. SP



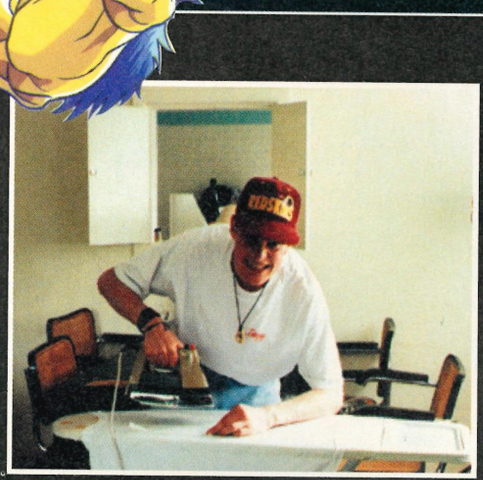


STICK IT TO 'EM RYAN!

and... ACTION!!!



Yes, Ryan's branching out with some exclusive new fashions. To help you affix your incredibly tasteful *SFII* print examine his pics and read Mark's tips. There are three different designs available, so if you want another one examine the back of a SUPERPRO to see which design it's got!







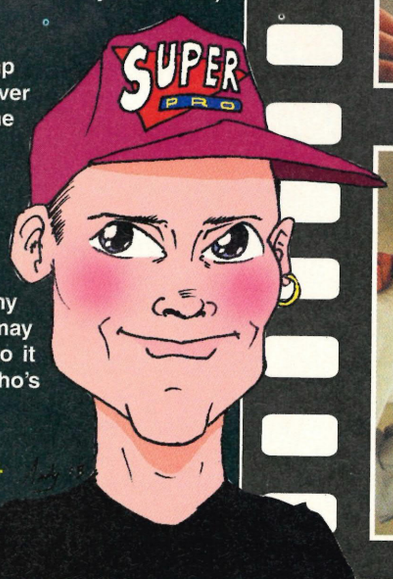
1 After taking the transfer from the packet, cut off the bottom part. Instruction sheets on T-shirts don't look cool!

2 Choose a delightfully plain T-shirt, plug in the iron and let it warm up to a medium heat (best find a girly for this bit, as it is a rather womanly chore). Put the transfer in the middle of the T-shirt, face down.

3 Keep the transfer flat and run the iron over it quite firmly. If your girly isn't doing it right, admonish her and give her an affectionate slap on the rump.

4 Place the iron in a safe place (you certainly won't use it again, so don't worry too much if you lose it!) and remove the transfer sheet.

5a) You're a well dressed champ with an obedient girly fawning over you! Easy. Only Ryan and the SUPERPRO team could make life so easy.



5b) It's all gone terribly wrong and there's tears aplenty. Ooops. SUPERPRO, rather responsibly, hereby takes no responsibility for incorrect use of this transfer or any accidents, tantrums or lover's tiffs that may arise from incorrect use. If you can't do it yourself (iron) then find someone who's dead boring and homely who can. SP

Editor's Note: T-shirt Tips by non-New Man Mark. These do not represent the opinions of Paragon Publishing, SUPERPRO, the Editor, Designer or Staff Writers... okay, Di?

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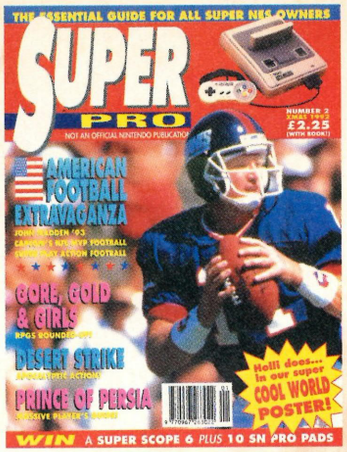
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Issue 2 £2.80

Bundled with the issue is an incredible book crammed with every Super NES game released – essential reading! Inside the magazine you'll find a further 35 reviews of the very latest games, a Cool World poster, an RPG feature and 14 pages of tips. The best Super NES magazine has more of everything...



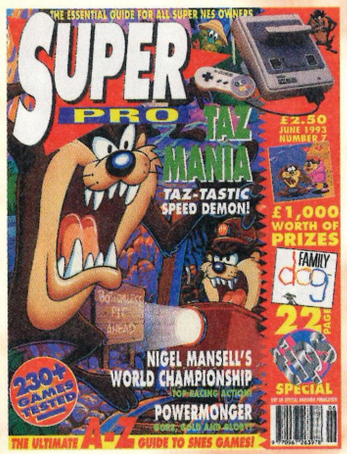
Issue 3 £2.50

Sensational issue featuring an exclusive review of Konami's Tiny Toons together with another 18 hot titles. Also inside are an amazing 26 pages of the very best hints, tips, busters and game solutions. As if that wasn't enough, a comprehensive A-Z game guide will help you pick the Pro Golds from the pathetic.



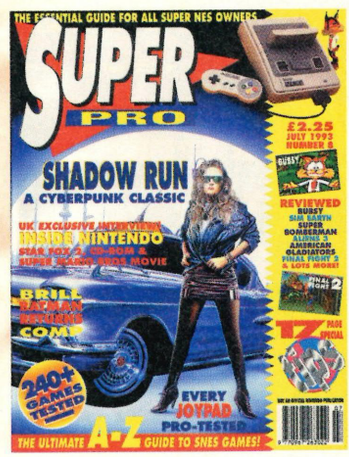
Issue 5 £3.50

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!



Issue 7 £3.05

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!

INFOGRAMES' FANTASTIC VOYAGE TO GAUL!

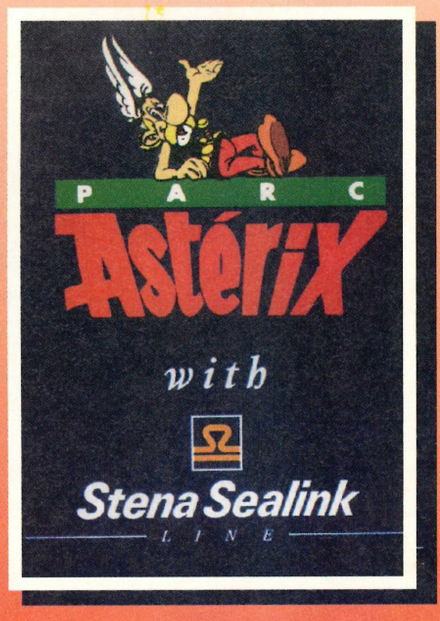
Since Dave and Ryan's trip to Le Parc Asterix, to celebrate the launch of Infogrames cracking license, they've been harping-on non-stop stop about the fantastic scenarios and devilish rides (ask Dave about the rollercoaster and he'll turn white and start screaming!). Well now SUPERPRO, in association with those lovely people at Infogrames, are offering an all-expenses paid trip for a family of four to experience all of the fun and excitement of the marvellous theme park for themselves.

Le Parc Asterix, situated just north of Paris, boasts a full-scale replica of the little Gaulish village we know so well, a gladiator's arena, countless Roman roads filled with assorted souvenir shops and restaurants, not to mention the biggest Dolphin show in Europe. And that's not all; there's fantastic rides including log flumes, pirate ships, rapid rides, and Europe's biggest (and scariest!) rollercoaster!





Contained in each Asterix game, is a special promotional offer which gives a family of four the opportunity to cruise across the channel on a luxurious Stena Sealink ferry, stay the night in an equally-as luxurious 3-star Novotel, and one child entry into Le Parc Asterix for a special bargain price. But for the winner of our brill comp it's all entirely free, including the added bonus of free admission to Le Parc Asterox.



THE QUESTIONS:

To be in with a chance of winning this fabulous trip abroad, simply answer the two following multiple choice questions and send them to this address: **Infogrames' Fantastic Voyage to Gaul, SUPERPRO, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset, BH1 1NF.**

1. What do the Gauls fear?
(a) Deadline week.
(b) Dave's loud silky shirt.
(c) The sky falling on their heads.

2. What is the name of Obelix's pet dog?
(a) Knacker.
(b) Fido.
(c) Dogmatix.

Entries must arrive no later than 30th September and the Editor's decision is final.



Ryan suffers the swings and roundabouts of life yet again, in gay France! Avez vous mucho beer!

INFOGRAMES

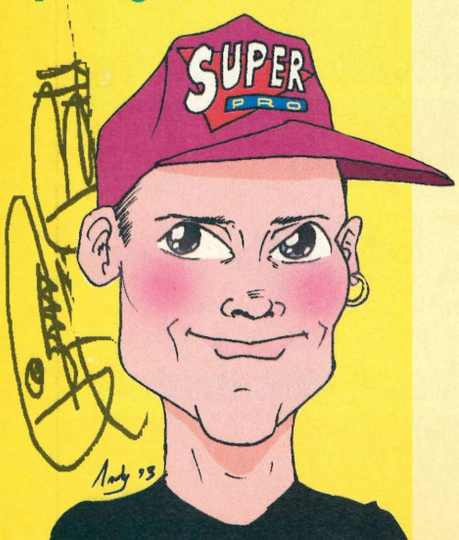
SUPER PRO

TIPS

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As most of you will no doubt regard the SUPERPRO tips section as your second home, I won't bother with the boring welcoming commitee this month. Oops! There it goes again. Silly me. Mind you, I will blabber-on about what juicy tip-bits I've got to dish out to all you cheat-junkies out there! As well as the regular Datel and Genie codes, Snappy Shorts, Prohelp and Game busters, I've also brought you the second part of the *Alien 3* and *Lost Vikings* solutions to keep your cravings to a minimum. What a month! So don't say I never give you ought, because I do!



RYAN'S SNAPPY SHORTS

I've had my work cut out for me this month, thanks to Daniel Avery from Watford. Daniel sent me a comprehensive tips booklet imaginatively titled "The Cheat Sheet", from which nearly all this month's shorts were taken from. For his efforts, Danny gets a free cart and, best of all, the prestidgious SUPERPRO t-shirt. Cheers Danny!

ARCANA

To get a level select, press DOWN, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, LEFT, RIGHT and UP. Then press:
A – for level 2. B – for level 3. X – for level 4. Y – for level 5.

CARL RIPKEN JNR

To get to the championship game, enter this code:
RCCJKJBDSPKDGGGFFRC.

DARIUS TWIN

For 49 lives, hold L and R on controller 2 during the title screen. Then press SELECT and START on controller 1.

DRAGON BALL Z

Hold down Y, X, A, B, L, R and rotate the D-pad until you hear a shout. This cheat allows you to control all of the characters.

EXHAUST HEAT II

Thanks again to good old Danny Avery for this one! As soon as the "NOTICE" screen is displeyed, press the following:
(a) For a Time Attack Configuration Mode, press UP, X, RIGHT, Y, DOWN, B, LEFT, A, A and START.
(b) For a CarSelect Mode, press UP, DOWN, LEFT, RIGHT, X, B, Y, A, A, A, A, A, A, A and START.
(c) For an F-1 Track Select, press A, A, A, A, B (repeat 14 times) and START.
(d) For a Sound Test, press L, R, L,R, L, R, L, R, L, R, L, R, R and START.
(e) For a Two Player Tank Game, press Y, Y, Y, Y, X, X and START.
(f) For an interesting Breakout-style sub-game, press X, X, X, X, Y, Y and START.



HUMAN GRAND PRIX

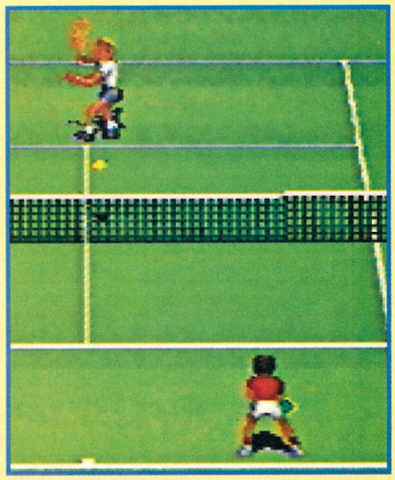
Danny's done it again with these handy little cheats to give you the winning edge in this great racing sim.
(a) To execute a controlled spin, hold down on the accelerator and then brake at the same time, select the direction and then release the brake.
(b) If you have a poor start, cause a major crash and a red flag will be displayed signalling that the race will be restarted.
(c) To alter the starting positions on the grid, hold down SELECT and press B.

HYPERZONE

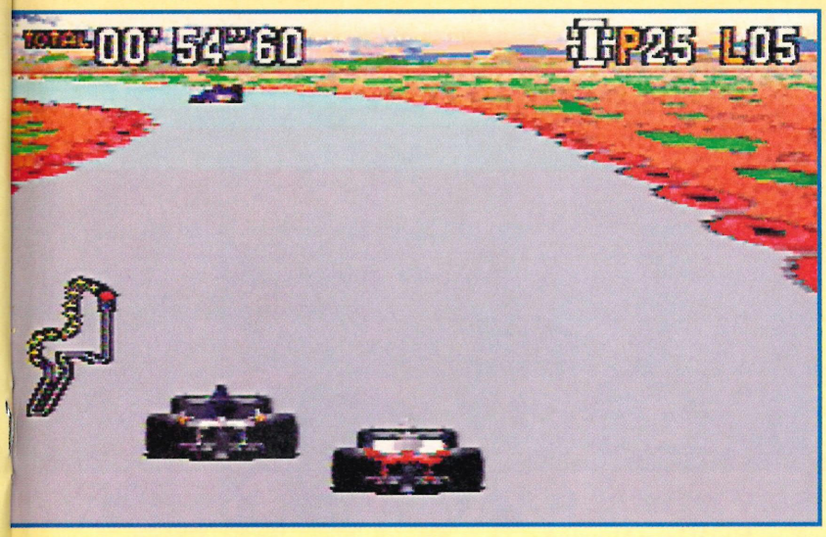
For a sound test, hold down L and R on the title screen.

JIMMY CONNORS TENNIS

Here are the codes for the top ranking in December:
NT2PG9B9V6VT
WDWOV8V1VWVM
VOTQVLVJBB6



TIPS



PIPE DREAM

Here is a code which enables you to start on round D with maximum lives:
3P7DS1WSNDFPPP.

RANMA 1/2 PART II

Highlight a one player game, then press UP, RIGHT, DOWN, LEFT, UP and SELECT. If the cheat has worked, you'll hear Ryoga's voice and player one will now be able to control the big boss.



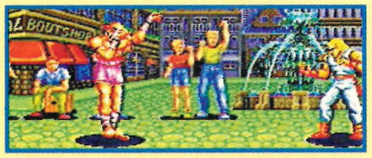
TUFF E NUFF

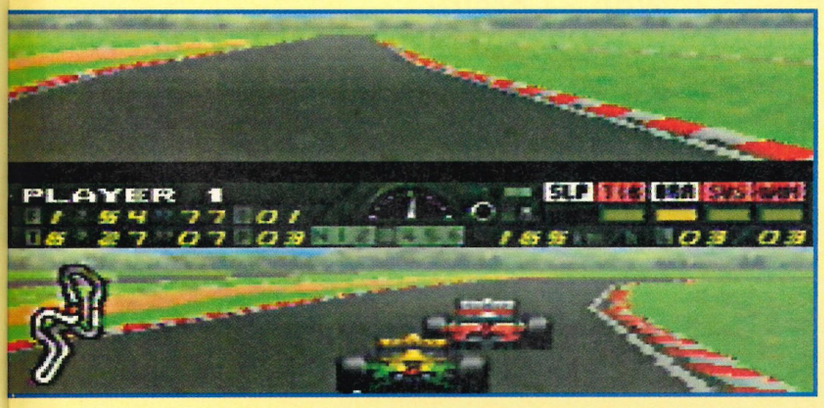
Here is the complete set of level codes for this tough beat-'em-up:

Stage 2 – 427011	Stage 3 – 537071
Stage 4 – 430700	Stage 5 – 500760
Stage 6 – 401367	Stage 7 – 511617
Stage 8 – 412526	Stage 9 – 562506
Final – 463455	

FATAL FURY

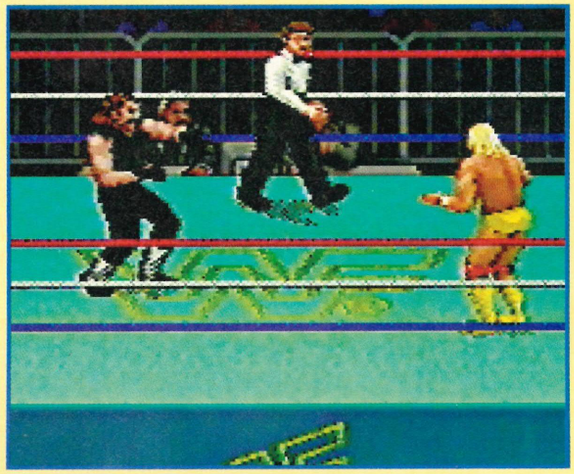
This incredibly simple, yet cunningly effective cheat allows player two to fight as the well 'ard bosses! Simply press down on controller two during the character select screen.





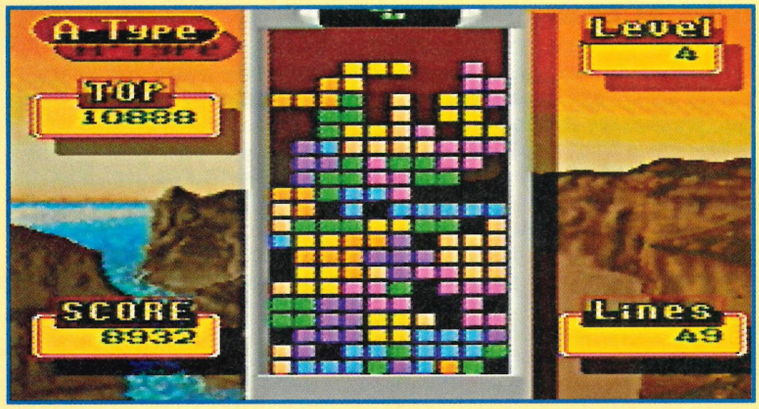
SUPER WWF

During the one-on-one mode, knock your opponents energy bar about halfway down and pin him to the floor. Then using X, immediately press UP and Y. Your opponent will now be prevented from getting up.



TETRIS + BOMBLISS

During either game, pause the action and press SELECT to change the music. Alternatively, if you wish to view the entire background, hold down L and R and press UP.





KRUSTY'S SUPER FUN HOUSE

Here are the level codes for the US version of Krusty's mad-cap rodent hunt!
Level 2 – BART MAN
Level 3 – SMITHERS
Level 4 – SNOWBALL
Level 5 – JEBEDIAH

Q-BERT 3

When the options screen is displayed, press the following for the desired effect:
(a) B, B, B, B, B, B, B, and B – Start on level 11.
(b) B, Y, B, Y, Y, B, Y, and B – Start on level 16.
(c) B, Y, Y, Y, B, Y, Y, and Y – Start on level 21.
(d) Hold down L, and R to to display a programmer's screen, then press SELECT to alter the background colours.



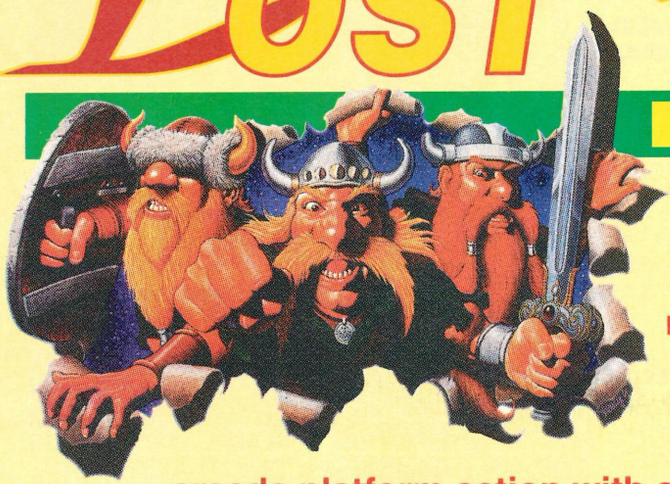
WAYNE'S WORLD

During the spinning Wayne's World title screen, hold down X, Y, B, L, R and DOWN. Then press UP. A level select will then appear at the bottom of the screen. Press SELECT to advance through the various stages.

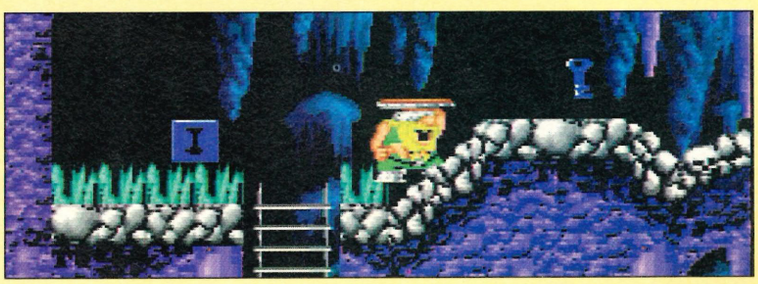


The Lost Vikings

PART TWO!



California-based Interplay celebrated its tenth anniversary with the release of a brilliant cart, quite simply the best arcade-puzzler since *Lemmings*. Mixing frantic arcade platform action with superlative puzzles, *The Lost Vikings* earned a ProGold with 92% in SuperPro 7. With 37 brain-busting levels, a SuperPro Player's Guide was vital, so join Ryan Butt on his continuing odyssey through some labyrinthine puzzles.



LEVEL 6 *(FLOT)*

Move Olaf up the ladder, collecting the food as you go. Once at the top, move the shield above his head and drop off the ledge. You should be able to fall in more or less a straight line all the way down. At the bottom, grab the blue key and open the door. Move Olaf down the ladder and across to the right to block the dinosaur, then back him up with Baleog and kill it. Do the same with the following caveman, and then move Olaf up the ladder and grab the key in front of the fire-spitting gargoyle, Then move back down the ladder and place it in the lock to lower the bridge.

Move all three Vikings up the furthest ladder, then at the top, position Olaf on top of the hill and raise his shield above his head. Use Erik to jump onto the shield and then up on to the ledge, grab the key and walk off to open the door. Position Olaf in front to shield the caveman, then follow-up with Baleog to finish him off. Move all three Vikings up the remaining ladders, kill the snails, dinosaurs and cavemen, and go right to the exit.

LEVEL 8 *(PRHS)*

Move all three Vikings down the ladder, then use Erik to bash through the wall to the left to get the shield, and go down the next ladder if you want some food. However, on both accounts, cavemen will have to be killed. Move Olaf right to shield the dinosaur, and follow-up with Baleog to kill the ravenous reptile! Move Olaf and Baleog up the next ladder, kill the snail, then using Baleog's bow, shoot the stalactites to the right, thus causing them to drop down and form a bridge over the lava. Move Baleog over the bridge, kill the dinosaur and then move all three Vikings up the ladder. Use Olaf to block the spitting gargoyle, then use Erik to bash through the wall to the right. Use Baleog's Bow to shoot the switch which lowers the bridge. Move all three Vikings down to the right, kill the caveman at the bottom, lower the bridge and move across to the exit.





LEVEL 7 *(TRSS)*

By speaking to this old geezer, you'll learn how to complete the level.

Use the key to lower the drawbridge and let the other Vikings through.

Move all three Vikings down to the eixt in this corner.

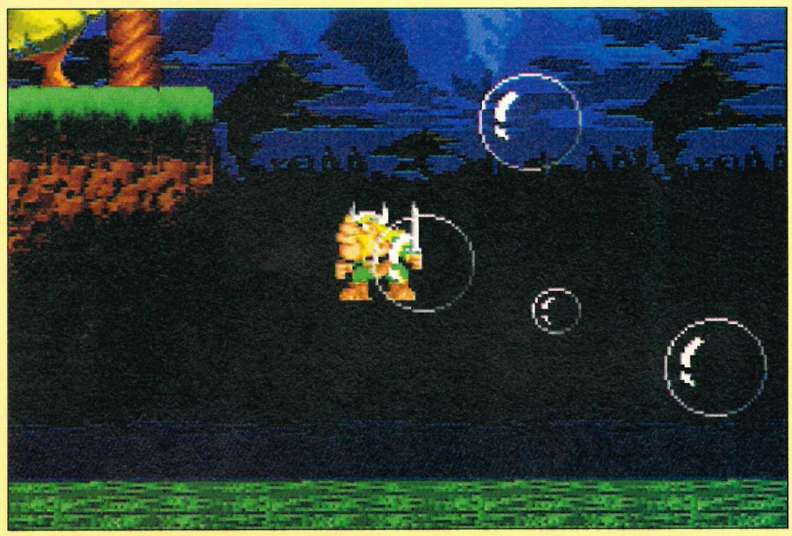


LEVEL 9 (CVRN)

Move Olaf across to the right, use Baleog to kill the snail, then bash through the wall using Erik's unfeasibly hard head! Use Olaf to drop down and shield the spitting gargoyle, then move the remaining two Vikings to safety behind him. Move Olaf across to the left to shield the caveman, follow-up with Baleog, then use the key to lower the bridge. Kill the next two caveman, and then use Erik to break through the wall. Drop all three Vikings down the gap, and kill the creatures at the bottom. Move Olaf into one of the bubbles, then drop him off on the first platform to the left, then do exactly the same with Erik. Let the swift one break through the wall, and then shield the gargoyle with Olaf. At the right moment, use Erik to grab the yellow key, and then go down the ladder. Jump the spikes, open the door and grab the blue key. Now move all three Vikings up to the top. Move Erik across to the right and move him down the first ladder and use the blue key to open the door at the bottom, then bash through the wall to open the barrier blocking the way to the exit.

LEVEL 10 (BBLS)

Use Olaf and Baleog to kill off all the creatures on the first few platforms, then use the swamp bubbles to move each Viking over to the right. Once over the other side of the swamp, go up the first ladder and use Erik to jump onto Olaf's shield and then up onto the next platform. Grab the key, then go back down to open the door. Go up, killing the dinosaurs as you go, then make your way over to the left. Use Erik to jump up and grab the key, then move the merry band over to the right. Use Erik to bounce on Olaf's shield once again, and then go round to open the yellow door. Now simply kill the remaining monsters and make your way over to the right where the exit awaits!





LEVEL 11 (VLCN)

Move Olaf forward to shield the gargoyle, then move the other two Vikings up the ladder. Repeat the process with the second gargoyle and move Olaf up the ladder. Use Baleog's bow to break the lock off of the damsel's cage, and then use Erik to jump over and listen to what the gorgeous cave-babe has to say. Then go back down to the first gargoyle and use Erik to break through the wall. By doing this, you'll free a vicious caveman and gain the key to drain the volcano. Use Erik to jump over the lava and use the key at the other side. The lava will now be drained, allowing you to venture within. Move all the Vikings inside, use the bubbles to get to the higher platforms, then go left avoiding the fiery cinders and push the block out of the way to get past. Finally, descend into the time warp!

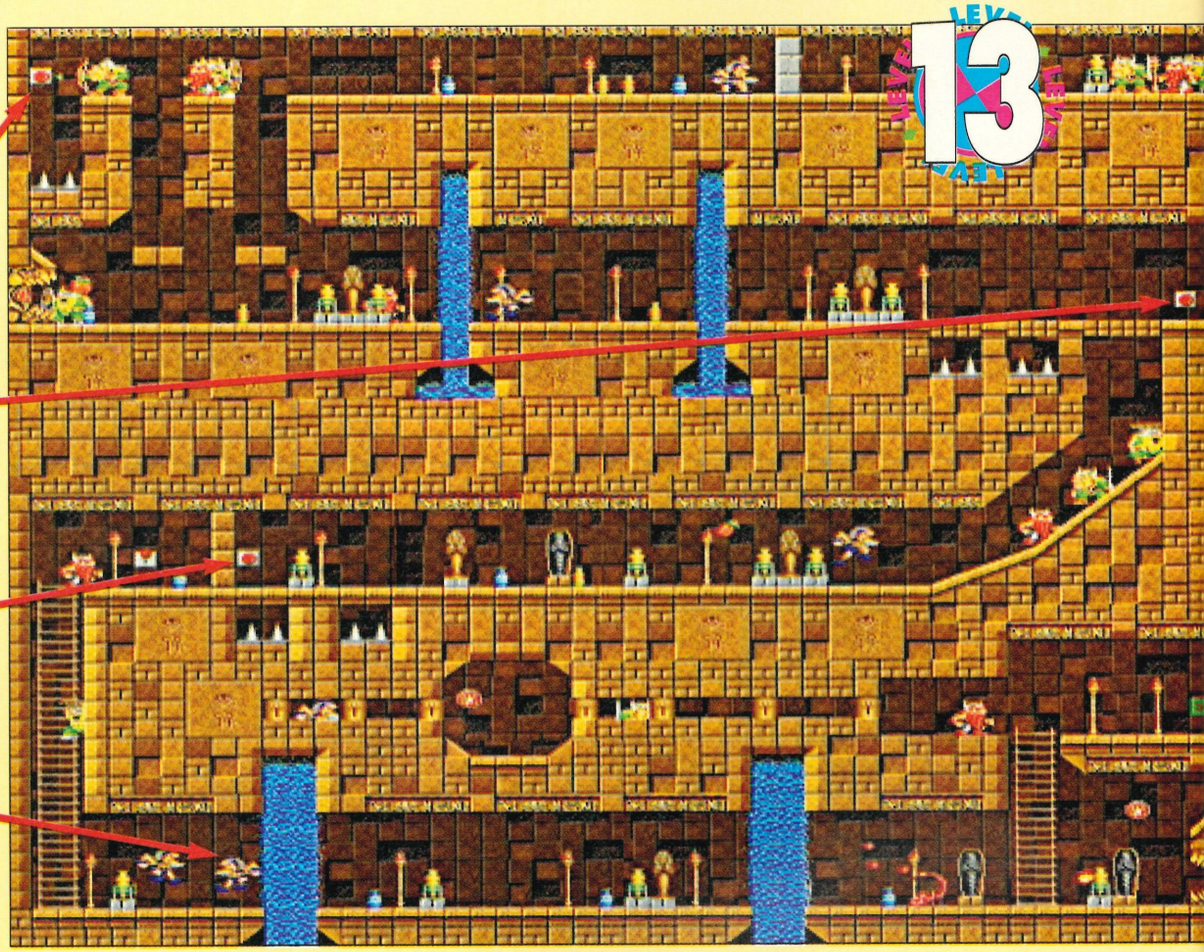
LEVEL 12 (QCKS)

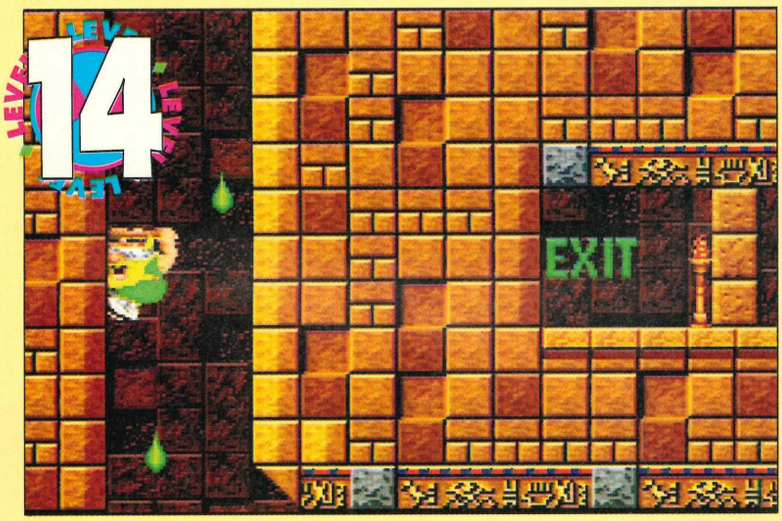
This is a new and hostile land set in ancient Egypt, so keep your wits about you as the enemy are wise and determined! Use Baleog to climb the palm tree, then use his bow to knock the coconuts off the opposite one, before using them to get over the quicksand. To kill the scorpion on the other side, use Olaf to approach it with his shield above his head and then follow-up with three shots from Baleog's trusty bow. Use the previous technique to get past the next two swamps, grab the red key and open the door to the pyramid. Once inside, you'll be attacked by jumping pharaohs, so keep Olaf ahead of the pack, tailed closely by Baleog. Use the Olaf/Baleog combination to defeat the next two, then push the block aside, use Erik to jump the gap and grab the key, and then make like bananas to the exit!



TIPS
THE LOST VIKINGS

LEVEL 13 (PHRO)





LEVEL 14 (C1RO)

Raise Olaf's shield and then drop him down to the left and flick the switch. This will cause two horizontal supports to come out over the spikes. Flick the round switch to drop the platform and then move Baleog and Erik across to the right.

Move Olaf along to the left until you reach a drop. Observe how the acid drops before walking off, and follow the pattern moving from side to side to avoid them as you drop. Then go right, avoid the hyper-active pharaohs and go up the ladder.

Use Erik to go up on the lift and then run left to avoid the falling blocks. Once at the top of the ladder, charge at the wall to the left to uncover the red key. Now go back down to join the other two Vikings. Use Baleog to kill the Pharaoh at the bottom of the level, and then use Erik to bash through the wall to the right. This will reveal the level sequence which blocks your way to the exit. Note it down and go on to glory!

LEVEL 15 (SPKS)

Use Erik to jump over the pit and flick the switch, then move the other two across. Use Erik to jump onto the weight and, as it moves down, quickly jump back onto the ledge. Use Olaf to shield the fire, and Baleog to shoot the chain. Now move all three Vikings down the ladder and kill the pharaoh. Use Erik to bash through the wall and go down the next ladder. Bash through the wall to the right to reveal a secret combination scratched into the rock. Note it down and then bash through the wall to the left. Send Baleog ahead to kill the enemies and then use the switches to adjust the carvings to coincide with those previously seen on the rock. Now go back down to the left and hit the switch to reveal the exit.



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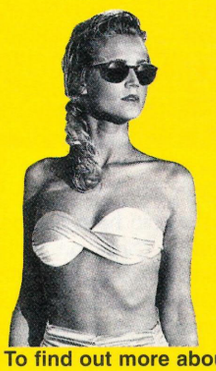
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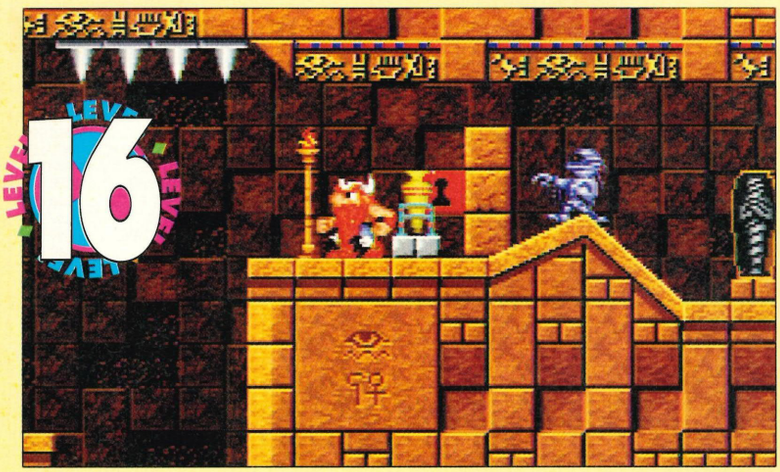
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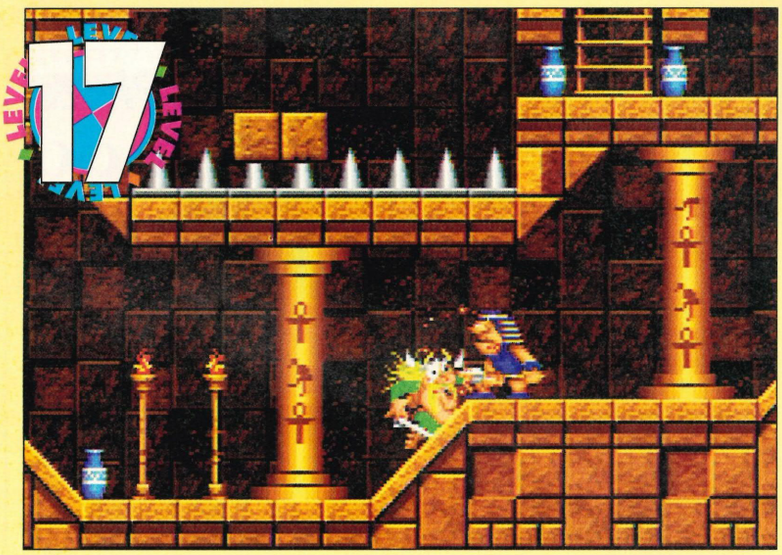
TIPS
THE LOST VIKINGS



LEVEL 16 (JMNN)

Send Baleog down the ladder, then use his sword to kill the mummy. When the coast is clear, move Olaf down, raise his shield and move him off the edge of the platform. He should easily fall from ladder to ladder. Eventually you'll reach a ladder that leads upwards, go up and grab the blue door key, then go back down and continue falling right. When Olaf reaches the end, put the key in the lock and wait at the exit.

Move Erik across to the right, grab the bomb and drop it on the ground over the snake, then run for cover as the snake is blown sky-high! Bash through the wall, drop under the lift, grab the key and get out before you're crushed to a pulp. Get on the lift and move both Vikings up to the next platform, open the door, and kill the hordes of mummies on the other side. Now simply bash through the next wall, clear the path of mummies and go down the ladders to join your impatient friend!

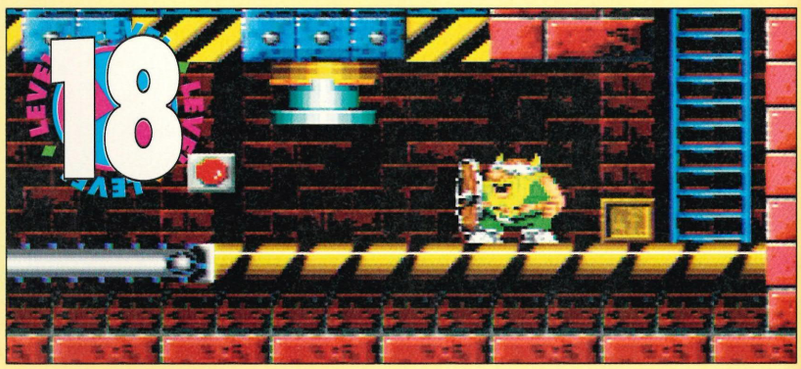


LEVEL 17 (TTRS)

Move Baleog across and kill the pharaohs (you should be a competent enough fighter by now not to have to depend on Olaf's protection!), then move him across using the moving platform and position him over the other side. Do the same with the others and stick Olaf on the lift next to the ladder. As he goes up, raise the shield above his head and make him drift into the opening on the left. as he falls, keep to the left until you get the key, then veer right onto the ledge and flick the switch. Send Baleog up on the lift, but be sure to get off before you reach the spikes at the top. Kill the pharaohs, then send the other two up. Go right and get on the lift, then descend to the lower level. Send Baleog in to slaughter the mummies, then follow-up with Erik to grab the key. Now go up to the higher level, and use the key to clear your path. This is the tricky bit, you must send Erik up to the top, then avoid the huge blocks which fall from the ceiling. Eventually, they'll pile high enough for you to jump across and push the block into the shaft. Now go back to rejoin your friends and go left to the warp.

LEVEL 18 (JLLY)

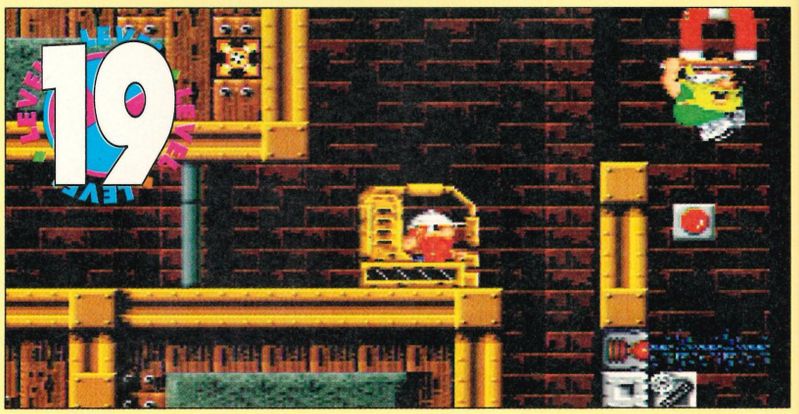
Move all three Vikings past the crushers, then position Olaf under the two air ducts the other side and raise his shield. This will give Erik enough height to get into the ducts and obtain the conventional bomb and the smart bomb. Now move Baleog to the top of the slope and fire an arrow to the right. This will stop the big crusher, allowing your merry band of Norsemen to pass-by safely. Go down the ladder and position Olaf under the protruding platform, then use Erik to get up to the higher sections. Use the smart bomb to kill the circular saw, flick the switch, and go into the air duct to the right. Go up until you come to an opening, then quickly dash out and grab the arrow as the monster is moving away from you. Now go back down to join the others and go right down the ladder, but before you get to the bottom, move Erik and Baleog into the air duct. Give Baleog the arrow and use him to kill the enemies. Follow the pipe along, and then turn right as you get to the top. Place the conventional bomb over the grey bricks, and stand clear as it blows a path for you to get through. Now go down the ladder, use the smart bomb to kill the robot and go up the second ladder to get the key. Go back to join Olaf, and go down the ladder. Fire an arrow at the switch to de-activate the big crusher and then move all three Vikings past the remaining set. Now simply use the key to get to the exit.



LEVEL 19 (PLNG)

Use the A button to position Erik inside the crane, then use the B button to activate the magnet. Drop the block onto the button to open the door. Move all three Vikings across to the right, climb the first strut of the small room and pick up the smart bomb. Stick Erik in the second crane and then position Olaf on the very edge and raise his shield. Now activate the magnet to lift Olaf, then move him across over the switch. Change to Olaf and then drop his shield, as he falls, flick the switch and quickly raise his shield to lift him up again before he falls into the electric beam.

Now move all three Vikings through the open door. Position Olaf and Baleog on the flat side of the see-saw, then use Erik to catapult them up into the air. Move one of the Vikings into the air duct on the right and grab the smart bomb, then use the same Viking to go into the air duct on the left. Use the smart bomb to kill the robot, then grab the meat. Send Erik up to the top on the springs and use the other smart bomb to kill the two creatures. Go left and hop into the crane. Move the other two Vikings up and pick up Olaf with the magnet. Move him across to the platform and turn the magnet off. Now with his shield raised high above his head, walk off to the left and drift over the spikes. Finally, flick the switch and move the troops into the exit.



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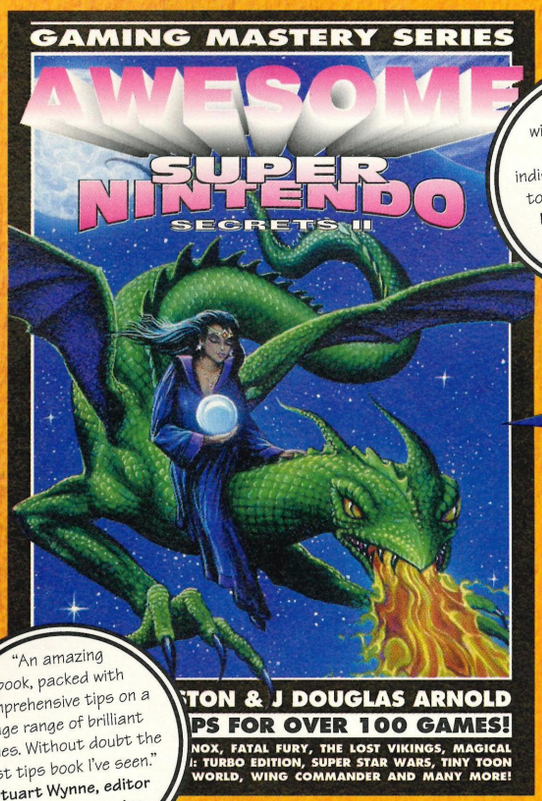
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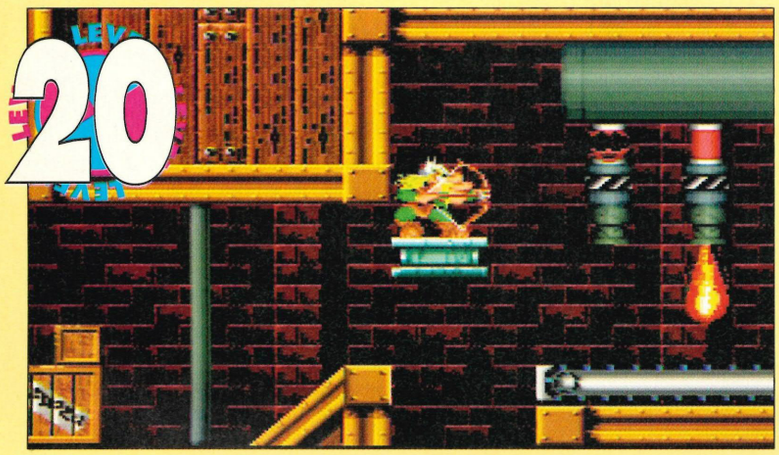
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TIPS
THE LOST VIKINGS

LEVEL 20 (BTRY)

Send Erik down on the lift, then go left avoiding the saws until you pick up a bobbin. Take it back up to the start and place it in the bobbin-shaped hole in the wall. Next move Olaf into the air duct to the right as you go down on the lift, and move him close to the robot. Do the same with Baleog and walk past the robot, who by this time is far to preoccupied with Olaf to worry about Baleog! Go up, kill the circular saw and grab the flaming arrow. Now go down the air duct on the other side and kill the robot. Follow the other air duct up until you reach a small room containing some tools, grab them and go back to the start. Send Erik up and down on the lift to collect his friends as they drop out of the air ducts.

Send Olaf and Baleog up to the top level on the lift and move Baleog over to the right onto the moving platform. Turn and shoot the flying creature with the flaming arrow and then aim at the three cylindrical red caskets above the jets of flame. Once all three have been disabled, move onto the conveyor belt, kill the creature, and grab the flask. Now give Olaf the tools and move him over to the left, hop on the moving platform and use your shield to drift over the spikes on the other side. Use the tools to repair the machine and collect the metal plate that drops out. Now flick the switch, go up on the lift and use you shield once again to get onto the moving platform and then move both Vikings back down to rejoin Erik. Stick the flask and the plate in the appropriate holes and you'll be given a battery. Place it in the hole on the other side of the lift and the door guarding the exit will be opened.

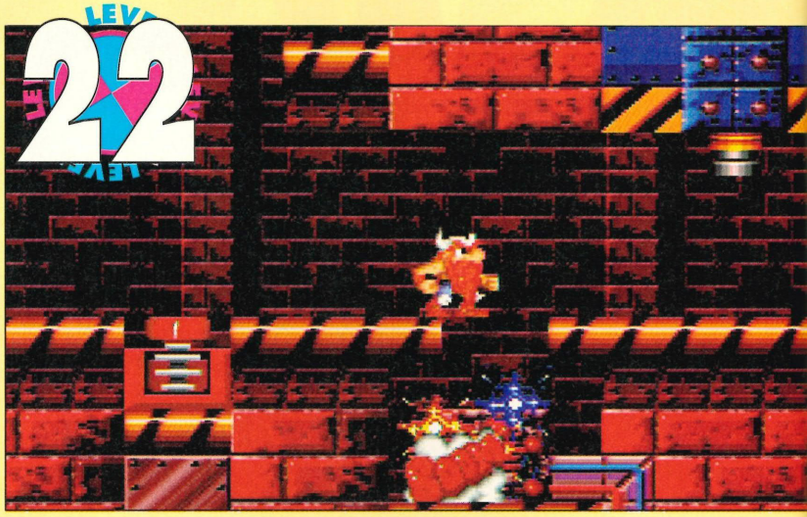


LEVEL 21 (JNKR)

Send Erik across the gap and wait over the far side. Position Baleog on the edge and fire an arrow. Now quickly switch to Erik so that the flight of the arrow is always displayed on screen. The arrow will hit the switch over the far side and cause a bridge to appear over the spikes. Send Baleog down on the lift and shoot the bricks through the gaps in the wall. Go down and destroy the circular saw and grab the flaming arrow. Now go back up, kill the robot and shoot the switch to the right. Move Olaf across the bridge, drop down the gap and go left. Fall down the second gap and use your shield to drift over the spikes. Flick the switch at the bottom to de-activate the force field.

Move Erik down the gap and jump up to the right. Fall down the drop onto the spring and go left to the moving platforms. You must now use these to get up, for at the top of the screen is a red key which plays an important part in your escape. Use the platforms and conveyor belts to get it, then make your way down to the left. Fall onto the second spring, go left and open the door. Move Olaf and Erik into the exit and finally move Baleog down on the lift to join them.

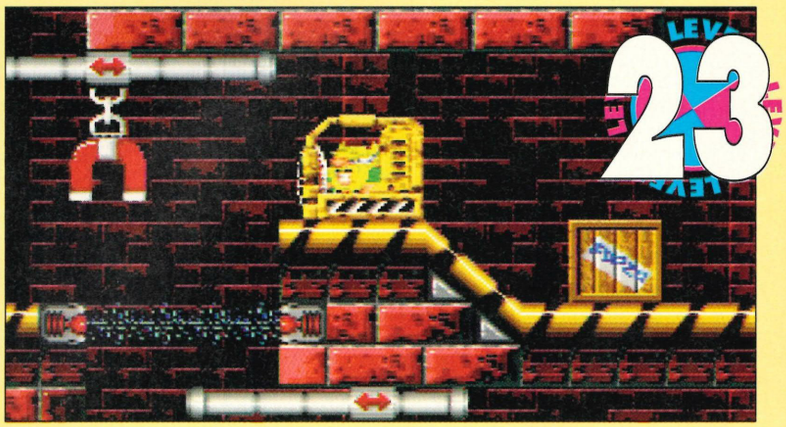




LEVEL 22 (CBLT)

Move Erik up the ladder, bounce on the springs, and just before you get to the circular saw creature, jump over to the left wall and into the secret room. Grab the smart bomb and use it to kill the creature. Now grab the three bombs and go back down. Stand on the edge of the dig-out containing the generator and drop a bomb inside. Now go back down and move all three Vikings over to the right. Position Olaf and Baleog on the flat end of the see-saw and use Erik to catapult them up onto the moving platform. Use Olaf to defend against the laser and Baleog to shoot the red switches. Now send Erik up with a bomb and plant it in the generator like before. Go back down to the bottom and move Olaf along to the right to shield the robot. Move Erik along and plant one of the remaining bombs directly underneath it to blow it away!

Go up on the lift and across to the left. At the top, plant a bomb on top of the blocks to clear a path, and then position Olaf on the moving platform facing the laser. Position Baleog behind him to shoot the switches, and finally move all three Vikings into the exit.

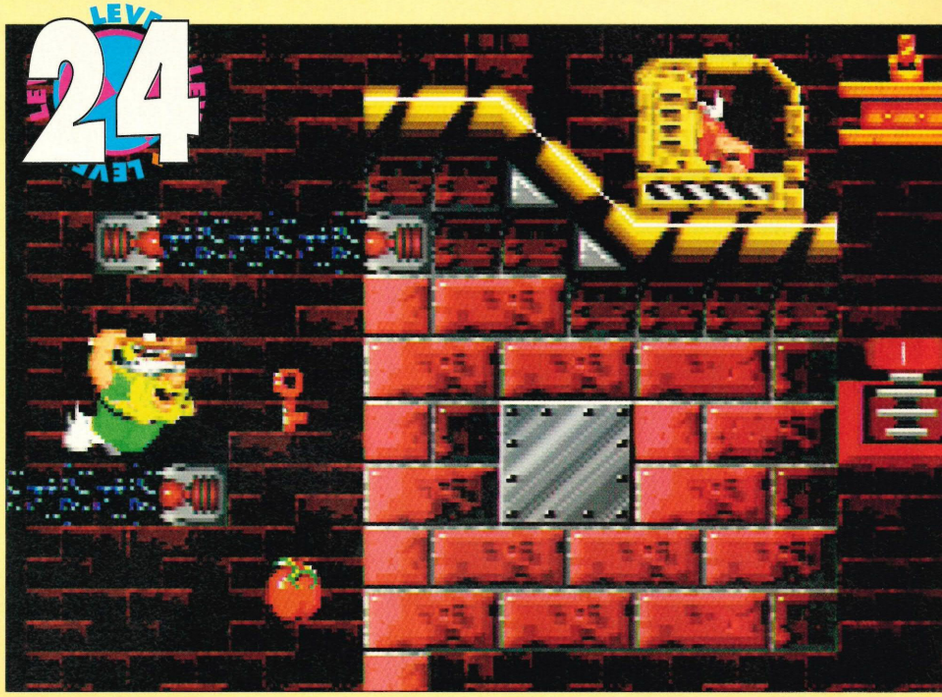


LEVEL 23 (HOPP)

Position Olaf and Baleog on the flat side of the see-saw and then use Erik to catapult them up into the air. Move Olaf off onto the springs and gradually move him upwards. Grab the smart bomb and destroy the flying creature, grab the key and open the door at the top right. Move the other two Vikings up to join him and then move Erik along the top and drop down the gap at the far right. Make your way up on the conveyor belts and grab the key at the top, but be sure to avoid the flying creature. Now drop down the gap and open the door to the exit. Move Olaf along and drop down the gap with the spikes, using the shield to drift over them, then wait in the crane at the bottom. Move Baleog down on the lift and shoot the chain through the gap as you descend. Use Olaf to pick the girder up with the magnet, and drop it through the gap. Now move Erik along to the left and position him in the second lift. Pick up the girder and drop it over the electric beam. Position Baleog over the girder and move him up the ladder behind Erik. Shoot the switch on the right to open a gap above. Move Olaf through the gap and finally move all three Vikings across into the exit.

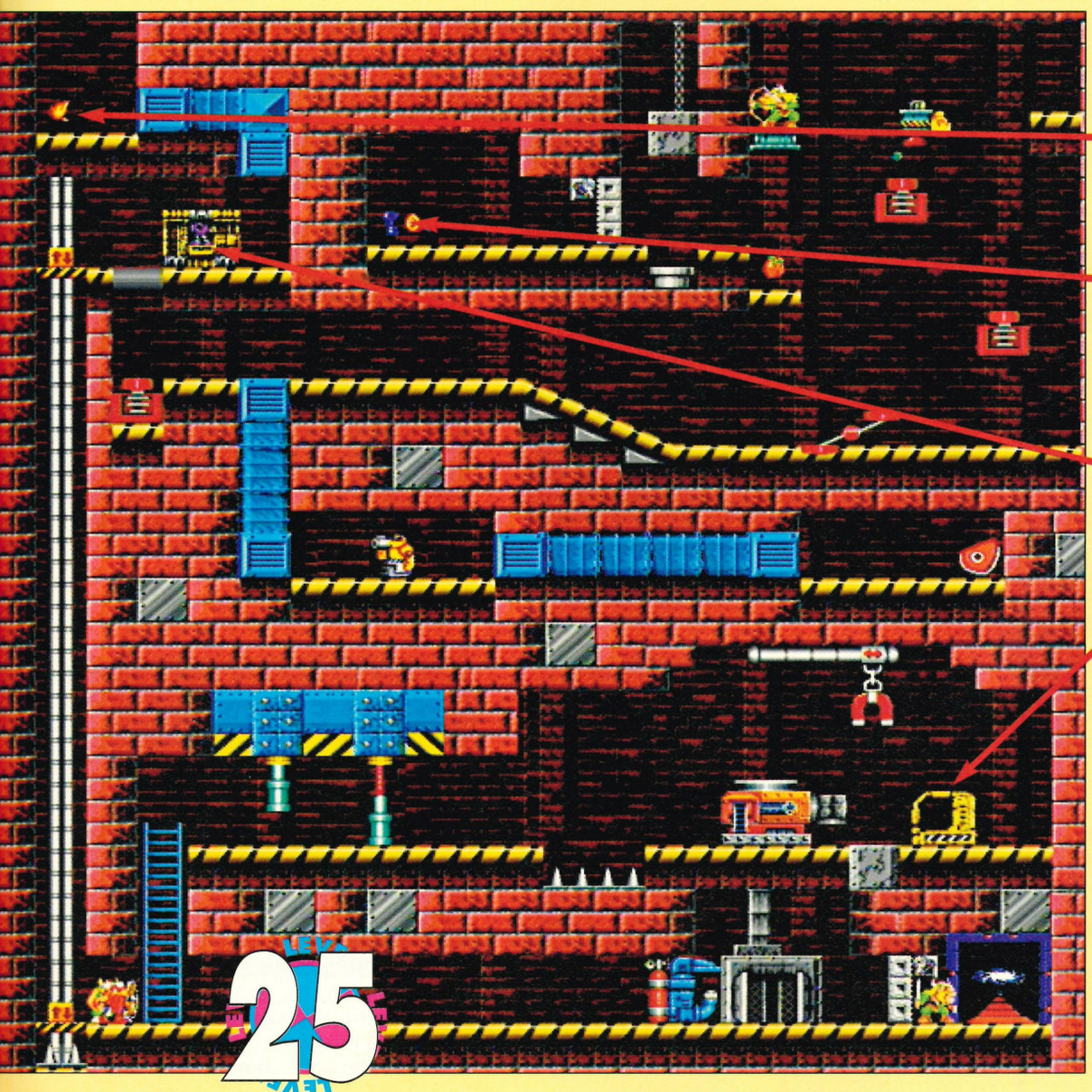
TIPS
THE LOST VIKINGS

LEVEL 24 (SMRT)



Position Erik inside the crane and move the platform across to the right. Switch to Olaf and move him up the ladder and onto the platform, then make Erik move the platform across allowing Olaf to hop onto the springs. Use these to get up to the top of the screen and then wait to be joined by Erik. Once Erik is at the top, position Olaf in the crane and move Erik across on the platform, then jump across to the right to collect the bombs. Then go back to Olaf's crane, break through the wall on the left and send Olaf gliding down to collect the red key. Now both Vikings rejoin Baleog at the bottom and open the door. Place a bomb on top of the bricks to blow a path, then send Olaf down to block the robot. While Olaf is keeping the robot occupied, send Erik down with the second bomb, and place it under the robot. Now move all three Vikings along to the right and drop down. Use Erik to get into the air duct on the right and collect the shield, smart bomb and food. Give the smart bomb to Olaf and move all three Vikings along to the right. Send Olaf gliding down past the spikes. Go left at the bottom, up in the lift, then flick the switch to cause a bridge to appear over the spikes. Move the remaining Vikings into the lift and go down. Move all three Vikings right past the saws and position Olaf and Baleog on the flat side of the see-saw. Catapult them up into the air and move Baleog over onto the lift, then as the lift passes the gap in the wall, shoot the two red cylinders to stop the fire. The path is now clear for you to get to the exit.

LEVEL 25 (V8TR)



Send Erik up the ladder to fetch this flame, then take it down to the bottom and light the furnace.

Move Baleog up to shoot the chain. Now go in and grab the blue key and move all three vikings back down to the warp. Use Baleogs bow to shoot the furnace, then open the door.

Take the tools to this machine and use use them to open the gap in the ground. Go right and defeat the various creatures.

After the furnace has been lit, position Erik inside this crane. Pick the metal block up and drop it into the machine. Now pick up the tools.

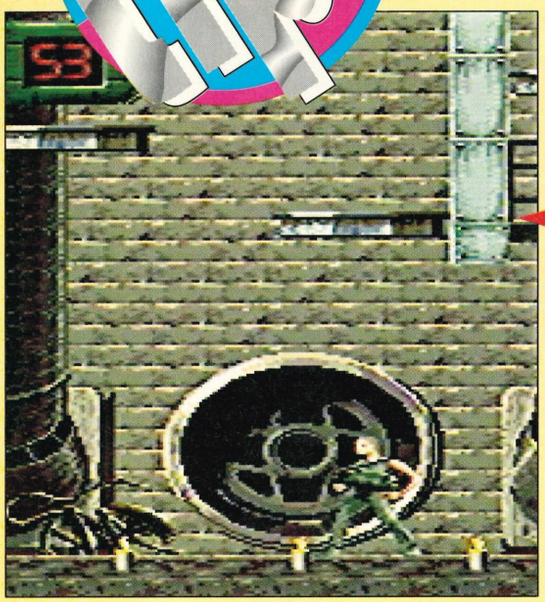
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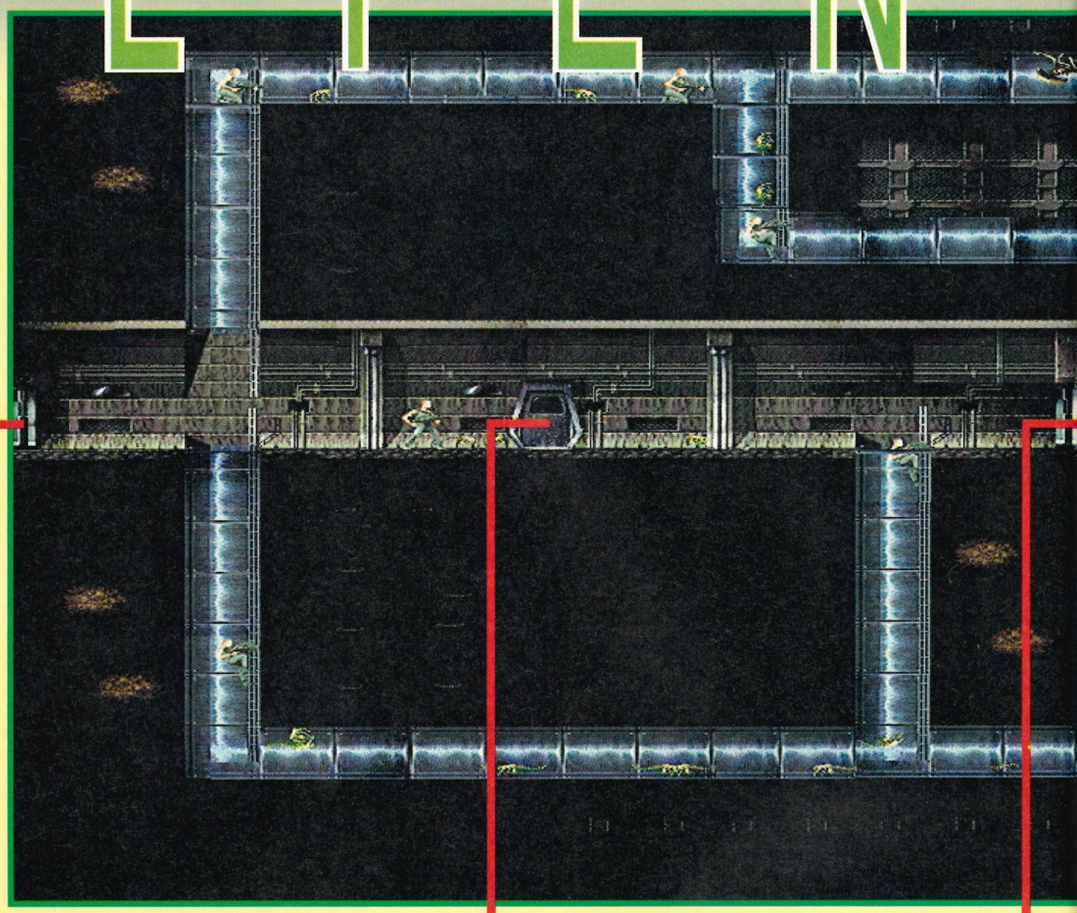
The puzzles get harder and wilder as we take you through to the final confrontation with the great Tomator himself. Don't miss it!

SUPER PRO TIPS

ALIEN 3



MINE AREA 18: You must collect an ignition unit from this area and take it to the generator in Weapons Room 14 to complete Super Search.





MISSIONS

MACHINE MANIA: There are five blown fuse boxes in Waste Area 11. Go down there and repair them.

FREE AND FAY: The Aliens are breeding in Cell Block 10. You must rescue three captured inmates and destroy the eggs as quickly as possible.

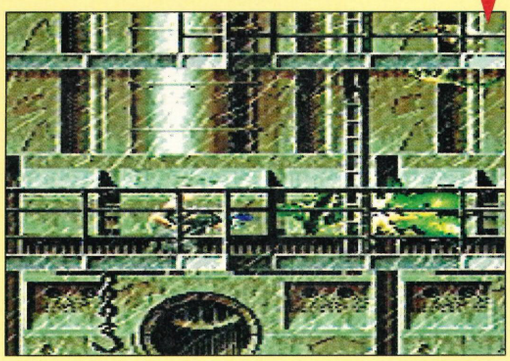
SUPER SEARCH: A generator is down, so get an ignition unit from Mine Area 18 and take it to the generator in Weapons Room 14.

ELECTRIC STORM: There are two junction boxes down in Assembly hall 4. Get down there and repair them.

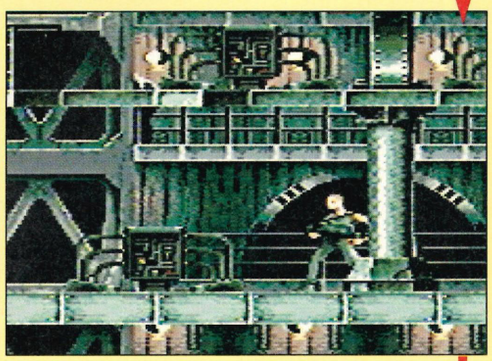
SALVAGE AND SCORCH: A generator has blown in Assembly Hall 4. Collect a spare power pack from Surface Area 2 and repair it.

FIT TO BURST: Go to Bugwash 19 and repair the four burst pipes to restore pressure to the complex.

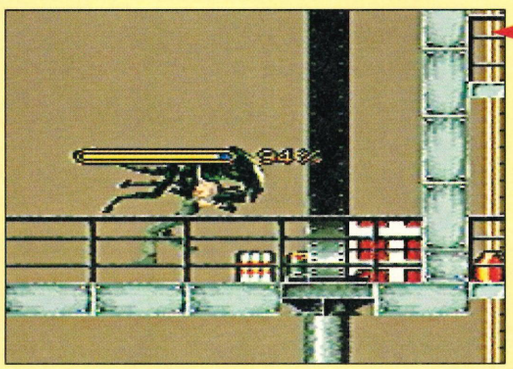
HOT TOAST: Medic Bay 1 is being over-run with incubating eggs. Get down there and torch the lot of them before they hatch.



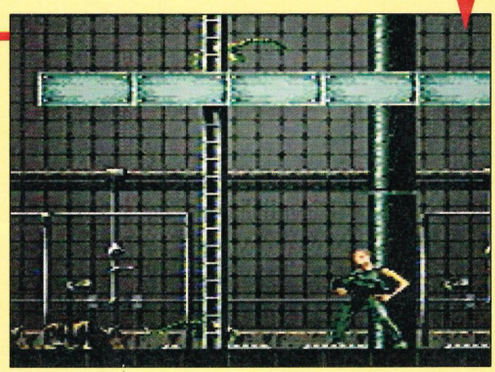
WASTE AREA 11: There are five damaged fuse boxes to be repaired. There are also several crates of ammo, ripe for picking!



ASSEMBLY HALL 4: Collect the power pack from Surface Area 2 and bring it to the generator in this area to complete Salvage and Scorch.

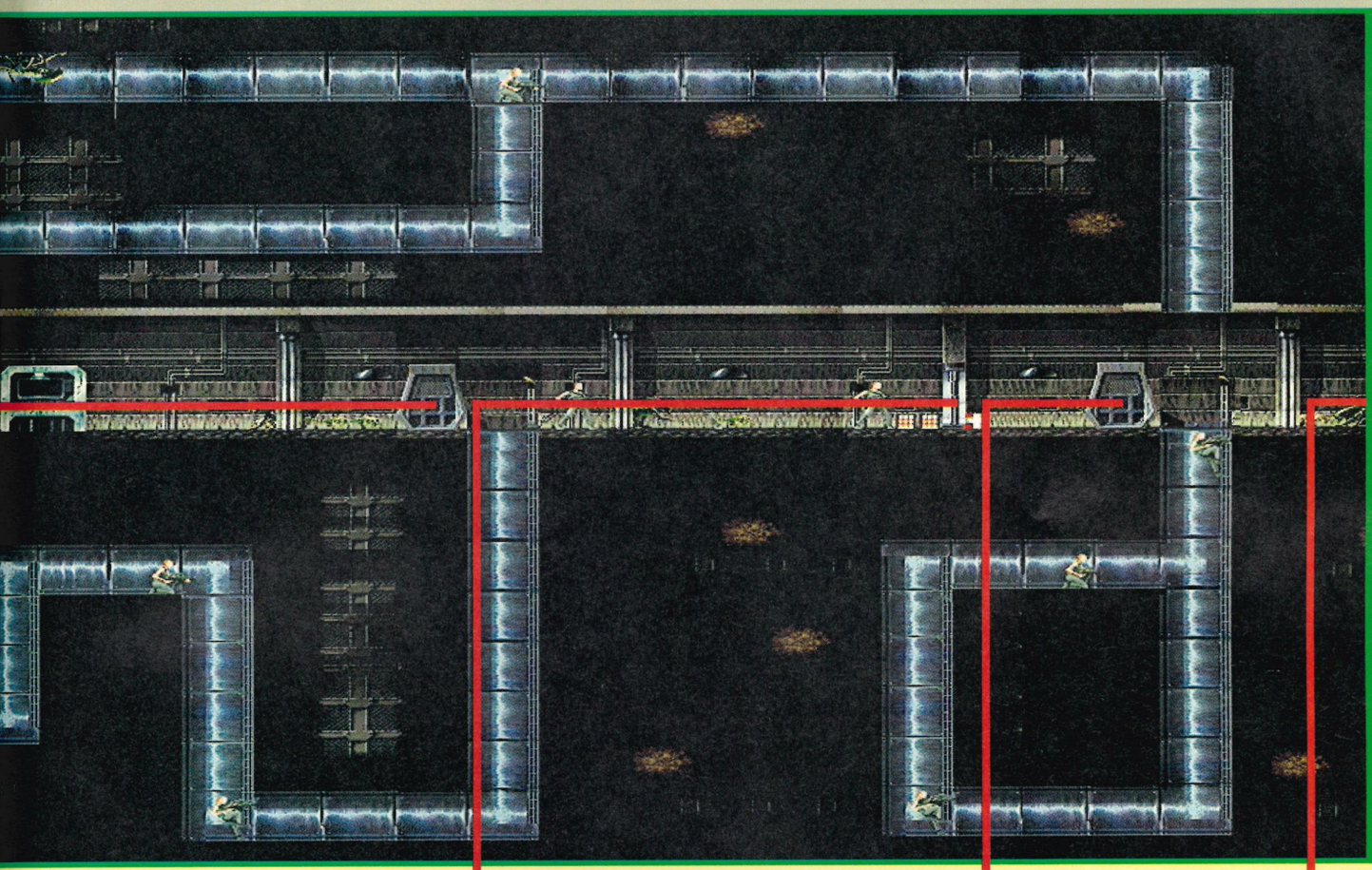


MEDIC BAY 1: This place has wall-to-wall eggs. Torch the lot of them to complete Hot Toast. There are several ammo crates and medical boxes to be collected.

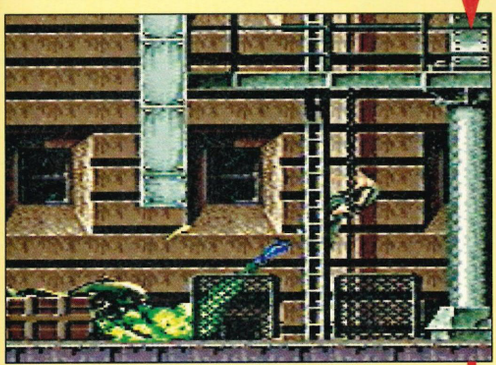


BUGWASH 19: There are four burst pipes to be repaired in this dank shower block. Beware of the many face-huggers and chest-busters that roam the passages.

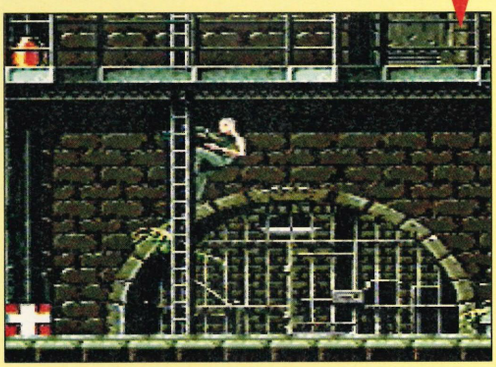
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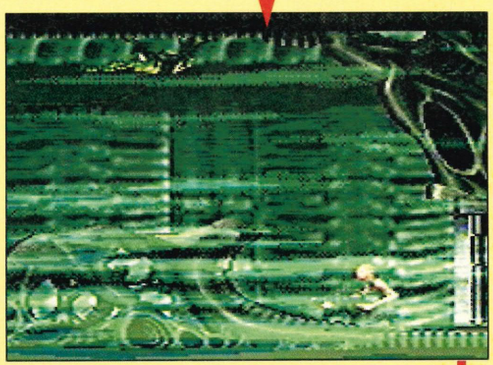
LEVEL FOUR
PASSWORD: MOTORWAY



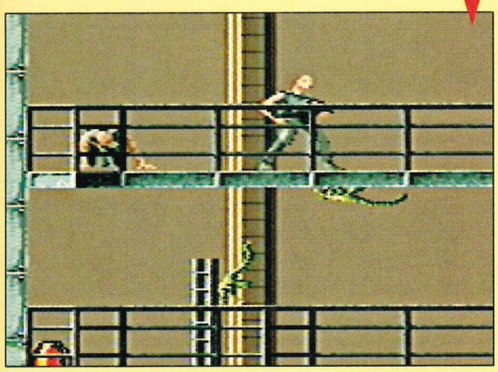
WEAPONS ROOM 14: Get the ignition unit from Mine Area 18 and bring it to the generator in this room to complete Super Search.



CELL BLOCK 10:There are three captured inmates to rescue from Alien impregnation. Set them free and fry the eggs to complete the mission!

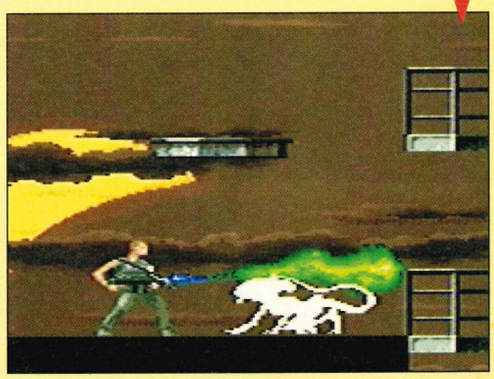


ALIEN CORRIDOR 5: This place is crawling with Aliens of every description. Crouch low and keep one finger poised on that flame-thrower.



MEDIC BAY 1: This is another entrance to the egg-infested medical headquarters.





SURFACE AREA 2: Collect the spare power pack from this area and take it to the generator in Mine Area 18 to complete Super Search.

TIPS
ALIEN 3



MISSIONS

MULTI-RESCUE: You must rescue five prisoners from Assembly Hall 5 and four prisoners from Mine Area 2 before they become impregnated.

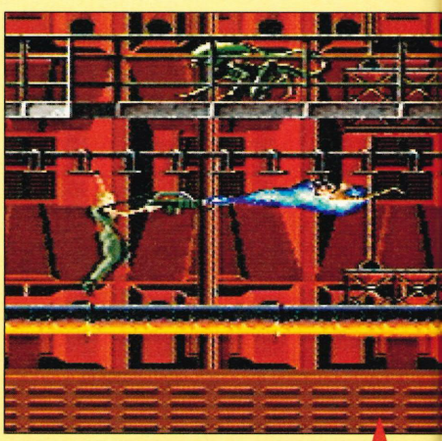
ELECTRO SHOCK: The electrics are up the creek again! You must repair six fuse boxes in Furnace Area 8 and seven in Cell Block 7.

BURNING DESIRE: A mother Alien is preparing to nest in Waste Area 10, so get down there and fry her before she has the chance to lay more eggs!

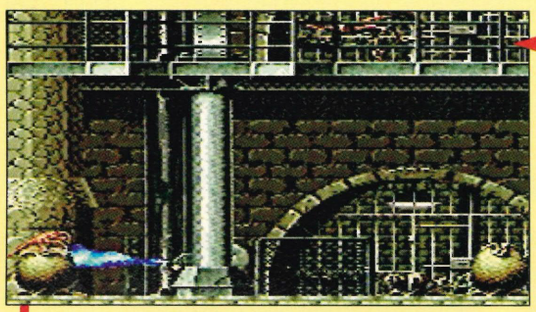
TIP TOE SPECIAL: Bugwash 15 is becoming infested with Alien eggs, so scramble them before the face-huggers hatch!

HUNT HIGH AND LOW: The generator in Medic Bay 15 is off line. Get the power pack from Surface Area 9 to repair it.Amp Cramp: The junction box in Weapons Room 10 has fused, so go down and repair it with your torch.

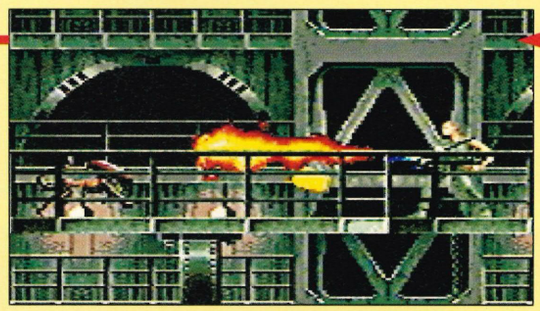
FURNACE AREA 8: Six fuses have blown and must be repaired urgently, otherwise the odds will be stacked in favour of the enemy.

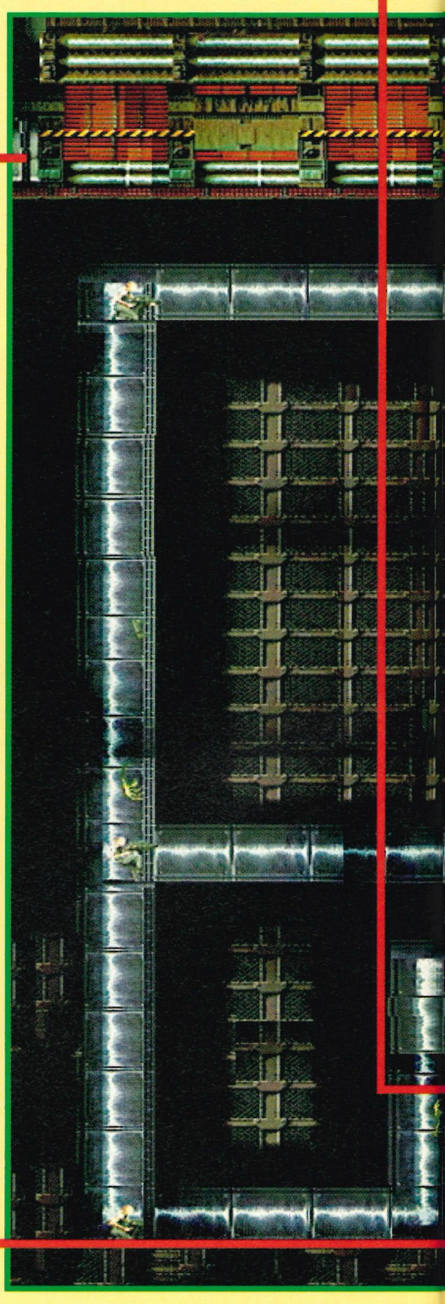


CELL BLOCK 12: There are six blown fuse boxes in this area. Use your torch to repair them as part of Electro-Shock.

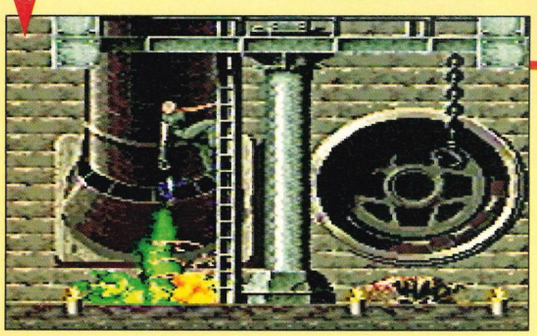


ASSEMBLY HALL 5: There are five prisoners currently being held captive by the Aliens. Make haste and rescue them before the face-huggers do their work!

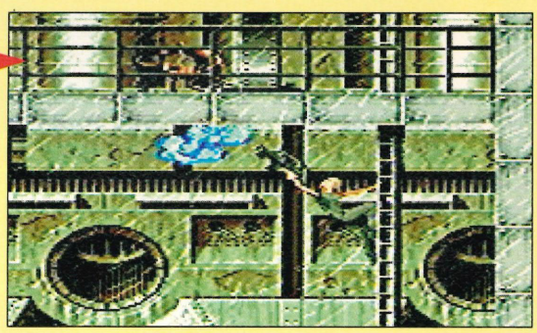




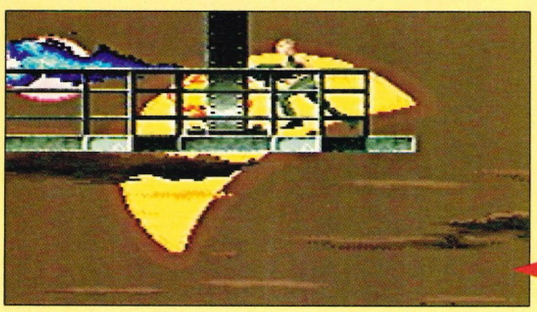
MINE AREA 2: There are four inmates being held captive here, which must be rescued before the face-huggers get to them.



WASTE AREA 10: There's a mean mother prowling around this area, so be on your guard and prepare to shoot on sight!



SURFACE AREA 9: Collect the power pack from this area and take it to the generator in Medic Bay 15 to complete Hunt High And Low.



ALIEN CORRIDOR 6: Like previous, similar levels, this corridor is crawling with vile face-hugging creatures, so keep low and always anticipate an onslaught.

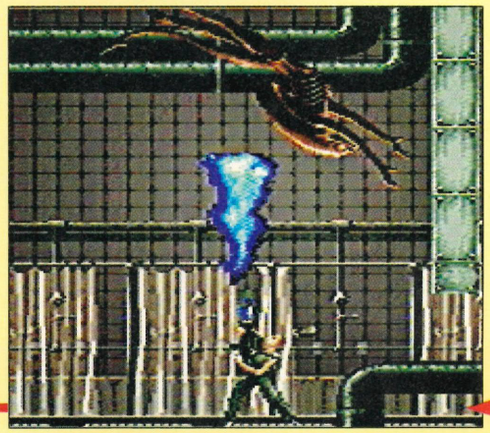


ALIEN 3

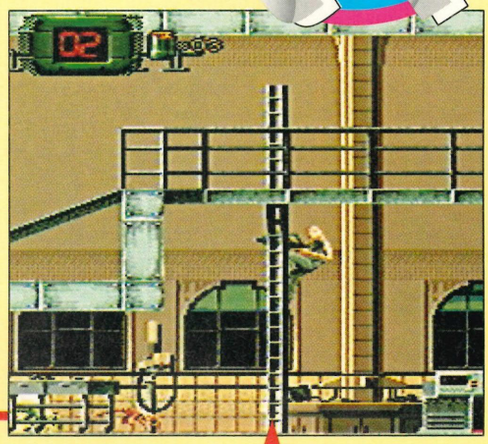
WEAPONS ROOM 10: The junction box has fused, so use your torch to repair it, restoring power to the complex.

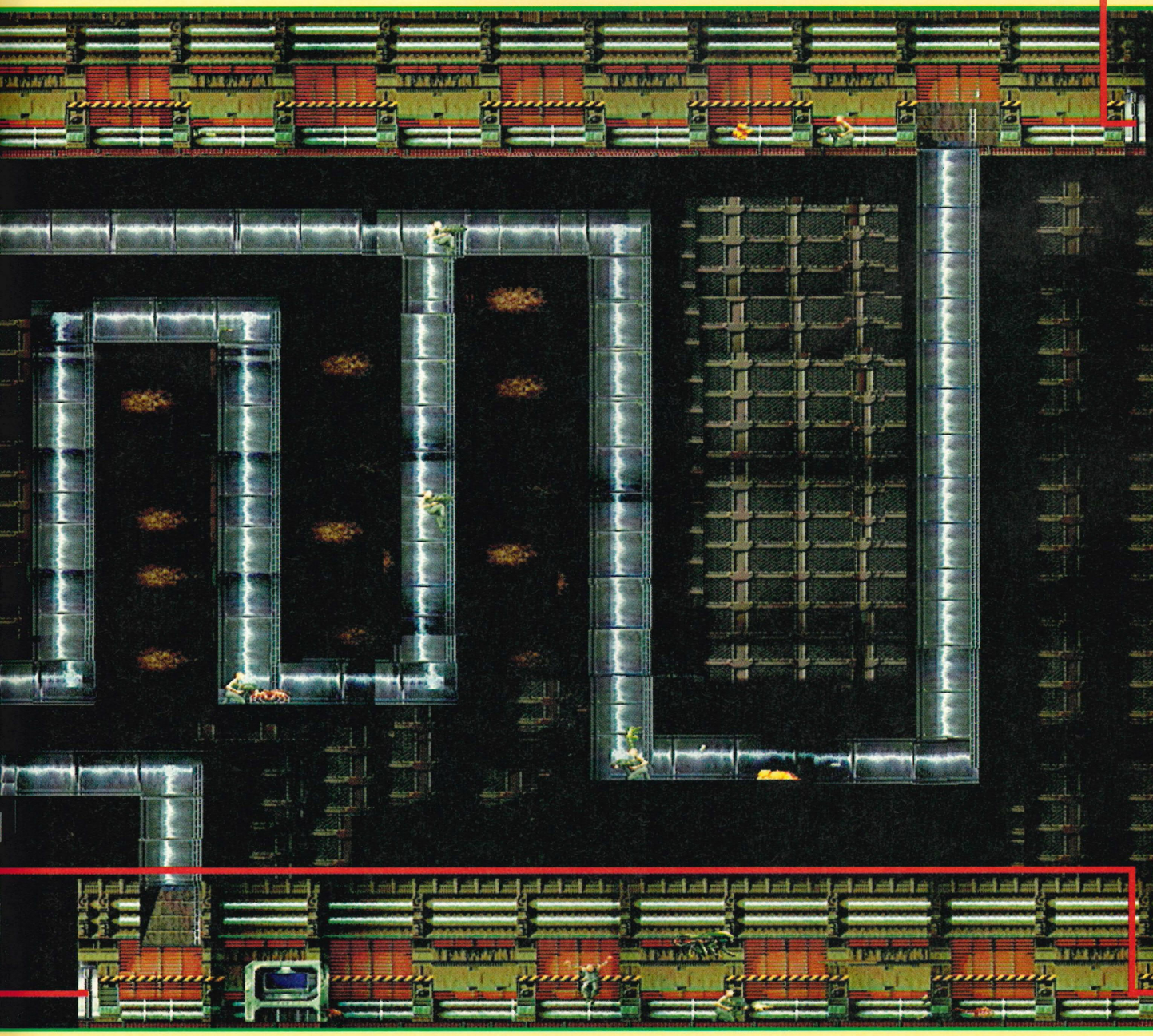


BUGWASH 15: This mother Alien has been busy filling the area with eggs. Your aim is to take out the lot of them before they hatch.



MEDIC BAY 15: Collect the medical boxes to get energy.





LEVEL FIVE

PASSWORD: *CABINETS*

TIPS
ALIEN 3

MISSIONS

BLACK OUT: The power's out in Furnace Area 1 and there are six junction boxes to repair.

RAPID RESCUE: The Aliens have taken more prisoners. There are five in Assembly Hall 10, and another three in Waste Area 15.

SECURE AND TORCH: The situation in Alien Corridor is getting out of hand, with a large number of incubating eggs just ready to hatch. Get down there and wipe them out, then secure the area by welding the door at the far right shut with your torch.

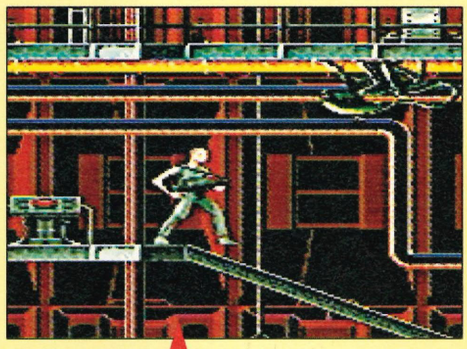
SMASH AND GRAB: The generator in Furnace Area 1 is down. Get the ignition unit from Hanger bay 2 and hook it up to the damaged generator.

CONFUSED: The power's down in Mine Area 5. Your task is to repair the five blown fuses.

RED HOT: A mother Alien is causing havoc in Surface Area 10. She must be eliminated before she produces a new generation of Aliens to add to the already swelling population of the planet. This is the final mission so it's very much a question of all or nothing. If you manage to destroy this mother Alien, the whole Alien race will be wiped out...or will they?

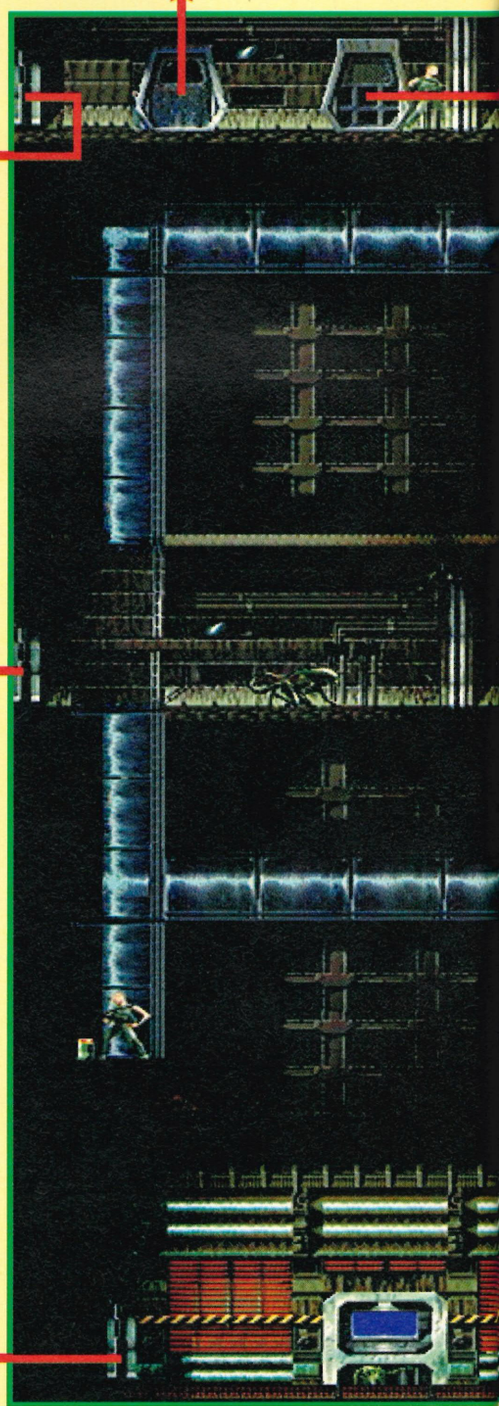


FURNACE AREA 1: There is a generator in vital need of repair in this complex. Hook it up to the ignition unit from Hanger Bay 2 to complete mission 4.

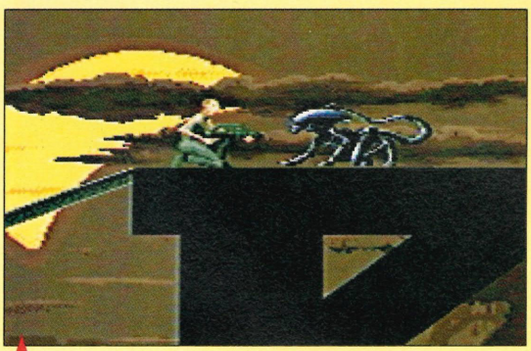


WEAPONS ROOM 20: This is where to stock up on all that vital, Alien-wasting ammo! Be ready at all times for action, as the Aliens are everywhere.

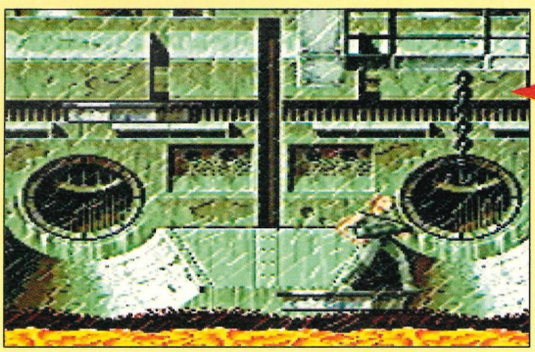




SURFACE AREA 10: Mum has being doing her dirty deeds once again. Put her out of her misery and bag all of the eggs at the same time.



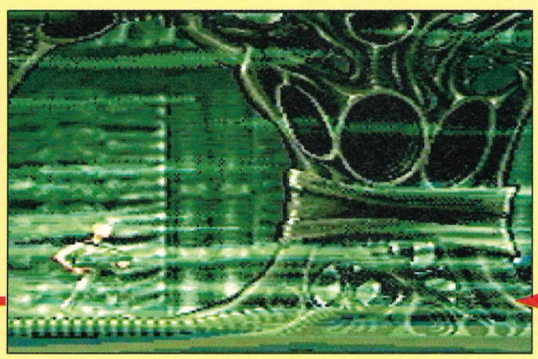
WASTE AREA 15: There are three prisoners to save in this pollution-riddled complex. Use the various lifts and platforms to reach the higher sections.



MINE AREA 5: As well as being littered with eggs, this complex is also without power. You must repair five fuses to restore it.



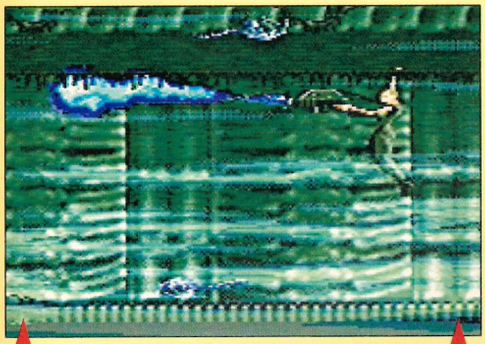
ALIEN CORRIDOR 8: Unfortunately, you'll have to pass through this dank, resin-walled passage to get to later rooms. The technique? – shoot anything that moves!



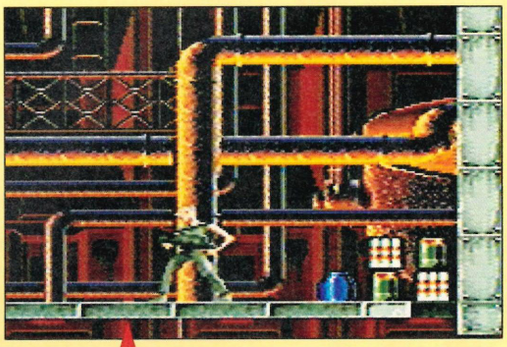
GAME OVER:

ALIEN 3

ALIEN CORRIDOR 7: This place is infested with Alien eggs, which much be wiped out to complete part one of the missions.

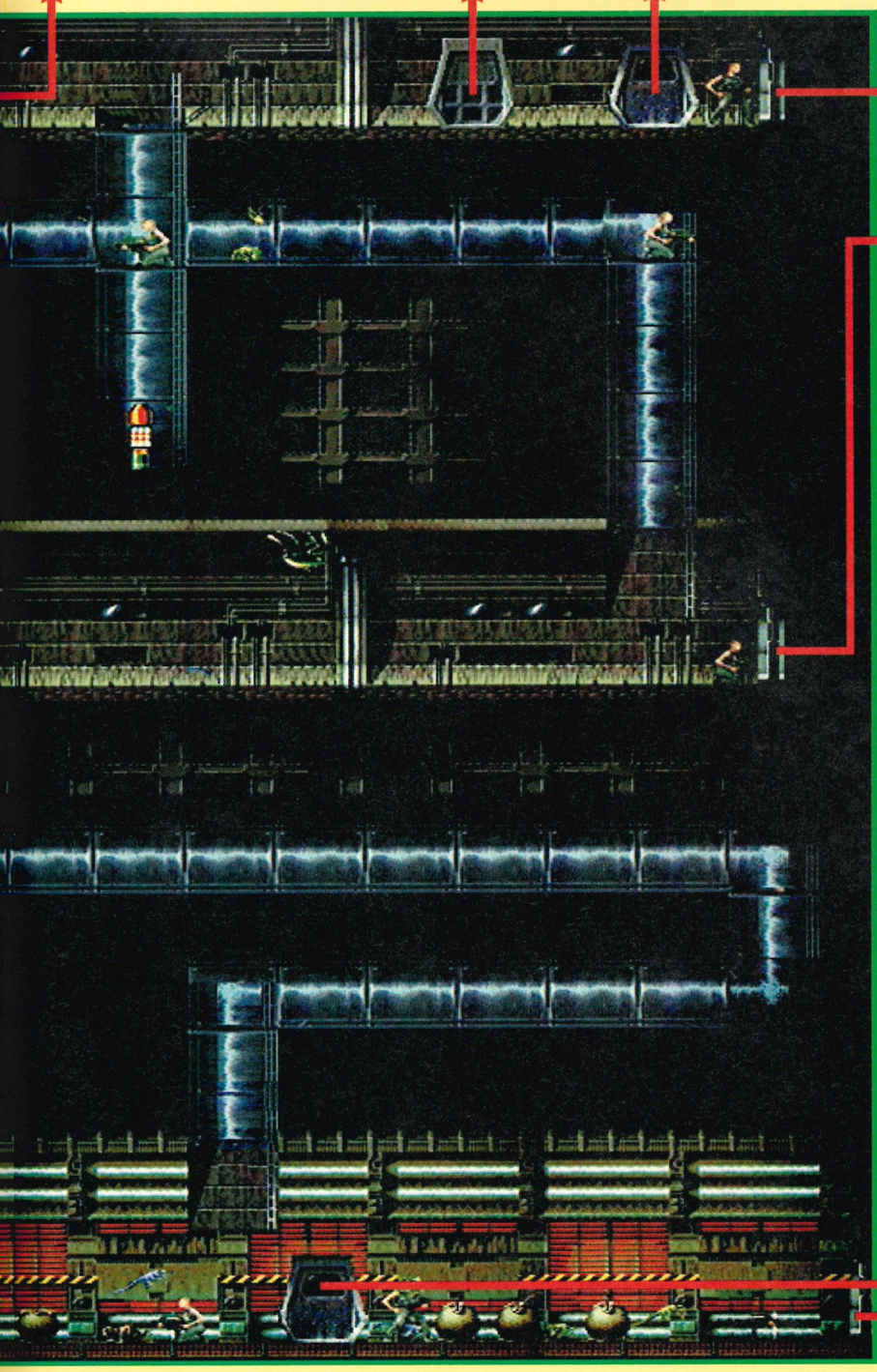


FURNACE AREA 1: There are six, broken junction boxes that need fixing in this area. Also, be on the look-out for extra crates of ammo, like these ones!



ASSEMBLY HALL 10: There are five inmates imprisoned in this complex, but don't think rescuing them will be a push-over. This is the last level and the Aliens are out in full force!

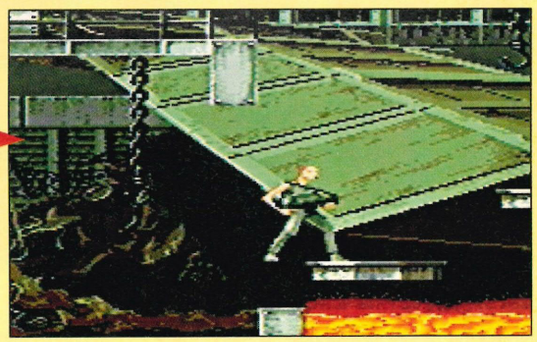




LEVEL SIX

PASSWORD: SQUIRREL

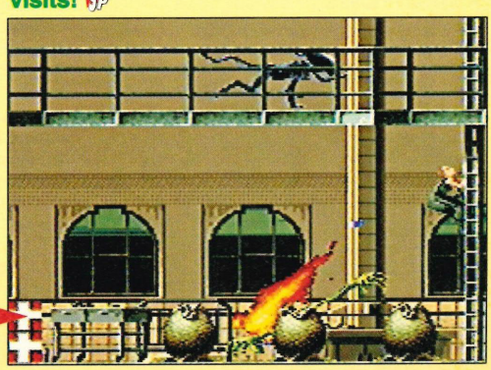
HANGER BAY 2: The purpose of your visit to this grotty complex is to pick up the ignition unit and take it to the generator in Furnace Area 1.



SURFACE AREA 10: This is where you'll have the final showdown with the Mother Alien. Kill her and it's plain sailing, but don't expect a happy ending!



MEDIC BAY 12: The medic bays are always a sight for sore eyes when your energy is low. As this is the last level, expect many visits!



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

ALIEN 3

PASSWORDS

Stage 2 – QUESTION
Stage 3 – MASTERED
Stage 4 – MOTORWAY
Stage 5 – CABINETS
Stage 6 – SQUIRREL
End Sequence – OVERGAME.

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. The word "Mutek" will have appeared where the score used to be if the cheat's worked.

BLAZING SKIES

POWER-UP

To start the game with a fully powered Marcel LeBlanc, 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.

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, 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

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!

MO' MONEY

To start with a whopping bank balance of $10,000, enter your name as SETAUSA.

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.

F-ZERO

HIDDEN WARP

In Port Town II, as you pass the line, head left and activate a nitro boost. Veer right just before the jump and your craft will be catapulted to the other side of the course.

GODS

PASSWORDS

Temple – SD1
Labyrinth – MGB
Underworld – BMH

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 allegedly adds a 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

JAMES BOND JNR

PASSWORDS

Level 3 – 0007
Level 4 – 3675
Level 5 – 9025
Level 6 – 1813
Level 7 – 3353

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 quit the level. Simply keep repeating the process to build up your lives and items.

KRUSTY'S SUPER FUN HOUSE

PASSWORDS

Level 2 – SKINNER
Level 3 – SCRATCHY
Level 4 – BARTDUDE
Level 5 – BOUVIER

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

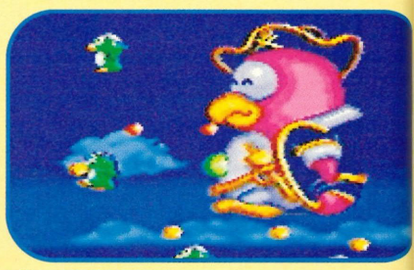
Here's some codes for the super difficult Sunsoft levels:
GNNBJWV – Level 1.
RCQRFPV – Level 2.
FBJJKJB – Level 3.
RMQMZDC – Level 4.
DTCVZMQ – Level 5.

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. Are you up to the challenge? 882943.

PILOT WINGS

PASSWORDS

Level 2 – 985206
Level 3 – 394391
Level 4 – 520771
Secret 1 – 108048
Level 5 – 400718
Level 6 – 773224
Level 7 – 165411
Level 8 – 760357
Secret 2 – 882943

POPULOUS

ENERGY BOOST

At any point in the game, press A, B, hold L and press A and B again. Then hold L, R, A, B, X (press in that order) and hit the SELECT button. Now go to the swamp icon and press B.

TIPS

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.

ROBOCOP 3

ENERGY BOOST

At any point in the game, press START, followed by SELECT three times. Your energy bar will now be restored. This cheat can be repeated as often as you like.

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

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.

EXTRA POINTS & LIVES

Go to the Secret Vanilla Fortress and swim to the door before Reznor, where there are two beetles. Jump on them without touching the ground. Keep treading the water while they regenerate and land on them again. As long as you don't touch the floor, you'll earn vast amounts of points and 1-ups!

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 on controller two 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.

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

To obtain extra lives and continues in one-player mode, press START on controller two, when you're close to dying. You can now continue as the second player.

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

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.

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.



FEATURES A HUGE 20-PAGE A-Z OF GAME BUSTERS FOR GAME BOY, NES AND SUPER NES!



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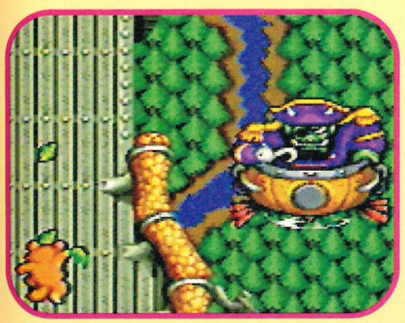
RYAN'S PRO HELP!

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.

I just thought I'd take this opportunity to print a few helpline numbers, as I know most of you will be eager to obtain information about your favourite games straight from the horse's mouth so to speak! Incidentally, if you want to wag tongues with the Pros on Britain's biggest Super Nintendo magazine, then give us a ring between 4.00 and 5.30pm, and we'll be only too happy to try and help you out as best we can!

Anyway, on with this month's assortment of suicidal nut-cases! First up is Alan Houghton from a place called March. Alan's having trouble defeating Captain in Jalaco's scrolling beat-'em-up, ***Rival Turf***. To beat the gross sea-man, you must first use the hidden warp to conserve your lives and energy (see Busters), then as you confront the Captain, use a combination of flying kicks and throws to demolish him. It takes time but it works eventually!





Jason Rutledge from Swansea is having trouble getting to the later stages on the tough Japanese shoot-'em-up ***Kikikaikai***. Try entering this keypad cheat on the character select screen. Simply highlight your desired player, then press and hold **X**, and **Y**, then press **A** four times, **B** four times and then **A, B, A, B, A, B, A, B** and **START**. A handy stage select screen should now appear.



Philip Simms from Newcastle completed ***UN Squadron*** within three days of purchasing it, and would like to know if there is any way of increasing the challenge. There certainly is Pip. Simply go to the options screen and highlight the difficulty level with controller one. Then hold down **A** and **X** on controller two and alter the setting with controller one until you see the word "Gamer". This is a mega-tough difficulty level, and should keep you blasting away for weeks Pip.



Finally this month, James Chapman from Cambridge has heard that there is a special warp in the Panic Mode on ***Super Buster Bros*** (aka ***Super Pang***), and would like to know how to operate it. The warp you are referring to can be accessed after a certain amount of bubbles are destroyed. This will make an item bubble appear on screen that switches between the Green Clock and the Orange Star. By going for the Orange Star, you'll automatically burst all of the remaining bubbles and advance four or five levels!

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RYAN'S

ACTION REPLAY CODES

ALIEN 3
7E124464 – Infinite energy.
7E15D463 – Infinite bullets.
7E15DC0A – Infinite smart guns.

BART'S NIGHTMARE
7E051505 – Use with below code for infinite energy.
7E00A103 – Use with above code for infinite energy.

BATTLETOADS
7E002803 – Infinite lives Pimple.
7E002A03 – Infinite lives Rash.

BUBSY
7E00DF50 – Infinite time.
7E020D08 – Infinite lives.
7E00A304 – Invincibility.
7E00A206 – Shadow.

HARLEY'S HUMONGOUS ADVENTURE
7E24B803 – Infinite lives.
7E1C3B1E – Infinite time.
7E24BA06 – Infinite energy.

MECHWARRIOR
7ED98BFF – Infinite money.

RAMPART
7E09AF1F – Infinite time.

STARWING
1FFAD8XX – Changes the noise option .
0BE712AD – Infinite lives.
0BE048AD – Infinite nova bombs.

SUPER MARIO ALL STARS
[Requires Star Fox compatible adaptor]
00803280 – Lets you play Japanese cart on English machine.

ALL STARS – SUPER MARIO
7E172A05 – Infinite lives for Mario.
7E173605 – Infinite lives for Luigi.
7E07EB09 – Unlimited time. Switch off at end of level.
7E075606 – Invincible.

ALL STARS – SUPER MARIO 2
7FFB02XX – Replace XX with the required stage number.
7E075A05 – Infinite lives for both Mario and Luigi.
7E07EB09 – Unlimited time.
7E075606 – Invincible.

ALL STARS – SUPER MARIO USA
7E04EE05 – Infinite lives for all characters.
7E04CB3C – Always active super jump.
7E04C33F – Unlimited energy.
7E04E130 – Invincible.
7E1DE20A – No music.
7E1DE2XX – Replace XX with number of tune.

ALL STARS – SUPER MARIO 3
7E073605 – Infinite lives for Mario.
7E073705 – Infinite lives for Luigi.
7E05F009 – Unlimited time for both Mario and Luigi.
7E1DA263 – Coins are always at 99. Each new coin adds a life.
7E0747XX – Replace XX with number to change Mario's image.

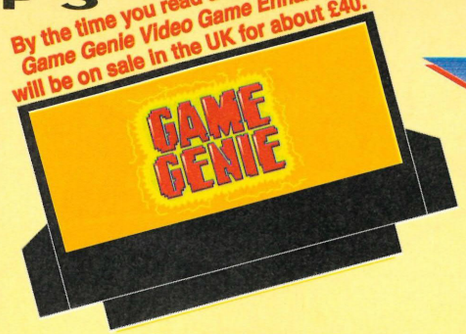
SUPER TENNIS
7E010E08 – Invincible players.
7E000200 – Weird court.
7E017010 – Court with no lines.
7E00ECC0 – Opposition will not go on the left side of the court.

SUPER TURRICAN
7E04FB05 – Infinite lives.
7E04FF0C – Infinite energy.

TUFF E NUFF
7E0F4E58 – Infinite lives, player 1.
7E0FA758 – Infinite lives, player 2.

HELP LINE
0782 745990
MON – FRI: 9 AM – 5.30 PM, SAT: 9.30 AM – 1.30 PM

By the time you read this the official Game Genie Video Game Enhancer will be on sale in the UK for about £40.



RYAN'S

GAME GENIE CODES

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

BEST OF THE BEST
828DD409 – Infinite special moves.
74C30FDD – More strength.
74C30F0D – More resistance.
74C30F6D – More reflexes.
D68FAD65 – Almost infinite energy.

CHESTER CHEETAH
3CBF0D69 – Infinite life points
9D65D7DB – Badges worth 50.
A26F04D4 – Infinite credits
3C6004D9 – Invincibilty, reset if you get the guitar, or fall in water.

DRAKKHEN
8E3D696D+8E30A408+8EA20113 – Protection from some attacks.
74336FD8 – Magic points restored 50 at a time.
8E276D28 – Never lose magic points (except in battle).

HOOK
3CA5D70F – Infinite power, if you fall, switch off effects, then switch back on to die.
A2686F03 – Stop timer.
D0660FDD – Start with 3 leaves.

PRINCE OF PERSIA
6D320FA1+DC3204D1 – Freeze timer.
FD3004A5 – Start with 15 health points.
BAA6ADA5 – Non fatal injuries do nom damage.
43C96D61 – Non fatal falls do no damage.
6DC06701 – Falls do no damage (except onto spikes).
C260A701+DF6CDFA0 – all enemies have 1 hit point.
BA69ADA1 – Enemies drop dead immediately.

PUGSLEY'S SCAVENGER HUNT
C9CC44AD – Infinite hearts.
DDB61FA7 – Infinite lives.
D4B0C767 – 100 dollars gives two extra lives.
3BA537D4+D9A53704 – Jump higher.
3BA537D4+D5A53704 – Jump a lot higher!
3BA537D4+DBA53704 – Jump really high!

ROAD RIOT
DDB7046F – Races last for 1 lap.
DFB7046F – Races last for 2 laps.
D7B7046F – Races last for 4 laps.

SUPER CASTLEVANIA IV
DD6CDD66 – Infinite lives, switch off effects to get a password.
BBB3D40F – Start with 99 hearts.
A6890FD7 – Infinite shots for most weapons.
6D6DDF06 – Stop timer.

SUPER DOUBLE DRAGON
4A866F05 – Infinite lives player 1.
40686F6B – Infinite energy both players.
DDB3A7F1 – Dragon power increases faster.
D7B2A7B5 – Prolonged maximum dragon power.

SUPER STAR WARS
EDB0C767 – Begin game with Lightsaber.
EDB9CF67 – Choose any character from start.

- 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.

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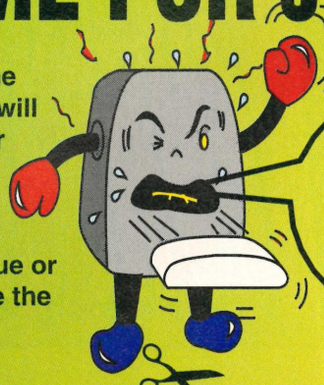
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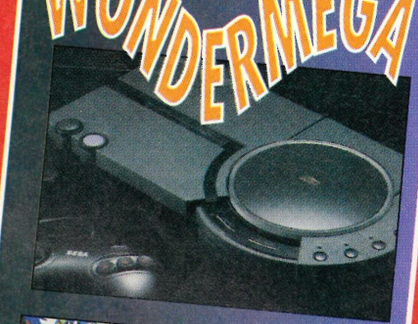
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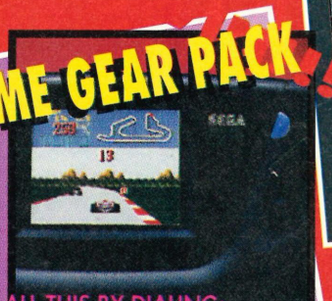
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THE QUESTIONS:

1. What's so distinctive about the pad and stick?
(a) It's transparent.
(b) It's luminous.
(c) It smells.
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(a) 27 (b) 18 (c) 6

Now put your answers on the back of an envelope or postcard and send them to: **'NAKED GUN', SUPERPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.** The closing date will be 24th November and the Editor's decision will probably be Stuart's.



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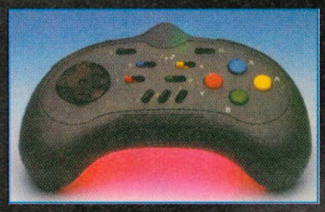
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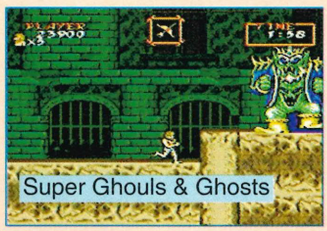


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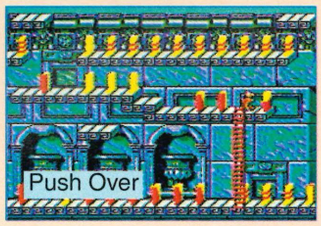


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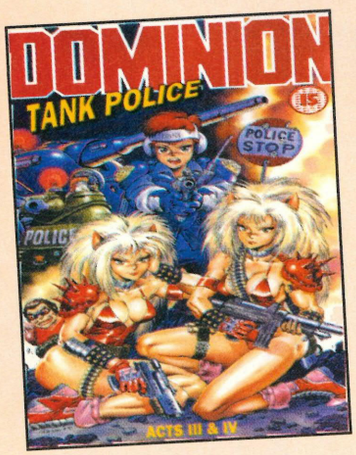
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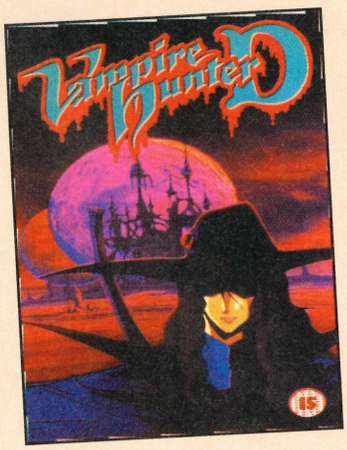
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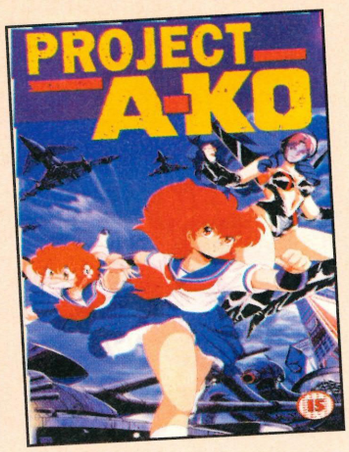
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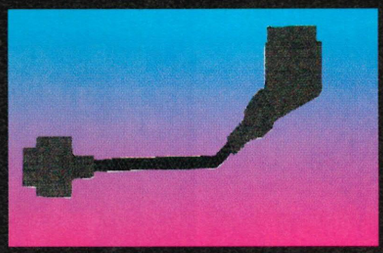


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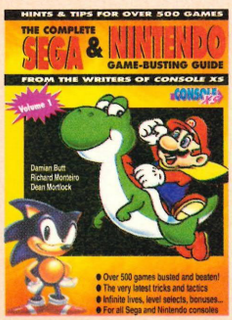
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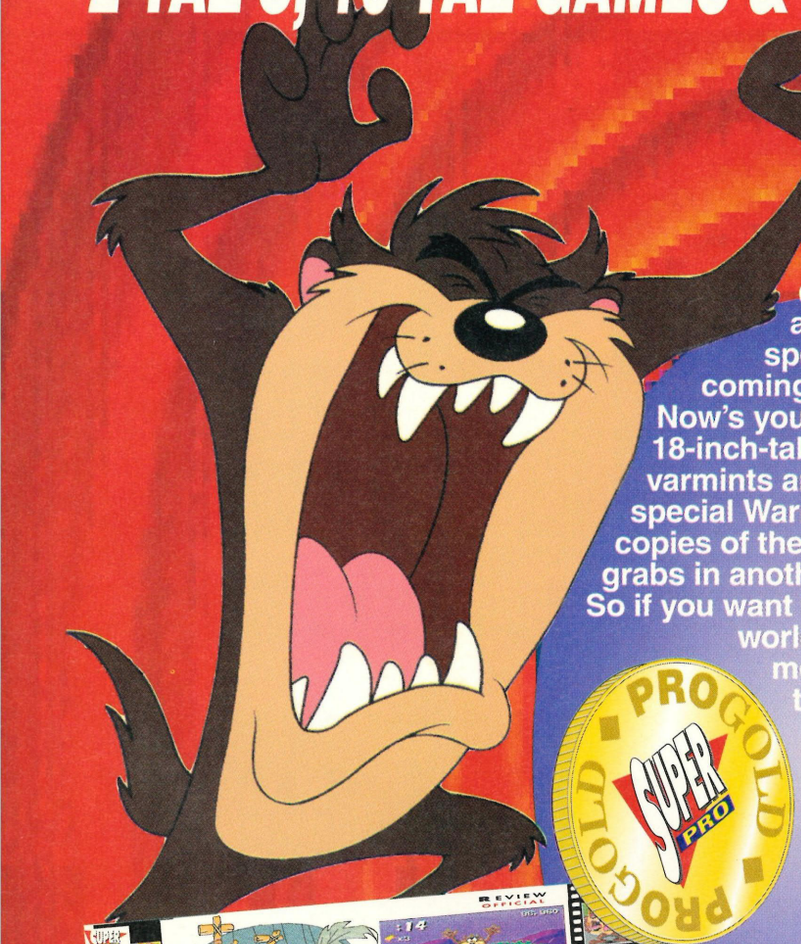
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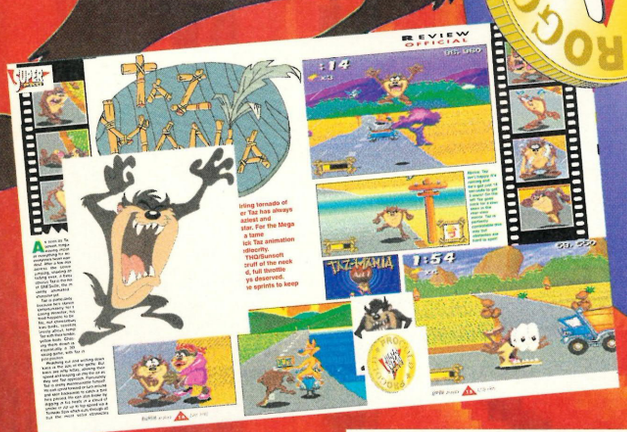
2 TAZ'S, 10 TAZ GAMES & 5 T-SHIRTS UP FOR GRABS!

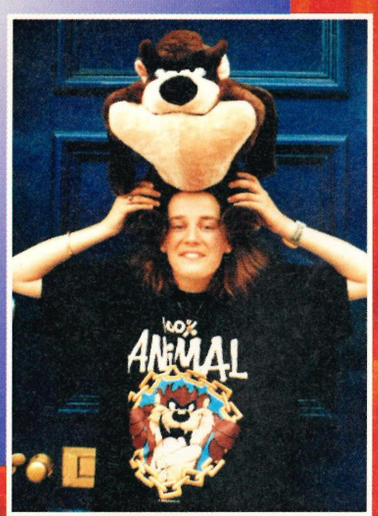


Taz Mania earned itself a simply huge 90% in SUPERPRO 7. A lot of this had to do with Taz himself. A great big fat beasty, he charmed the pants off of us with his pot belly, his slavering mouth and his Colgate teeth. And when he saw one of those edible tweety birds a-coming, did he make us laugh? Yes, he did. Whipping up the air around him he'd fly down the road at supersonic speed, arms flailing before him, only to crash into an on-coming vehicle. Tee-hee!

Now's your chance to win this furry lump of fun. We've got two 18-inch-tall Taz's to give away. Yes, give away. These superb varmints are only available in America and were bought from a special Warner Bros shop by THQ themselves. Now, along with 10 copies of the game and five superb Taz T-shirts, they're up for grabs in another brilliant SUPERPRO comp.

So if you want to own the funniest, furriest 3-D race game in the world, featuring a super-famous wild-eyed, masticating monster, then grab a pen and do your best to answer the following questions. If you're lucky you could come away with a new pet!





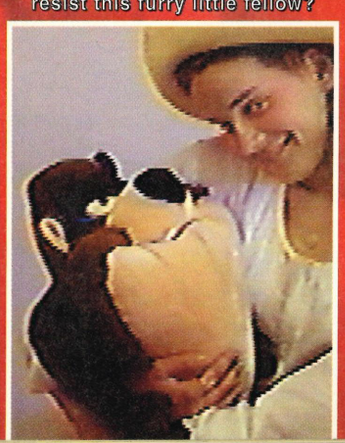
THE QUESTIONS:

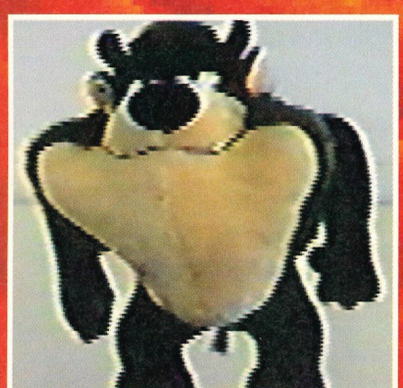
(1) Which of the following games have THQ published?
(A) Puff, The Magic Dragon.
(B) Family Dog.
(C) Super Swiv.

(2) What does Taz like to eat?
(A) Small fluffy birds.
(B) Boars.
(C) Yorkshire pudding.

(3) What's the name of the ACME delivery man?
(A) Didgery Dingo.
(B) Didgery Doo.
(C) Doddery Dingbat.

Ahhhhh...Taz love. Who could resist this furry little fellow?

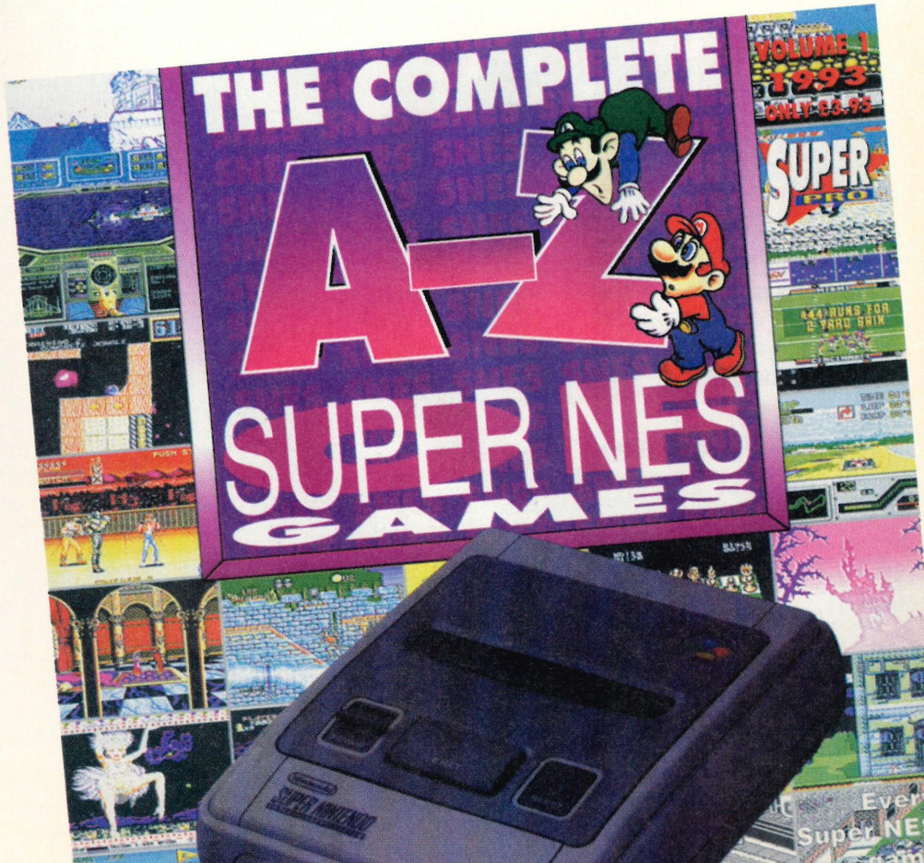




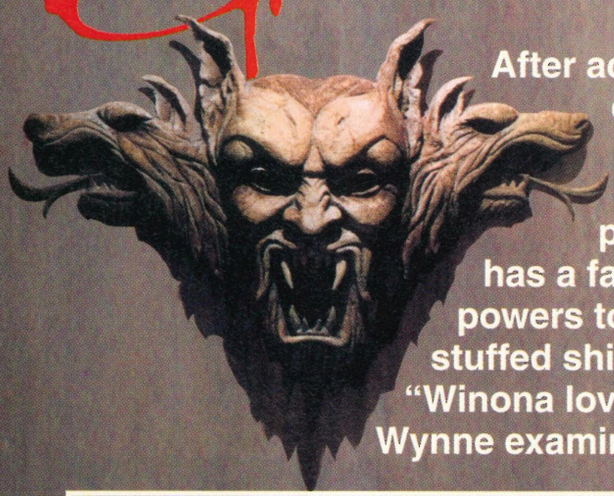
Now send your answers to us, preferably on the back of a sealed envelope or postcard to:
TAZTASTIC COMP, SUPERPRO, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH, BH1 1NF.
The closing date is October 26th, and the editor's decision will probably be overruled because I WANT TAZ!!!

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

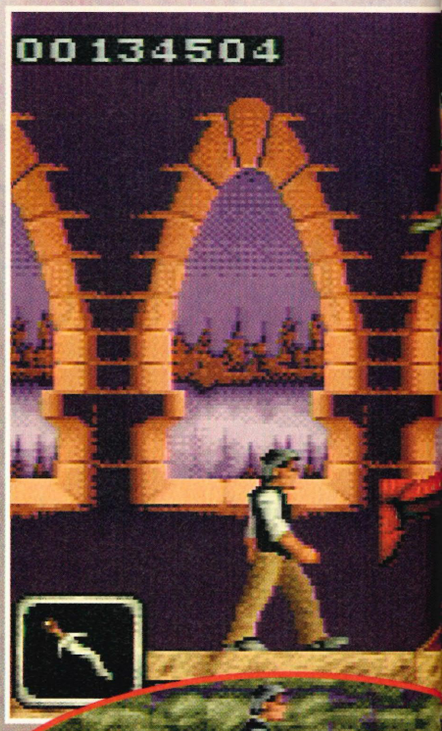
The Complete A-Z of Super NES Games... An authoritative guide to every Super NES game ever released. Every game fully reviewed and rated. Unmissable, essential , comprehensive. And it's coming real soon...



Dracula



After achieving eternal life on the cinema screen, Dracula would seem perfect for video game immortality. A military champion turned Gothic anti-hero, he has a fantastic array of superhuman powers to use against the pompous, stuffed shirts of Victorian England. Dave "Winona lover" Westley and Stuart "beastly" Wynne examine a Romantic tragedy.





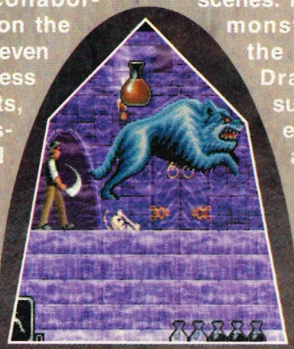


Below Count Dracula is roused from his decades of solitude by nosey Mr Harker. A picture of Harker's finance, Mina, leads to Drac having a change of clothes for a swift visit to London (above).



A stylish, lightening illuminated intro, panning across the battleground of Vlad's most famous victory, raises high expectations of this Psygnosis/Sony collaboration. Work began on the game before filming even started, with full access given to early scripts, rough cuts and costumes, all produced after all, by Sony's own movie studio: Columbia Tristar.

The game starts with Mode 7 zooming into a Vampyre book, a small picture turning out to be the start of level one. Unfortunately, instead of Dracula standing centre stage we get Jonathan Harker. So no dramatic opening battlefield confrontation, no wolverine-like excursions through London, no Mode 7 flights over Transylvania. Instead we have a very conventional, 16-level side-on view slash-'em-up cum platformer. On most levels you must follow on-screen arrows to find your mentor, Van Helsing, who'll offer a weapon you can then use against each level's guardian.



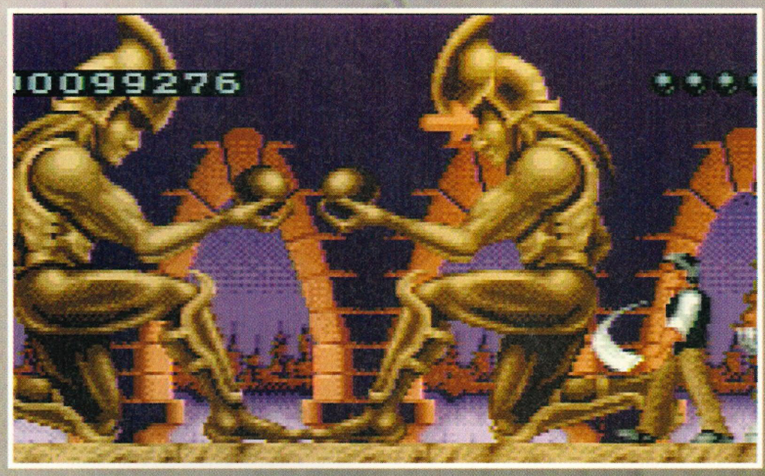
PRO TIP

Try standing at the extreme corners when you face the guardians. Often you'll find that they can't touch you there!

Of course, originality isn't vital to making a hit and *Dracula* offers some quite stunning scenes. Many of the end-level monsters are excellent, the final incarnation of Dracula providing a suitably show-stopping end-game. Backdrops are also nice, a haunted abbey is well-drawn and very spooky, the chants of Gregorian monks providing the perfect soundtrack. Other Gothic highlights include mad men wrapped in chains, masses of zombies and skeletons, flying rides of Dracula and plenty of wolves.

However in the end, *Dracula* doesn't quite gel. The game was developed for the Mega Drive and the SNES version is a straight port with minimal enhancements. As a consequence the palette on some of the sprites is a bit off and the game overall lacks the visual richness of a SNES specific title such as *Batman*





A battle-dressed Dracula meets Harker for the last time (left). Below we see Vlad in bat-form and a vampire Lucy, providing end-level opposition. These mega-guardians certainly look pretty, but they offer too little variety in terms of gameplay. Below left the Brides of Dracula provide one novel touch, chasing Harker through a castle filled with nicely animated mist.







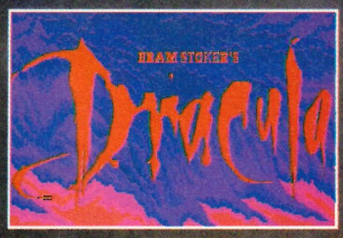
On the left the enlarging of minor movie characters lurches into comedy, an outsize Renfield flouncing around in the sanitarium. Below, Sony take more suitable liberties with the script, providing a dragon which, although unmentioned in the film, looks great.



Returns, the most obvious rival.

The weakest element is Harker himself (a suitably wooden sprite for the Keanu Reeves character), whose animation is disappointingly poor. Nor is he particularly well-armed, you really need to hammer the fire button to kill enemies with his wimpy knife. Power-up weapons are better, but it's all much too familiar. The tired hack 'n' jump gameplay needs more than macabre Mega Drive graphics to stand out in 1993.

Spoilsports who whinged about *Batman Returns* being too easy will appreciate the challenge, however for such high-profile titles we've come to expect a lot more. Set against the variety and imagination of Konami's *Batman Returns*, Sony have a long way to go. SP



Publisher: **SONY IMAGESOFT**
Tel: **051 7095755**
Price: **TBA**
Out: **September**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Gothic horror, variable lives and energy.**

CONTROLS

REDEFINABLE

- ▲ Player up.
- ▼ Crouch.
- ◀ Player backwards.
- ▶ Player forwards.
- X Missile.
- Y No function.
- A Jump.
- B Slash.
- L No function.
- R No function.

PROS: Some outstanding guardian sprites and very haunting sound effects, while large, difficult levels make *Bram Stoker's Dracula* a true challenge...

CONS: ...but tired, repetitive gameplay may put you off attempting to reach the end. Particularly as the Mega Drive palette shows up in places.

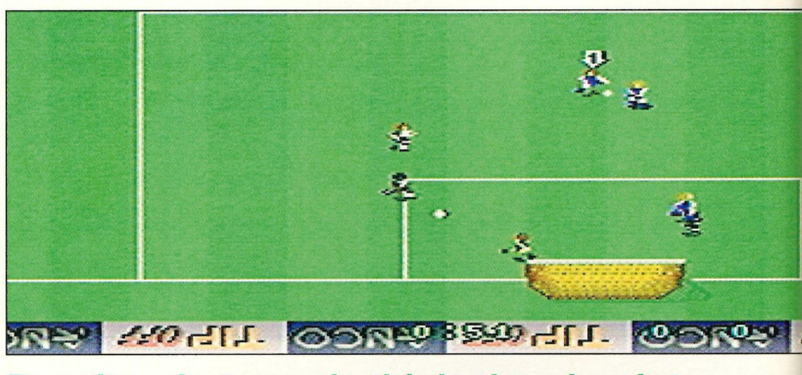
GRAPHICS	76
SOUND	79
GAMEPLAY	59
LONGEVITY	62

PROSCORE
68
SCOREPRO

COULD GIVE YOU NECK ACHE.

KEVIN KEEGAN'S PLAYER Manager

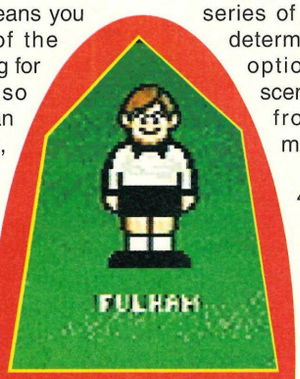
Despite what people think, there's a lot more to football than just kicking a ball around. Ask Graham Taylor, he'll tell you! To really understand football, you have to look at it from a managerial side, and Anco allow you to do just that in their new, highly involved footie sim. Ryan "Squad hacker" Butt dons his blazer to find out what a traumatic business football really is!



Player Manager is, as the name suggests, an ambitious attempt to cram two games into one; an arcade game and a detailed management sim. The former is a complete rewrite of the poorly received SNES *Kick Off* with much smaller sprites. This means you can see a lot more of the pitch on screen, allowing for more tactical play. Also welcome is how you can have two-player games, in addition to the numerous practice modes. Unfortunately, playability still isn't great; the controls are fiddly, speed is lacking and scoring is extremely hard. In short, only fanatics will get much out of playing on this cart.

But what about the management side? After all, you can choose to simply opt out of playing, either watching the computer play or just going with the predicted results. The good news is that this is a lot more impressive, the forty-page manual promises a lot of depth, and certainly needs to be studied as on screen icons aren't that easy to decipher. Nevertheless, after a bit of reading you'll find an intriguing insight into how football teams actually work and what you, as manager, have to do to achieve a good performance.

When a new game is selected, the computer allocates the available players to different clubs. Each player is given a unique combination of physical attributes and skills, so no two players are the same. This series of player allocations is determined by the "Set Up" option. There are 26 scenarios in total, ranging from the easy to the murderously difficult!



PRO TIP

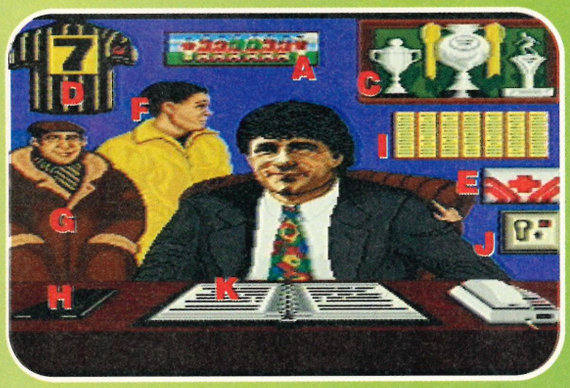
Be sure to give every player a fair turn on pitch, otherwise they'll get cheesed-off and demand a transfer!

Player Manager has 48 teams, divided into three divisions. You can start in either the second or third divisions, your aim being to avoid relegation and win promotion to the premier division where you'll compete to win the league! The game begins with you as an ageing Internationally Capped player nearing the end of your career. If you choose to play you can use your vast playing experience to win matches, but your skills as a player will deteriorate with age...

A key part of your management role is obviously keeping a close eye on the transfer market. Unwanted players are soon put on the market at relatively cheap prices, but top players are scarce. It's a good idea to send your scout out looking for hot, new talent in the specific area you require. Money is in short supply to begin with however, and you must always keep a reserve for emergencies – such as fines for crowd trouble!

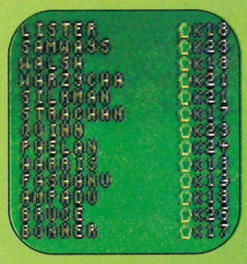
All this adds up to one heckuva challenge, just one scenario could keep you occuped for ages. The many options and managerial qualities make for an extremely compelling game when you get to grips with it. In fact, the sheer ecstasy experienced when, after weeks of hard slog, your team finally comes together and starts winning is beyond comparison! For anyone seriously interested in football, or the strategy of the game, this offers an utterly enthralling game. Football games don't come more complete than *Player Manager*, and so long as you're not expecting much of the admittedly poor player side of things, you can't go wrong here!

MANAGER'S OFFICE



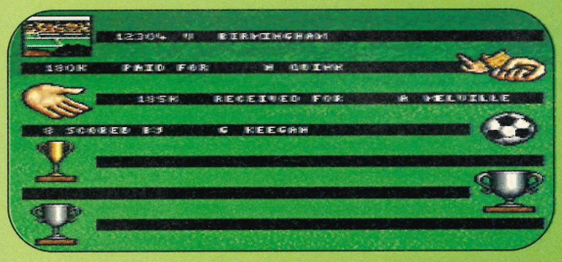
A - Squad

You can have a maximum of 24 players. There are seven types, from goalies to wingers to utility, play-anywhere types. Each player has five attributes, ranging from pace to flair (their ability to spot good passing opportunities), and five skills, from shooting to tackling. These all decrease with age!



B - Personnel (not on menu)

You can retire as a player here, but after a few years a family relation might appear who you can replace you. It's also where you can apply for a job with another team!



C - Records

A tally of your club's achievements, everything from the highest gate to the top scorer and highest transfer fee!

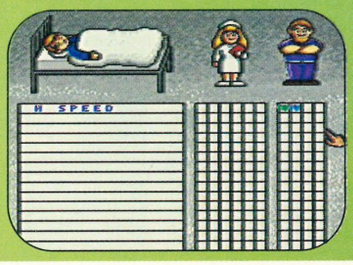


D - Design Kit

Both Home and Away strips can be designed.

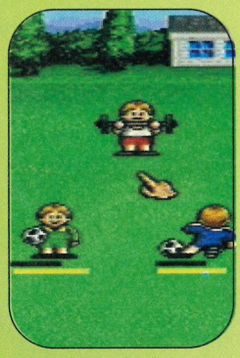
E - Physio

When a player is injured you go here to find out how long it'll take him to recover. Some players are so badly injured their playing career is over!



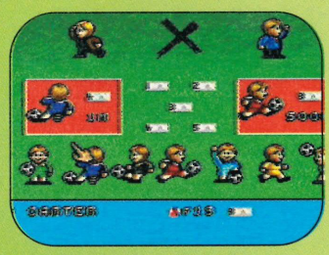
F - Coach

Extra training will improve skills, but for morale's sake it can be best to skip training before an important match. The coach also provides assessment of the team for its Keepers, Defenders, Midfielders and Forwards. Most importantly the coach lets you set tactics. There are eight detailed formations to choose from, four of which can be chosen for a match and switched between as the situation demands.



G - Scout

You have two scouts, both of which can be instructed to a specific type of player who may not be transfer listed, but is unhappy with his present club.



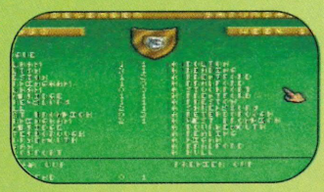
H - Team Messages

This is where messages from the club's directors, coach and newspaper headlines appear. Newspapers are useful sources of gossip for available jobs – and if your rating falls below 40% your job is on the line.



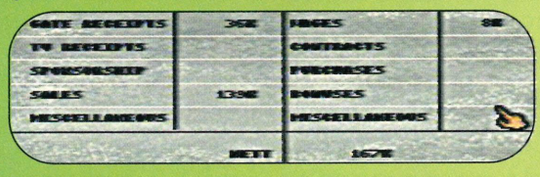
I - Fixtures

This gives you home and away league fixtures, plus Cup fixtures – if you haven't been knocked out!



J - Bank

Revenue comes from numerous sources. Besides the gate money, (which increases for important matches), there's TV and sponsorship deals and player sales. Expenditure goes on salaries, fines (for crowd trouble), buying players and paying bonuses (awarding these for key games can radically improve the team's performance).



K - Transfers

You can bid for up to two players a week and haggle over the price!





Publisher: **ANCO**
Distributer: **PLAYTIME**
Tel: **0274 532424**
Price: **£49.99**

Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Battery backup**
Features: **26 scenarios.**

CONTROLS

- Pointer/player up.
- Pointer/player down.
- Move left.
- Move right.
- X – Chip ball/overhead kick.
- Y – Chip ball/overhead kick.
- A – Chip ball/overhead kick.
- B – Dribble/shoot/pass.
- L – Automatic pass.
- R – Automatic pass.

PROS: An extremely comprehensive and challenging management game. Constant battery-saving prevents you cheating – if you're losing half-way through a match turning the power off simply means you've definitely lost the game!

CONS: It takes a while to get into and the actual football game is disappointingly poor – management only is best!

GRAPHICS	45
SOUND	48
GAMEPLAY	79
LONGEVITY	87

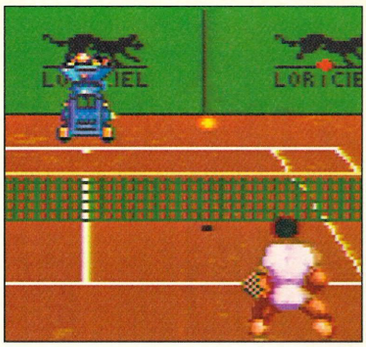
PROSCORE

80

SCOREPRO

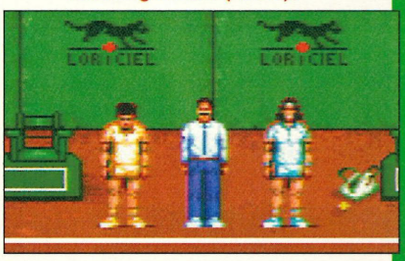
A GAME OF TWO HALVES!

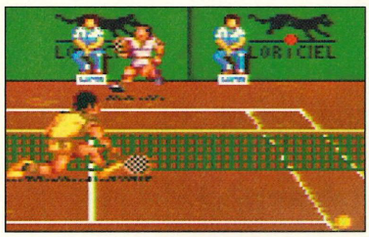
INTERNATIONAL TENNIS TOUR



The practice mode allows you to perfect your serves as well as your accuracy at returning the ball (above).







Above, a doubles match. Unlike the cutesy *Super Family Tennis*, serving actually looks rather good here, the player stretching himself before smashing the ball into his opponent's half court. Unfortunately, it's hard to hit that powerful a shot!

This sim certainly looks different, and that's even without the split-screen. Take the players; superb, cartoony sprites shaped like triangular hunks of muscle, moving like superhumans as they return seemingly unreachable balls. It's funny and it's exciting, especially when the ball skims the net by millimetres.

The court perspective is also, unsurprisingly, a bit different being angled a little lower than usual. This makes playing at the far end of the court almost impossible. Of course, with almost any sim playing at the far end is difficult, but have Loriciels really found the solution with a split-screen?

To begin with all seemed fine, and both Stu and I had a good laugh whacking the ball too and fro without worrying, or even noticing which end of the court we had, although after about ten minutes we began to spot the faults. The most important of these is the limited view each screen gives – when both players are right back on the baselines neither can see the other player on their screen. When you're trying to judge what sort of shot the other player's making this is a crucial error. Another flaw is the implementation of the most useful of shots – the lob. When a player lobs the ball up in the air it vanishes completely, making it extremely difficult to hit it back. Needless to say, lob shots are infuriating when directed at yourself, but good fun to play!

PRO TIP
When receiving, stand back a bit and use the R button. More often than not it'll whiz past your opponent, especially if they're human!

While this rather spoils the game's 'Unique Selling Point', in one-player mode the screen isn't split and, as you always play from the bottom, it all works perfectly fine. And there's four competitions to enter.

The Championship gives you $20,000 to start with, but you must pay your air fare as you travel the world, and entering tournaments costs money too. Winning results in prize money and the chance to enter exhibition matches. Finish the year in the top eight and you can play in the Masters Singles and Doubles Tournament! Winning these is really the aim of the game.

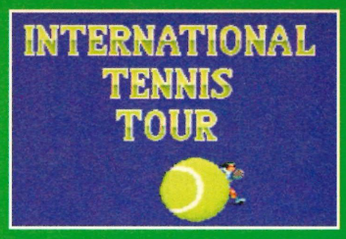
To help you along, this mode features masses of training camps so you can sharpen your shots – but of course these also cost money.

The Nations Cup allows you to represent the country of your choice in a knock-out competition starting off with sixteen players. Each of the five rounds consists of five matches – four singles matches and one double. Gruelling stuff but worth it if you win!

The Singles and **Doubles Tournaments** both pit 16 players or teams against each other in a five round competition.

As the decade's most boring Wimbledon fades into the sunset, a bevy of tennis sims are lining up to provide some compensation. Many have simultaneous four-player modes, but this old Amiga war house instead boasts a unique split-screen two-player mode!

Dave "LOBotomized" Westley decides whether it's more exciting than Sampras.



Publisher: LORICIEL
Distributer: BANDAI
Tel: 0489 790944
Price: £49.99
Out: NOW

Players: 1-2
Skill Levels: 3
Cart Size: 8Mbit
Save Game: Yes
Features: Four different tournaments and quite mad tennis players.

CONTROLS

- ▲ Move up.
- ▼ Move down (baseline).
- ◀ Move left.
- ▶ Move right.
- X Slice.
- Y Lob.
- A Hits ball flat.
- B Lift.
- L Drop shot.
- R Speed.

PROS: Good in-game music, amusing cartoony players, excellent stuntman dives and a wide range of tournaments to enter.

CONS: The two-player split-screen is fatally flawed – it simply doesn't work for the game, making it significantly less playable than other, more conventional tennis titles available.

GRAPHICS	56
SOUND	70
GAMEPLAY	54
LONGEVITY	70

PROSCORE
61
SCOREPRO
FLAWED BUT FUN.

Win 20Mbits of astounding arcade action. Grab a copy of the greatest beat-'em-up ever. Street Fighter II Turbo Edition... it's waiting for one lucky winner to walk away with it! Are you up to the challenge?

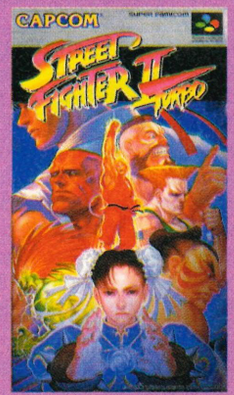




It's bigger, better, faster, harder – and there's nothing to match it! Street Fighter II Turbo Edition is without doubt the ultimate beat-'em-up. And it's at its very best on the Super NES. Here's your chance to walk away with 20Mbits of phenomenal beat-'em-up action. It's a whole new game. The backgrounds are brighter, the characters tougher and the animation slicker. There are 12 characters at your command (including the bosses) each with new or improved special moves. You've seen it in the arcades, read the reviews – now experience it for real. By dialing 0891 224738 and answering the three multiple choice questions posed, you could be fighting your way through the toughest beat-'em-up of all time. Jot down your answers on the coupon on this page (or a photocopy of it) and send it to the address provided. Good luck!







STREET FIGHTER II TURBO COMPO FORM

Of course I want to win Capcom's stunning Street Fighter II Turbo. My answers are:

QUESTION 1	QUESTION 2	QUESTION 3
A ☐	A ☐	A ☐
B ☐	B ☐	B ☐
C ☐	C ☐	C ☐

Name.....

Address .....

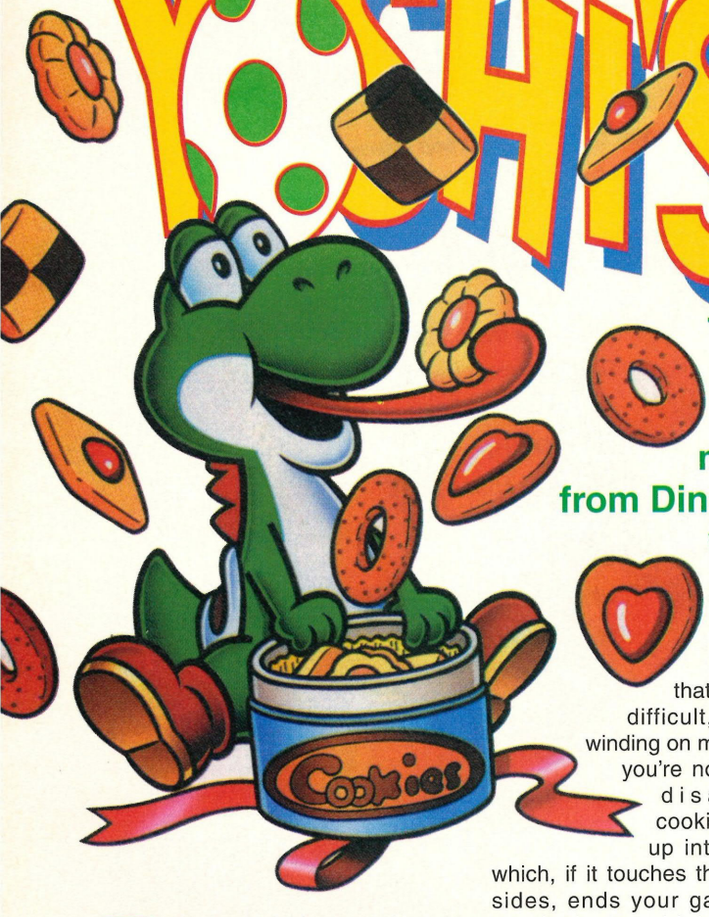
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Postcode..... Phone nº .....

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Calls cost 36p a minute cheap rate and 48p at all other times. Please get permission from the person who pays the phone bill before calling.

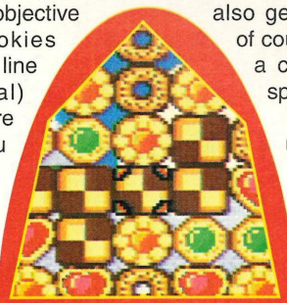
YOSHI'S COOKIE



The second big Nintendo star in as many months is to have a game of his own. Last issue it was Luigi, hired by Mindscape to find the missing Mario. This month Bullet-Proof Software have lured Yoshi away from Dino-land with multi-coloured cookies. Ambling along with his tongue slavering before him, he's wandered into a rather teasing puzzle game. Dave "mental strain" Westley checks it out.

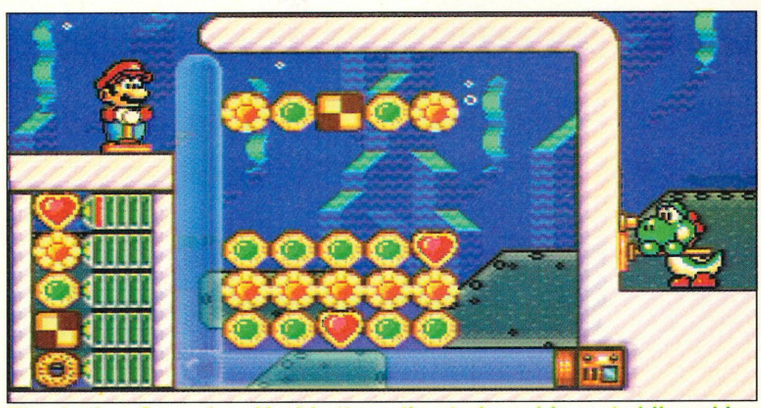
Bulletproof have already produced one of the finest SNES puzzlers ever with *Super Tetris 2 & Bombliss*. At first glance, *Yoshi's Cookie* looks very similar, but in fact the differences extend far beyond the cutesy, Yoshi-fied presentation. The objective here is to make cookies disappear by getting a line (horizontal or vertical) where all the cookies are identical. To do this you can click on any cookie, then move it either horizontally or vertically, shifting all the cookies in that line. It's a bit similar to Rubik's Cube, although usually not quite as tough! And as you'd expect from Bulletproof, you don't just get one game, you get three! – the Action Game, the Versus Game and the Puzzle Game.

The Action Game is by far the simplest. You start off with a block of mixed up cookies and must try to get them all to disappear to complete the stage (there are ten stages in a round). To make life just that little bit more difficult, Yoshi keeps winding on more cookies! If you're not fast enough disappearing cookies, they build up into a mountain which, if it touches the pink-striped sides, ends your game, or more precisely your high scoring bid. Infinite continues and the ability to start on any of the ten rounds mean losing a life isn't that important, but if you do manage to complete a round, there's a nice animated reward and the backdrop changes. The rounds also get progressively harder of course, and you also have a choice of three game speeds.



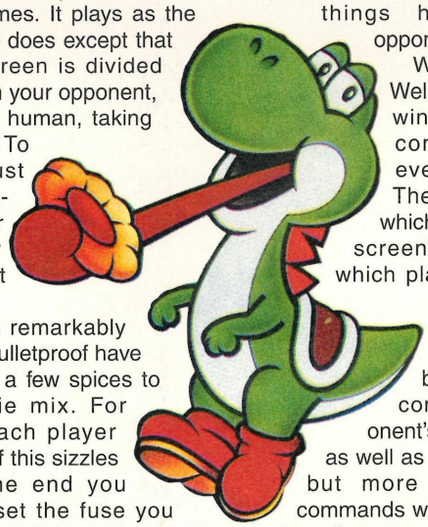
PRO TIP
Success depends on thinking in two directions at once. Unless you can form levels horizontally and vertically you'll be too slow on harder levels.

The Puzzle Game is, unsurprisingly, the most mentally taxing game. There's no Yoshi winding on more cookies and no time limit of any sort. The only limit is on the number of moves. Sometimes you can have 50 cookies and just two moves to unscramble them! Some of the levels are amazingly simple, some seem unbelievably hard until Karen wanders in and completes them on her first go! As with the Action Game, each round has ten stages and you can choose which of the ten rounds you start with. A password is given with each completed stage and after ten stages another piece of a picture is uncovered.



The Action Game has Yoshi attempting to bury his erstwhile pal in a mountain of cookies!

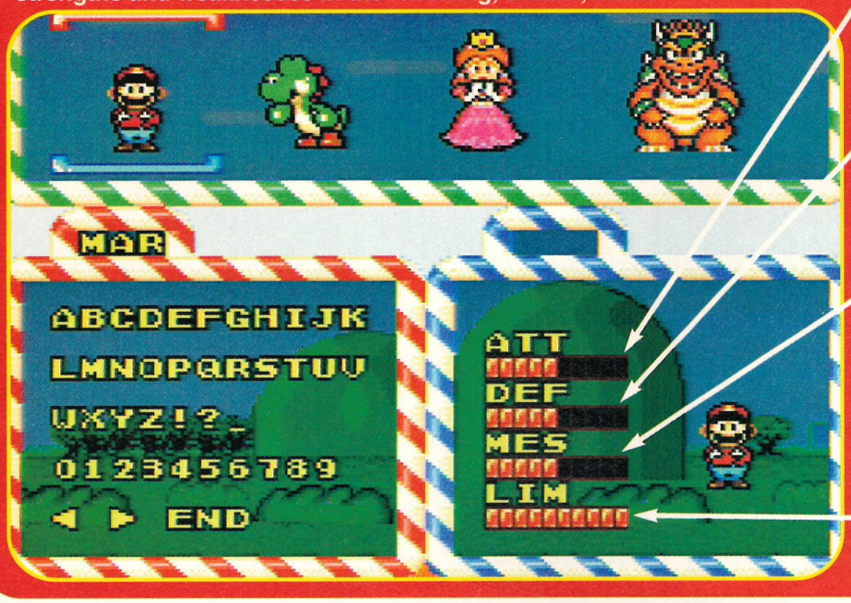
Finally there's **The Versus Mode**, undoubtedly the most fun of all three games. It plays as the Action mode does except that here the screen is divided into two, with your opponent, computer or human, taking one half. To win you must make 25 lines disappear before your opponent does.



It sounds remarkably simple but Bulletproof have added quite a few spices to this coookie mix. For starters, each player has a fuse. If this sizzles down to the end you lose. To reset the fuse you have to complete a line. This makes the second ingredient all the more important. With each line that you make disappear, a Yoshi cookie will appear on your half screen. Collect five of these in a line and you can make all sorts of nasty things happen to your opponent!

What sort of things? Well, each player has a window where a new command appears every few seconds. These include 'Panic' which scrambles up all a screen's cookies, 'Blind' which places a 3x3 grid at the centre of the playing area and 'Slave' which can briefly have you controlling your opponent's side of the screen as well as your own! Less fun, but more useful, are the commands which subtract or add three lines to a score. You have to be careful with all the commands though, as they all come with

In the Versus Mode Mario, Koopa, Yoshi and the Princess all have different strengths and weaknesses in the following, crucial, stats.



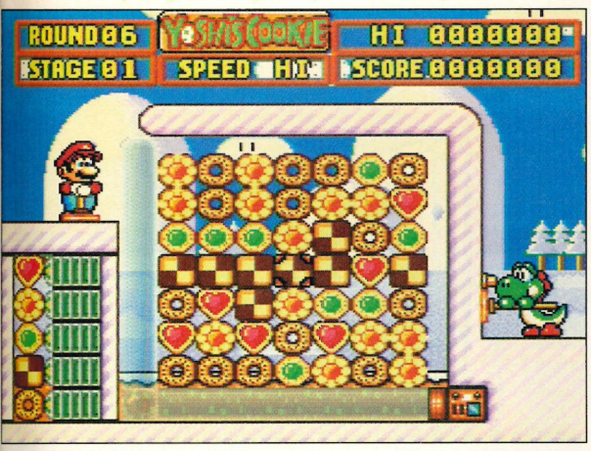
ATT: ATTACK: The length of time an Attack Event such as BLIND, PANIC and SLAVE lasts.

DEF: DEFENCE: If your defence rating is high you can halve an opponent's attack time.

MES: MESSAGE: How quickly the commands pass through the message window. The faster it is the more chance of a good attack coming along.

LIM: TIME LIMIT: How quickly the Timer Fuse burns.

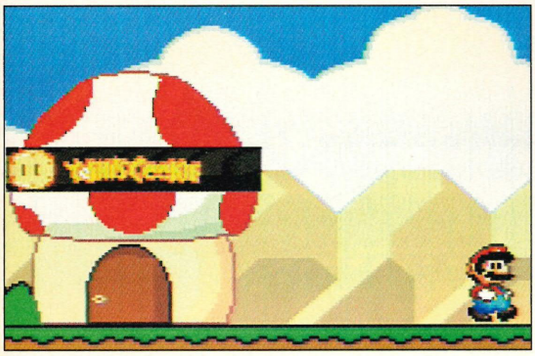
Below is the Action Game with Yoshi attempting to bury his pal in a heap of cookies!



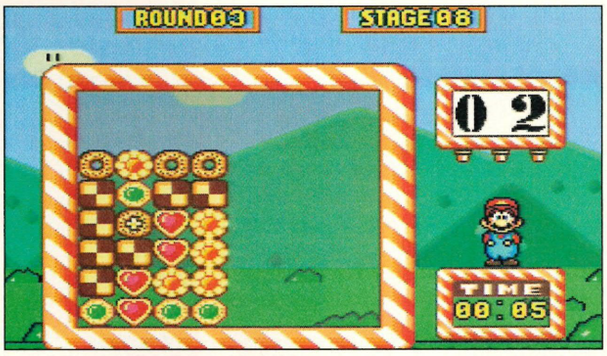
Below is the Versus Mode, with the Panic Command appearing in both message windows.



Complete ten Action Levels and you get a nice animated sequence, like the one below.



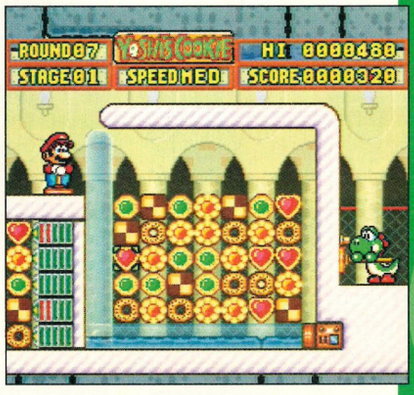
Below is the Puzzle Game, where Mario has just two moves to get rid of all the cookies.

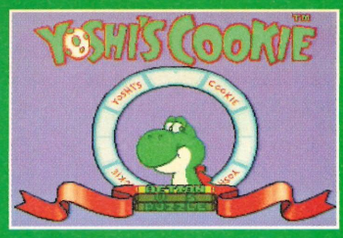


names attached. Activate a command when your name's up there and it'll be you who's panicking – or hopefully picking up three lines.

Yet more strategy is added by your choice of game character. Some are more suited to defensive play, others are better suited to attacking via the commands. All of which adds quite a lot to a fun little game, which would otherwise have been quite repetitive.

Overall, *Yoshi's Cookie* is a very cute and well-presented game. The graphics hardly push the SNES more than *Super Tetris* but the *Mario*-style suits the machine a lot better with some good *Mario* tunes and FX too. The game itself isn't a patch on the classic *Tetris*. All its sub-games are reasonably playable but they are all more suited to younger players. For anyone else, the two-player mode is the only one with provide much in the way of lastability and, whilst a quite enjoyable diversion, it doesn't really make the game worth buying. One for the kids then.





Publisher: **BULLETPROOF SOFTWARE**
Distributor: **PLAYTIME**
Tel: **0274 532424**
Price: **TBA**
Out: **October**

Players: **1-2**
Skill Levels: **3**
Cart Size: **4Mbit**
Save Game: **Password**
Features: **100's of puzzles and all your favourite Nintendo characters.**

CONTROLS

- Cursor up.
- Cursor down.
- Move left.
- Move right.
- X: Move cookies.
- Y: Make cookies fall faster.
- A: No function.
- B: No function.
- L: Take back one move.
- R: Return to beginning.

PROS: Masses of puzzles with different skill levels mean that even the most agile mind will be tested later on. Very enjoyable two-player mode.

CONS: Much too simple and lacking in variety in single-player mode.

GRAPHICS	60
SOUND	61
GAMEPLAY	69
LONGEVITY	70

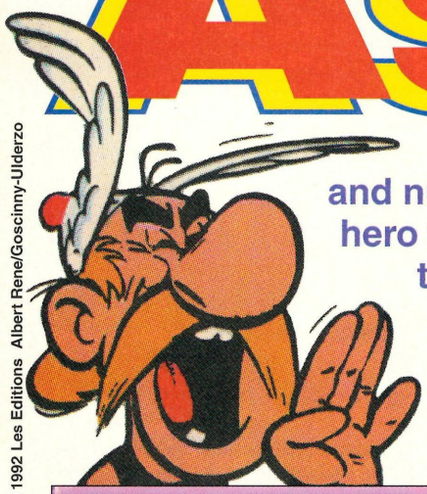
PROSCORE **69** SCOREPRO

A BIT OF A SOGGY BISCUIT.

Thanks to VIDEO GAMES BOX (0425 616705 & 0722 422522)

Asterix

Asterix © 1992 Les Editions Albert Rene/Goscinny-Uderzo



After the comic book, theme park, T-shirt and numerous movies, France's most famous hero finally bounds onto the SNES. Authenticity is guaranteed with every frame of animation and every colour subject to approval by Uderzo, one of the original creators. Ryan "tipsterix" Butt investigates whether playability matches up.





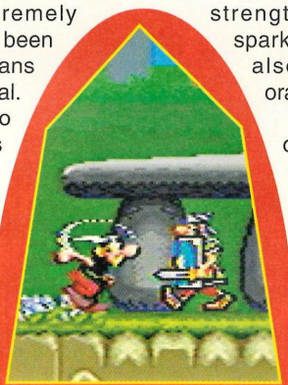


A short animated intro sets the scene with the rolly-polly – but extremely strong – Obelix having been kidnapped by the Romans and taken to their capital. Their fiendish plan is to pitt him against the lions of the Circus Maximus for a gruesome little show. An improbable story, perhaps, but utterly realistic by contrast with the rescue mission starring a very short, moustachioed frog with a tiny sword taking on the might of an empire!

But, as tends to be the case with adventures which involve plenty of platforms, help is at hand with lots of power-ups mysteriously planted along the way. In this case they're magic potions concocted by the village druid, Getafix. Once collected, a potion gives Asterix incredible strength and speed, fairly sparkling with magic these also makes him temporarily invulnerable.

The potions are vital on his massive quest with over forty levels, taking you through pirate-infested waters, snow-covered mountains, scorching-hot pyramids and, finally, the great city of Rome itself, complete with chariots, traps and hordes of Roman legionaries!

There are about four or five levels to each scenario, starting with the famous forest which surrounds Asterix's village hold-out. Although the scenario's levels share similarly styled graphics, they can be pretty



PRO TIP

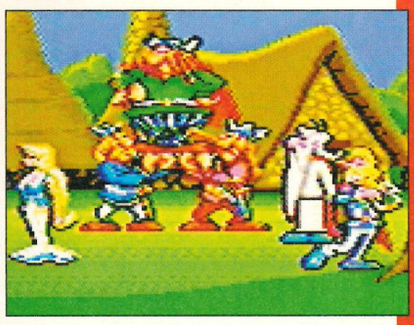
Don't dash off as soon as you've bashed a Legionnaire. Stick around and grab his helmet for bonus points.





Obelix is literally dragged kicking and screaming from the Gaulish village (left)! Asterix takes the plunge in a rather rickety-looking rail cart (above)! Asterix prepares to do battle with a bunch a dim-witted legionaries in the city of Rome (above left).

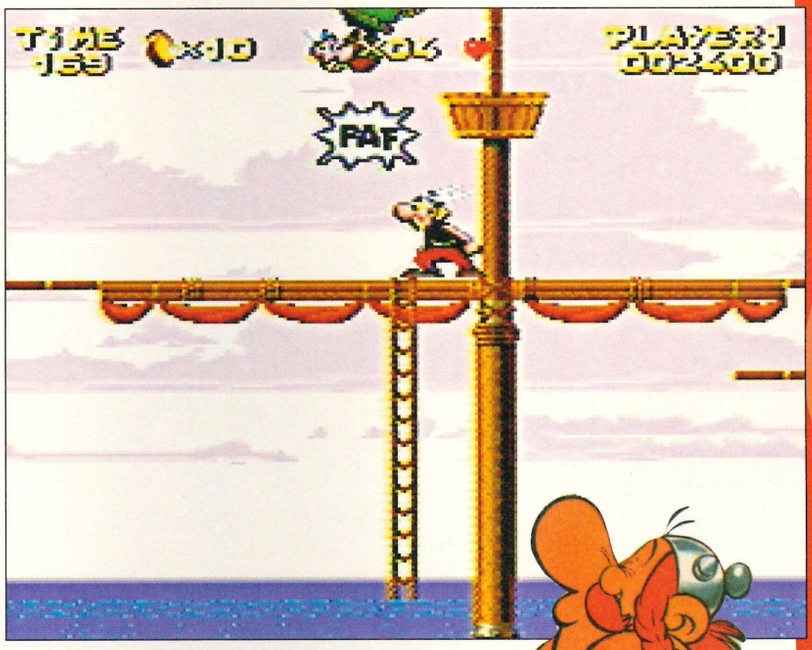






This poor legionary will need more than his poxy shield to protect him from Asterix's mighty punch (above)! Below right, we see Asterix settling an old score with his pirate buddies! It looks as though this stocky gladiator will need more than one punch to finish him off (left)!





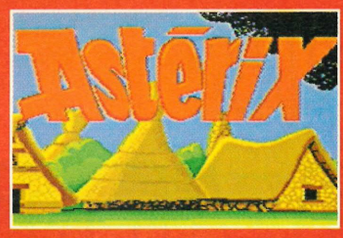
varied in gameplay terms, the first scenario ranging from leaping between tree branches to exploring spider-infested caves! Compared to Mickey Mouse the graphics seem simplistic, but they do look amazingly true to the fabulous Goscinny and Uderzo cartoon books we've all giggled at. Infogrames have worked hard to include most of the characters; Obelix's faithful hound, Dogmatix, comes on to deal with a Legionnaire whenever you pick up a bone and Cacofonix, the talentless bard, appears when you find a lyre – temporarily stunning the enemy with his tuneless singing. There's even the curvaceous Pancia who comes on to congratulate you when a level is completed.

But all this doesn't really disguise the fact this is an unoriginal platformer, with the usual secret levels and power-ups. To help stave off any sense of monotony there are some corking rides on high speed mine carts, and also contributing to the cartoon feel there are some jangly tunes and decent spot effects, although these do tend to grate after a couple of hours.

Asterix is undoubtedly going to appeal to platform freaks, and certainly won't disappoint any fans of the popular series of books. Despite the game's lack of ambition, its presentation is of a high standard, so if it's straightforward platform action you're after (and you've already got Mickey and Buster) this jolly, Gallic adventure could provide plenty of fun.



Asterix © 1992 Les Editions Albert Rene/Goscinny-Uderzo



Publisher: **INFOGRAMES**
Tel: **071 7388199**
Price: **£44.99**
Out: **September**

Players: **1-2**
Skill Levels: **3**
Cart Size: **4Mbit**
Save Game: **No**
Features: **A warning message when you've been playing too long!**

CONTROLS

- ▲ Look up.
- ▼ Duck/look down.
- ◀ Move left.
- ▶ Move right.
- X: No function.
- Y: Run and jump higher.
- A: Punch.
- B: Jump.
- L: No function.
- R: No function.

PROS: Nicely drawn, colourful graphics evoke the Asterix ambiance well. Very challenging, varied scenarios, highly atmospheric and faithful in spirit and narrative to those lovely little books.

CONS: Despite their pleasing nature however, the graphics aren't very sophisticated or ambitious, with the the lack of visual variety being quite disappointing after a while. The tunes soon get annoying!

GRAPHICS	80
SOUND	79
GAMEPLAY	83
LONGEVITY	86

PROSCORE
82
SCOREPRO

TASTIER THAN FROGS LEGS!

MORTAL KOMBAT

Released in the bruising footsteps of *Street Fighter II*, the *Mortal Kombat* coin-op went one step further, replacing Capcom's stylised graphics with stunningly realistic digitisation, including some of the most gory, entirely gratuitous death scenes ever. Inevitably, it was a huge hit – briefly knocking *SFII* off its pedestal – with some fine gameplay under all the blood. Ryan "head hunter" Butt examines whether your SNES really can handle a state-of-the-art coin-op!



I was a big fan of the *MK* coin-op, in fact I played it until my clothes were drenched in sweat, and my fingers no longer functioned properly! As perhaps the only serious competitor to *SFII*, it was a challenge I couldn't resist. And of course there were the graphics, the awesome use of masses and masses of digitised frames of animation for one of the quickest, and most realistic arcade experiences yet. Obviously, this couldn't be done on the SNES – just look at *Pit-Fighter*...



PRO TIP

The best characters to choose are Sub Zero and Scorpion. Their special moves of the freeze beam and hook allow you to strike at your opponent from long range.

Then look at *Mortal Kombat* with jaw firmly dropped. The backgrounds aren't quite as detailed, the fighters just a tad less sharp but, well, that's being picky. This is an absolutely, unbelievably, incredibly accurate conversion. The closer you look at it, the better it gets with the animation not only very quick, but smooth and detailed. If anything it seems smoother and more realistic than the coin-op! Just watching this game is fun; the characters genuinely seem to be real – flesh and blood in your face.

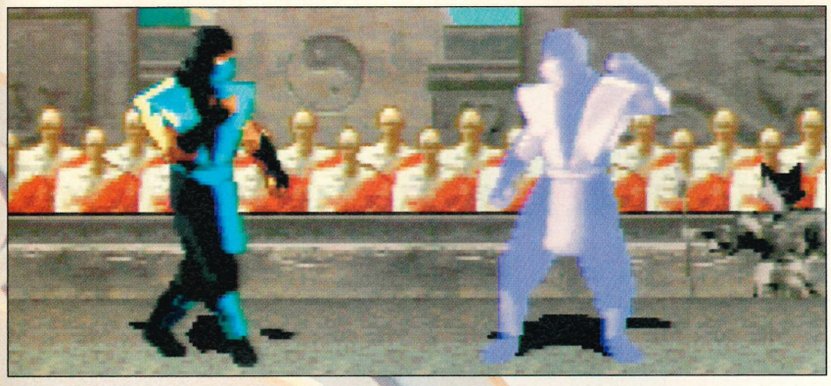
Well, flesh certainly. Blood, no. Contrary to reports of a cheat for the full gore version, Acclaim say Nintendo absolutely will not allow any blood, hidden or not. This is a shame because undoubtedly one of the coin-op's main attractions was the amount of unnecessary gore. When an opponent is beaten they sway about for a few seconds, giving you a chance to execute the intricate joystick/fire button routines triggering a Death Move. These stomach-curdling visuals included Sonya's Kiss of Death (in which she literally had her opponents burning with passion!), Kano's Soul Destroyer (in which he rips the still beating heart from his opponent's chest!), Johnny Cage's Decapitating Uppercut (in which he punches his opponent's head off!) and, perhaps most gruesome of all, Sub Zero's Spine Tingler (in which he rips off his opponent's head and holds it up with the spine still connected!). I think that censoring this is a waste of time since you can play at any arcade, but Nintendo obviously disagree.

Fortunately there's still a Killer



Above, Sonya Blade lashes out at Sub Zero. In the background are statues of all the *Mortal Kombat* fighters. Below, the fighter selection screen – sadly there's no cheat to play as the bosses.







Above, Sub Zero shows why he's so tough, his opponent immobilised by the freeze weapon. Below, the two Sonya's fight it out.



THE CHALLENGE

The basic concept of *Mortal Kombat* is, unsurprisingly, very similar to *Street Fighter II*. In solo-player you have a choice of seven fighters, aiming to smash your way through all the others (and your double!) on your way to becoming champion. Each match is a best of three bout with a 90 second time limit. One novel touch is that after defeating the seven single fighters, you then face three endurance matches. In these you face two fighters – as soon as you knock out one the other springs into action – and your energy bar isn't restored until both are defeated.

Should you safely get through the three endurance matches, it's on to the big bosses, two to be exact. These are ancient masters of the contest, and their appearance suggests they're not of this Earth! The first is Goro, a four-armed giant who, although lacking in moves, uses his unusual structure and superior strength to great advantage in crushing opponents. The final showdown is with Shang Tsung, an evil shape-shifter who, whilst engaged in combat with his opponents, has the ability to morph into the form of one of the other fighters, be it Goro or one of the first adversaries. As you would imagine, this affects the outcome of the fight quite considerably, as each individual fighter requires certain skills and techniques to be overcome, and having to frequently switch between these different styles of fighting during a single bout is quite a task (anyone who has played the Black Belt Edition of *SFII* will know exactly what I mean!)!

I HAVE A PLAN...

Each time you enter a tournament. the order in which you face the lower seven fighters is shuffled around, while backgrounds vary randomly and are not, unfortunately, selectable.



THE FIGHTERS

LIU KANG
AGE: 24
HEIGHT: 5' 10"
WEIGHT: 185lbs
HAIR: Black
EYES: Brown



LEGAL STATUS: Citizen of the People's Republic Of China
BIRTHPLACE: Honan Province, China
OCCUPATION: Shaolin Monk, Fisherman.
SPECIAL MOVES: A super flying kick and a fierce bolt of energy can be fired at his opponent.

JOHNNY CAGE
AGE: 29
HEIGHT: 6' 1"
WEIGHT: 200lbs
HAIR: Brown
EYES: Blue



LEGAL STATUS: Citizen of the United States
BIRTHPLACE: Venice, California
OCCUPATION: Actor
SPECIAL MOVES: A sliding shadow kick and the splits punch which is carefully aimed below the waist.

KANO
AGE: 35
HEIGHT: 6'
WEIGHT: 205lbs
HAIR: Black
EYES: Brown & red



LEGAL STATUS: Wanted in 35 countries.
BIRTHPLACE: Unknown
OCCUPATION: Member of Black Dragon.
SPECIAL MOVES: Attacks with throwing knives and the Kano Cannonball.

SONYA BLADE
AGE: 26
HEIGHT: 5' 10"
WEIGHT: 140lbs
HAIR: Brown
EYES: Blue



LEGAL STATUS: Citizen of the USA
BIRTHPLACE: Austin, Texas
OCCUPATION: Lieutenant in the US Army & Special police.
SPECIAL MOVES: Uppercut and crab attack, a yoga flip with her legs that grapples opponents neck.

RAIDEN
AGE: Eternal
HEIGHT: 7'
WEIGHT: 350lbs
HAIR: Black
EYES: None



LEGAL STATUS: Deity – does not apply
BIRTHPLACE: None
OCCUPATION: Thunder god
SPECIAL MOVES: Raiden can teleport himself around the screen. He can also use the Raiden Dive , a bone-crushing head-butt to the ribs.

GORO
AGE: 2000
HEIGHT: 8' 2"
WEIGHT: 550lbs
HAIR: Black
EYES: Red



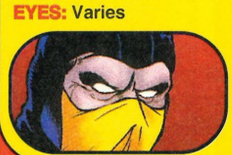
LEGAL STATUS: Outworld – Prince Of Kuatan
BIRTHPLACE: Kuatan, Fourth Astral Plane of Shokan, Realm of the Outworld.
OCCUPATION: Prince Of Kuatan, Ruler Supreme of Shokan's Armies.

SUB-ZERO
AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210lbs
HAIR: Black
EYES: Brown



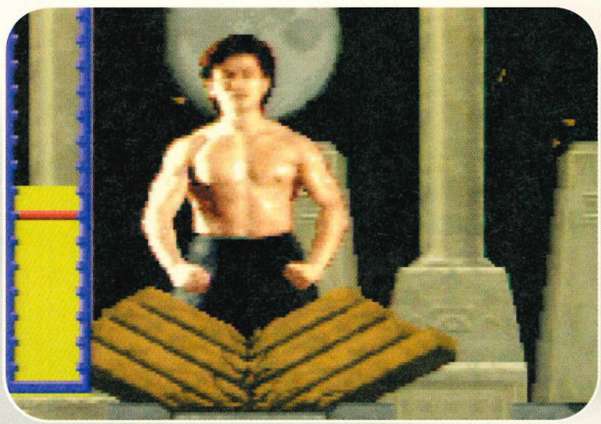
LEGAL STATUS: China
OCCUPATION: Life long member of the Lin Kuei, (ninja-type assassins.)
SPECIAL MOVES: Sub-Zero attacks with a slippery sliding kick and an ice blast that freezes anyone who dares to attack him.

SCORPION
AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210lbs
HAIR: Black
EYES: Varies



LEGAL STATUS: Reincarnated spectre.
BIRTHPLACE: In former life – unknown. As Scorpion – Hell
OCCUPATION: In former life – unknown. As Scorpion – a lost soul.
SPECIAL MOVES: Can teleport around the screen, and spear opponent's necks.

BONUS GAME

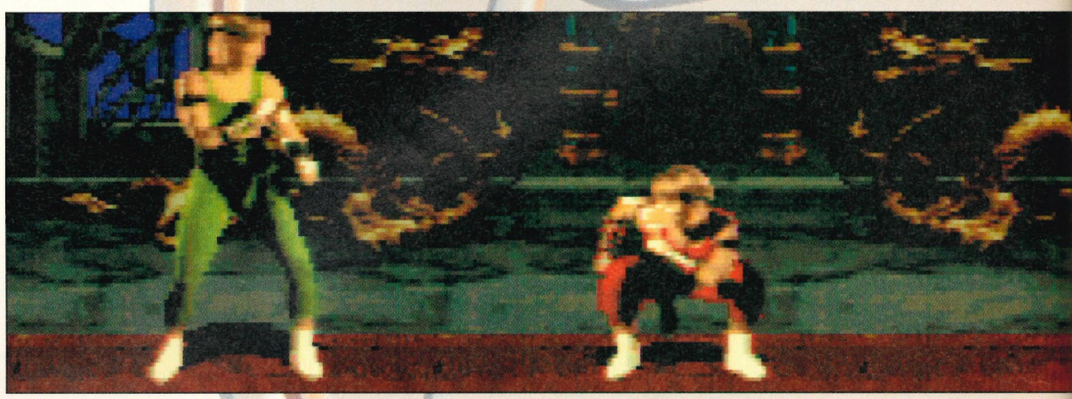


The Bonus Games is a frantic test of your fire button hammering prowess. Succeed and besides smashing some planks you earn masses of points.



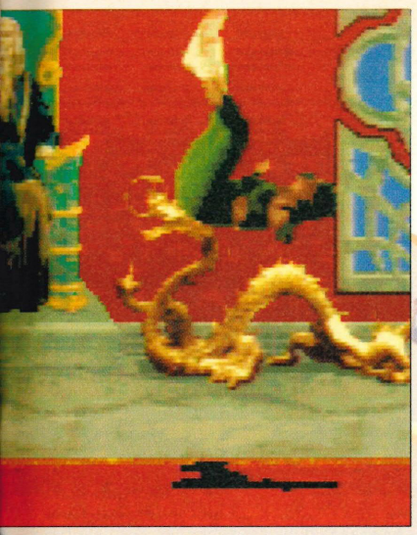


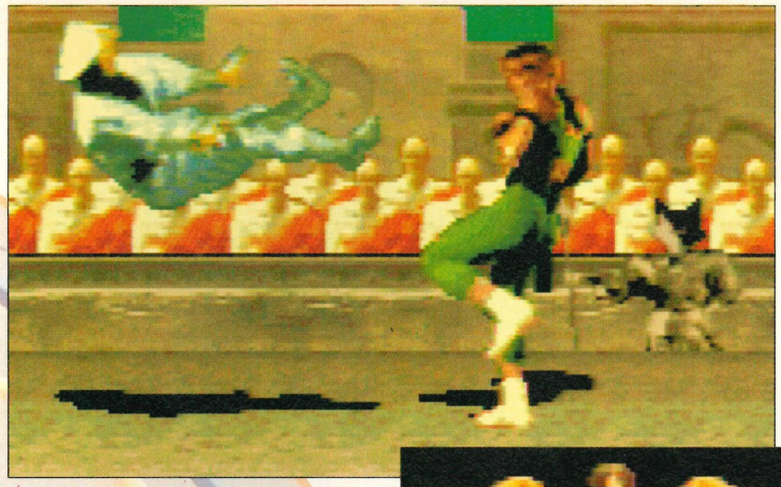




Above left, Rayden delivers a stunning fireball, while below that, time runs out on Sonya and Sonya. Below, Sonya kicks out at Rayden, purple lightning crackling around the Thunder God.

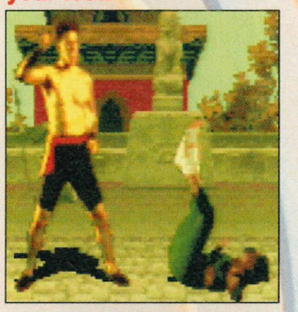








On the right, one half-man, half-dragon monster. His four-fisted pummellings are lethal if you're not quick on your feet!







Move for each character, for instance Sub Zero now delivers a special ice bolt which covers his opponents in ice, before shattering them into icicles! And in-game the splashes of blood have been replaced by grey 'sweat'. It's not bad, and while the Mega Drive version will have all the gore, the SNES version remains much superior; it's faster, looks a lot better with a subtler, more realistic palette and, best of all, plays better. There's a real sense of punches landing, of actually being involved in the action.

In short, SNES *Mortal Kombat* is as close to the coin-op as Nintendo would allow. You really are getting an arcade experience in your home. But, of course what you're all waiting for is the essential comparison with *Street Fighter II!* It's a stunning testimony to the SNES, and two brilliant conversions, that this is essentially a comparison of the coin-ops.

Now although the two games are essentially very similar, the main differences soon become apparent after only a few minutes play. For a start the speed and overall running time of each bout is considerably shorter in *Mortal Kombat*, as even the daintiest of moves seems to sap vast chunks from your opponent's energy bar. Thus a well-timed combination of quick jabs and flying kicks will finish them off in a few seconds flat! You can develop an attack pattern, but although moves look lightning-fast, you don't feel you have the instant responsiveness *SFII* boasts – nor can you string together combo moves with anywhere near the same fluidity. Also, there's nowhere near as many moves, so whereas in *SFII* you leap and have a choice of eight moves to use, in *Mortal Kombat* there's just a few which means it can seem a bit repetitive. Underlining this problem is the fact most of the moves are the same for each fighter, so they don't have as much personality or variety as *SFII*. Another flaw is that the computer isn't that intelligent, it just keeps coming on, occasionally stringing together some super-moves.

All this might seem a pretty heavy criticism of *Mortal Kombat*. However these criticisms apply to most combat games, the reason for *SFII*'s success is its amazing sophistication. *Mortal Kombat* is definitely one of the best challengers we've seen, even ignoring the graphics it's a good game. So while *SFII* remains king, *Mortal Kombat* is a worthy runner-up – fast and furious with more fun than any other challenger. It's also an audio-visual feast, ultra-realistic digitisation setting new standards for the SNES. You really have to play this game to believe how good it moves!

All Character Artwork © MIDWAY Manufacturing Company (THE COMIC BOOK) and MIDWAY (THE CHARACTERS).

MIDWAY
MORTAL KOMBAT™

Publisher: ACCLAIM
Tel: 071 344 5000
Price: £59.99
Out: September 13th

Players: 1-2
Skill Levels: 5
Cart Size: 16Mbit
Save Game: No
Features: Digitised graphics galore!

CONTROLS

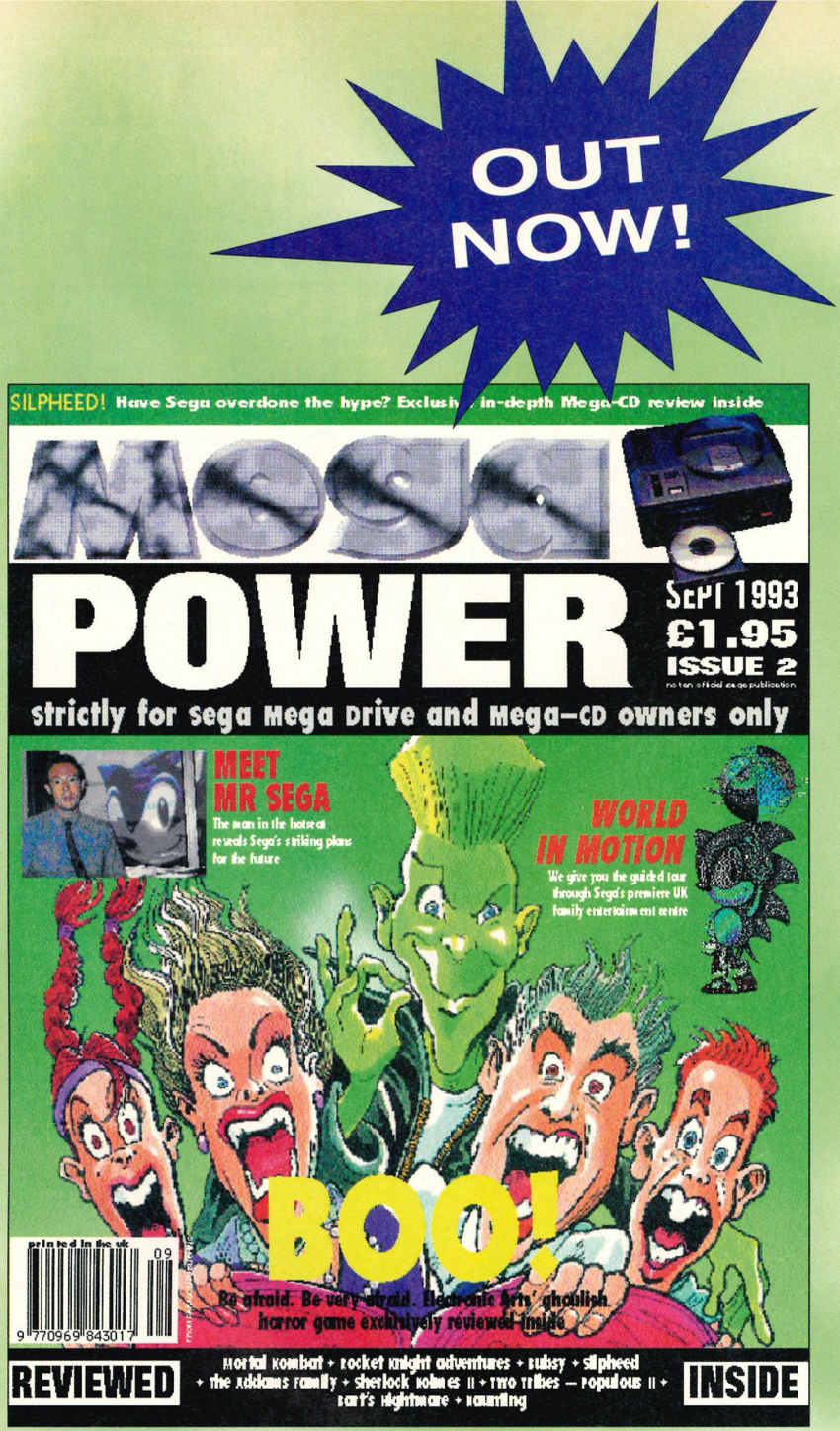
- Jump.
- Crouch.
- Move left.
- Move right.
- X – High kick.
- Y – High punch.
- A – Low kick.
- B – Low punch.
- L – Block.
- R – Block.

PROS: Possibly the most stunning graphics yet seen on the SNES, digitised fighters fluidly animated, fast and very realistic. Sonics are no less impressive, almost perfectly cloning the coin-op with plenty of sampled speech, bone-crunching FX and oriental tunes. Gameplay isn't bad either! – fast, frenetic and very addictive!
CONS: Hasn't quite got *SFII*'s range of moves or overall sophistication of play.

GRAPHICS	96
SOUND	88
GAMEPLAY	89
LONGEVITY	87

PROSCORE
90
SCOREPRO

MONSTER HIT!



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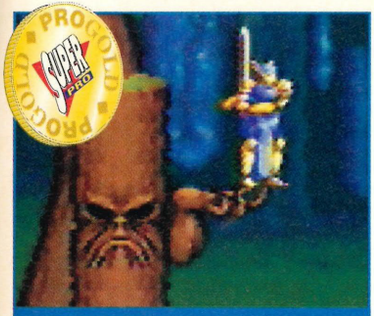
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A-Z OF GAMES

Game Guide

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

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

ALIENS VS PREDATOR *(ACTIVISION)*
Great graphics but the scrolling beat-'em-up action is repetitive and unimaginative – even in the later, enhanced, European version.
PROSCORE 54/57% (ISSUE 4/9)

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%

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 not as imaginative as the graphics.
PROSCORE 80% (ISSUE 1)



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)

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%

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%

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)

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.*



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)

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

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

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

CAL RIPKEN JNR BASEBALL *(MINDSCAPE)*
A standard baseball sim with a few too many irritating pauses to appeal beyond fans of the genre.
ProScore 71% (SuperPro 9)

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)

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%

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%

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)

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

F1 ROC
Japanese version of *F1 Exhaust Heat.*

F1 SUZUKI *(LOZC)*
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode. The UK version has been a easier and more playable than import versions. Good fun.
ProScore 85% (Issue 2, 4)

FACEBALL 2000 (TEICHIKU)
Ultra successful on the little Game Boy, this 3D maze shoot-'em-up has been totally up-rated for the SNES. Great head-to-head two-player mode.
ProScore 88% (Issue 1)

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

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

A-Z OF GAMES

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)

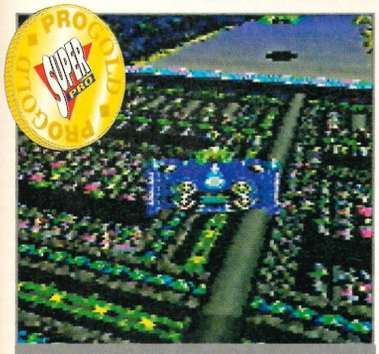
FINAL FIGHT *(CAPCOM)*
Final Fight was the first real beat-'em-up to emerge on the SNES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
ProScore 77% (Issue 1)

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.*



F-ZERO *(NINTENDO)*
One of the first SNES games and still one of the best, arguably the best single-player racer. The sensation of speed is unrivalled, while competition is tough with fifteen tracks and four skill levels. Best times are recorded on the cart.
ProScore 91% (Issue 1, 4)

GANBA LEAGUE
See Import *Extra Innings.*

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

GEORGE FORMAN'S KO BOXING *(ACCLAIM)*
George certainly looks the business in this ring-restrained beat-'em-up, but sadly he doesn't have the stamina to last long. There aren't enough moves and what's there isn't very satisfying.
ProScore 46%

GEOMAN WARRIOR
See *Legend of the Mystical Ninja.*

GHOULS 'N' GHOSTS *(CAPCOM)*
An armour clad knight is charged with saving a princess, a task which demands lots of platform leaping and rapid-fire shooting. There's a multitude of power-up weapons, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship. Okay it's very hard, and there is some slowdown and flicker, but overall it's brill!
ProScore 85% (Issue 1)

GODS *(MINDSCAPE)*
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge. Worth a look but can be frustrating.
ProScore 82% (Issue 3)

GOLDEN FIGHTER (CULTURE BRAIN)
Heralded as a challenger to the great *Street Fighter II*, this doesn't come close. The enemies are challenging, but they don't have any character, so getting beaten by them doesn't bother you much.
ProScore 65%

GRADIUS III (KONAMI)
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game! A great weapon selection system, loads of aliens and levels and arcade quality graphics and sound.
ProScore 86%

GUNFORCE *(IREM)*
This is much along the lines of *Xardian* yet it's all a bit jerky. There are more features but the playability suffers from poor controls.
ProScore 48%

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

JAMES POND'S CRAZY SPORTS *(SALES CURVE)*
Eight wild and wacky sports, plus bonus games, sounds like a lot of fun. Unfortunately they're all a bit simplistic and there's no simultaneous two-player games mode either. Young children might like it.
ProScore 67% (SuperPro 9)

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)

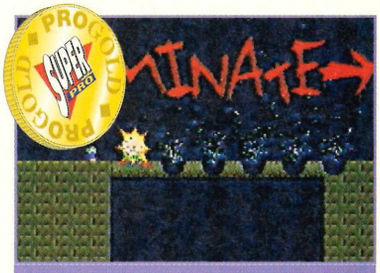
KING OF THE MONSTERS (TAKARA)
The beat-'em-up action takes place on a 3-D battlefield but it's all very dull.
ProScore 46%

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)



LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you run into a dead end on one level you can try another group. The SNES version has a little slowdown but remains unmissable.
ProScore 90% (Issue 1)

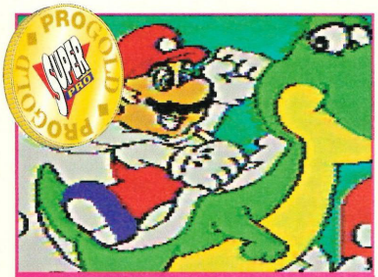
A-Z OF GAMES

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%

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

MAGIC SWORD *(CAPCOM)*
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 67% **(Issue 5)**



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



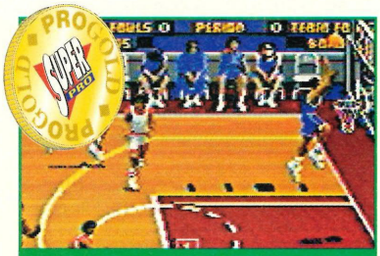
MECHWARRIOR (ACTIVISION)
The official Battletech video game has you fighting it out with hordes of giant robots in brilliantly atmospheric, Mode 7 first person perspective. There's also a substantial adventuring element involving much drinking in the local bar. Brilliant but beware JVC's Japanese text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

METAL JACKET (ATLUS)
There aren't that many truly dreadful platform games on the SNES, but this is certainly a member of that group.
ProScore 05%

MONOPOLY (PARKER BRO)
The classic boardgame makes a surprisingly good SNES game. Quite playable with plenty of options and a number of graphical sequences.
ProScore 78%

MUSYA (DATAM)
Unfortunately, the great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
ProScore 45%

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



NBA BASKETBALL (TECMO)
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
ProScore 90% **(Issue 3)**

NCAA BASKETBALL
See *World League Basketball.*

NHLPA HOCKEY *(ELECTRONIC ARTS)*
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
ProScore 78% **(Issue 3)**

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

NOLAN RYAN'S BASEBALL (ROMSTAR)
The sport is fairly accuartely translated, but due to its nature fails to keep addicted in one-player mode.
ProScore 65%

ON THE BALL/CAMELTRY (TAITO)
You must guide a marble through various mazes by revolving the *maze* around the ball and letting gravity pull it down. Great fun but far too easy.
ProScore 69% **(Issue 2)**

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 thorougly misconceived. Avoid.
ProScore 46% **(Issue 1)**

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

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

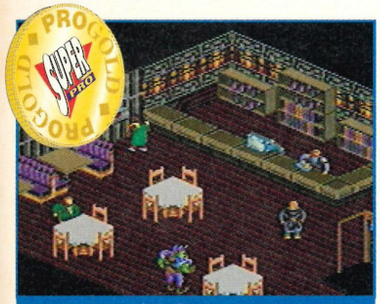
RPM RACING (INTERPLAY)
Like *Super Off Road* except that there's more of everything – more tracks, parts and

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

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)

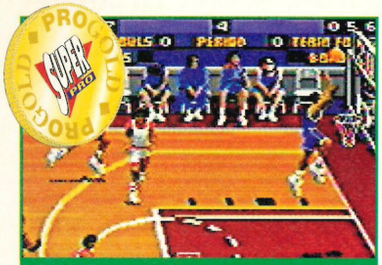


STARWING *(NINTENDO)*
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. A squadron of furry critters are flying their spaceships against asteroids, battleship armadas, black holes, heavily fortified planets and 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 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 on 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)

STREET COMBAT *(IREM)*
One of the worst *SFII* clones yet. (AKA *Ranma 1/2.*)
ProScore 34% (Issue 8)



STRIKER *(ELITE)*
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
ProScore 93% (SuperPro 9)

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

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

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

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

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

SUPER 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 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 BUSTER BROS (CAPCOM)
American version of *Super Pang.*

SUPER CHINESE WORLD (CULTURE BRAIN)
Japanese version of *Super Ninja Boy.*

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 FORMATION SOCCER II (HUMAN)
A simultaneous four-player multi-tap mode and a custom team option are the only enhancements to the original – which now seems rather dated and slow.
ProScore 69% (SuperPro 9)

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.*

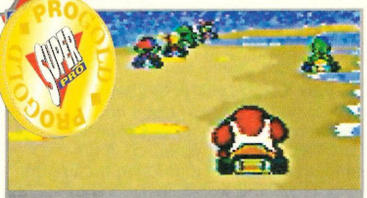
SUPER HIGH IMPACT (ACCLAIM)
A relatively simplistic and easy to get into American footie game with lots of flash effects. Unfortunately there's no league and the game runs much too slowly on UK SNESes.
ProScore 74% (SuperPro 9)

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 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! Good in one-player mode, unmissable in two-player mode.
ProScore 94% (Issue 2, 4)



SUPER MARIO WORLD *(NINTENDO)*
A classic with lenty of detail, cuteness and imagination. The best thing is how you can choose your own way through the game. A 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 96 levels will test any pro!
ProScore: 92% (Issue 1)

SUPER NINJA BOY (CULTURE BRAIN)
A wacky Japanese scenario, simultaneous two-player mode and password save all sound promising, but combat is overly frequent and unenjoyable. Extremely irritating. AKA: *Super Chinese World.*
ProScore 54% (SuperPro 9)

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. Good fun, especially in two-player mode, with a fantastic soundtrack. Ultimately repetitive though.
ProScore 81% (Issue 1)

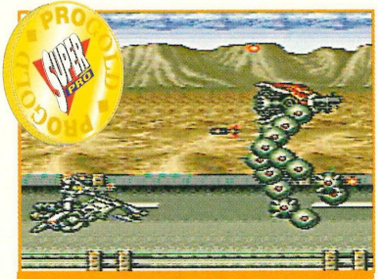
SUPER PANG *(CAPCOM)*
Bursting balloons may not sound fun but this is fiendishly addictive. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

SUPER PIPEDREAM (BPS)
A novel puzzle-game which isn't bad, just over-priced considering 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)*
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)

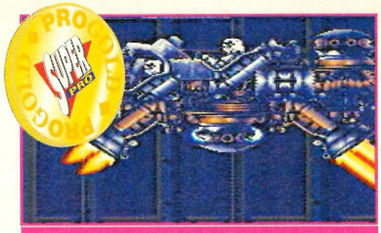
SUPER SOCCER *(NINTENDO)*
An impressive 3D view made possible by the clever use of Mode 7 will entice any football simulation fan to this top quality cart. Minor details such as fouls always leading to a booking or at worst -the dreaded red card - don't impair the gameplay. Overall, *Super Soccer* is 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 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 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 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)*
Slices, top spins, lobs, volleys and smashes are all here, perfectly implemented. You can choose from 20 players, evenly divided between the sexes, enter a world circuit (with massive passcodes) and even play doubles with or against a friend!
ProScore 91% (Issue 1)

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

SUPER VALIS IV (ATLUS)
The Valis babe has had hits on other consoles but this time her platforming swordplay is sadly mediocre. Gameplay is extraordinarily boring. Avoid.
ProScore 35% (Issue 7)

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

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

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



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

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 its way through an underwater shoot-'em-up. It looks like an 8-bit game but 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 ROCKETEER (IGS)
Based on the movie this looks nice but plays dreadfully.
ProScore 20%



THE LOST VIKINGS *(INTERPLAY)*
Across 36 levels you must control three vikings – jumpin' Erik, archer Balerog and Olaf with his flying shield – to overcome a huge variety of puzzles. Funny, fun and completely addictive.
ProScore: 92% (Issue 7)



THE MAGICAL QUEST (CAPCOM)
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. A bit easy with infinite continues but still extremely playable.
ProScore 94% (Issue 1)

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)

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%

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



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)

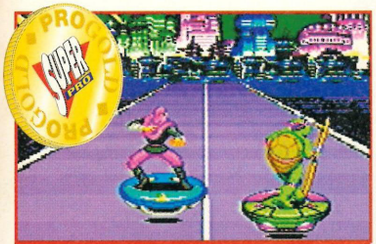
TOP GEAR *(KEMCO)*
An easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. Good fun and some people love it, although we found its 'feel' a little unrealistic. Plenty of levels though and a password system.
ProScore 69% (Issue 1, 4)

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

TRODDLERS *(SALES CURVE)*
Although neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with good co-operative and competitive two-player modes.
ProScore 71% (SuperPro 9)

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)

TURRICAN (SEIKA)
As much a platformer as a blast-'em-up, this boasts twelve huge levels ranging from snowy wastelands to a stunning *Alien*-style finale. You've got masses of firepower, but while enemies are numerous there aren't as many mega-monsters as there could be. The only flaw in a brilliant game.
ProScore 89% (Issue 9)



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 and very varied stages will keep you going for quite a while, although it's not that difficult.
ProScore 90% (Issue 1)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
ProScore 33%

ULTRA BASEBALL
Jap version of *Baseball Simulator 1000.*

ULTRA BASEBALL II (CULTURE BRAIN)
The sequel to *Ultra Baseball*/*Baseball Simulator 1000* which doesn't actually improve on the original that much. Banal.
ProScore 57%

ULTRAMAN *(BANDAI)*
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies 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. 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)

VEGAS STAKES (NINTENDO)
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
ProScore 60% (Issue 9)

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 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.
ProScore 90% (Issue 3)

WOLFCHILD (VIRGIN)
Nice soundtrack, pity about unimaginative graphics, weak gameplay and negligible lastability.
ProScore 53% (Issue 9)

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 poor gameplay isn't one of them.
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 the ball's stuck to your feet and gameplay is dull.
ProScore 56% (Issue 1)

WWF: ROYAL RUMBLE *(ACCLAIM)*
A big (16MBit) improvement over the original: more characters, more moves and a tournament mode. A fun and funny game although combat is a bit slow and fiddly.
ProScore 79% (SuperPro 9)

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)

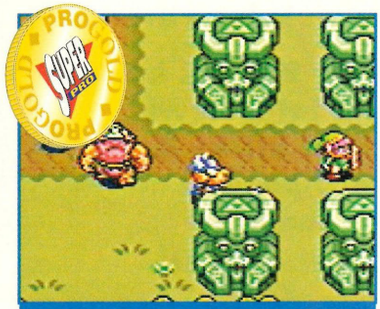
XANDRA'S BIG ADVENTURE (NAMCO)
An incredibly weird platformer with lots of levels and variety. There's a password system but a Jap text sub-game mid-way through makes SuperPro 6/7's codes vital.
ProScore 82% (Issue 5)

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

SUPER PRO

COMING SOON

JURASSIC PARK ➤ BATTLE CARS ➤ CLAYMATES
T2: THE ARCADE GAME ➤ YOSHI'S SAFARI
COOL SPOT ➤ INCREDIBLE CRASH DUMMIES
TOP GEAR 2 ➤ RUN SABRE ➤ OUT TO LUNCH
POPULOUS 2 ➤ ROCK 'N' ROLL RACING ➤ PLOK
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AUGUST

AMAZING TENNIS	Absolute
INTERNATIONAL TENNIS TOUR	Bandai
ON THE BALL	Bandai
TOYS	Absolute
TOM & JERRY	Bandai

SEPTEMBER

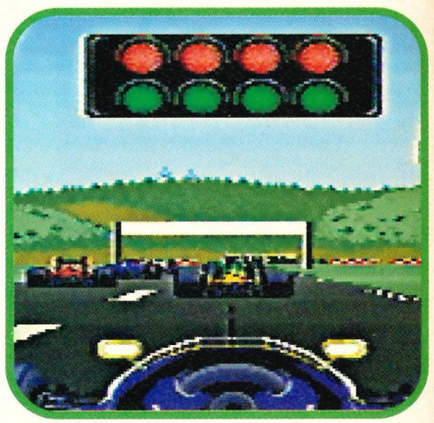
AMERICAN GLADIATORS	Gametek
ASTERIX	Infogrames
BLUES BROS	Titus
DRACULA	Sony Imagesoft
F1 POLE POSTION	UbiSoft
JAMES POND'S CRAZY SPORTS	Sales Curve
MARIO IS MISSING	Mindscape
MORTAL KOMBAT	Acclaim
NIGEL MANSELL	Nintendo
SHADOWRUN	Laserbeam
SUPER MARIO ALL STARS	Nintendo
TRODDLERS	Sales Curve

OFFICIAL RELEASES OUT NOW



The official summer games drought seems finally to be drawing to a close with September delivering its predicted deluge, even if many games have slipped to October. It's just as well really, August being the month of the banal with only *Amazing Tennis* standing out, albeit trailing the playability of *Super Family Tennis* by quite some way. September is a lot better, the superlative *ShadowRun* being a virtually essential purchase. Set in 2029 it looks like *Blade Runner*, has the depth of an RPG and the addictivity and playability of an arcade game. Also worthy of note is the very playable *Troddlers* from Sales Curve, its two player game being good fun.

F1 fans get a treat with *Nigel Mansell's World Championship* going head-to-head with *F-1 Pole Position* from UbiSoft. The latter is a European version of *Human Racing*, a fun game with split-screen two-player mode. Reworked with an improved control method we'll be giving this a full review in our next issue.



Undoubtedly the heaviest hitter of a formidable September line-up is *Mortal Kombat*, coming out at least a month before *Street Fighter IITurbo* makes its official debut. For beat-'em-up fans it's going to be an angonising choice between a nicely, but not massively enhanced version of *SFII* or the stunning visuals of *Mortal Kombat*.

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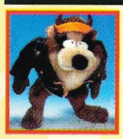
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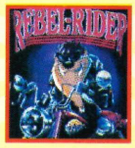
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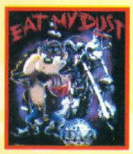
T-SHIRTS & TOYS



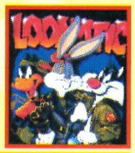
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You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
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"A cracking racing game... a treat to look at!"
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