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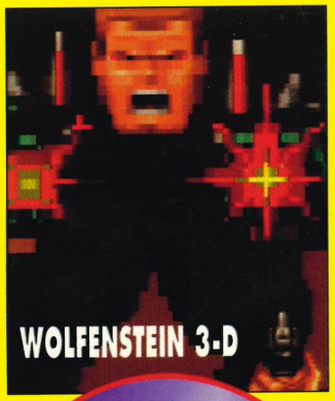
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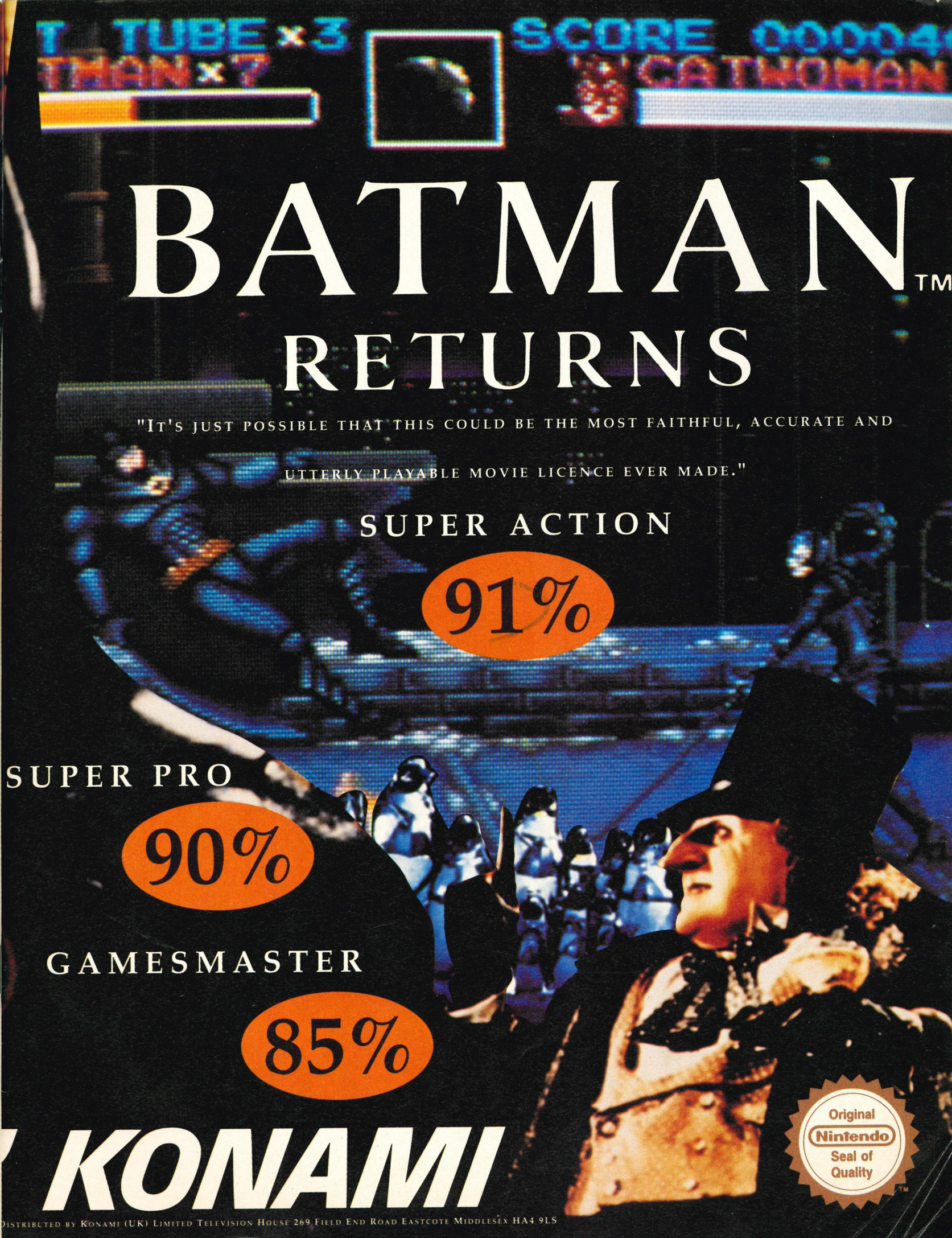
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PHONE: (0202) 299900
FAX: (0202) 299955

EDITOR
Stuart "On The Wheel" Wynne

STAFF WRITERS
Ryan "always kicking" Butt
David "dissident" Westley

SUBBING
Alan "meeting, guys?" Bunker

DESIGNER
James "just a hiccup" Hicks

ASSISTANT DESIGNER
Mark "Valium" Wynne

ADVERTISING & SALES
Ian Kenyon (*Ad Manager*)
Diana Monteiro (*Senior Ad Sales*)
Alan Walton
Yvonne Mitchener
Kym Andrews (*Design*)
Jane Hawkins (*Production*)

PRE PRESS MANAGER
Gordon Wilson

SCANNER OPERATOR
Martin Ollman

MANAGING EDITOR
Dominic Handy

PRODUCTION MANAGER
Di "1984" Tavener

PUBLISHER
Richard "Agassi" Monteiro

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

RECEPTIONIST
Paula "Christmas shopping" Wood

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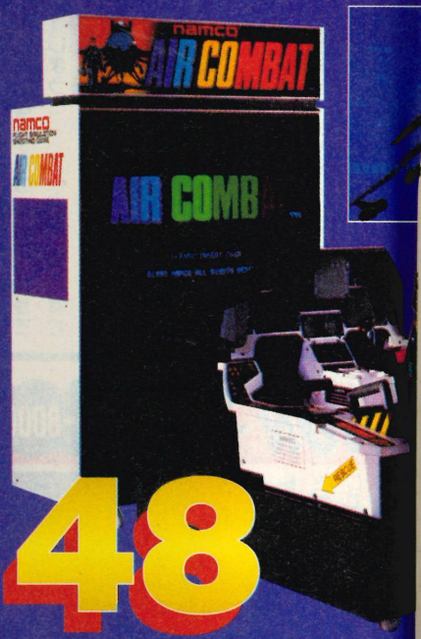
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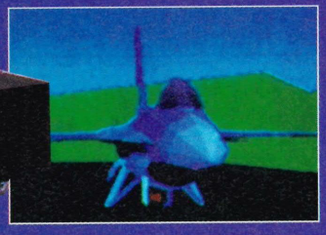
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nco



Coin-op legends Namco open a UK SNES game offensive. We profile the company and preview *Metal Marines*. More next month!



JOYSTICK JAMMING

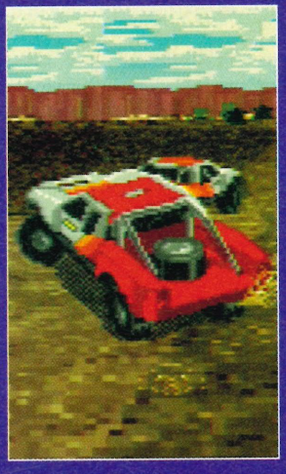
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74 All the latest add-ons, from a Stealth fighter joypad to QJ's fully programmable stick!

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18 Mode 7 provides the roughest, toughest race game seen outside the arcades.



32 Sunsoft's 16MBit *Street Fighter II* challenger finally gets in the ring.



10 Empire make their long-awaited SNES debut with a quartet of potential mega-games!

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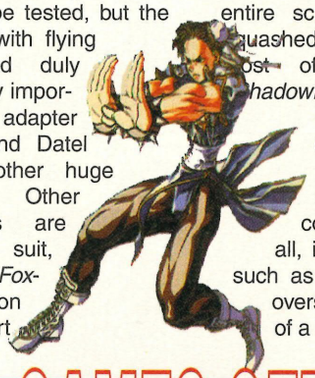
ADAPTER ADAPTION

Nintendo's campaign against grey importers took on a new twist last month with the release of the US version of *Street Fighter II Turbo*. Needless to say grey import demand was huge, with masses of pre-orders. A cursory check of the game revealed a new copyright warning, but the game played easily enough through a conventional adapter – to start with. But after a couple of rounds the game crashes. Needless to say, importers the length and breadth of the country were soon tearing out their hair, each with tens of thousands of pounds invested in apparently useless carts.



Fortunately, Datel had already developed an adapter designed to knock out Nintendo's new software-based protection system. There were an anxious few hours waiting for *Turbo* to come in and be tested, but the adapter passed with flying colours. Demand duly soared, with many importers offering the adapter at cost price, and Datel have made another huge load of dosh. Other adapter makers are bound to follow suit, while the *Star Fox*-compatible Action Replay cheat cart remains effective against almost any protection with the right codes. But if you can't afford that, the new Datel Pro Universal Adapter is available for just £14.99. It works with all the new games such as *Mario All Stars, Yoshi's Safari* and *Star Fox*. However, it won't allow UK games such as *Striker* to work on import machines. But then again, contrary to Elite's ads, *Striker* is not only available in Europe. A Japanese version called *World Soccer* was released two weeks before the UK version, although Japanese text makes the menus a nightmare...

All this adapter hassle has led some importers to consider offering American SNESes at cost price to maintain their market. No adapter hassle then, while the solid US machines obviously run faster than their UK counterparts and fill the entire screen, rather than being squashed to letterbox shape. As a cost of UK releases, from *ShadowRun* to *World Heroes*, continue to be delayed over their foreign release, this option seems increasingly attractive for hard core SNES gamers. After all, if even UK written games such as *Populous* are to appear overseas first what's the point of a UK machine?



NEWS FLASH!

NINTENDO ANNOUNCE ULTIMATE GAMES MACHINE!

After years searching for partners for its next generation console, Nintendo have at last sealed a deal for a truly world-beating machine. In a surprise US press conference, Nintendo revealed a partnership with Silicon Graphics Inc, the world-leading graphics workstation company. SGI machines created Spielberg's dinosaurs for *Jurassic Park*, not to mention *T2*'s morphing effects. SGI machines are also heavily used by the military for real-time simulations.

Nintendo's stunning deal gives them access to SGI's unparalleled technical resources for a new system. Provisionally titled Project Reality, it is way beyond anything Nintendo's competitors have. At its heart will be a 64-bit MIPS RISC processor with a clock speed of over 100MHz. Sound will be CD-quality, while picture quality will be higher resolution than conventional TVs, with 24-bit true colour. Such powerhouse specs make it entirely possible for the machine to deliver high-res, real-time 3-D graphics for stunning Virtual Reality games, or 'Reality Immersion Technology' as Nintendo have labelled it.

Obviously, the system won't be appearing this Xmas. Its specs far exceed anything in the arcades and, unsurprisingly, that's where it will first be appearing – in 1994. The home version won't appear until late 1995, which is the bad news, but a $250 (£150) price tag offers some compensation. For once Nintendo's hype sounds almost understated; "We have always said we will only introduce new hardware when it delivers dramatically improved value for our customers," said vice-president Howard Lincoln. "Our work with Silicon Graphics enables us to actually skip a generation by driving straight through to true 64-bit, 3D video entertainment. Nintendo's Project Reality dissolves the current limits of video play, causing the world to challenge its notion of what a video game can be."

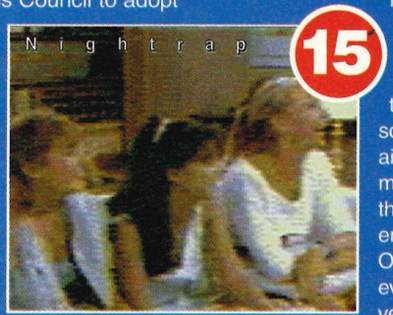
Of course, Nintendo have in the past signed deals with Philips and Sony with similar high hopes, only for them to fall apart. This deal is different because of its sheer, breathtaking ambition. 3DO shares fell by $4.50 as soon rumours of the deal started to leak. Why spend $600 on a 32-bit machine, with no built-in Full Motion Video and limited software support, when the world's biggest video game company has Project Reality in the works? It also makes Sega's boasts of its wondrous 32-bit, Saturn console look a bit sick.

Of course, two years is a long time to wait for anything, especially as 32-bit systems will be providing fierce competition in the meantime. However, Project Reality offers a believable vision of true, 21st century entertainment which will cast a massive cloud over other, would-be next generation machines. In the meantime the SNES's future, unlike the Mega Drive/Mega-CD combo, is assured for another two years and, who knows, maybe an SGI cart custom chip is in the works!

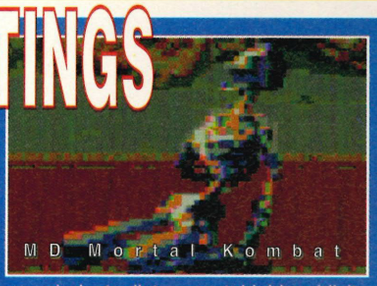


VIDEO GAMES GET VIDEO RATINGS

The European Leisure Software Publishers Association have completed negotiations with the Video Standards Council to adopt the same age-based rating system. Although most games will continue to be unclassified, any that have scenes of sexual or violent nature should be submitted to the VSC for rating. The move is an inevitable reaction to tabloid criticism of violent video games. Already both *Gimme 5* and *Movies, Games and Videos* have refused to cover *Mortal Kombat, Turbo* and other violent games.



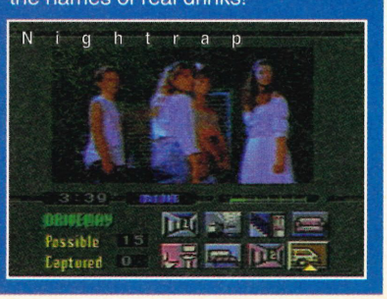
Acclaim's European boss Rod Cousens commented; "If they were worried about their programmes' content, then there should be a reduction in the number of drivel soap operas on the air – as these are far more damaging to the intellect of viewers than any game." One could argue even *Brookside* has yet to feature spinal cords being ripped out of fighters, but in any case Cousens will be pleased to know *GamesMaster* will be devoting an entire show to the game, no doubt with no mind at all to any tabloid publicity which may ensue.



Showing a similar appetite for hype Sega have already embraced classification in the United States and will do the same here. Mega-CD *Night Trap* may be banal to play, but a few grainy, blotchy scenes of almost scantily clad females has earnt it massive publicity.

The star gore-performer is, of course, Mega Drive *Mortal Kombat* which provides all the bloodshed of the coin-op via some secret codes. It may not play half as well as the SNES version, but gore made the original an arcade hit after all.

Nintendo's reluctance to do likewise, possibly accompanied by withdrawing its seal of approval logo, ignores the growing maturity of the SNES audience. To be truly the ultimate 16-bit games machine, the SNES surely needs to lose some of the more extreme restrictions. For example, the excellent *ShadowRun RPG* was censored to prevent it using the names of real drinks!



NUTZ TO CUTENESS!



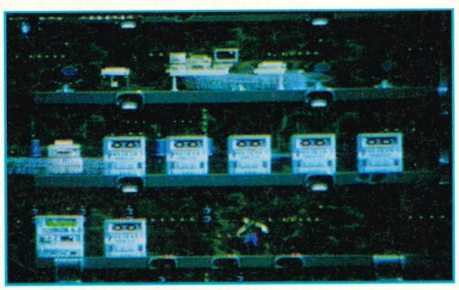
Ocean have joined the Mario/Sonic-beating mascot character race with their *Mr Nutz* mega-game. Although essentially just another platformer, the graphics are undoubtedly the best Ocean have yet produced on the SNES, Ocean's Gallic programmers offering huge mega-monsters of coin-op quality. Moreover Mr Nutz is being marketed as perhaps the funniest and most cynical toon of ever. "I've been biding my time, watching the success of Mario, Sonic and Babsy the Bobble Hat or whatever he's called. We all trained together at the International School for Cuties Characters and I knew those guys when they were just rough sketches. They were never really fit to lace my drinks." With the PR hinting Mr Nutz was thrown out of said school due to a drinks problem, the prospect of the world's first substance abusing video game hero can't be too far removed! In the mean time *Mr Nutz* is expected to debut in November. Buy the game or he'll be guzzling the whisky again is the message!





RESURRECTION RAVE

For some people the finest game of the Eighties was a slick little C64 platformer called *Impossible Mission*. Sampled speech, animation so smooth it looked rotoscoped and masses of puzzles won it massive acclaim. Cynics may grumble it was a little too finicky, but no-one could doubt its overall excellence. All of which is of more than passing interest due to its resurrection by MicroProse!



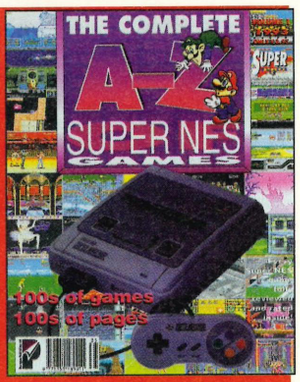
Impossible Mission 2025: The Special Edition is a radical reworking of the original. Instead of static screens there's some huge super-smooth, parallax-scrolling levels, rocket packs and a choice of three characters. Felix the super spy, Tasha the lethal gymnast and Ram the robot have all been rendered using sophisticated 3D modelling systems. This, and a bass-heavy techno hard-core soundtrack, mean the game is making a fair stab at recreating the impact of the original way back in the Eighties. But for those who claim you could never improve on the original, MicroProse have included it! The complete 8-bit game, with graphics very much not improved is included as an additional option!

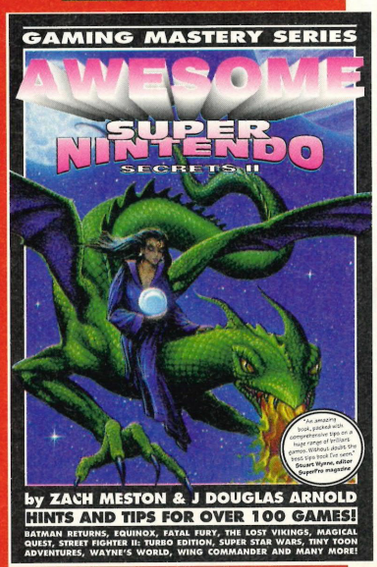
● **Impossible Mission: 2025 The Special Edition *is due for release in December 1993 for £49.99.***

AWESOMEx2

The Paragon Publishing empire continues its inexorable growth with a UK version of the latest, and best *Awesome Super Nintendo Secrets* tips book. This has been a huge hit over the pond and Vol 2 is the best yet, a massive 320 pages with complete solutions to over 30 games (including *Star Fox*, *Wing Commander* and *Equinox*!). It also has busters for another 80 titles, making it rather invaluable. But even this fine publication is overshadowed by the publishing event of the year. Yep, you guessed it, *The Complete A-Z Of Super NES Games* is on its way, a humongous publication jam-packed with SNES reviews culled from SUPER PRO. If you haven't been with us from the start and want a comprehensive guide to SNES gaming, then this is for you.

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PROBITS

▼ Psygnosis have mixed news for SNES owners. The good news is that top Amiga shoot-'em-up *Walker* is set for SNES conversion. The game featured a stunning Scout Walker-type sprite blasting through cityscapes infested with hordes of tiny troops. The bad news is that *Lemmings II* is now unlikely to appear before Xmas. This flagship cart is 16MBits and Psygnosis want to release it at £39.99, like Nintendo's 16MBit *Bubsy*. Unfortunately at the prices Nintendo charge third-parties, this isn't possible as yet...

▼ **David Sheff's brilliant account of the rise and rise of Nintendo, *Game Over*, is to be published in the UK by Hodder Headline. The price is a hefty £20 but it's well worth it!**

▼ Last month's rumours of third-party Nintendo games going up for rental have finally been confirmed. Blockbuster Video have announced an agreement with THQ, Accolade and Electronic Arts to offer their games in the 800 Blockbuster and Ritz shops. Nintendo has in the past solidly resisted moves to rental, however the new line is that third-parties can do what they wish with their own games. This is obviously good news in expanding access to SNES gaming and hopefully other parties will follow suit. At the moment though even EA's participation is purely experimental, relying on the rental company's stock control to provide a statistical test-bed for exploring the market. So far EA has refused to allow its Mega Drive games to be officially offered for rental.

▼ **As part of the merger with Spectrum Holobyte, MicroProse is busily restructuring. Its UK workforce is to be reduced by 30%, while *Solo Flight 2* and *Airborne Ranger*, projects initiated by ex-company director Bill Stealey, have both been scrapped.**

▼ *Striker* has stormed into the UK charts, instantly becoming the number one game on Gallup's Top Twenty SNES chart, All Formats Top 40 and Chartalk Top 50. According to Elite, no less than 50,000 carts were shipped (50,000 x £44.99 = £2,249,500) with more on order!

▼ **Giant US toy company Hasbro is to take a 15% share in Virgin Interactive Entertainment for $24 million. The deal illustrates the continuing growth of the video game industry, giving Hasbro a foot in the market while offering Virgin quite a few more dollars to splash about on games hopefully a bit better than US releases *Wolf Child* and *Super Slap Shot*!**

BITSPRO

empire

This new British empire began back in 1987; a small, but smart company releasing a steady stream of novel home computer games. The *Team Yankee* tank sims had a screen split in four, *Deathbringer* boasted stunning parallax scrolling, while the novel *Pipedream* puzzler was licensed to LucasArts. Now they've finally decided to hit the console big time, with a lavish press launch for a string of big releases. SUPERPRO star hack Dave "scoop" Westley got the info, downed the hospitality beer and didn't insult one person! Amazing!

Football Crazy!

This originally came with Gazza's face provisionally plastered over the packaging. Now for some strange reason the tubby Geordie has been given the boot and the game's gone in search of a new title, *SNES Footie* being the current best idea. But one thing that hasn't changed is the programming team, none other than the entirely legendary Graftgold, people who've produced some of the best home computer games ever! This is their first shot at a footie game, and boy is it weird.

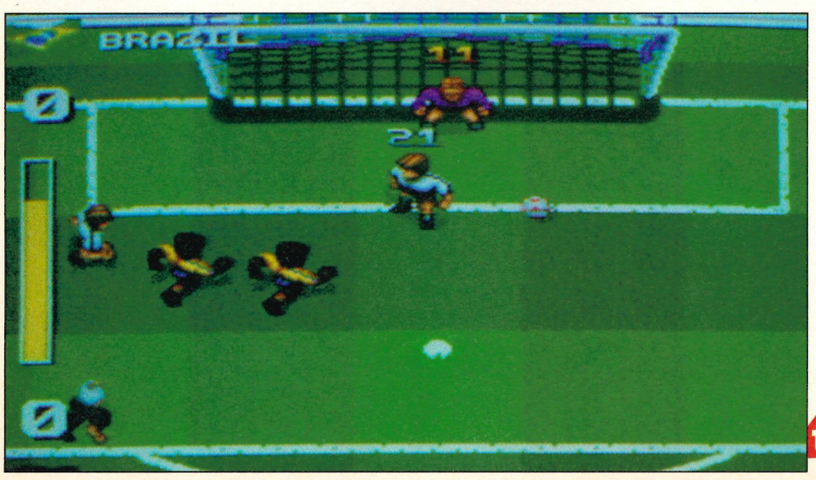
The game's a touch like *Hit the Ice* in the sense that the player sprites are very large (and very funny) and the field consequently feels strangely small. Yet unlike *Ice* there's no feeling of claustrophobia here, possibly because there's such a good control system. Unlike *Striker* the ball isn't stuck to your foot, so ball control is vital, especially with the absolutely amazing speed. From the moment the whistle blows there's no time to think – you've just got to act.

If you think this sounds like a corking arcade game you'd be right. Rather than producing some boring old sim, Graftgold have gone all out for fun. The most original feature is that each team can pick one out of six 'special features.' These include the banana kick which allows you to put massive amounts of after touch on the ball; the Super Dribble which speeds up the player you've chosen (so that he can run rings around your opponents) and the Power Drive that gives your feet bionic power. These can't be used all the time, only when the number above your player starts flashing.

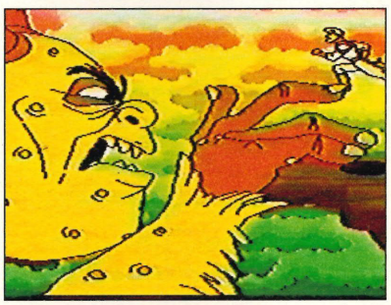
At this stage only two teams were on offer – Germany and Brazil – but we're assured that by its release date there will be both league and knock-out competitions with all your favourite teams. We can't wait!









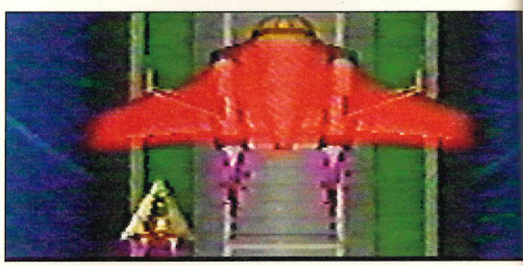


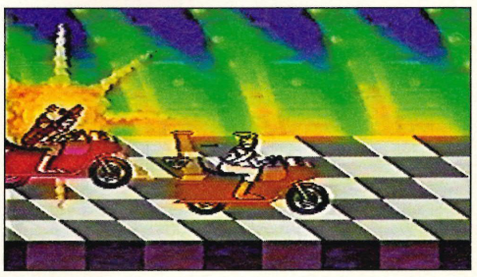
Ace of Space

Space Ace is Empire's big Christmas release and they've very high hopes for it. It's based on Sullivan Bluth's laserdisc arcade game and is a hugely ambitious attempt to recreate the full game, rather than turning it into a conventional platformer, as Elite did with Bluth's *Dragon's Lair.*

The most impressive parts of the game are undoubtedly the back-drops. All of the levels have a forced 3-D perspective with multi-directional parallax scrolling. It's an excellent effect which works well. Unfortunately, the foreground sprites aren't quite so impressive – very pixellated and lacking in detail.

The game makes up for it, however, by being so big! There are 25 highly varied levels, one is like *On The Ball,* only instead of moving a tiny ball through a series of abstract mazes you move a space ship dodging alien enemy fire. In another level you take control of a motorbike, and zoom through an alien-infested tunnel.





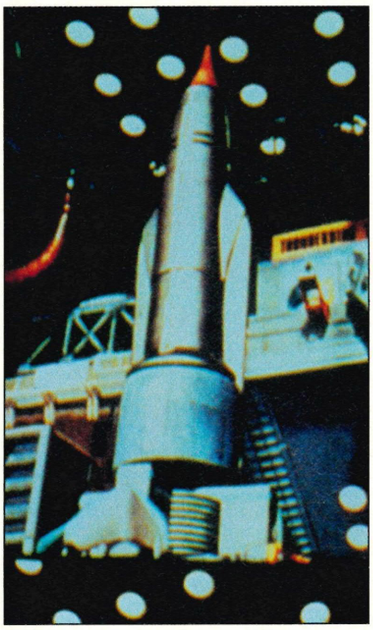
The 25 levels can be tackled in at least two ways, and you're bound to miss loads of things first time around. It's also very tough, so fortunately there's a power warp which – if collected – allows you to practise that stage when your game ends. All in all, this game looks as though it's going to be a stunner. Expect a full, predictably exhaustive review next ish!

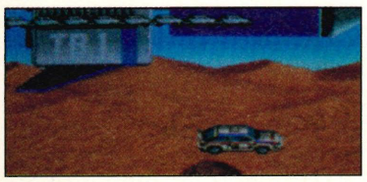
Building

Five, four, three, two, one...

Thunderbirds are going to be on your SNES soon... We exclusively previewed the game in SUPERPRO 8 and Empire certainly know a hot license when they see one. Little is known about the gameplay as yet, but there are going to be ten missions in all, each with varied gameplay. All of your favourite, wobbly characters are going to be there – everyone from Scott to Virgil, from Lady Penelope to Alan. And all of the craft as well – Thunderbirds 1-6 plus the Mole, the Pink Rolls and the Bulldozer!

Thunderbirds looks a lot of fun. Expect a fuller preview next ish.





MENACING TIMES

The American Dennis the Menace may be a bit of a nance, with his mousy blonde hair and distinct lack of Gnasher, but the movie was pretty good and here comes the game! Ocean have pulled out yet another platformer, but this one's their biggest yet – 8MBit – with masses of challenge and some very pretty graphics. Dennis has masses of frames of animation, especially for his essential catapulting skills, while mega-villains are truly humongous!

● Dennis *will be released in December.*



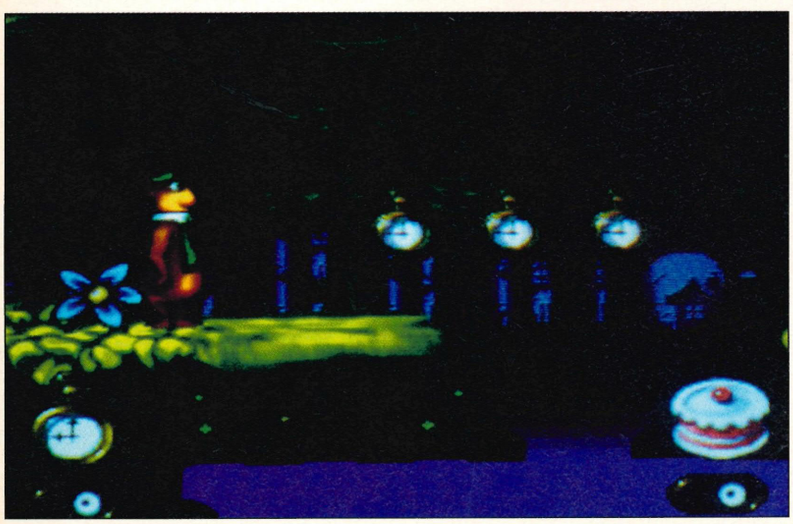
Where's Boo Boo?

Yep, it's yet another toon license, this one featuring everyone's favourite Jellystone Bear. Yogi's big sleep is rudely awakened by the news that a chemical plant is to be built at the centre of his beloved park. Rather miffed he sets out to find Ranger Smith, park keeper at Jellystone, to warn him of the impending danger.

Gameplay is the standard platform fare, with "many...[as yet unseen]...sub games to maintain variety and depth." The main game, at least, looks beautifully drawn – the first level has Yogi walking through the park, jumping on rabbits, fish and ghosts heads. He doesn't kill them though – "Yogi would never hurt anyone!" say the creators.

There are five terrains in all, including snow-covered mountains, great lakes and the final level showdown at the construction site. Fans of Boo Boo will be pleased to know that he does appear throughout the game, helping Yogi with his vital food supplies!

Yogi Bear should be released in the early part of '94. SUPERPRO will, of course, keep you posted!



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INTESTINE OVERFLOW

When *Super Smash TV* first made its way on to the SNES, all previous sceptics of the machine bowed their heads. Here was an arcade legend, beautifully translated to the SNES in sprite-swarming, pixel-perfect form. Now *Total Carnage* , the sequel has arrived, and expectations are sky high. Dave Westley checks it out.

Smash TV is arguably the most intense shoot-'em-up ever. The basic idea was a rip-off of *Robotron* – take a sealed room, a fighter able to fire in eight directions independent of movement, and add several thousand, million trillion enemy sprites, all on screen at once. *Smash TV* souped up *Robotron*'s graphics, power ups and added ginormous mega-monsters – the toughest ever! A few years later the *Total Carnage* sequel improved the graphics again, but more importantly broke out of the sealed rooms making the whole slaughter-feast scroll!



It's an awesome coin-op and one reason why THQ have won the license is that many people thought it impossible to convert. Were they right? Well, first impressions are... yes. Apart from the excellent intro screens SNES *Total Carnage* looks distinctly rough. Sprites are often indistinct, the colour pallette rather limited and some large sprites such as the F-16s look like they've wandered in off some lesser system. There's also some sprite flicker, at least on the preprod version we've got. All of which should doom the game to oblivion, instead of becoming a top office game to rank alongside *Super Family Tennis*!

SNES *Total Carnage* has two big plus factors in its favour. Firstly, there's the firing system, using the four buttons to create perfect eight-directional fire just like the coin-op. This is just great fun to use, especially against hordes of somewhat blotchy, but still imaginative and varied enemy sprites. Secondly, there's the two-player mode. To succeed you really need someone else to provide covering fire and "watch out!" advice all the time while you compete to pick-up the loot and rescue bikini-clad hostages! Like it's prequel it's simply a great two-player game.



On top of this is the fact that *Total Carnage* just had so many good ideas that even a half-decent attempt has a reasonable chance of being fun. There's warps to speed you through levels, there's mines to drop, bombs to disarm and spectacular power-ups to get used to. *Total Carnage* is pure arcadia – there's no time to think here. You just wander out onto the battlefield and don't stop shooting until the last drop of blood spills out of your body. This is meaty, manly war and in two player mode shows what carnage on the SNES should really be like. The action's intense, power-ups splendiferous and gameplay rock 'ard, as well as solid. My one gripe is that I can't shoot my team mate, especially when it's Stuart. But then only death is perfect.



Total Carnage will be released in December. Expect a full review next ish...



BIG IN JAPAN



This month sees the toon-craze continue with yet more games based on obscure Japanese anime TV series. Already out by the time you read this will be Angel's *Sailor Moon*, a 12MBit side-scrolling beat-'em-up. The graphics were created by the TV series' animators and there's plenty of sampled speech too. The five girly characters on offer are all, apparently, sailors! They may not look like your average Royal Navy rating but they have some mean death moves!



Also inspired by a TV series is *Macross's Superfortress –Valkyrie Scramble*. A side-scrolling shoot-'em-up it promises some stunning effects. A lightning storm with heavy rain and cracking lightning provides one stunning level, while a huge battleship is announced by a brilliant rainbow. There's three characters to choose from, each with their own ships and power-up weapons. The ships can also change shape, and overall this 8MBit cart looks well worth a look.



Already out in Japan is Bandai's 12MBit *Little Shin Crayon*, a toon-styled game, this arcade adventure features some tough puzzles. On each level your objective is to find a card, although on some levels this might not be enough. You play a little boy called Shinnosuke in this cute, but tough game. it's unlikely to come over here in great numbers.



Also unlikely to appear here is Yanoman's *Trinea* RPG. The fantastic artwork is matched by good in-game graphics. No UK version though, but RPG fans can look forward to *Legend of the Mystical Ninja 2*. Coming soon from Konami, this mix of arcade action and RPG-style adventuring is likely to be a very big hit. SP





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MESSIANIC PRETENSIONS

With *Populous 2* and *Mega-lo-Mania* on their way to your local SNES store, the time is ripe for the god heads amongst you to hone your magical skills. Wearing nothing but purple, Paragon Publishing's very own Jesus, Dave "Ike" Westley, nips to the cosmos for a quick bath in some mystical auras before tipple tappling out this rather awesome report.

MEGA-LO-MANIA

Set against the theological mumbo-jumbo of *Populous II*, *Mega-lo-Mania* is a fairly straightforward sort of god game. The basic idea is you've got these men and it's up to you to set them to work. Mining for resources, inventing new weapons, building new weapons and, of course, massacring the opposition are all possible occupations for your mindless minions.

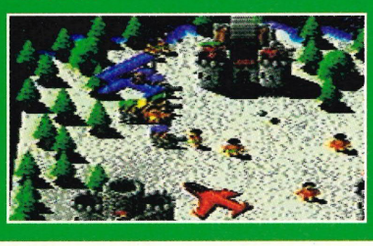


What sets this strategy game apart from other, more conventional types is the pace of the thing – near arcade speed on later levels, with very pretty graphics to show it off – and the time factor. *Mega-lo-Mania* offers the gamer a rapid-fire, 8MBit course in the entire history of warfare from flint knives to jet fighters to flying saucers and intercontinental ballistic missiles!

The original game first appeared way back in 1991, on the Amiga, got tarted up for the Mega Drive earlier this year, and has now been completely reworked for the ultimate, SNES version. The confusing jumble of control icons has been jettisoned for a slick, smoothly sliding sets of commands. So it's better to play but what does it actually look like? Absolutely tops – as you'd expect of the machine that has the best colour palette of them all. Graphics are sharper and colour much more vibrant than its sister versions. In addition the sound and the FX have been vastly improved. The digitised voices are particularly impressive, roaring out at you, demanding that you choose whether to join forces with one of the other gods playing, or begin war with them.

The only thing that remains to be seen is whether Sensible Software have managed to spice up the action a little so that it's a touch more interactive than previous incarnations... Find out with our fullest of full reports in next month's fat as a whale issue!

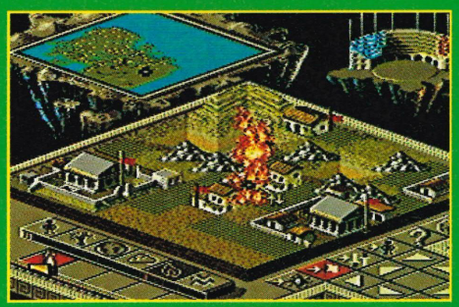
● *Mega-lo-mania* will be out in December.



POPULOUS II: II TRIBES

You can see how the idea for *Populous* developed. Some programmer geezer messing around with a 3D graphics programme, working up some landscape graphics and having fun raising and lowering land. Then on top of this whizzo trick, the pretentious games designers bunged in all this stuff about warring gods and the like. So rather than fooling around with the landscapes just for fun, there was a theological point. That being to create nice flat land for people to settle on, multiply and worship their god – giving him the energy to do even more things, like creating earthquakes, swampland etc among the people supporting a rival god. Then when they were fatally weakened you could form your people into armies and go to war!

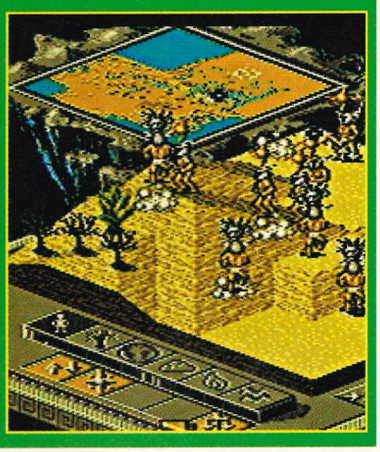


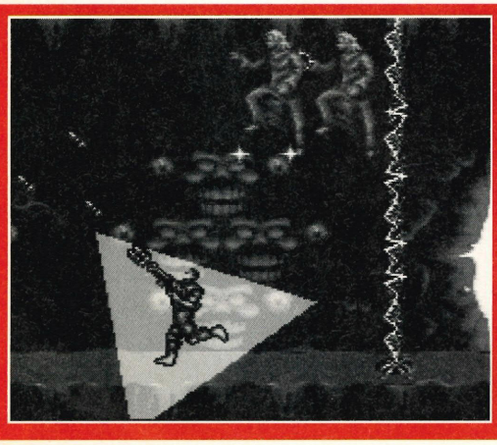


The original *Populous* was a big Amiga hit, but only an okay SNES game with the graphics no longer quite so whizzo, while gameplay repetition proved less acceptable. Now, the sequel's on the way, thanks to Imagineer, and the graphics are certainly a lot prettier, the detail on the Ancient Greece-like buildings and people being quite extraordinary. *Populous II* really does seem to deliver a beautifully intricate world for you to play god with. The game as a whole has also changed its emphasis, far more dramatic acts of gods speeding things up quite a bit. The various powers are also more varied and amusing, each represented by different gods. Helen of Troy entices enemy troops into the water (where they drown!), Odysseus offers lightning fast attacks and Achilles sets enemy settlements alight! There's also strange mythological creatures, such as the Griffin, which are allied to no god and appear just to cause trouble wherever they land.

Like its predecessor, *Populous II* has a thousand levels to conquer and the challenge level is even harder. But probably the most important improvement is the responsiveness of the controls. They've been much improved, although even so a Nintendo mouse is probably advisable to get most out of the game. One thing's for sure, it's going to take plenty of play-testing to work out next month's extensive review!

● Populous II: Two Tribes *will be released in January 1994.*





VIC WHO?

Although you probably haven't heard of Vic Tokai, in Japan they're very big news indeed. Next month, Dave Westley will be bringing you the full low-down, but in the meantime here's a quick peek at their two latest games. On the left there's *Time Slip*, a time travelling, *Super Probotector* type shoot-'em-up. And on the right there's *Lost Mission*, a *Zelda*-type RPG which switches to a first-person persepctive for battles. Both games are due out just before Xmas in the UK.



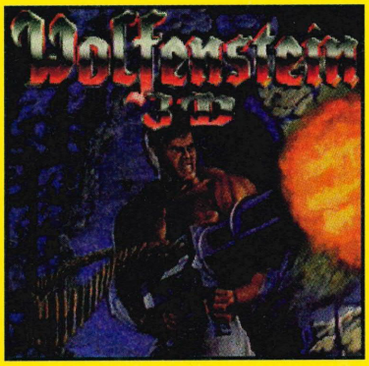


SS SHOCKER!

The Third Reich rises from the grave once again in *Wolfenstein 3-D*. Originally an Amiga game called *Spear Of Destiny*, the teutonic giant is now stomping its way to the SNES with gattlin' guns ablaze. Side-stepping enemy flak for a moment Dave "storm trooper" Westley goes undercover to bring you this fulsome, curvaceous, pert sort of report.



This game's all about fast reflexes and a steady hand, using amazingly rapid Mode 7 scaling to put you in a castle packed full of heavily armed Jerries! After the plodding, stepped movement of *Dungeon Master* this is a revelation – if anything it's too fast, nausea rising as you spin about, red mist rising over your eyes, death looming as you desperately try to draw a bead on the Nazi hacking at you with a bayonet! Then when you do get a clear aim there's a satisfying realistic gun sound, before the Nazi scum jumps into the air with blood splashing from his chest. Up close and static the graphics look disappointingly blocky, but in motion they're surprisingly effective with some impressive animation.







The game's not simply a test of reactions, however. Large, sprawling levels are packed with treasure, secret passageways, various guns and lots and lots of enemies. Simply rushing forward, like our gun-happy editor, will soon see you cut to ribbons. When there's a big group of soldiers it's best to just peek your head round the corner to attract their attention, then run like crazy back to a corner where you can hide and blast them as they come through the door one by one. Sneaky and cowardly, yes, but very effective also!

Numerous levels, a password save and an auto-mapping feature make this one of the year's more intriguing releases. Whether it can match-up to similar sections in Ocean's 16MBit *Jurassic Park* is a question we hope to answer in what's shaping up to be an unmissable next issue!

● ***Wolfenstein 3D will be released by Playtime in January 1994.***





Ocean's 16MBit blockbuster is now almost finished, thanks to a massive effort by British graphics artists flown over to the States. *Jurassic Park* puts you in the shoes of Dr Grant with the objective of ridding the island of dinos. This includes many missions, including finding all dino eggs. The game has two distinct perspectives, six different types of dinos and four different weapons. Due out on Oct 22nd, it'll be fully reviewed in our next issue – out October 21st! SP



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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.

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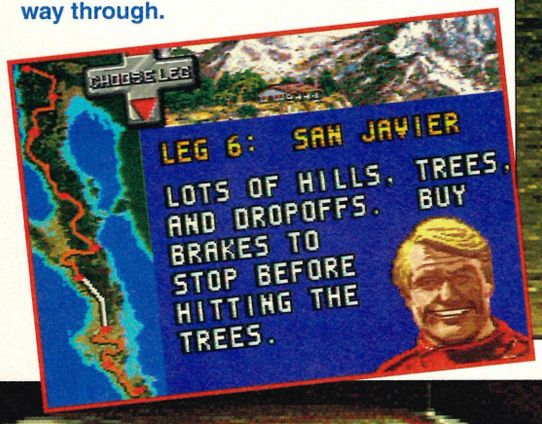
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Run over someone (above) and you'll be fined lots of money – money that could be spent improving your car.

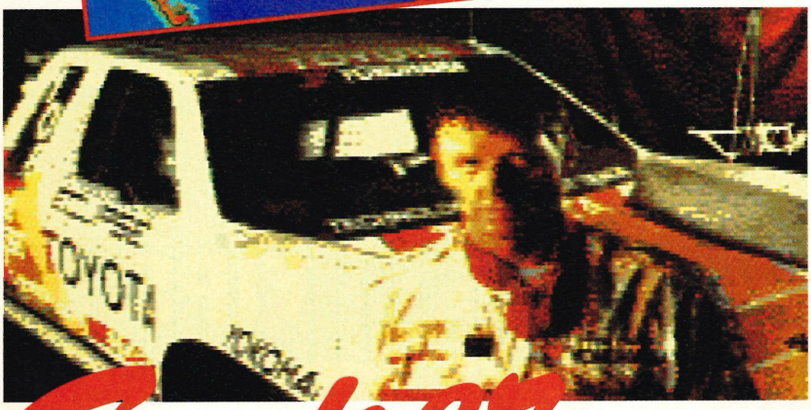
In between each race you'll be given advice by the man below. Usually it's good – he'll warn you whether you're going to need lights, whether the road is hilly, or whether you can nitro your way through.







The Baja couldn't look more different than its prequel. Instead of a single-screen, overhead view *Baja* puts you down in the mud, smack bang behind your very own road hog. And right from the off there's no mistaking this for some super-slick F1 racer, this game just throws hills

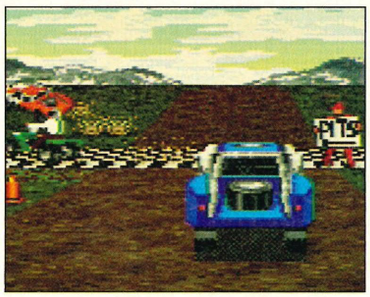


Tradewest's success with *Super Off Road* (81% SUPERPRO1) has nitro'd its sequel into pole position for their Autumn line up. Featuring all of the off-track fun and dust of its illustrious predecessor, *The Baja* deviates only by magnifying the vehicles 100-fold, so rather than driving minuscule matchbox cars you get huge, lumbering, crushing mega-machines. Dave "license-less" Westley takes control... well, almost.

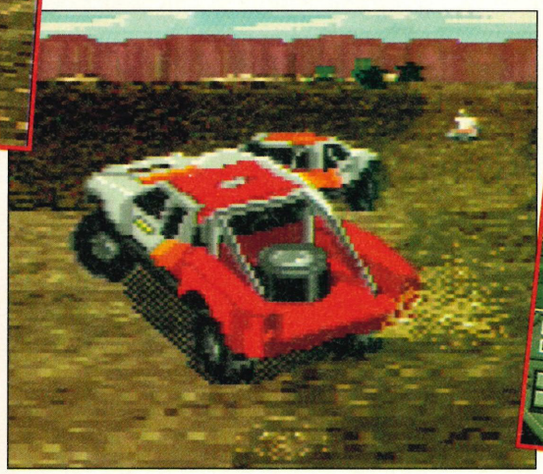
Super OFF ROAD

The BAJA





If the red in the damage bar creeps to the end, it's game over. Your man gets out of his car and jumps up and down!





at you. And I don't just mean nancy hillocks but huge, whopping great big mounds of road. Nitro'ing up these, you go flying off the top with a cry of 'arriba', returning to the ground with a crunch, sometimes even on top of another car!

To be honest, such hugely ambitious graphics handling isn't flawless. Animation is a little rough on the car, with sprites generally somewhat disappointing. However for this sort of game it all works very well, suiting the rough and tumble theme. Similarly the controls are far from silky smooth and totally efficient. You have to accept a degree of imprecision, especially with rising hills obscuring your view. But then again this suits the game, it's part of the fun and challenge.

The latter is made up of three races: the Mexico 250, the Ensenada 500 and the Baja 1000 – which is the biggest with eight stages, including two stages each from the other races. Whenever you finish a stage you go for a pit-stop where you can tool up with plenty of upgrades – if you've got the cash. Dosh is earnt by finishing in the top eight and collecting moneybags carelessly scattered across the course. Unfortunately cash is lost for the piffling misdemeanour of running over bikers and spectators, an otherwise very satisfying experience – with a nicely sampled scream along with the crunch of your wheels! Often you can finish in pole pos-ition but because of the carnage you have caused, you will receive less money than someone who came in 6th. If you're Mark it's possible to have virtually no money at all!



PRO TIP

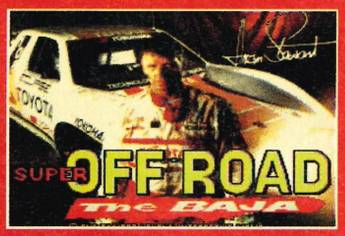
Make sure you have enough nitros for the end – that's when they're the most important.

This isn't a good idea since there are no less than six things which need to be upgraded; brakes, engine, shocks, lights, tyres and nitros. More than that you have to use tactics; different stages of the track have different needs. The most obvious of these are the night sections – if you haven't bought headlights everything is in almost complete darkness! All the stages vary slight however, some are speed trials, lots of straight track and not many hills making nitros



vital. Other tracks require heavy use of brakes to cope with their murderously twisted tracks. You can only take a certain amount of damage, total the car and your driver gets out – literally hopping mad!

And *Baja*'s certainly playable enough to get you raging alongside him. It's amazing to look at, fun, fast and furious to play. It's a pity there's no split-screen two-player, but with the size of the sprites and hilly terrain it would be unlikely to work. Instead there's an alternate play mode, a bit boring I know, but the first player's car is represented as a 'ghost' which does add at least some spice to two-player contests. But if it's not really going to rival *Mario Kart* for two-player action, or wacky power-ups, it still scores as a distinctly different, extremely playable one-player racer.



Publisher: **PLAYTIME**
Tel: **0274 532424**
Price: **£44.99**
Out: **November**

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Alternate two player, 3 different races.**

CONTROLS

- ▲ No function.
- ▼ No function.
- ◀ Move car left.
- ▶ Move car right.
- X Brake.
- Y No function.
- A Nitro.
- B Accelerate.
- L No function.
- R No function.

PROS: Big, bad and ugly – this is the meanest, most violent race game we've had in so far. Graphics blow your mind upon first sight with very fast cars moving across very rough tracks. Excellent atmosphere. Excellent death screams!

CONS: After the initial 'wows' have worn off you'll notice that the animation isn't that impressive. Controls are somewhat clumsy and lack of a simultaneous two-player option is disappointing.

GRAPHICS	86
SOUND	83
GAMEPLAY	80
LONGEVITY	70

PROSCORE **79** SCOREPRO

A SCRUMPTIOUS ONION BAJI

E.V.O.

Search for Eden





However bloodthirsty the latest Manga epic seems, nothing has a higher body count than Mother Nature. Red in tooth and claw, Nature evolves its creatures through a relentless survival of the fittest, winners feasting on the bones of the losers. Now Enix has turned this gory process into a game and Dave "psycho-fish" Westley puts himself to the ultimate test.

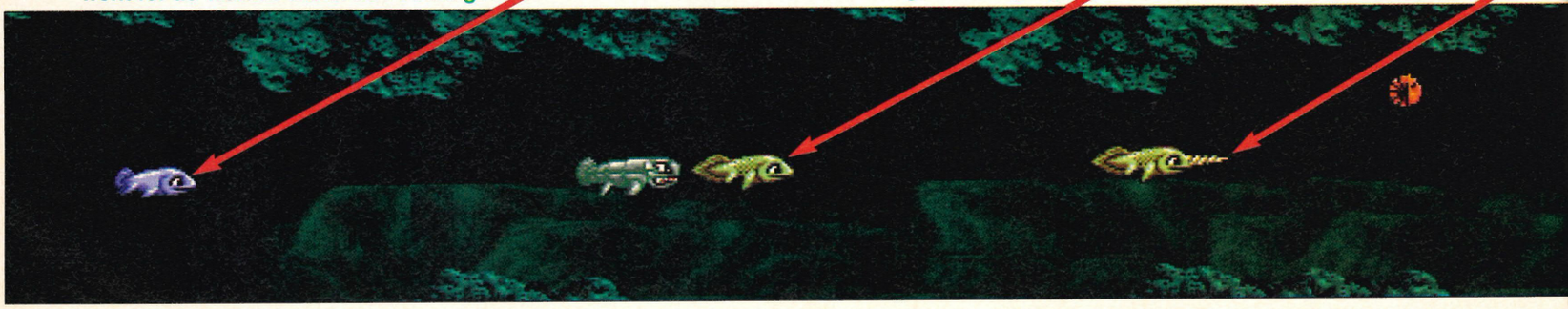


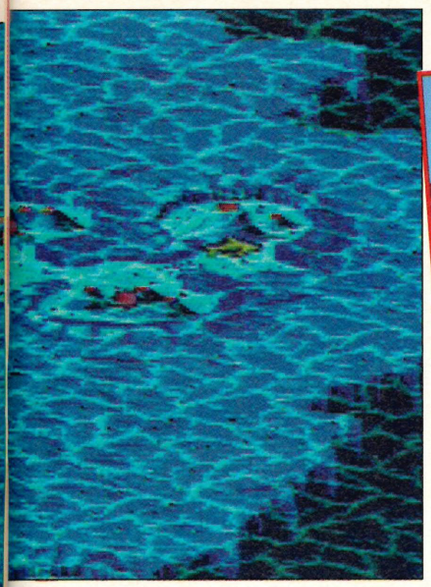


The map below shows one direction evolution can go. You're in charge so it's up to you what you develop and in what way. This time around I went for as vicious a fish as I could get!

The first thing to change is the body armour, especially when you're being chased by creatures as big as these! This isn't the strongest armour, but is the one that allows for the greatest agility.

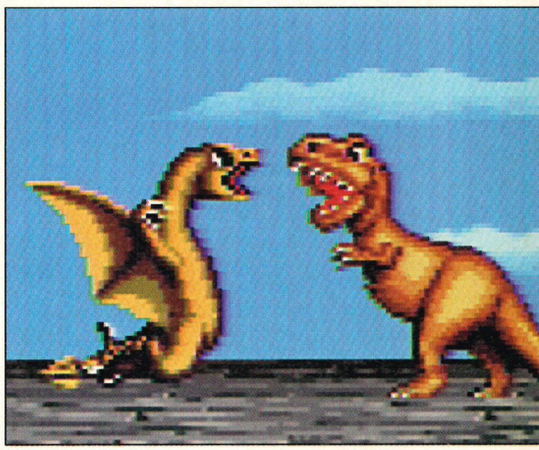
This horn is the most powerful one – taking 15 Hit Points off an opponent when you charge into it.







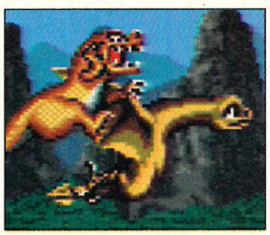
Below, a huge Tyrannosaurus Rex. Taking up to 35 HP off you in a single bite, he's deadly. Fortunately, once you start biting him that's it – unable to get away you can keep chomping until he's a gonner.





One of the better parts of this game is that different creatures will have different attack patterns. Thus whilst the fish above will swarm around you, taking nibbles as they go, the sharks, left, ram into you!



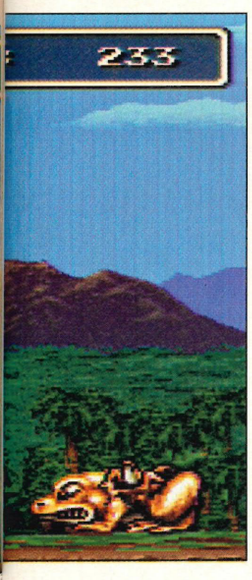


The intro for *Evo* betrays the game's Japanese origins, a nicely animated solar system providing the setting for a conversation between sun and earth spirits, between the father spirit and Gaia, his daughter. The latter is a typical anime girly – and the whole point of Life is evolving a partner for her! But under the whimsy *Evo* is an agreeably barbaric game: success depends on killing and eating hundreds of other animals!

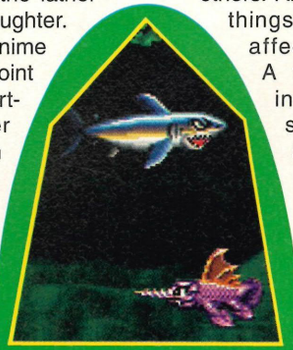
You begin as a harmless little fish, well, fairly harmless. You've got jaws and, if you defeat a creature, a nice roll of juicy meat appears – gulp it down to restore energy and build up evolution points. At first there's very few creatures you're powerful enough to attack, but as the evo points build up, the game becomes more exciting. Everything from jaws to tail is up for mutation – you can even add a horn to ram enemies with! There's usually at least three or four different upgrades on offer in each category, some a lot more expensive than others. And to further complicate things most upgrades don't affect just one statistic. A tougher body might increase hit points and strength but decrease agility and jumping ability.

Once you've got a nice set of Zinichthy's Jaws, you should be able to chomp through the first few levels fairly easily. But evolving into Gaia's ideal mate is no easy task. This 4.6 billion year old adventure is split into five specific eras – each represented by a map consisting of several different levels. The last level is where the era's mega-guardian lurks, and you can't move on until it's been defeated.

Each era begins quite







PRO TIP

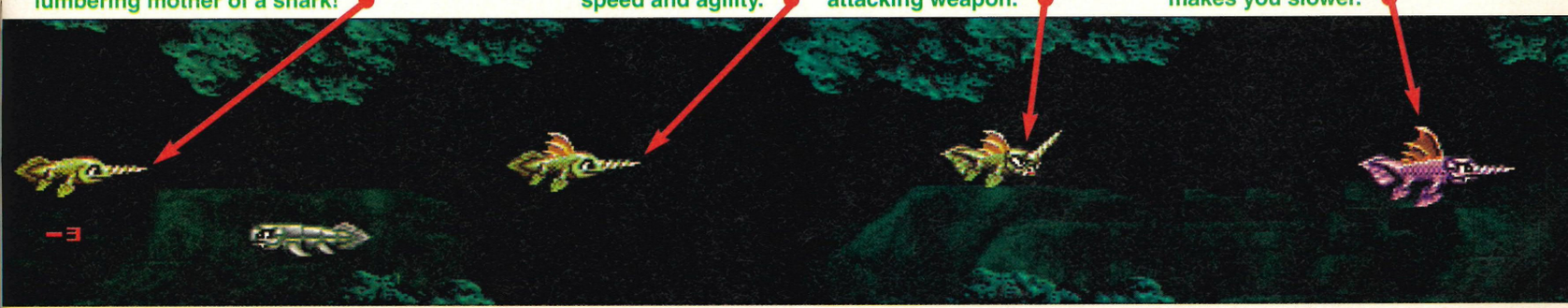
To kill Level 1's mega-monster you need to be agile, dodging its attacks and then nipping in when it stuns itself against the rock.

Changing fins gives the fish a much greater speed and agility, abilities vital to have if you hope to destroy Level One's guardian – a huge, lumbering mother of a shark!

Like the fins, the dorsal fin gives the fish much greater speed and agility.

Probably the most important things to evolve are the jaws. These are your primary attacking weapon.

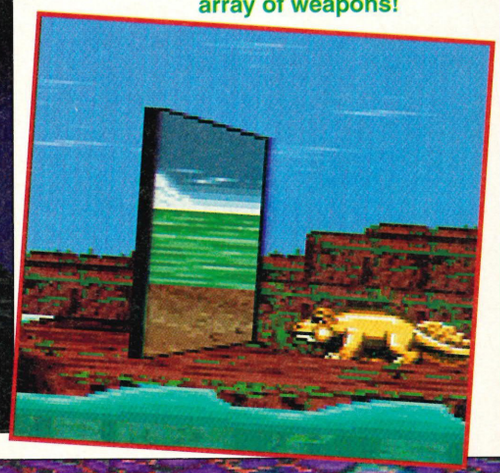
The final thing changed was the size, giving you a much greater HP level. Unfortunately it'll also makes you slower.



E.V.O. Search for Eden



The first signs of civilisation comes from the birds who've tamed the dinosaurs and manufactured a whole array of weapons!



Publisher: **ENIX**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£54.99**
Out: **NOW**

Players: **1**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Battery back up allows for two saves.**
Features: **Evolution!**

challengingly, as you struggle to develop the best body and attack patterns against new enemies, and ends with a mega-hard guardian confrontation. Unfortunately, once you've done this once with your little fishy, doing it again seems a bit repetitive. Evolving a mega-body takes masses of evolution points, meaning you have to repeat levels over and over, slaughtering one beast after another until you have the requisite number of points. On the second era, where gameplay is limited to biting and bouncing on top of enemies, the game falls into a morass of boredom. A problem not helped by some severe slow-down on mega-guardian confrontations, and a very friendly save/infinite continues system which removes much of the excitement.

At this point I was ready to write the game off, however I persisted and the game itself evolves! On the fourth and fifth eras, evo points become less important, while gameplay becomes more varied. The fourth level features intelligent birds with teleporters, which you must exploit to reach the bird king. Next it's the turn of the monkeys who have built an underground complex of lifts and passageways, protecting a monstrous yeti.

The game is still no classic; too much of the gameplay consists of amassing evo points. However, for those with an interest in the unusual, this is well worth a look. Apart from the slow-down, graphics are very good – especially considering their stunning variety – with plenty of detail and slick animation. Moreover creatures have distinct attack patterns, in some cases based on real life. My favourite is the two dinosaurs that run along head-banging each other! All in all, this is one Japanese game that really does live up to its weird theme, providing an often intriguing mix of eat-'em-up action and tactical evolution!





The gate to Eden, left, is guarded by this huge neanderthal. He'll use his club as a cricket bat, knocking you for six off the screen! To defeat him, get behind and keep kicking! Above, the final, fearsome guardian.



CONTROLS

- ▲ No function.
- ▼ Crouch.
- ◀ Move creature left.
- ▶ Move creature right.
- X Eat food.
- Y Attack/Eat.
- A Hind leg kick.
- B Jump.
- L No function.
- R Exit previously completed level.

PROS: Good graphics; huge, imaginative game design; weird and wonderful creatures, and 2001 Monoliths!

CONS: Having to build up your evolution points by killing a huge number of creatures makes *Evo* very repetitive in places. In-game music is also rather annoying.

GRAPHICS	84
SOUND	78
GAMEPLAY	70
LONGEVITY	76

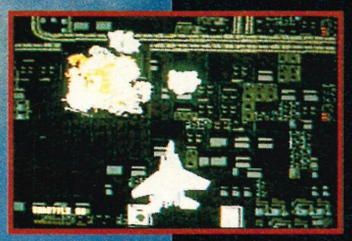
PROSCORE
75
SCOREPRO

STILL EVOLVING!

The Flying Action Game To Thrill Your ~~Senses!~~ SNESES!

SUPER STRIKE EAGLE









90%
"I'd recommend that you put Super Strike Eagle at the very top of your SNES shopping list immediately!"
CVG



It's fast, it's furious, it's frantic and it features:

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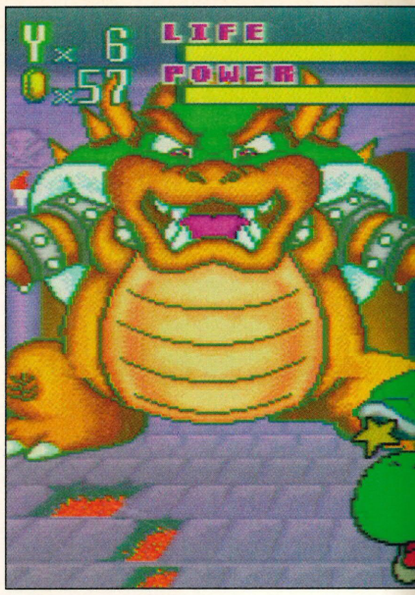
Super Strike Eagle *It's SNES at its best*

MICRO PROSE
Seriously Fun Software

LAND OF YOSHI

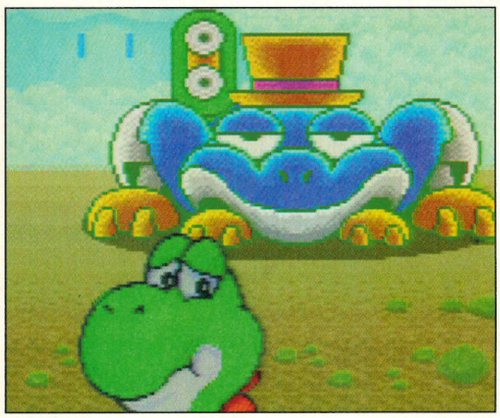


Yoshi's adventure is in two different lands. In each land you can attempt the stages in whatever order you want, but they must all be completed before you go onto the next land. On the final land, Bowser's castle is hidden by cloud until all the other levels have been completed.



Above, Bowser provides a tough and very funny final confrontation.

Below, Yoshi confronts a villain with a bomb-throwing koopa under his hat! On the right, the craziest enemy ever?!

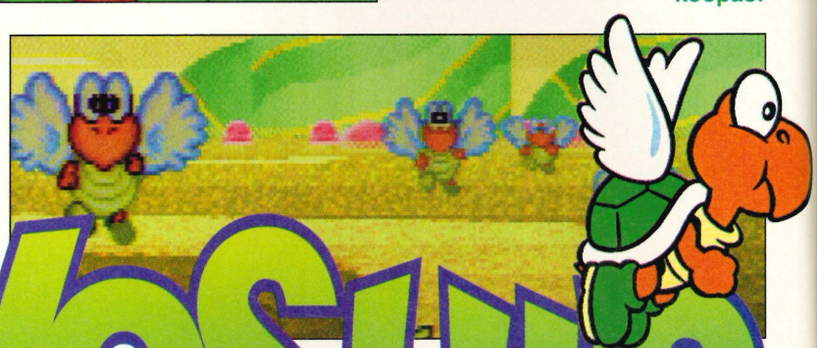


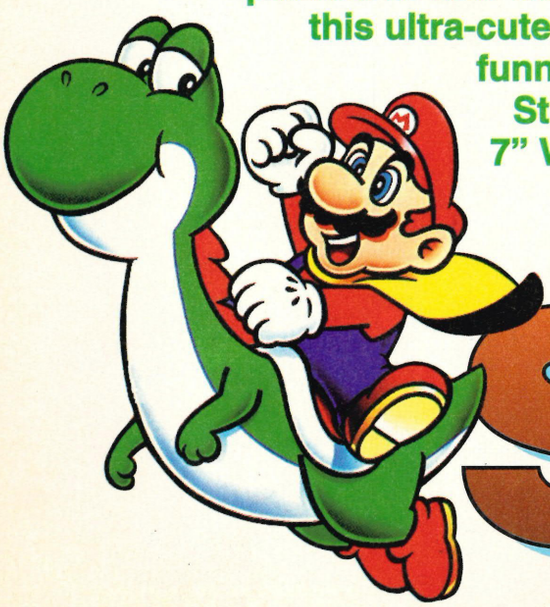




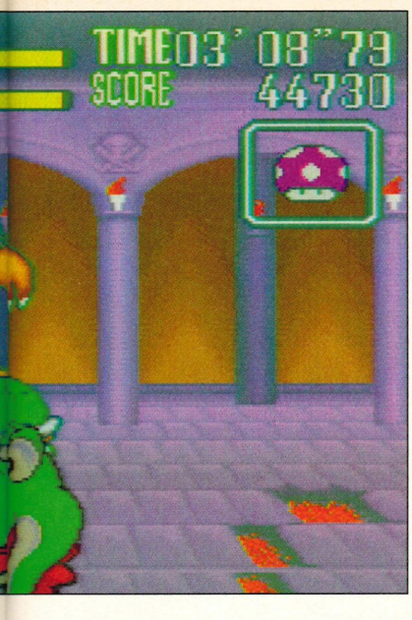
Above, one of the mid-level guardians bounces a boomerang off Yoshi's head. Most mid-level guardians are fairly similar. Below, in come the koopas!

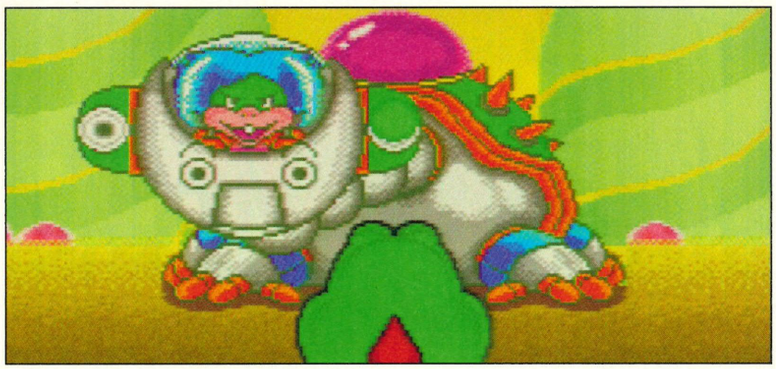
Yoshi's second game in as many months is a reminder that while Nintendo certainly has the games for hip teenagers, it's not neglecting the younger market either. Both the SuperScope and Mode 7 are pushed to new limits with this ultra-cute, fun and funny release. Stuart "Mode 7" Wynne goes for a ride.



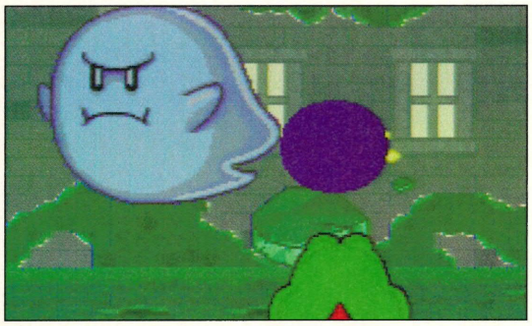


YOSHI'S SAFARI





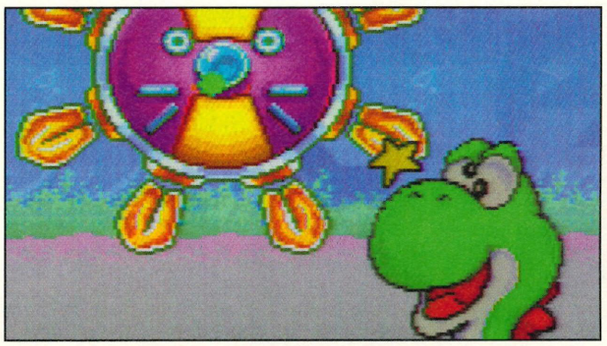
Above, a critter too cute to be mean gives you some hassle. Aim for the big purple hump to take him down a peg. Below, flying fish add excitement to this island-hopping level! The majority of the game is shooting down hordes of flying meanies!



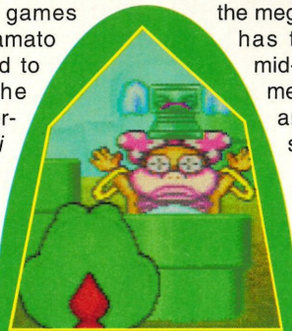




Above, the ghost house haunts Mario again. On the left Daisy tells of the Mech-Koopa army which has invaded her land.



Since the somewhat 8-bit looking *Super Mario World*, Nintendo's star games designer Sigueru Miyamato has been working hard to try and show off the SNES's technical superiority. *Yoshi's Safari* blends the new, ultra-subtle pastel colours first seen in *Mario All Stars* with some superlative Mode 7 wizardry. Genuine artistry on the backdrops soften the usual, somewhat rough textures associated with Mode 7 into more realistic, evocative graphics. Green meadows, stone dungeons, icy wastelands and island hopping in the Carribean – they're all in here, looing absolutely gorgeous. The skies are just as impressive, especially as you get further into the game with weirder, rippling landscapes to entrance the eye.



PRO TIP

On the pipe and Lucy level, patience is the key. The only way you can kill Lucy is by waiting until the anvil is over her head, then shooting it.

However the most stunning aspect of the game are, unsurprisingly, the mega-monsters. Each level has two: a mini-creature mid-way through, then the mega-guardian. The latter are often huge, always superbly animated and invariably go through some kind of metamorphosis when you've blasted apart their first guise. The way the creatures mutate is bound to delight young kids (Mark loved it), and provides one of the main hooks for playing on.

So what, indeed, is gameplay like? Well, the idea is you're Mario riding atop his trusty dino through this massive adventure. For the most part movement is automatic – with some slick Mode 7 rotation – leaving you free to blast all the enemies waddling, scooting and flying toward you. Mario's gun has only limited energy, at least until you've powered it up, so it's wise to be sparing with the old trigger-finger. The game's 12 levels provide a reasonable amount of variety, although challenge is definitely kiddie-time with only the mega-guardians providing all that much to think about. Some added depth is provided by jumps which you have to time quite accurately. On the later levels, there's masses of islands to jump between – miss and you sink to a watery grave. Rather less critical are junctions, where you use the light gun to blast a gate left or right thus affecting your route through the level.

If you've got a SuperScope, this is undoubtedly the best game yet. However, the level of challenge is low and the cutesy feel is unlikely to interest *T2: The Arcade Game* fanatics. Also, it's hard not to feel the light gun is such a limited tool for interaction that a few joypad platforming levels wouldn't go amiss. But for what it is – a cute, imaginative game for younger players – then there are few complaints.



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

Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **2-player co-operative mode.**

CONTROLS



PROS: Some ultra-slick Mode 7 landscapes using the new, subtle palette developed for *Mario All Stars*. Mega-guardians are huge, smoothly animated and imaginative with some neat transformations.
CONS: It's too easy for anyone other than kiddies and, like all SuperScope games, ultimately lacking in gameplay variety.

GRAPHICS	93
SOUND	91
GAMEPLAY	87
LONGEVITY	53

PROSCORE

80

SCOREPRO

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REVIEW
IMPORT

PRIME GOAL

Japan's spanking brand new J-League is a phenomenal success! Already there's been a smash-hit Mega Drive J-League game. Now the SNES gets its own J-League, completely different in style but with all the same teams. Alan "my name's not Brian Clough" Bunker kicks it into touch!



Call me controversial, but I'm no big fan of *Striker* due to its simplicity – what the SNES needs is *Sensible Soccer*, or a good version of *Kick Off 2*. In the meantime we've got *Prime Goal* and, sad to say, it's just another Japanese arcade-style game which takes a very pretty screenshot, but doesn't actually play that well.

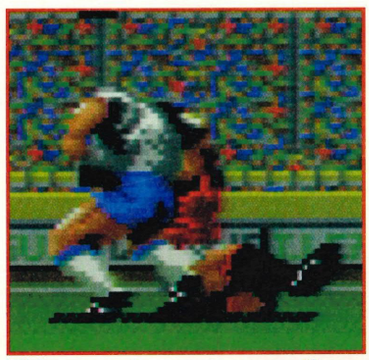
The main problem with *Prime Goal* is its speed, even on a Japanese machine it has all the zip of a podgy Paul Gascoigne trying to dribble while on crutches. But on the other hand running with the ball at your feet is like watching England's star when he's on top form. You can dodge and weave your way along the field, stunning the noisy crowd with your ball skills. This does mean, however, that *Prime Goal* falls into the same trap as the vast majority of football games, where the ball sticks to your feet. I'm not particularly fond of this kind of control method because all it means, especially in two player mode, is that you can dash (used in the slowest sense of the word) about and avoid most opponents quite easily. Put simply, you can almost run three quarters of the length of the pitch before losing the ball!

PRO TIP
The best chance of scoring is to run diagonally towards the goal, then swerve the ball towards the far post. It's hard to master but worth the effort.

Eventually, though, you will have to pass the ball. This can be done Wimbledon style by pressing a button to give the ball a hefty boot upfield or, if you feel a touch more skilful and want to please the crowd, why not pass the ball around neatly from player to player.

The B button skims the ball across the pitch to the nearest person in the direction you're facing, while the A and Y buttons kick the ball at varying heights. For the final touch, ball swerve is made possible by keeping one of the L and R buttons depressed, depending on which way you want it to go. But because the swerve is added quite late to the kick, it's always a problem to tell exactly where the ball is headed.

When defending, you can swap between players by means of the B button – sometimes though, you have to hammer madly away on the button before the computer decides to alter the man under your control. It's this sluggishness which makes *Prime Goal* so frustrating – hopefully the UK version will be speeded up. But at the moment I'm afraid that the SNES still has very little to offer the avid football fan. Come on publishers, give us something to rave about... and give *Striker* a challenge of some description!

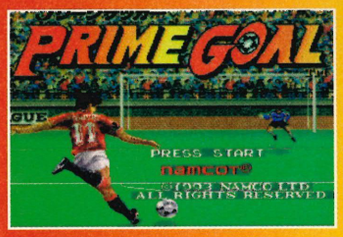


This zoom-in screen sometimes appears. Stab a button to either avoid the defender or tackle the forward, then watch the result as normal play resumes.



This simplistic sub-game allows you to kick, knee and head the ball within a time limit and see what score you achieve – yawn.





Publisher: **NAMCO**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616075**
Price: **£59.99**

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Zoom-in tackle mode.**

CONTROLS

- ▲ Run up.
- ▼ Run down.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Strong kick/slide tackle.
- A High kick/slide tackle.
- B Pass/change player.
- L Swerve left.
- R Swerve right.

PROS: Reasonable crowd SFX I suppose, even if the car horn sound grates a bit. A wide variety of shots make quite sophisticated gameplay possible for the patient.

CONS: Painfully slow. And with the ball stuck to your foot it's too easy just to run about, avoiding defenders.

GRAPHICS	63
SOUND	55
GAMEPLAY	59
LONGEVITY	63

PROSCORE
62
SCOREPRO

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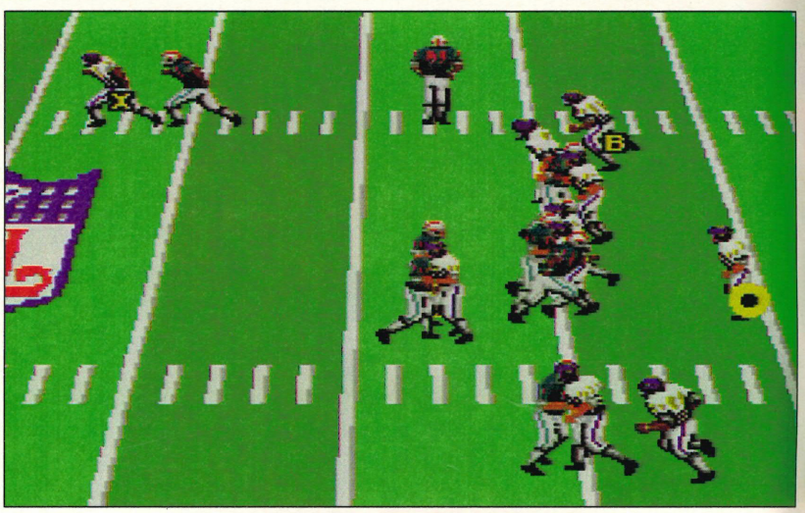
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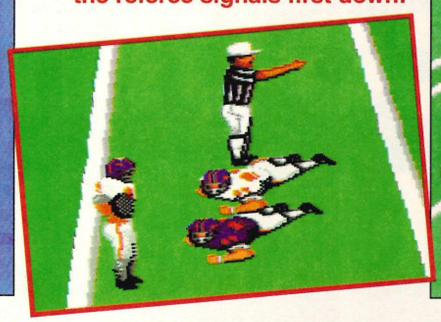
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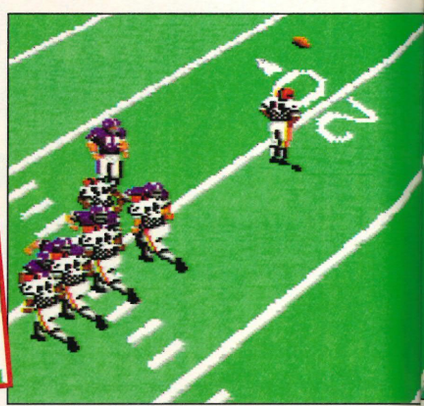
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Left, your opponent's go for a field goal after your "dee-fense" kept them firmly at bay. Below, the referee signals first down!

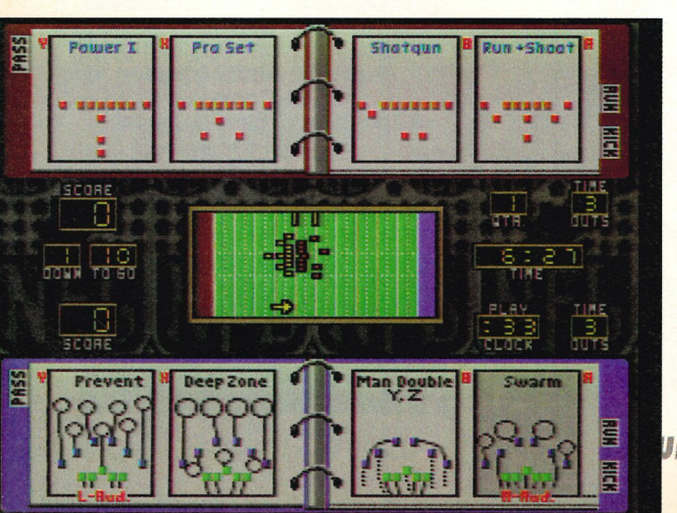


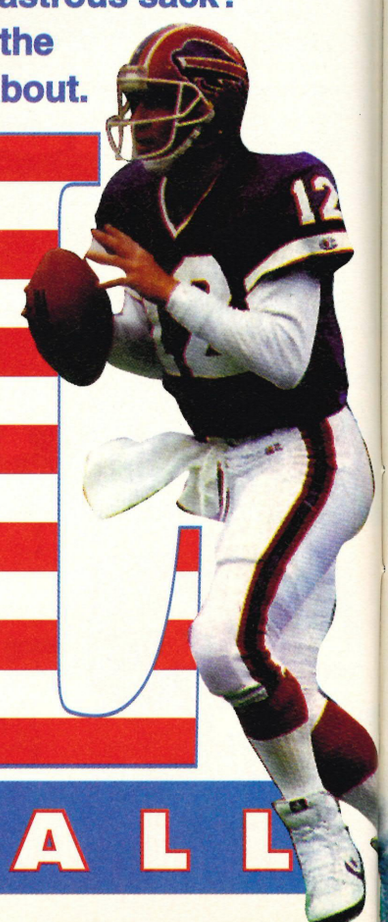




Shotgun, blitz, sweep... all this and more in Konami's first US Football venture. But does it bomb home for a touchdown, or fall victim to a disastrous sack? Alan Bunker muscles his way into the huddle to see what all the fuss is about.

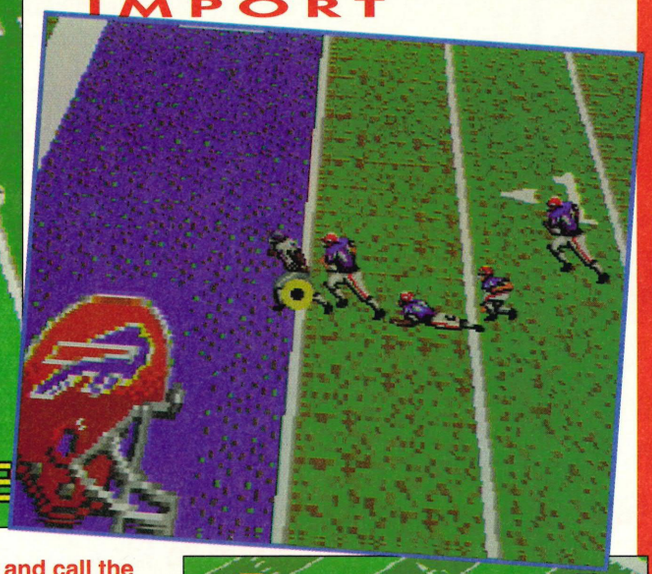
Below, check out the match playbooks to decide how you will attack or defend. You need a Harvard degree to understand what they actually mean.

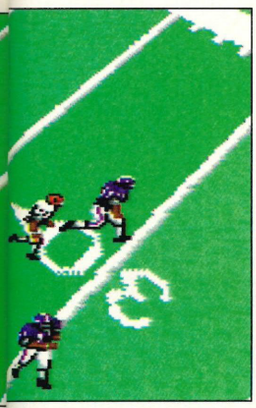


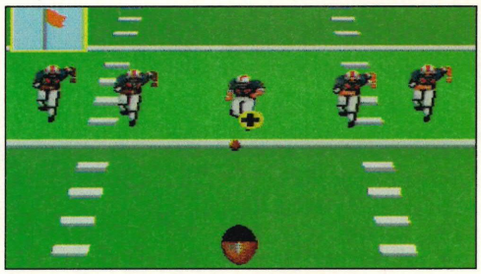


NFL FOOTBALL











Above, "I wish he'd hurry up and call the play, my back's killing me!" In the meantime, check out the match stats (right) to see who's on top.

American football has always been a difficult sport to convert to any games machine. *John Madden's* succeeded on the Mega Drive but lacked sparkle on the SNES, and the only other worthwhile game is the Neo Geo's *Football Frenzy*. Now *Madden's* development team, Park Place, have decided to make amends for doing a Mega Drive port with SNES Madden. Park Place have, quite simply, gone SNES M-A-A-D!

NFL Football makes the most dramatic, ambitious use of Mode 7 ever attempted, each play using quite dizzying panning and zooming effects. That's not to say Park Place have neglected the serious, simside of the things. Between downs, you must select your play option from a dazzling and comprehensive array. Once both sides have determined their play action, it's off to the ground to see if you made the right decision. During the play, you control a man of your choice, a cross marking him out.

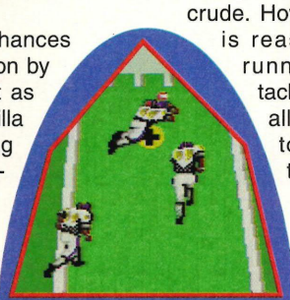
But when the ball is finally snapped, the scene is as chaotic as that of a Millwall FC riot – but worse. If you're attacking, you can of course run or pass the ball. A running man can push people away, jump tackles and even spin to break free from an opponent's grasp. This works reasonably well, but passing is a different thing altogether! You take control of the quarterback and must hurl the ball in the direction of a receiver. Each receiver has a letter above his head, corresponding with one of the four fire-buttons.

Unfortunately, the chances are you'll be pounced on by opponents using about as much subtlety as a gorilla in Tesco's fruit and veg section. Can you release the ball before you're sacked? Possibly, but the skill factor is diminished when your receivers have dashed off screen, giving you no way of telling if they're in the open or not. It's definitely not like *Madden's* where you have four windows at the top of the screen!

The other problem is the Mode 7 tomfoolery. For a start the screen often decides to change to a kind of vertical look during a passing play, or when returning a kick of some description. Not particularly bad, I admit, except when it then reverts back to the horizontal perspective and you find the man you're controlling running in God knows what direction. It's an impressive use of Mode 7 all right, it just doesn't do much for playability.

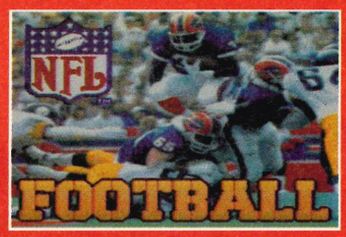
Mode 7 razzmatazz also appears to have diminished the graphics, making them rather blocky and crude. However in-game speech is reasonably clear; "He's running wide", "Great tackle" and so on. In fact, all round presentation is top-notch. All the NFL teams are incorporated into the game, wearing authentic kits, and each squad has its own set of comprehensive attributes. Different pitch conditions also exist, but they have little bearing on the outcome of the game.

Of course there's time-outs, safety points, field goals, touchdowns, punts, fake field goals and fake punts – pretty much everything is here. This in itself deserves credit but obviously can't save the game when its playability is so compromised. Difficult passing moves, and sluggish movement, makes this one for technicaly minded fans rather than football ones. Maybe next time Park Place will finally get it all together!



PRO TIP

Run the ball in a sweep formation but go in the opposite direction to the plan. Use the push keys to fend anyone off. Time your shoving right and you'll gain lots of yardage.



Publisher: **KONAMI**
Supplier: **ZAP COMPUTERS GAMES**
Tel: **0532 590077**
Price: **£44.99**

Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Mode 7 madness**

CONTROLS

- Run up.
- Run down.
- Run left.
- Run right.
- X: Pass to receiver X, jump tackle.
- Y: Pass to receiver Y, spin from tackle.
- A: Pass to receiver A, dive forward.
- B: Pass to receiver B, snap ball.
- L: Shove with left arm.
- R: Shove with right arm.

PROS: All the play actions you could imagine, plus masses of other options. Sprites are large but, somehow, don't clash into a mess of unrecognisable pixels.

CONS: Playability flaws include the changing pitch perspective during some plays. Also, action can be too confusing which may be realistic, but doesn't make for a playable game.

GRAPHICS	67
SOUND	59
GAMEPLAY	62
LONGEVITY	65

PROSCORE

62

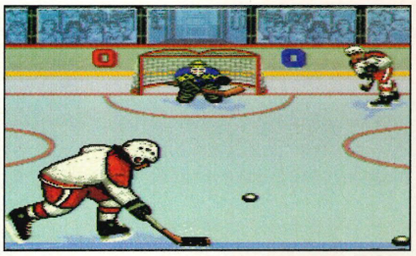
SCOREPRO

4TH DOWN AND ABOUT 38 YARDS TO GO

SUPER SLAP SHOT

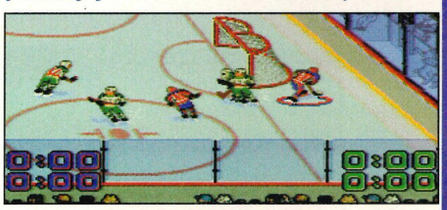
Ice hockey's fast action and violence seems ideal for video games, both Nintendo and Accolade planning conversions toward the end of the year. But right now hockey fans are a bit deprived; *NHLPA '93* is too slow and *Hit The Ice* was funny in all the wrong ways. So have Virgin nipped in with the definitive game, or will Ryan "Slap Shot" Butt have to kick it into touch?





Gameplay may not be much, but options are legion: the ref's temperament can be changed, fights can be turned off, international and city sides can be chosen, player fatigue is optional and you can even have pro rules (ie; the action is stopped every other second with some penalty you've never heard of!).





For anyone who doesn't know what the pleasant sport of ice hockey entails, it basically consists of two teams of six players (including goalie) battling it out on an ice rink, the idea being to blast the puck into your opponent's goal. And, of course, there's a tad of violence – players being brutally rammed into the boundaries, or becoming entangled in straightforward fisticuffs! *Super Slap Shot* focuses rather heavily on the latter aspect, with heavy emphasis on the on-pitch brawling in which the action flicks to a close-up of two players smashing the living daylights out of each other! There's even an option to practice your fighting before you actually commence the game, which to me seems a trifle irresponsible!

Other pre-game options include shooting practice and a mini-game where you take turns with another player (human or computer controlled) to take a shot at goal. Basically, you're lined up before the goal, the puck gets fed in by a teammate, and you've got to whack it past the goalie using one of eight different shot locations. But the main problem is timing your stroke to actually hit the flipping thing! Fortunately it doesn't turn up in the match proper!

As you'd expect there's a tournament mode, with password save, and an exhibition mode. The latter is a good intro to the game, opened with some bloke called Bob Smith (?), moving his lips out of synch with the speech in true Monty Python style! It's then on to the action, which is viewed from the side. Graphically, *Super Slap Shot* has the edge over *NHLPA Hockey*, its sprites well animated with smooth, fluid movements. Unfortunately actual gameplay doesn't match the looks. The most obvious glitch being when you pass the puck towards the other team's goal. The player chasing it suddenly turns white, as if encapsulated in ice, and becomes totally useless. If, by some miracle, you're actually starting to get into the game by incorporating tactical-play, this glitch becomes increasingly infuriating! Another pain in the rear occurs when you take a shot at goal and it rebounds off the goalie. Thinking that you've got another chance to whack it past him, you skate back down, pick it up, then suddenly from nowhere, the goalie launches an invisible hand, reaches out, and steals the puck right out from under your nose without moving from the spot, a magical feat that would make Paul Daniels green with envy!

PRO TIP
For a great goal, skate towards the goal, pass the puck into the wall behind, then as it rebounds back into your possession, hammer it into the goal!

As a result of these annoying bugs, the gameplay, which I hasten to add was nothing to write home about anyway, suffers considerably and what you're basically left with is a sub-standard hockey sim which fails to convey any sense of the actual sport. *Super Slap Shot* isn't tactical enough to rival *NHLPA*, and so falls into the unplayable, uninteresting void previously only occupied by *Hit the Ice*!



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

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **4MBit**
Save Game: **Password**
Features: **Loads of options and a challenging tournament mode.**

CONTROLS

- Skate up.
- Skate down.
- Skate left.
- Skate right.
- X: Shoot high.
- Y: Shoot low.
- A: Attempt check or fight.
- B: Pass puck.
- L: Tap once change forward/twice defence.
- R: Switch control to player nearest puck.

PROS: Graphics are nicely drawn and well animated, whilst gameplay is challenging and the options satisfyingly numerous.
CONS: Surprisingly numerous glitches make gameplay even more frustrating than the test card-like tunes!

GRAPHICS	65
SOUND	58
GAMEPLAY	55
LONGEVITY	50

PROSCORE
59
SCOREPRO

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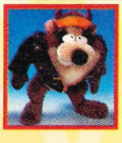
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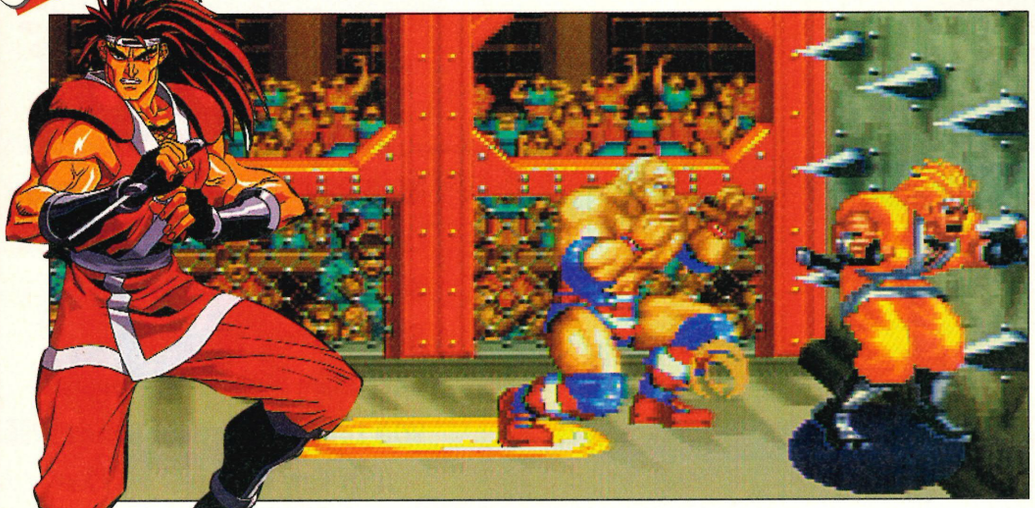
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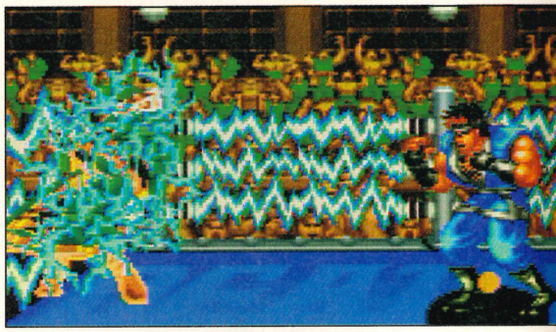
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Left, smacking an opponent into the spikes causes lots of damage but where's the spewing blood? Right, Rasputin lends a hand!



WORLD HEROES



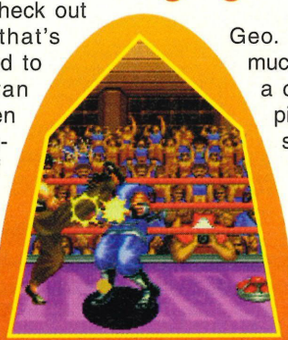
Yet another beat-'em-up kicks and chops its way onto everyone's favourite console. Does *Street Fighter II* fall into its shadow? Does *Mortal Kombat* sustain a serious flesh wound from this new opponent? Alan 'I think Chun Li is dead gorgeous' Bunker takes a look.

"Grerrof! Ouch, oof, oww!" That was the outburst from Ryan when I dragged him off *Turbo* so I could get his in-depth advice on this latest *SFII* challenger.

"I wanna play *Street Fighter II*," he yelled. "Everything else is bobbins in comparison." As you can tell, he's a very objective kind of reviewer. Anyway, I needed to check out *World Heroes* and that's exactly what I intended to do. Fortunately, Ryan changed his mind when he found himself dangling from the edge of Bournemouth Pier with the sworn testimony of a local marine biologist (Dave in a false, shaggy beard actually) that the waters around these parts are infested by psychotic piranhas with teeth as big as elephant tusks. (No, we didn't know Ryan was that gullible, either!)

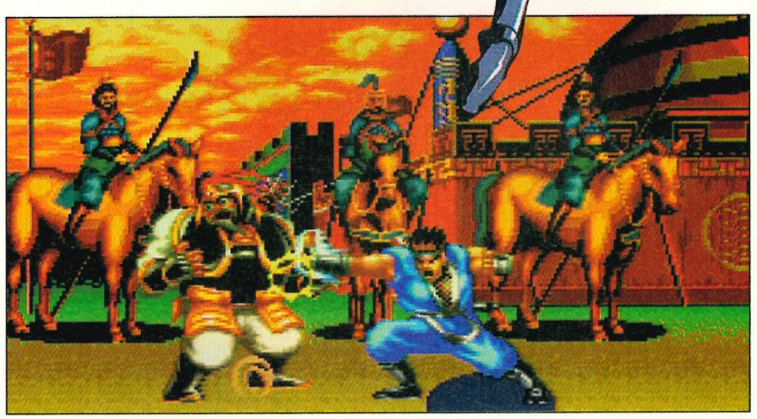
As we mentioned last month, *World Heroes* is one of the more promising *Street Fighter II* challengers with 16MBits of memory and a big reputation on the Neo Geo. The basic structure is much the same though, with a choice of versus mode, pitting two fighters against each other, and the Tournament which has you touring the world. Of course, you've got a choice of nine fighters with the usual big bloke who can do flying belly flops, the girlie who proves to be the hard nut of the bunch, and a karate guy who's more mouth than anything else.

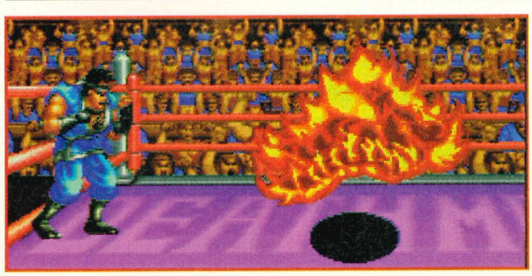
Well... maybe I'm being a shade cynical about it all. Brocken, the German Kommandant, has extendible hydraulic limbs and jets on the heels of his boots which ignite with a nicely sampled jet engine



PRO TIP

When against the computer, stand on the other side of mines and your opponent will foolishly dash into them in an effort to reach you.





Carn takes a mighty blow to his oversized belly as Hanzo tries to deflate him. Left, Hanzo's adversary displays why you shouldn't play with fire.

SPECIAL MOVE GUIDE

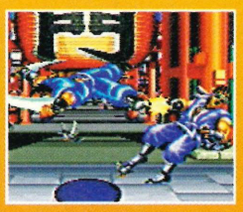
HANZO



RISING PUNCH
B, DF
2X+
PUNCH



FLYING PINWHEEL
D, DB
+ KICK



SHURIKEN
D, DF
+ PUNCH



FUUMA



RISING PUNCH
B, DF
2X+
PUNCH



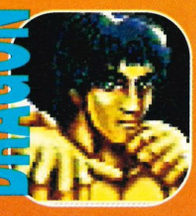
FLYING PINWHEEL
D, DB
+ KICK



SHURIKEN
D, DF
+ PUNCH



DRAGON



FISTS OF FURY
PUNCH
RAPIDLY
(It's that
easy)



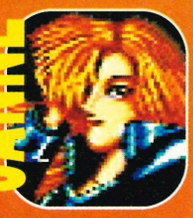
FLAMING KICK
B, F
+ KICK



AIR THROW
JUMP UP,
PUNCH



JANNE



FIRE BIRD
P B, F
+ PUNCH



SWORD SWIPE
P D, U
+ KICK



SWORD POGO
JUMP,
D +
PUNCH



J.CARN



SHOULDER THRUST
P B, F
+ PUNCH



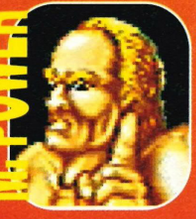
NAPALM PUNCH
P D, U
+ PUNCH



POWER SLIDE
D F
+ KICK



M.POWER



ELBOW SMASH
P B, F
+ PUNCH



SPINNING BREAKER
360°
ROTATION
+ PUNCH



THROWS
CLOSE +
ATTACK



BROCKEN



MISSILE FIRE
P B, F
+ PUNCH



ELECTRIC SHOCK
PUNCH
RAPIDLY



HURRICANE HAND
D, D F, F,
D F +
PUNCH



RASPUTIN



FIREBALL
D, D F
F
+ PUNCH



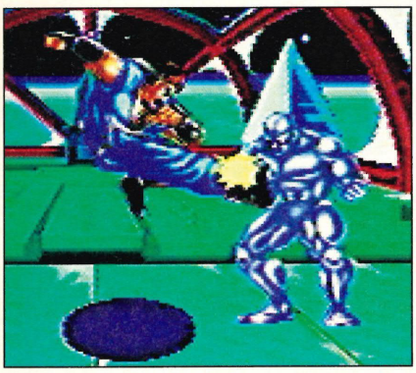
MID-AIR FIREBALL
JUMP, D,
DF
F +
PUNCH



ROBE ATTACK
D, DB,
B +
KICK



U-UP D-DOWN DF-DOWN FORWARD DB-DOWN BACK F-FORWARD B-BACK PB-PULL BACK 2secs PD-PULL DOWN 2secs

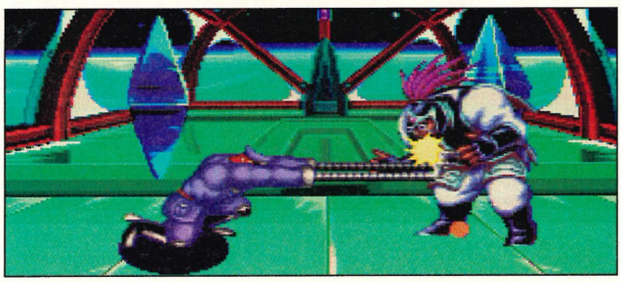


Above, the end of game guardian takes a beating as he tries to transform into another tough guy.





Above, you show your aerial ability: "Hold on, where are you going, the fight's back there!". Right, nice punch!



BONUS GAME



The bonus level demands that you use all your artistic ability to create a masterful piece of sculpture. In other words, smash the rock to smithereens and watch the miraculous result. Do this within the easy time limit to earn massive points.

noise. Then there's Rasputin, the mad monk, who has the largest pair of hands in the world – argh, the humiliation of being tickled to death! So, as you can see from the screenshots, *World Heroes* looks a lot of fun with some spectacular characters. The final boss even morphs *T2*-style, a *Mortal Kombat*-like sprite which can assume the shape of any of the other fighters, including you! However in motion the game's not quite as impressive, animation is quick but less than smooth and the sprites could be bigger. Similarly, sound effects are reasonable, with some sampled speech, but in-game music completely fails to make the heart beat faster and ineffectively washes over you.

What is good is the choice of fighting arenas. The normal rings are your usual, nice graphics but no interaction backdrops. Far more interesting is the booby-trapped Death Ring; there's energy-draining spikes on the left and right walls, an electrified ringside rope and incendiary devices on the floor! Obviously this is a good laugh – maybe Capcom will do something similar with *SFIII*?

Unfortunately, where Capcom is unlikely to find inspiration is the combat moves. There's a reasonable number of the special moves, but the execution of most is far too fiddly to be considered fun. More seriously, the standard moves are much too limited, there's just one punch, one kick and one throw. This is far too few to give any serious tactical element to the game. Nor can you execute any kind of good combination moves. So while *World Heroes* is okay for a while, it seriously lacks the kind of depth needed to keep you playing for a long time, let alone compete with *SFII*. Or to put it another way, *SFII* is the best beat-'em-up ever and everything else is bobbins! SP

WORLD HEROES

Publisher: **SUNSOFT**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705**
Price: **£69.99**
UK Release: **November**

Players: **1-2**
Skill Levels: **9**
Cart Size: **16Mbit**
Save Game: **No**
Features: **Simultaneous two-player, Death Rings!**

CONTROLS
REDEFINABLE

- ▲ Jump.
- ▼ Duck.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Punch.
- A Throw.
- B Kick.
- L No function.
- R No function.

PROS: Mindless violence always goes down well and *World Heroes* is just that. The controls are easy to master and there's enough difficulty levels to test anyone's skills.

CONS: Adds nothing little new to an overcrowded market and is seriously under-powered in the combat moves department.

GRAPHICS	79
SOUND	70
GAMEPLAY	78
LONGEVITY	66

PROSCORE
70
SCOREPRO

HEROES IN THEIR OWN MINDS ONLY!



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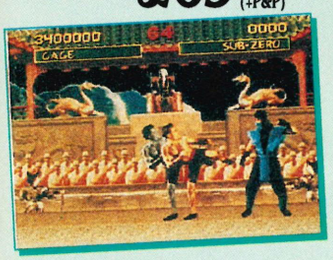
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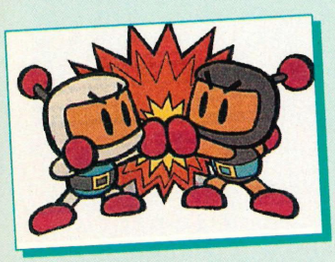
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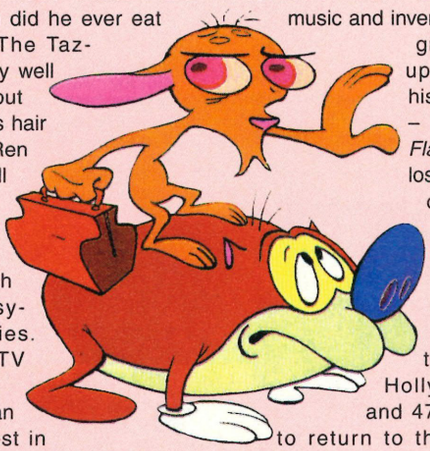
I'mmm soooo happppy!

You may not know *Ren and Stimpy* are huge stars, but trust us, they are! The odd couple are the biggest toon stars ever in the US, toppling the likes of Bart Simpson and Family Dog off their well worn sofas. So what's all the fuss about, why do these two harbingers of fleas demand so much attention? Dave Westley and Kirsty Foster find out in yet one more exclusive SUPERPRO exposé.



Who The Hell Are Ren and Stimpy?

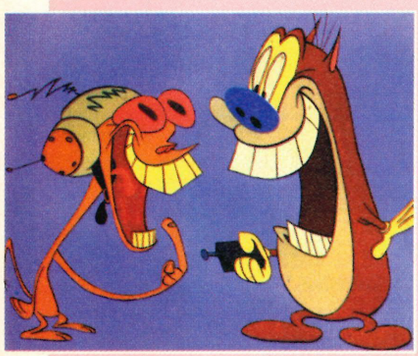
Well, the easiest thing would be say they're the latest in a long line of toon stars to make it to the SNES – but, hey, that would be too easy. And in any case that's where any comparison with their predecessors would end. Donald Duck may be no Nobel Peace Prize winner but when did he ever eat his nephews? The Tazmanian Devil may well be psychotic – but he never uses his hair balls for a gag! Ren and Stimpy do all this, and more.



Ren's a manic depressive Chihuahua with ultra-violent psychotic tendencies. Stimpy's a TV addicted, brain-addled cat with an unhealthy interest in Kitty Cat Litter and an irrepressible, sickening capacity for joy (*Happy, Happy, Joy, Joy* is the title of his favourite song – not something likely to be covered by the Cure!).

Ren's undoubtedly the canine typical *Ren and Stimpy* gruesome gore as he's beaten, drowned and chewed up in fine *Tom and Jerry* style. He can also come up with some surprising brawn (though he laments his non-existent manly pectoral muscles), as he continually tries to knock sense into his raisin-brained friend.

Stimpy's outward plainness conceals hidden talents for poetry, music and inventions! His dumb grin can only be upset by missing his favourite show – *The Muddy Mud Flapper Show* – or losing the affection of his bosom buddy bow wow. Yes, these two really are the best of friends. Stimpy gives up the chance of a Hollywood career and 47 million dollars to return to the arms of his canine chum – duly rewarded with a barrage of slaps for his idiocy. *The Ren and Stimpy Show*, a psychotic Chihuahua and an idiot savant cat in a sado-masochistic love affair – it sure ain't *Tom and Jerry*!



brains of the partnership, conjuring up bizarre money-spinning ideas... such as pretending to be a mouse and conning households into paying Stimpy to catch him – an excuse for

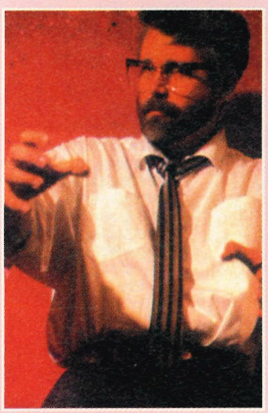
Style Council

The *Ren and Stimpy* cartoons are a cocktail of tributes to the golden days of Warner Brother toons under the directors Tex Avery and Bob Clampett. The style is exuberant, wild and wacky – a world away from the sugary sweetness of Disney, the banality of *Care Bears* and *Smurfs*. *Ren and Stimpy* returns to the bold, experimental styles of when cartoons were still a new medium. They're also remarkably ugly, "beautiful ugly", as some call it. When you first see them you keep expecting them to do something sweet and endearing – it never happens! This is a toon on the edge, brutally twisted into a hip, street smart satire of conventional TV.





The show's founder, John Kricfalusi, was heavily influenced by Clampett, the Looney Toons director who reinvented the cartoon, putting in real character and emotion. "I wanted to make people laugh more than anything else," Kricfalusi says, "but you can achieve other feelings in this medium, not just the humour. You can make the characters live."



Clampett also gave Kricfalusi the determination to pack his cartoons with ideas, to make them work on many levels. This wilful outrageousness, such as Toastman's burning of the US Constitution to keep warm, has caused plenty of controversy – Kricfalusi has now been forced off the show – but also won big critical acclaim. Its audience includes everyone from pre-adolescence to post-baldness. The gags, written by the artists themselves, are more visual than any other toon – animation and expression are the thing.

The first fan letter Kricfalusi received was from a kid wanting to know how to make his eyes pop out like Ren's. This is Ren's stock, vein-popping trick and is usually accompanied by a variety of stomach churning gyrations and contortions expressing joy (Stimpy's 47 million prize), horror (giving up said prize), sorrow (Stimpy leaving) and happiness (Stimpy's return).

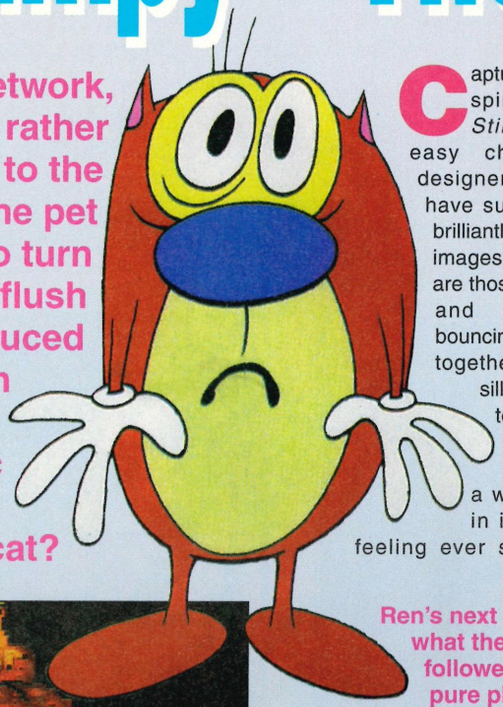
The older, TV literate audience is pandered to with spoofs of the bedrock of TV – ads. The main cartoons are interspersed with satires of cheesy toy ads. The 'in' thing in Stimpy Land is the log. "You can roll it down the stairs... It'll knock over your neighbours dog... It's better than bad it's good" exhorts the hilariously ridiculous jingle. There's a whole range of Logs – *Logs For Girls* (log with blonde wig) and the *High Fashion Log For Girls* (Log you can nail your clothes to) are just two.

But where the wonderful becomes the truly weird is with the songs - true 'loony' tunes. "The Lord loves a hanging, that's why he gave us necks..." and the theme for *The Muddy Mud Flapper Show*, "Who's the greatest Mudflapper of them all? Who's got segmented eyes?"

● **The Ren & Stimpy Show *will be making its British debut on BBC2 in the* Thunderbirds, *6:30 Friday slot early next year.***

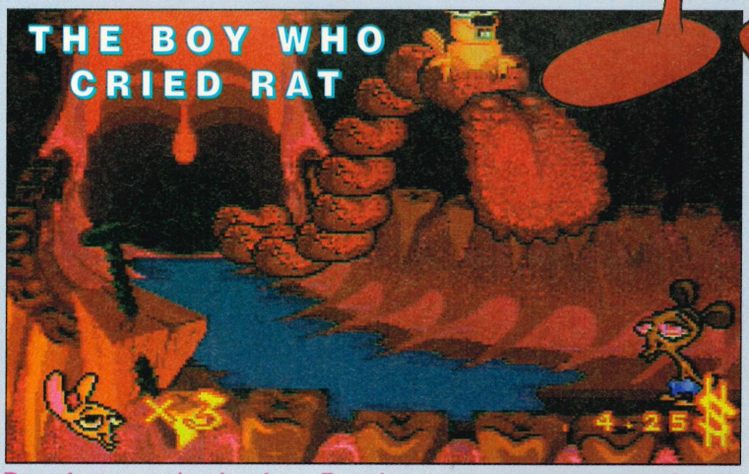
Ren & Stimpy – The Veediots

After conquering the TV network, a video game was rather inevitable. But are THQ up to the challenge? Will you join the pet heroes in their quest to turn tradition on its head and flush out mediocre, mass produced mush? What lessons can SNES gamers learn from the rather psychotic miniature Mexican dog and a particularly fat cat?



Capturing the bizarre spirit of *Ren and Stimpy* was no easy challenge, but designers Gray Matter have succeeded quite brilliantly. The very first images on your SNES are those of skinny Ren and fat Stimpy bouncing their bottoms together, dancing the silliest dance ever, to the distinctive theme tune. I left it there for a while, wallowing in its quirkiness, feeling ever so happy and chirpy, until violent Big Ed's stick struck me from behind and I was forced to work. But what work it was! There are four adventures in all, each consisting of several levels and opening with a brilliantly drawn cartoon strip intro. Check out the boxed out screenshots for a taster of gameplay. Cheeky, cheery, happy, hoopy and totally tops, that's the Ren Experience. We'll give you a more comprehensive lowdown of its all too numerous peccadilloes in next month's, hopefully totally surreal, issue. Until then you'll just have to make do with the rest of this one. Enjoy!

● ***Ren & Stimpy – Veediots*** **will be released in the UK this November.**

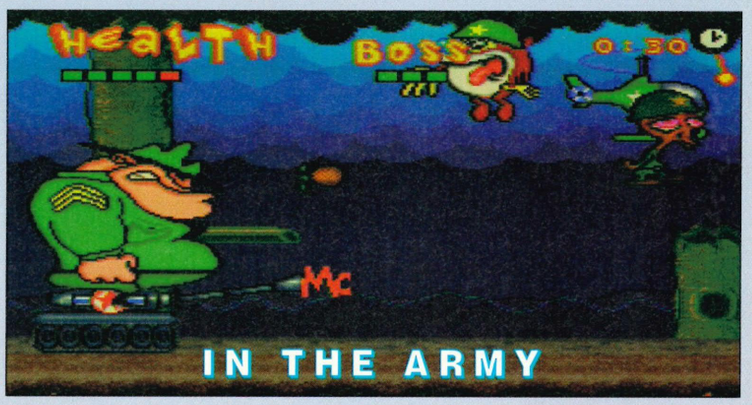


Based on an episode where Ren dresses up as a mouse and Stimpy pretends to chase him, the plan is to steal as much money as possible, but Stimpy forgets this and actually eats Ren! The next three levels have Ren trying to scarper out of Stimpy's mouth.



This is the most mentally taxing level of all. You'll have to mix up various chemicals to make bombs, use balls left lying around to flick switches, springs to reach otherwise inaccessible areas and safes to do the same. More often than not you're going to have to do all these things together in one huge puzzle. Aaaagh! This is the first time you get to use Stimpy and his tongue lolls heavily outside of his mouth. Press A and he licks his enemies into total submission!

Ren's next money-making idea is to join the Army. It's not what they were expecting. Grenades fall from the skies, followed closely by pumpkin bombs! This level is a pure platformer and the aim is to get from the left side to the right-hand side, and to stay alive. Toast Man drops in occasionally and gives you a helicopter hat, whilst cannons can shoot you over otherwise unbridgeable gaps.



The final level mixes good old-fashioned platforming action with *On The Ball*-style gameplay as you do your best to fall through narrow pathways and not touch the poisonous sides. The aim is to get to the centre where you'll meet a rather nasty guardian... Power-ups in the platform levels include trashcan lids and dollar bills – just how did these things find themselves millions of light years away from Earth? SP



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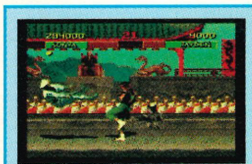
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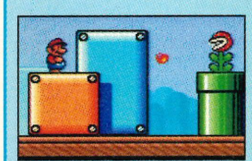
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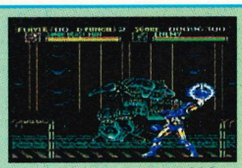
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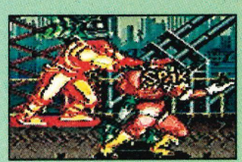
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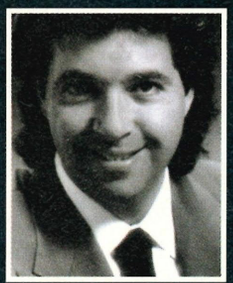
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SW: What were you doing before Interplay?
BF: "Was there life before Interplay? Actually before starting any kind of career I was seriously training for the Olympics – for the Decathlon! It was a tough choice at the time between athletics and computers. You have to remember Interplay was started when I was only 20 so I didn't have a career path that pointed towards this."

SW: Did you imagine the games business would get so huge?
BF: "I always though that playing games on computers was an incredible and unique experience that others should know about. The size of the business today is hard to believe but what's even harder to believe is the incredible hype that surrounds it. I think some people are getting lost in the hype of audio and video. You can't forget that you must make an *interactive* and *fun* experience."

SW: After the okay-ish *RPM Racing*, Interplay seem to have gone through an amazing metamorphosis. *Rock 'n' Roll Racing*, *The Lost Vikings* and *Clay Fighter* aren't just imaginative ideas, they also seem to have Japanese-style thoroughness in their programming. What do you put this change down to?
BF: "I'm glad that you asked that question. You have to go back in time and remember where we were when *RPM* was released. We were not in the video game business at all and opening distribution with major accounts is a very difficult thing. We knew the 16-bit SNES was coming and we knew that if we then had a title to release, we'd open all distribution channels. Unfortunately, by the time we got the specs for the hardware, we only had 4-5 months to roll out a product which, as you know, is not sufficient time to do all the things that are needed. So we shipped *RPM*, opened up the channel and then went back to working on games that take one to two years to complete. So all the games you're seeing now reflect our basic philosophy of building great titles."



SW: At the moment SNES programming generally has taken a quantum leap forward. How much further do you think it can be pushed?
"It's always amazed me how much better software gets on a machine that hasn't changed. I remember the good old Apple II days and if you look at the quality of the games released at the beginning versus the end, it was remarkable.

"Now we focus only on big games. Even though Nintendo allows for 10 games a year, we just aren't interested in releasing that many games. We'd rather focus on four to five and really make them great. I'll let you in on two games, though. One is based on *Star Trek*, the original series. We've had great success with it on computer format and now we have the video game versions coming. The other game we have is a cinematic action game along the lines of titles like *Flashback*. It's extremely well done and, once again, real unique."

SW: What's the average size of a SNES programming team and length of time on a single project?
BF: "The average size of a team is about five and our games run from about one to three years to complete."

SW: When and why did you first get interested in Claymation?
BF: "With the introduction of 16-bit graphics we can now creatively try lots of different art mediums that couldn't be done before. We thought that Clay-animation always had a lot of character and would give our games a unique look that hadn't been seen before."

SW: Are there any more Claymation projects in the works?
BF: "You can plan on *Clay Fighter 2* and if we think of other games that the technique applies to, we'll use it again."

SW: Will there be a *Rock 'N' Roll Racing* sequel?
BF: "It's already in the works. *Rock 'N' Roll II: Carnage At Sea*. More great rock 'n' roll and more great cars and weapons."

SW: With 32-bit carts appearing, are Interplay putting any PC-style adventure games on SNES?
BF: "When it comes to CD-ROM, you'll see many more adventure games from us on consoles. For cart systems we have *Lord of the Rings* coming which is a very detailed and deep fantasy adventure game."

SW: Have you any plans to use the Super FX chip?
BF: "Not really. Our designs are usually built around really unique concepts and unless 3-D is integral to one of these concepts then it's not likely."

SW: Nintendo has had phenomenal success in the States, but as primarily a computer game developer do you feel this has been positive for the industry?
BF: "Certainly software sells hardware and we all know that. Nintendo has created some of the best games that have been written so without those early games there wouldn't be the video games market there is."

SW: The next few years look to be the most chaotic in hardware terms since the business began. Which machine do you pick as most likely to succeed?
BF: "It's funny to see people panic about future hardware, this is all déja vu for us. We had the VCS, then the VIC-20, the Apple II, it all goes in cycles. My first bet is on existing players, like Nintendo, as they have the momentum and the software base. As for the Atari Jaguar, I haven't spent any time with them to evaluate their plans, but I do know it's going to take a lot more than just a good piece of hardware to make a new platform fly."

SW: If you were in charge of Nintendo, what would your plans be for 1994/5?
BF: "I think Nintendo has to take a more active technology role. Clearly CD-ROM is here and we have to get the cost of goods down both for the publisher and eventually the customer. I would skip over the 32-bit system and try to get a 64-bit system that wouldn't become obsolete after a year or two. Also, I would bend over backwards to make it downward compatible, people are going to get tired real quickly of buying new hardware and having their software go down the drain."

SW: Has Interplay made you a rich man? What would you say has been your greatest extravagance?
BF: "I don't focus on rich but on how my quality of life is. Having money is only part of the equation, enjoying what you do is a big part of it and I really enjoy running a software studio. I did break down and buy myself a Dodge Viper sports car which is absolutely intense to drive." SP

BATTLE OF THE TITANS

After inspiring one SNES game with the *Aliens vs Predator* series, Dark Horse Comics are at it again with *RoboCop vs Terminator*, an awesome million-selling story by Frank *Dark Knight Returns* Miller.

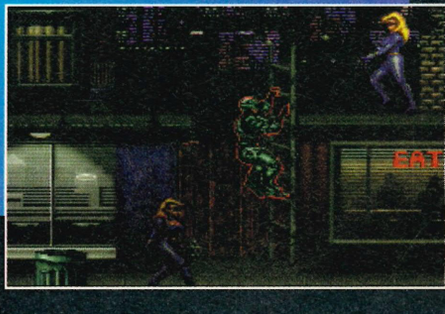
Although unconnected with the Ocean *RoboCop* series, the first level looks familiar. Delta City's mean streets once again form the backdrop to a side-scrolling, stomp-along shoot-'em-up. There's plenty of upgradeable firepower, while the many villains include street punks, Terminators, statuesque blondes and brilliantly animated ED-209s!

The preprod version still needs a little work to speed things up, but gameplay looks good fun. Action alternates between Delta City and 2029 Earth as you progress through the levels – one of which is a Mode 7 flying game! Hopefully, we'll bring you a full review in our next issue.

● ***RoboCop vs Terminator* will be released in November.** ➤







FREAKY FUN



Roll up! Roll up! The century's main event is about to commence and the Big Top is already packed. Spectators have amassed to see the weirdest, most violent freak show ever. Interplay's latest and biggest (16MBit) cart is the funniest, most imaginative and possibly all-round best *Street Fighter II* rival yet. Who needs rotoscoped gore when claymation offers huge, stomping graphics beyond your wildest dreams. Ryan "Ring Master" Butt brings you the full in-depth preview!

The world's wildest, wackiest combat tournament was created by the impact of a meteor near a circus. Eight of the Big Top's best acts have been transformed into bizarre clay creatures, their showbiz acts providing a hilarious and dramatic array of special moves. But however unique the spectacular visuals, the game's structure stays true to the *SFII* standard. There's a Versus Mode where you can pit any two of the nine characters against each other, your opponent being either human or computer-controlled. There's also a Big Top Tournament where you fight each of the others in succession, before going on to do blobby-battle with the big boss!

Obviously the most stunning part of the game is the fighters themselves, ranging from a quiff-waving Elvis impersonator to an overweight opera singer, who looks uncannily like one of Viz's Fat Slags! Each character has loads of unique combat moves to bash their opponents with. For example, Elvis bursts into one of his famous numbers, sending a barrage of musical notes across the screen, while Bad Mr. Frosty can roll himself into a snowball, or even break off parts of his anatomy and throw them at his opponent! Even more bizarre is Taffy, who can wind himself up like an elastic band, then spin towards his opponents letting fly a series of quick slaps. But the most hilarious move of all has to be when the Blob actually eats his opponents – you can even see the poor victim fighting on inside him!



Yet despite the bizarreness of the moves, *Street Fighter II* veterans will be glad to know that the joypad arrangement is the same, so mastering the various moves should take no time at all. Also like *SFII*, fights are determined on a best of three basis, with backdrops depending on the opponent you face. The combat settings are just as weird as the characters, albeit not really as nicely detailed, although the colisseum with its pawing lion is fun.

Each fight begins with the fighters taking it in turn to prance on-screen, accompanied by some impressive digitised commentary. Like real boxers they let fly a series of jabs and moves before the actual fight commences. There's even a



There are a total of 12 weird and wonderful stages with which to fight on. The highly artistic map above shows the fighting order in tournament mode, see if you can guess who they belong to!

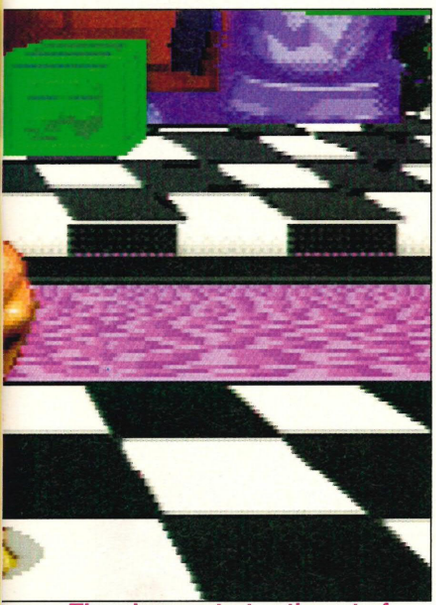


Helga gives Icky his long overdue Xmas kiss (above)! Note Muckster's cameo appearance (below)!

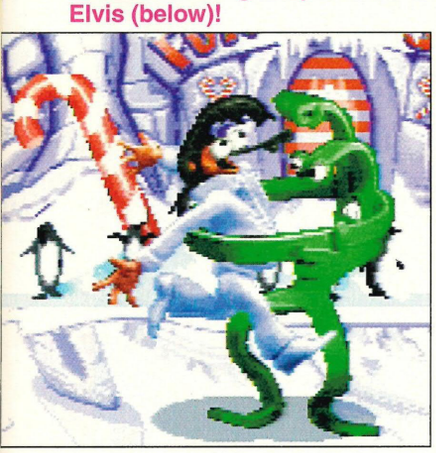


OFFICIAL

FAIR FIGHTING!



Tiny demonstrates the art of male bonding (above)! Taffy does something unspeakable to Elvis (below)!



cameo appearance from the *Claymates* creatures, running on screen to display the round number!

Although the version of *Clay Fighter* we saw wasn't quite complete, it was still a highly playable and instantly compelling game featuring absolutely spectacular graphics and sonics. In short, it's almost certain to be yet another winner from the Interplay stable.

Expect a full review of *Clay Fighter* in all its globular glory pretty darn soon!



CHARACTER PROFILES



BAD MR. FROSTY

Likes: **SNOW.**
Hates: **FIRE.**
Wants: **WINTER.**
Job: **SNOW PLOUGH.**
Motto: **CHILL OUT!**

Frosty hails from the far North and, while once a mild-manner snowman, he soon got bored with the cutesy life-style and went on the rampage. Frosty uses his water-based pliable structure to great advantage when faced with tough adversaries, and will not think twice about breaking off one of his limbs and chucking it at his foes!

SPECIAL MOVES: (1) Frozen Fist. (2) Snow Ball. (3) Solidified Ice Spit. (4) Flying Body Launch. (5) Avalanche Back Slide.





HELGA

Likes: **FOOD.**
Hates: **SALAD.**
Wants: **COOKIES.**
Job: **SINGER.**
Motto: **EAT!!!**

Also from the North, this plump Vikingess has inherited special powers from the gods, and uses them to great effect against her unfortunate victims. Her immense structure and opera singing background mean she can hit a high note at any time in the bout, causing severe GBH on the eardrums of her opponents!

SPECIAL MOVES: (1) Viking Ram. (2) Banshee Howl. (3) Valkyrie's Ride. (4) Diving Assault. (5) Bear Hug.



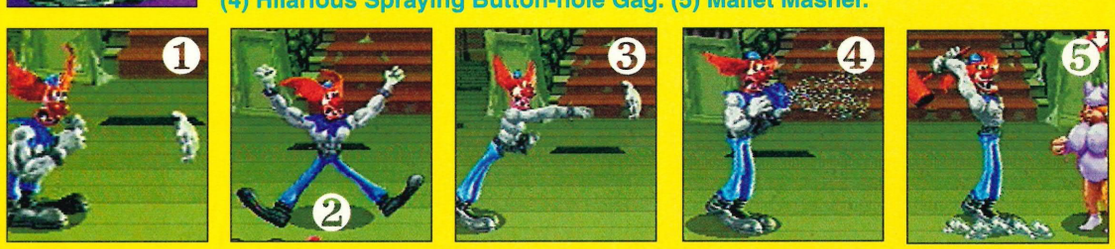


BONKER

Likes: **PIES.**
Hates: **CRYING.**
Wants: **BUZZERS.**
Job: **CLOWNING.**
Motto: **PLAY!**

This colourful chap doesn't take anyone seriously, especially himself! But nowadays his comedy tricks have become very black humour, his long-limbed cartwheels causing massive damage to any opponent.

SPECIAL MOVES: (1) Low Flying Pie. (2) Cutting Cartwheel. (3) Flying Pie. (4) Hilarious Spraying Button-hole Gag. (5) Mallet Masher.





TAFFY

Likes: **CANDY.**
Hates: **DENTISTS.**
Wants: **CANDY.**
Job: **CANDYMAN.**
Motto: **STRETCH!**

This sugary character, a metamorphosed lump of stick candy, nowadays tends to leave a bitter aftertaste with a spectacular array of hard-hitting moves. His stretchable torso makes long-range attacks a cinch, allowing him to attack without hardly ever moving!

SPECIAL MOVES: (1) Taffy Tornado. (2) Taffy Grapple. (3) Overhead Throw. (4) Aerial Taffy Tornado. (5) Taffy Whack.





ICKY BOD CLAY

Likes: **NIGHT.**
Hates: **DAY.**
Wants: **NIGHT.**
Job: **FRIGHT.**
Motto: **RUN!!!**

This frightful spirit emerged from the circus's ghost train. His new-found mobility means that he can prowl around the circus grounds, scaring seven shades out of any unsuspecting visitors! Icky uses his ghoulish form to great advantage by instantly spiriting himself from one part of the screen to another, thus leaving his foes confused!

SPECIAL MOVES: (1) Ecto Ball. (2) Ghoulish Ecto Uppercut. (3) Floating Torpedo. (4) Ghostly Grab. (5) Supernatural Teleport.





BLUE SUEDE GOO

Likes: **MUSIC.**
Hates: **HELGA.**
Wants: **GUITAR.**
Job: **MUSICIAN.**
Motto: **OH BABY!**

This Elvis wannabe truly believes that he's the real King of rock 'n' roll! He struts, he croons, and he shakes his huge quiff around in true crowd-pleasing fashion. However, opponents on the receiving end of that mighty quiff aren't quite so happy, being thrown to the floor by its immense weight.

SPECIAL MOVES: (1) Hair Blade. (2) "Oh Momma" Humming Attack. (3) Swollen Gut-Lob. (4) Rock 'n' Roll Round-Up. (5) Low Hair Blade.





BLOB

Likes: **CLAY.**
Hates: **HAIR.**
Wants: **CLAY.**
Job: **CLAYMAKER.**
Motto: **BOUNCE!**

In good cinematic fashion, this globule of disgusting mass crawled out of a murky swamp shortly after the meteor's impact! Blob is the most pliable of the characters, and can transform himself into practically any shape he wishes, including bombs, boots, and circular saws!

SPECIAL MOVES: (1) Blobby Bomb. (2) Clay Stomp. (3) Fatal Indigestion. (4) Slime Spitter. (5) Circular Saw.





TINY

Likes: **COLOUR.**
Hates: **WIMPS.**
Wants: **FIGHTS.**
Job: **FLEXING.**
Motto: **DESTROY!**

This unfortunate used to be the circus strongman, but the meteor's radiation shrank him, turning himself into something out of a bad Sinbad film! Tiny uses his immense strength and wrestling abilities to tie his opponents into a knot and spin them on his finger!



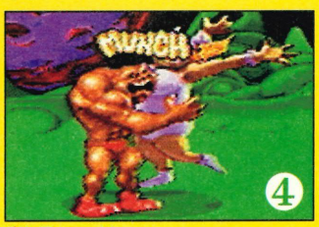
(1) Dashing Sucker Punch.



(2) Aerial Medicine Ball.



(3) Medicine Ball.



(4) Bear Hug.



(5) Overhead Throw.

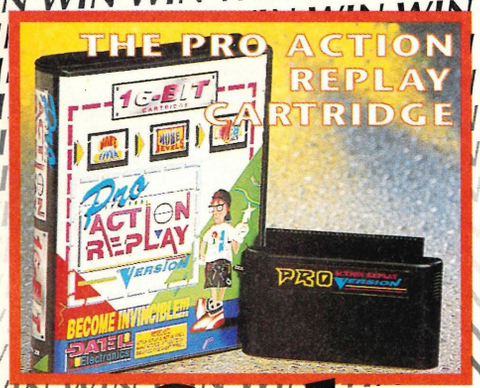
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The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use.

If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received, Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor.

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MARK'S MAIL



Unfortunately this month's edition falls afoul of the Trade Descriptions Act. Poor Marky Mark chops has been taken ill and is now in bed, snoozing, whilst the rest of the SUPERPRO crew do their best to finish the magazine without him. It's a tough task. James, beside himself with grief, is now quite alone on his designer quest, Stuart is slowly pulling his pony tail out, worrying himself silly that the magazine won't go out in time and I, Dave Westley, have to go for my coffee breaks all on my lonesome. Capra was right. A community can depend on just one, small, extremely smelly man. Come back, Mark!
David S. Westley

SIMPLY THE BEST

Dear SUPERPRO,
I thought I should write and congratulate you on your reader friendly magazine. The point is other magazines do not care what the readers think and insult them when their mag is criticised. However your mag accepts criticism and is also the most informative SNES mag around. The only grievance I have is that platform games are given too high a mark! I find these games too repetitive and too simplistic.

Here is my assessment of your mag:

PRESENTATION	**98%**
REVIEWS	**96%**
PREVIEWS	**99%**
HUMOUR	**99.95%**
NEWS	**100%**
FEATURES	**98%**
OVERALL	**98%**



Keep up the good work and could you please tell me if the US *Street Fighter Turbo* will work on the UK SNES. Please could you send me a copy of any of these excellent games: *SF Turbo, Mortal Combat* or *Mario Kart*.

Michael W Dyce, Fife.

PS: Please print this as I have taken the time to write to you.

Now this is the way to start the day, such a positive but obviously comprehensive and unbiased appraisal of our lovely mag. And on the subject of that solitary grievance, well no-one would argue that there aren't a disproportionate number of SNES platformers – many rather poor. However the good ones are probably the best in the world and offer plenty of variety, so that it's not limited to merely bouncing around platforms.* Tiny Toons *has loads of sub-games,* Super Mario 4*'s massive journey of discovery is rated the best video game ever by some. Obviously platformers won't appeal to everyone, but for most people they're a hugely popular genre – as shown by their sales! However one game that does rather well without any platforms, namely* SF Turbo *will work on UK machines through a normal adaptor!

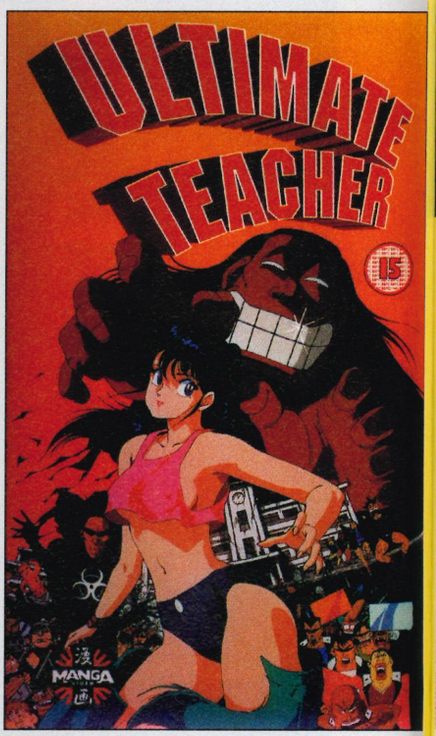
ANIME ANTICS

Dear SUPERPRO,
I'm very pleased that you've kept printing readers art work. I've enclosed my small offering ***(see gallery)***. I hope you like Anime! Anyway being a big fan of Jap cartoons I was wondering if you were going to cover them – perhaps one page with 2-3 short reviews.

I'm trying to get hold of more Japanese RPGs and the first *Ranma* game and *DragonBall Z* (fighting – not RPG) game, could you suggest anywhere? I've tried my local shop in Tottenham Court Road with no success. One last thing, what do you think of RPGs? Most people I've spoken to say they're boring and crap and I'd value a more constructive opinion. Sorry for being so long winded and I hope you can help me out – thanks.

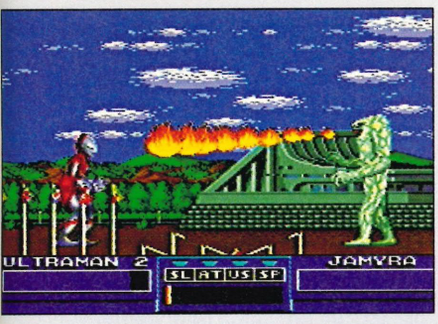
Michael Morrison, Eltham, London.

P.S. I think your mag is great and I hope you find a SUPERPRO girl real soon (my vote would go to *Ranma* – I think she's excellent even if she is only a comic character!).



I must say at first I was a bit put off by the huge eyes and distorted body sizes, however after receiving the scrumptious* Ultimate Teacher *manga video I've become a definite convert. In fact I've already proposed to Big Ed that we do a feature next month, so stand ready for that, Michael.

On the subject of where to get obscure Japanese RPGs you might like to try Console Concepts (0782 712759), Console Plus (0532 500445) Games HQ (0702 603215) and Zap Games (0532 590077). Obviously you have to be careful they're not too Jap text oriented, but otherwise I think they're wonderful! They're much more thought provoking than other types of games and though the action can be slower, they're often far more rewarding at the end.* ShadowRun *was brilliant,* Zelda *is excellent and I've had good fun with* Dungeon Master *last ish!



LAZY LAYABOUT!

Dear Mark
I am writing to you to say what a fabulous magazine you publish. Well done to all the team for doing an excellent job and well done to all the people behind the scenes because they probably do all of the hard work, while you play games and do a little writing. No offence meant, I may be wrong. I do have some questions to pose to your ever expanding mind **(eh?).**

1) Is the SNES CD ROM coming out in Britain? If so when?

2) I recently found an 8 in 1 cartridge in a shop. It had *Super Mario World*, *Super Tennis*, *Super Soccer*, *Smash TV*, *Top Gear* and 2 weird Japanese Games. Is it illegal?

3) My friend went away on holiday and I got a loan of his Japanese *Ultra Man* game. Although it's crap I don't know what to do when it says 'finish' in the enemy's energy bar. What do I do?

4) Why is the Sky Blue?

Mathew Thomas, Colinton, Edinburgh.

PS. I know you're not going to give me a game but if you do *Shadow Run* would be nice!



***Cough, splutter! Play games and just a little writing? I work myself to the bone, sixteen hours a day, six days a week, crawl into the office at midnight to do probing interviews with Japanese companies and you, you...* (erh, I think he gets the picture, Dave – Ed).**

(1) If you read any of our 'little writing bits' you'd know the SNES CD-ROM has been indefinitely delayed, in fact almost certainly cancelled. An all new CD-ROM console now appears most likely, possibly for late 1994. Their argument is that rather than scupper themselves with an inferior machine, they'll hold back for some world-beating technology (and pricing). And while they work miracles on that they're concentrating on improving SNES games (yay!) with bigger cart memory (32MBit has been announced) and cart custom chips such as faster DSPs and, obviously, the Super FX 32-bit RISC chip.

(2) I'd imagine it to be highly illegal!

(3) Ryan reliably informs me that what you have to do to kill an enemy is keep kicking and punching your opponent until the weapons bar at the bottom centre of the screen reaches maximum. Then press R to move the cursor up to SP. Finally when the enemy's energy bar says 'finish him,' press Y.

(4) It's all to do with refraction, I think.

QUESTIONS, QUESTIONS, QUESTIONS...

Dear Mark,
Please could you print my letter and my envelope art because it took me two hours to draw. I've also sent in my *Super Mario Kart* T-Shirt I screen printed. Apart from that I read SUPERPRO every month and think it's brilliant, and could you read my questions and answer them?

1) Are there going to be any more four player games? I think a four player *Mario Kart* would be as good as the original!

2) Why did you give *Tiny Toons Buster Busts Lose* 95%, I've got it and think it's boring and the bonus levels are crap.

3) Would you say that *SF Turbo* would be worth getting. I've had *SFII* but part exchanged it for *Alien 3.*

4) When is the official release date for *Flashback* and will it be as good as the Mega Drive version?

5) Will the Super CD ROM XA appear before Sega release their 32-bit machine and will it be better?

6) Will Nintendo bring out a SNES II or will they bring down the price of the SNES because Nintendo are bound to lose sales if the Mega Drive 2 is only £65.

That's all the questions I want to ask, but if you have a spare *Batman Returns* PAL version I'd give it a good home.

Douglas Belford (14), Penicuik, Mid Lothian.



I'm afraid I can't print your envelope art because I've printed your letter and your T-Shirt instead – I think it's brill! In fact it's so good that I'm going to keep it! Serves Marky Mark chops right for being ill!

As for your questions:

1) A* Super Mario Kart *four player game would be absolutely tops but I'm not sure how they would be able to do it. They couldn't really divide the screen up into four, could they? That said the four player games so far are already very good.* Super Bomber Man *(87%,* SUPERPRO *8),* Jimmy Connors *(86%,* SUPERPRO *3),* Super Formation Soccer II *(69%* SUPERPRO *9) and* Super Family Tennis *(93%* SUPERPRO *10) are all extremely playable. Hudsonsoft should also shortly be bringing out a new four player soccer game.

2) I don't think you'll find many people saying that* Tiny Toons *is boring. It's infinitely more varied than most other platform games, is incredibly imaginative and funny to boot. It also has stunning graphics and sound – what more could you want?

3) That's the trickiest question of them all. The two games are necessarily very similar and so it's going to be very much a personal opinion as to whether the improvements justify another £65. As you sold the original however I'd venture to say that, for you, it might not be.

4) There's no specific date for* Flashback *as yet as the distributor hasn't been decided. Best bets would go for the end of the year though. As to whether it will be as good as the Mega Drive – of course, and very probably much better!

5) Erh. You persist in making me answer the most difficult questions, you big meany! Sega's 32-bit machine, the Saturn, has already been built whilst Nintendo have gone back to the drawing board to start from scratch. That would indicate the Sega machine would come out first. But then they claim that they have no intention of bringing out a machine that will cost over $500, which effectively rules out their machine for the time being – so why they bothered to develop it in the first place remains a mystery. Timing then is an unknown. As for which one will be the best – need we spell it out – the Nintendo machine!

6) I doubt very much that the Mega Drive 2 will cost as little as £65. Most guesses are around £85 which makes it slightly more expensive than the standard SNES pack – £79.99 at Toys R Us.

As for a free cart, I think you should be sending me one for answering all of your questions!

SHORT, BUT SWEET

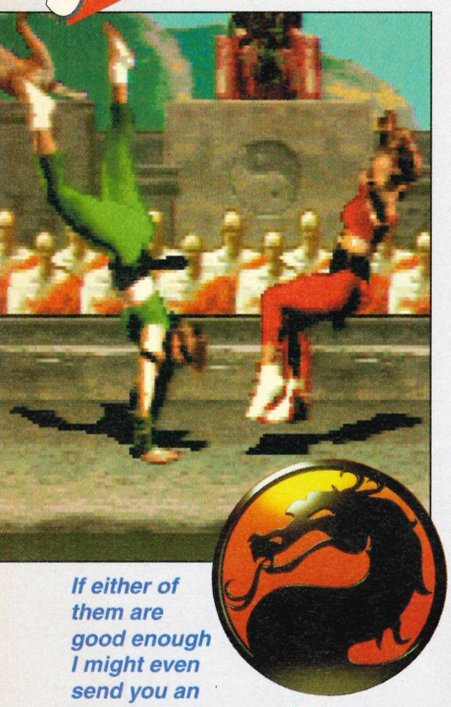
Dear SUPERPRO,
Please print this letter because I have been trying for ages ***(fair enough)***.

First of all I would like to say the mag is great in every way. What is better *SF2* or *Mortal Kombat*. I must get about five mags a month and this is the best of them all.

Matt Beckford and Dan Harris, Romford, Essex.

What I don't understand about this letter is that it took two of you to write it! Bizarre. Next time make it a bit longer, perhaps venture to write me a letter each.





somewhat short of the mark!

I am so pleased you shared my opinion about Elliot's picture. His own letter of thanks (and game choice) accompanies mine ***(sadly omitted).***

As far as the T-Shirts are concerned, having never mastered any game more taxing than *Tetris*, I hardly feel I have earned the right to wear such a garment! However, if after such a damning confession, you're still kind enough to send me one, I will most certainly wear it with pride!

Thanks again for your encouragement – hopefully it will keep Elliot at the drawing board.

Kind Regards,

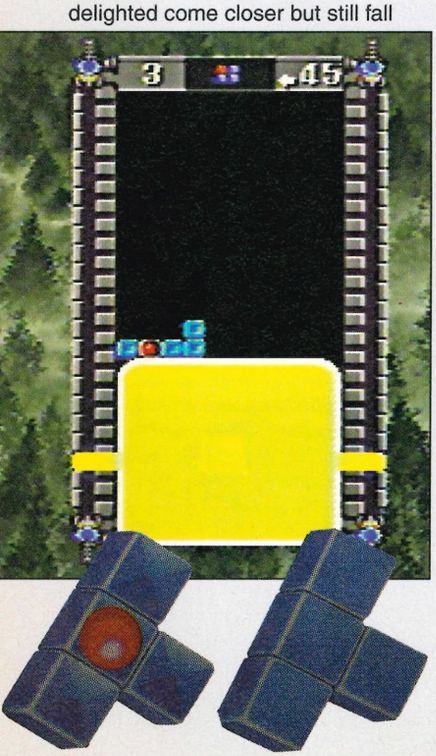
Susie Moss, London.

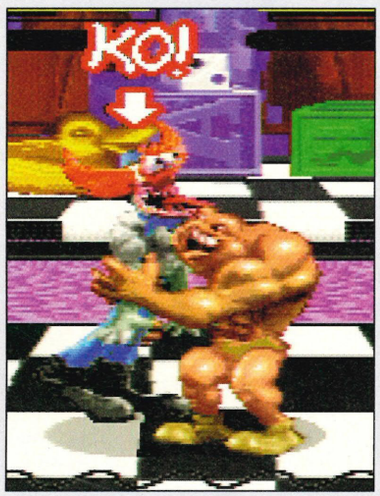
If either of them are good enough I might even send you an extremely nice parcel. You never know your luck! As for which of SFII *and* Mortal Kombat *is the best,* SFII, *but* Mortal Kombat *is a worthy runner-up.*

PLEASED AS PUNCH

Dear SUPERPRO,

To say we were happy with what we found in our July issue would be something of a major understatement. Proud, thrilled, ecstatic, over-the-moon and delighted come closer but still fall





Mark hadn't been taken ill when this letter came in and he was pleased as punch, Susie. In fact he read it out loud to every one demanding them to admit that it was the warmest piece of prose ever. As for you not deserving your SUPER PRO T-Shirt – poppy-cock! Tetris *might appear to be a very simple game but it's also one of the hardest to master. Wear it with pride!*

Unfortunately Elliot's game choice, Clay Fighter, *won't be coming out until November/December time, but we'll send it out to you as soon as it comes in. Thank you again for such a lovely letter!*



ANGRY YOUNG MAN

Dear SUPERPRO,

I just thought that I'd put pen to paper to set a few things straight.

Whilst reading one of my mate's console magazines as I was skimming through the letters column I came across a letter concerning disc drives used to make pirate copies of games. The person who sent in this letter claimed that he only used them because the price of cartridges are so high. But why can't the users of these machines realise that because they are making copies and selling them for around £5.00, no one will pay the £40-£50 for a proper cartridge. The companies who produce the games on cartridge then lose a large amount of money. To make up for they put up prices on the cartridges. Now, anyone who buys cartridges will have to pay the price of the buffoons who use these machines.

Could you please answer the following questions,

1) What are your top 5 games?

2) When will *Tuff E Nuff* be released in the UK?

3) When will *Super Empire Strikes Back* be released in the UK?

4) In another magazine I saw an advert for a mail order company who had *Super Return of the Jedi* for sale at £69.99. It also said it used the Super FX Chip. Is this true?

Right, that's it. Hope you liked my *Bubsy* picture. If you think it's good enough and you've got a spare copy of *Bubsy* then it would be much appreciated. Keep up the great work.

Darren Grimstead, Wareham, Dorset.

You have a very good point Darren. Pirating does ultimately take money away from software houses which will mean that (a) they'll have less money to invest in developing a game and (b) they may ultimately put up their prices. Of course, if cartridges weren't quite so expensive people probably wouldn't be tempted by illegal machines that are in themselves very expensive. That's why Nintendo's price cutting policy is a good move all round. Let's hope Nintendo let's third-party software publishers follow suit.

1) My top five games? Well, with so many games coming out all the time the list keeps on changing but at the moment Super Family Tennis *would have to be number one. It's a brilliant four player game, with great depth and a huge array of shots. It's also extremely funny! Then it would have to be* Rock 'n' Roll Racing, *a brilliant two player game with excellent sound FX. Third,* Dungeon Master, *an old but extremely absorbing game. Penultimately,* Super Mario All Stars *– how can anyone resist the challenge? Finally* Striker, *the best footie game ever.*

2) Tuff E Nuff *as you probably know has already been released in Japan and America. It should be released here towards the end of the year.*



3) Super Empire Strikes Back *will be released in the States towards the end of this year. The UK release date has yet to be decided.*

4) No. Jedi *won't be out for quite a while yet, while speculation about a Super FX chip now looks a bit optimistic. It now seems more likely that it'll just be another reworking of the original* Star Wars *with different graphics.*

Well that's it for this month. Let's hope Mark will be up and running in time for the next issue of SUPERPRO. Cards and chocolates (lots of chocolates) might revive him, but only if you send them to me to examine first. That's:

Dave's Chocolate Fund,
SUPERPRO Magazine,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
Dorset. BH1 1NF.

Oh, and keep all of your letters and artwork coming in too!

MARK'S GALLERY



Rik Moos, Belgium.



Mark Place, Co. Durham.

Because of the quality of the artwork that we've received we've decided to give it a whole page of its own. Kicking of this new, regular feature is Michael Morrison's tribute to the love of his life, Manga. May it be an inspiration to you all!



Michael Morrison, Eltham (left).

Kevin Spowage, Newark (below).

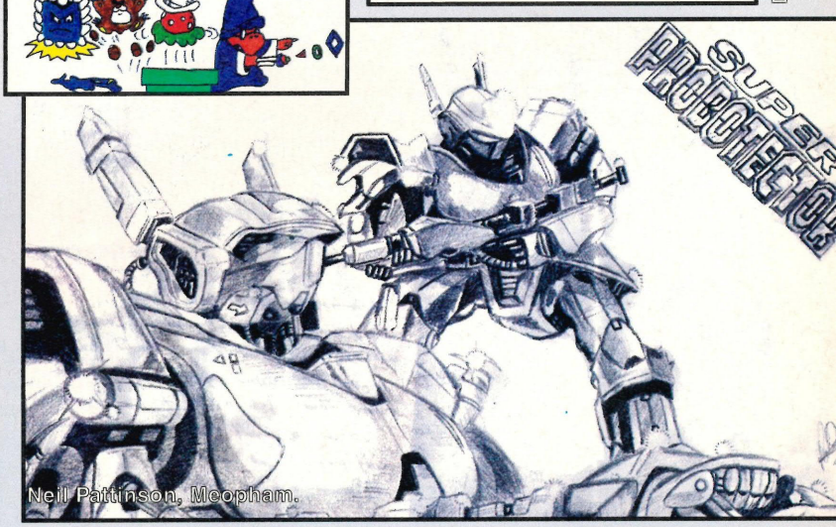




Douglas Belford, Midlothian.



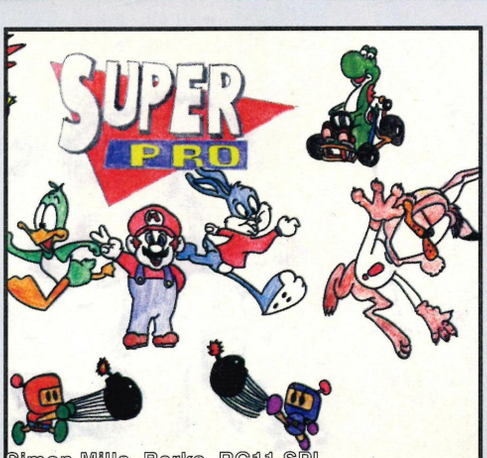
Joshua Dellaekt, Belgium.



Neil Pattinson, Mcopham.



Dylan Jones, Caerodyn, Wales.



Simon Mills, Berks. RG11 SPL.



Geert & Filip Vandewiele, Belgium.

進 namco

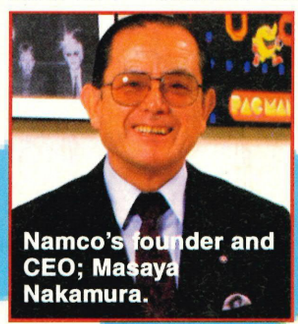
ENGINEERING EMOTION

In the world of coin-ops few names are bigger than Namco. Its amusement centres are scattered throughout Japan and America, its coin-op hits are legendary with the latest, *Galaxian 3*, being the most expensive ever! When Nintendo finally allowed other companies to write for its NES, Namco were the first to be invited. Stuart Wynne examines a corporate giant.

Namco demonstrate a basic truth of Japanese video gaming. Whereas in Britain software publishers often began as hobbyists, working in back bedrooms on Spectrum cassette games, in Japan expensive carts meant gaming has always been big business. And, of course, there are few businesses bigger than Namco...

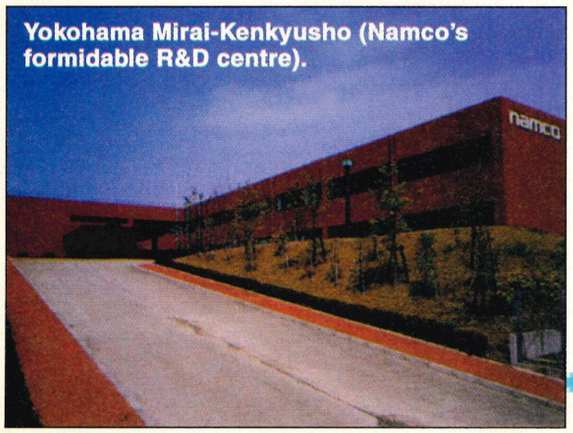
The company was founded in 1955 by Masaya Nakamura, a notoriously strong-willed man who remains chairman today. When it was founded in Tokyo, the name was Nakamura Manufacturing and its first project was installing rocking horse rides atop a department store in Yokohama. It was the first in a long string of such contracts, so that by 1966 it had the resources to buy a licence from Disney to use their characters on the rides.

In 1972 a shorter, more fun sounding brand-name was adopted – Namco – and it was such a success that in 1976 the original name was dropped altogether. But it was in 1974 that the company made one of its most ambitious and risky decisions. The famous American video game company Atari was looking to sell its Japanese subsidiary. Sega bid $50,000 for the exclusive right to distributing Atari products in Japan. But Nakamura was more far-sighted, brilliantly grasping the chance to transform his small funfair company. He offered an astounding $500,000, a price which it took Namco two years to pay off.



Namco's founder and CEO; Masaya Nakamura.

The Atari decision was a defining moment for the company. Atari had invented the video game business with *Pong*, in 1972, and had some of the very hottest products. However Nakamara wasn't content with just importing, instead he began assembling a formidable team of technicians and programmers. In 1977 Namco developed a clay pidgeon light gun machine, *Shoot Away*, and 1978 saw its first video game. But if few people remember *Gee Bee*, 1979's *Galaxian* was a worldwide mega-hit, taking the basic *Space Invaders* format and opening it up into a much more sophisticated and playable game. Then, in 1980, the floodgates opened with the introduction of *Pac-Man* and pac-mania! This beautifully simple and playable arcade game was a phenomenal success. It made the cover of America's most prestigous news magazine – *Time* – was turned into a cartoon series, had a hit song top the charts and made hundreds of millions of dollars. To this day Pac-Man remains the company's most recognised character, yet despite this and the Namco hype – 'to make people happy you must be happy yourself' – its creator was paid just $3,500 and soon left the company!



Yokohama Mirai-Kenkyusho (Namco's formidable R&D centre).

NINTENDO V NAMCO

Pac-Man confirmed Namco's position as Japan's number one arcade company and when, in 1984, Nintendo let outside companies develop for the NES, Namco was first to be invited. This first, pioneering Nintendo licence reflected Namco's special position with Namco privy to special concessions granted to no other licencee. But five years later, when the contract was up for renewal, Nakamara's assumption that it would automatically be renewed was proved wrong. Nintendo boss Hiroshi Yamauchi took the opportunity to prove Nintendo's immense power, and insisted Nakamara sign a contract identical to all the other licencees.

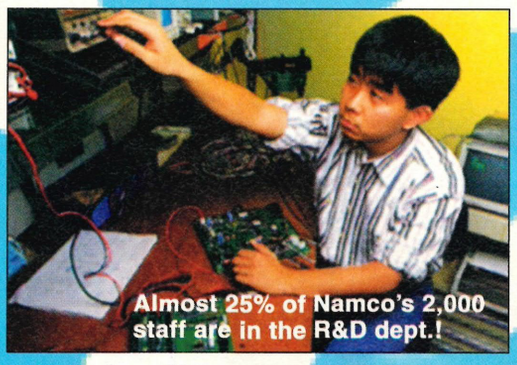
Nakamara was furious and gave



interviews to the press deploring Nintendo's monopolistic practices. He backed up his words with a lawsuit against Nintendo, and even began developing games for the Sega Mega Drive. The entire industry watched this titanic battle with great interest, but in the end Nakamara had to cave in. A huge 40% of Namco's busines was with Nintendo, so eventually the lawsuit was dropped and Nintendo's licencing terms accepted...

However, if Namco couldn't get Nintendo to change, its American ally had more success in the US. Atari's numerous suits against Nintendo over monopolistic practice, and a congressional investigation begun in 1989, threatened the company with huge damages. Although in the end Nintendo won its most vital legal battles, the struggle continued for years, distracting the company as Sega finally launched a serious challenge with the Mega Drive.

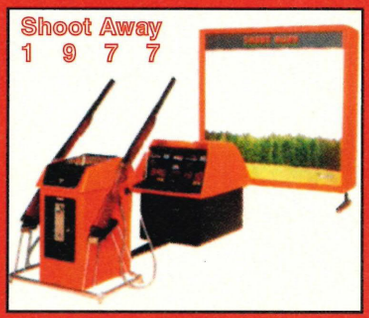
Although Namco went back to Nintendo, it's noticeable that while the SNES has had a string of mediocre titles mostly unreleased outside Japan, the Mega Drive has been rewarded with *Splatterhouse* and *Rolling Thunder*, both with two sequels now. Fortunately, this apparent favouritism appears to be turning around with a string of ambitious releases, from *Suzuka 8-Hours* to *Metal Marines*. However the most intriguing question concerns the new 32-bit, CD-ROM machines. Will Nintendo end up going to Namco, pleading for them to convert *Galaxian 3* or the next arcade mega-hit? Unlike companies such as Sunsoft and Nintendo themselves, Namco have remained committed to arcade innovation. As home systems catch up, Namco is well positioned to exploit its 32-bit expertise.



Almost 25% of Namco's 2,000 staff are in the R&D dept.!

COIN-OP EVOLUTION

Namco's fairground business gave it a natural interest in how electronics could provide new entertainments. This light gun coin-op was an early big hit.



Shoot Away
1 9 7 7

In the Nineties multi-player games are the trend, with this motorbike racing coin-op being one of the best. A SNES version is already imminent.



Suzuka 8-Hours
1 9 9 1



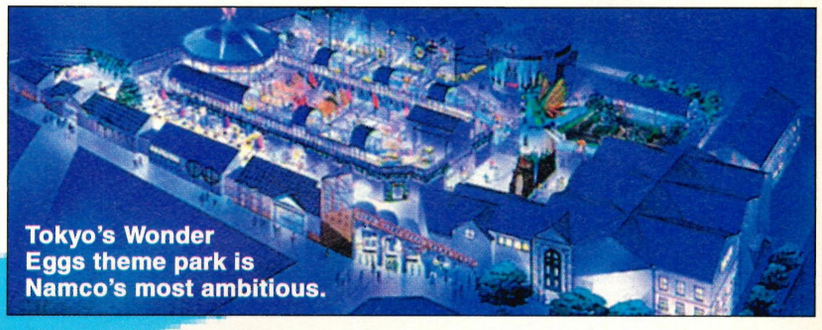
Gee Bee
1 9 7 8

Namco's first, crude coin-op was the *Gee Bee*. It was soon replaced by more advanced games such as *Galaxian*.



Galaxian 3
1 9 9 0

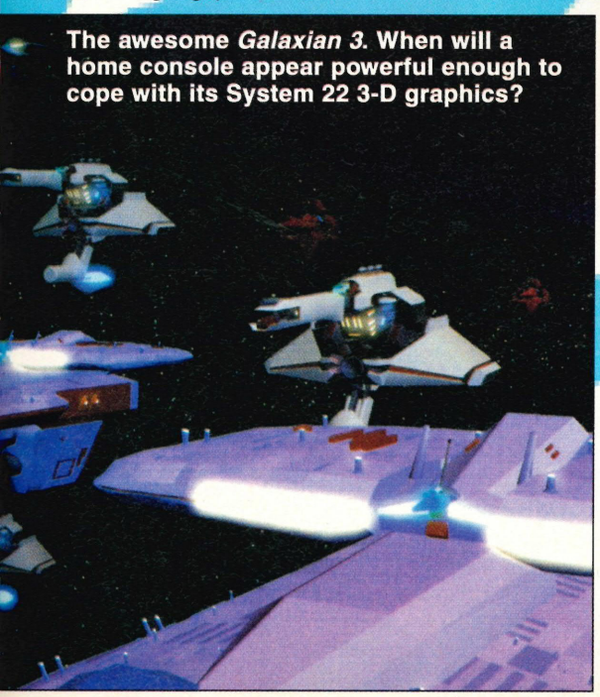
In Japan *Galaxian 3* is 24-player with the entire room moving. In Europe there's just six starship gunners.



Tokyo's Wonder Eggs theme park is Namco's most ambitious.

TO PLAY IS HUMAN

In 1993, describing the giant Namco isn't easy. Ignoring all peripheral businesses, such as the restaurant chain, Namco employs over 1,987 people – 500 of them in the R&D department which develops coin-ops and home video games. Like Konami, Namco has its own formidable technical labs capable of manufacturing ASIC chips. Its most impressive hardware innovation is System 22 – a real-time, 3-D computer graphics machine which is best shown off in the outstanding six-player, $175,000 *Galaxian 3*.



The awesome *Galaxian 3*. When will a home console appear powerful enough to cope with its System 22 3-D graphics?

These coin-ops are centre-pieces of Namco's amusement arcades, ranging from Play City Carrot video arcade game centres aimed at youngsters to the massive Wonder Egg themepark, which opened in Tokyo just last year. "The hyper entertainment is based on vistors becoming the heroes and heroines of a role-playing fantasy universe."

All these activities have brought Namco vast profits, but as you'd expect of a Japanese company it's eager to show that it's got aims beyond simply making money. According to Nakamura, Namco's "objectives are not only to widen the scope... of our businesses, but to enrich our corporate culture... 'Play is culture' [we believe] the 21st Century will be an 'Era of Spirituality' and 'To play is human'... We are creating technologies [for] spiritually satisfying entertainment to meet more sophisticated customer needs – from software to 'emotion-ware'."



Namco's amusement centres cater for all ages!

SUPER PRO

PREVIEW

OFFICIAL

namco

Super HEAVY METAL

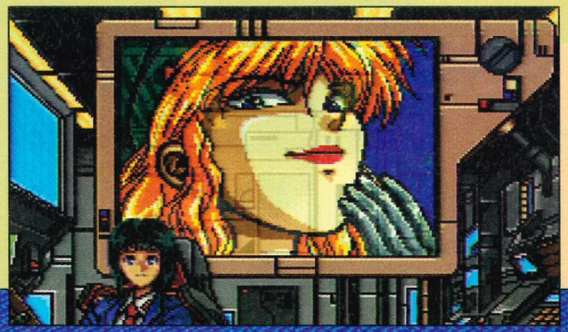


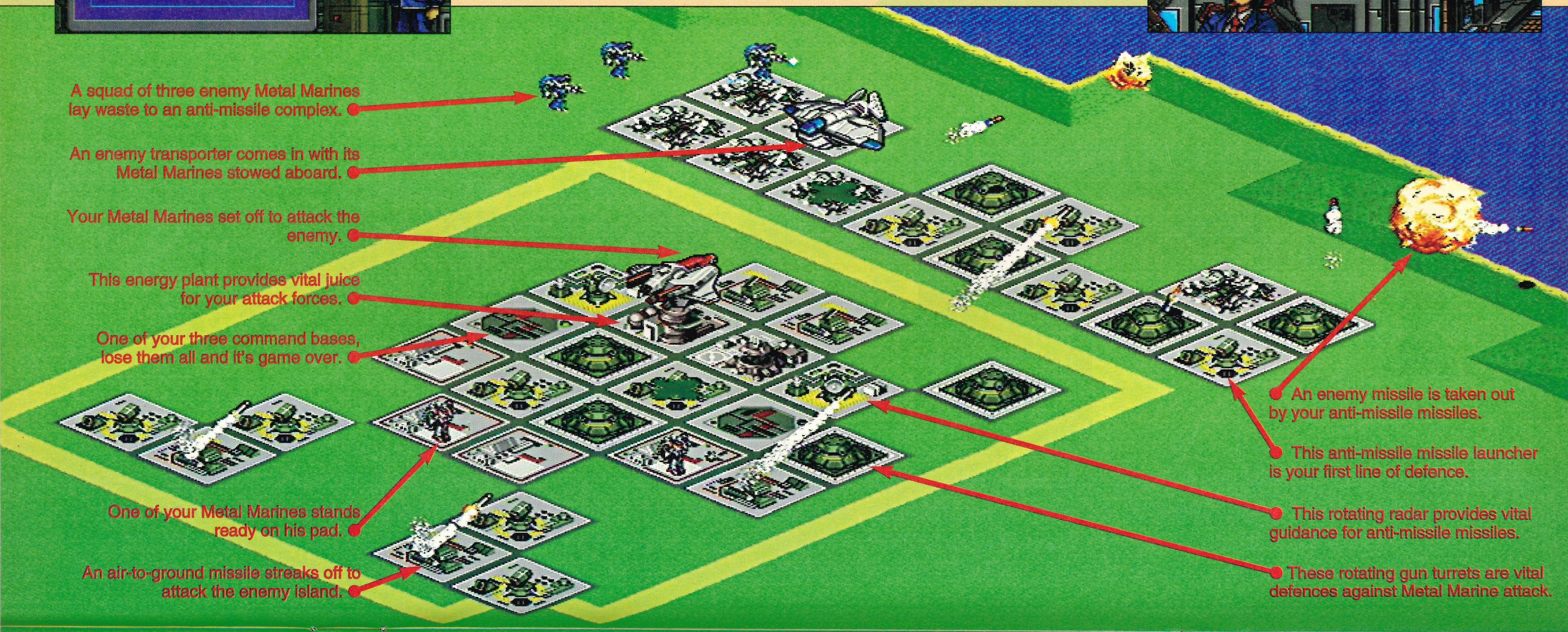
Above, one of the Colonial space stations dispatches a battleship to liberate Earth. Below, a Colonial briefing on mad warlord Garland.





Above, your troops celebrate the conclusion of a successful campaign. Below, Commander Joan Bile scoffs at you!





So often Japan's hottest new games turn out to be all in the over-optimistic mind. The intriguing screenshots, tantalisingly obscure text translations and cool artwork turn out to be just more oriental hype. Slam the cart in and it's just another game you've played a million times before, only the scenario and graphics have changed. *Metal Marines* is different though, *Metal Marines* actually *is* something new. Stuart "ED-209" Wynne reports back after a weekend in the war zone.



Above this night campaign begins with you placing one of your three bases.


Three Marines attack a base, but one won't be going home!


A Marine attacks your defences. Note construction site at the bottom.

A typically slick Japanese intro opens *Metal Marines* with the end of the world, stockpiled anti-matter weapons ignited by an awesome chain reaction which reshapes entire continents. But even as the planet burns, an orbiting space station stakes its claim to the planet. Once the fires die down a mad warlord dispatches his army to seize the planet, and use its resources to forge weapons with which to take out all the other space stations and moon bases scattered across the solar system.

It's a nice intro but you still expect just another shoot-'em-up. You don't sit there awaiting a fascinating little world to be parcelled out to you, a hi-tech, Gerry Anderson-like sci-fi extravaganza. Island bases with twirling radar dishes, spinning gun turrets, monumental marching robots and terrain-following cruise missiles...

In this alternate world you play Commander Kraft and must marshal Colonial forces to retake Earth, commanding beach-head bases against enemy bases in a series of set-piece confrontations. Each mission has you taking command of an island, already kitted out with a basic set of weaponry, and your first task is place the command bases. Three skyscraper-like buildings which promptly descend into the ground – *Thunderbirds*-style! This defensive posture is just as well, if you lose all three you're dead!

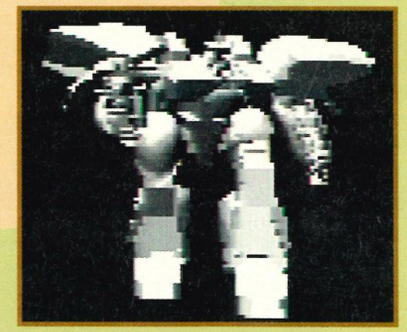
Once the bases have been placed, the game properly begins. You have a substantial war chest so you can immediately splurge out on plenty of new weapons. You also have plenty of fuel with which to mount an attack. Although both are constantly increasing, you'll find it is very easy to drain them down so low that you'll need to wait precious minutes to get them back up to usable levels again.

Energy limitations are particularly well worked out – there's no artificial system of turns, each side having rigidly worked out time slots to make their moves. Instead, limited energy and reload times sensibly restrain you from mindlessly blasting away. The way the game tends to work is that both sides trade attacks, following their own energy cycles in realistic fashion.

DEVIL IN THE DETAIL

Enemy attacks come without much warning – suddenly there's an air raid siren and the screen flicks to show a missile streaking over the sea. The screen effortlessly pans to keep up. As soon as the missile reaches the coast, anti-missiles rocket upwards to intercept. After the explosions have faded the screen flicks to show a second missile – maybe this one will be luckier in penetrating your defences! The missiles move up and down over hills, like cruise missiles with terrain-following radar. Then when they reach their target they dive downwards to spread mayhem.

When the missile barrage has ended, in come the Metal Marines stowed aboard a huge aircraft. After they land the screen closes down to a small zone which is the limit of where they can attack. The robots are scaled as skyscrapers and are nicely animated. One of the best things about the game is the incredible amount of detail, the closer you look, the better it gets. The squat, green gun turrets with their


flickering, yellow muzzle flares. Tiny yellow specks spark on the robots' armour before they respond, their own guns and arcing blue laser whips pounding your defences. The Marines will effortlessly destroy everything in the region, unless gun turrets or your own Metal Marines stop them.

Arranging your anti-missile missile batteries, radar guidance systems, gun turrets and Metal Marines is obviously critical. One nice touch is when you place a new building, it doesn't instantly appear fully formed. Instead a construction site appears, which is extremely vulnerable to enemy fire. It's very tempting to mess around perfecting your defences, but the enemy is a tough opponent. If you leave him alone he'll build up a formidable supply network to fuel an increasingly frequent and intensive barrage.

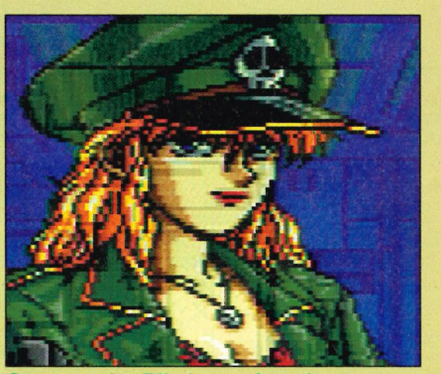
To attack you click on the crossed sword icon, which brings up an overhead map of your island. You can now select up to four missile launchers and three Metal Marines. Once you select a launcher the screen pans to the enemy island. This is completely blank. However if you're lucky enough for your missile to over-fly the island, then what it sees is put into the map, allowing you to individually target buildings.

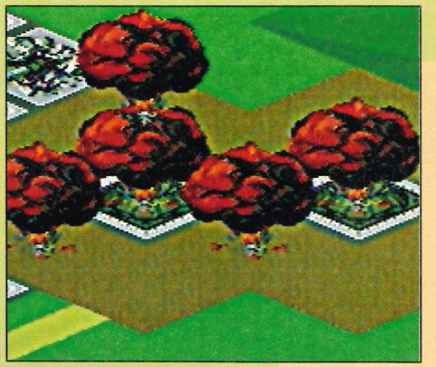
When your attack plan is complete the screen flicks to show the first missile being launched, then flicks to show it approaching the island and hopefully penetrating its defences! It's a real kick working out your enemy's plans via these attacks. In fact, after playing a pre-prod version of *Metal Marines* I have to say I was completely hooked. The game actually does deliver plenty of depth behind the graphics which, while very slick, never become so extended as to slow the action down. In fact, this war game offers more rapid-fire action at a quicker rate than most shoot-'em-ups – albeit a shoot-'em-up which gets your brain working and fizzing with war plans as you overlook your mesmerising little world. There did seem a few logic holes, and Namco have yet to reveal how many missions there are in total, nevertheless this is one game I'm very much looking forward to playing for many more late nights.

● **Metal Marines *will be released in Japan in October, English language versions following in America and Britain around Xmas.***



The game's icon control system works superbly well.


Commander Bile has a ferocious temper, kicking the camera if she loses!


Direct hit! An enemy missile strike destroys two gun turrets.

APOCALYPSE NOW!



WIN A T2 LEATHER JACKET AND

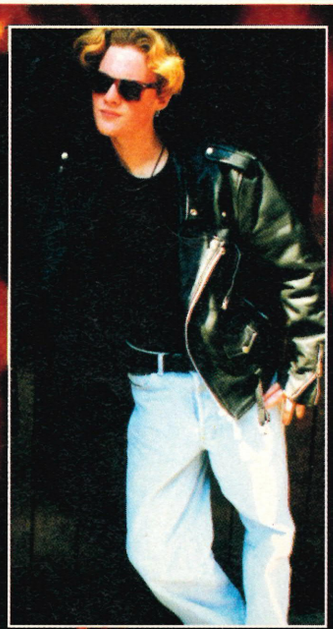
Or one of 10 runners up prizes of Acclaim's T2 – Judgment Day



Ever ready with the top goodies for brilliant competitions, Acclaim have followed up last month's superb *NBA All-Star Challenge* competition with yet another generous give away bonanza. To celebrate the imminent launch of their latest mega-license, *T2 – Judgment Day*, Acclaim are giving away an astonishingly wearable leather jacket emblazoned with a delicious T2 print, possibly one of the most collectable and sought after prizes we've ever been in procession of (and which compliments my fashion-challenging leather trousers rather well, I think). The lucky winner will also be slamming a spanking new copy of *T2 – Judgment Day* (the platform game) into their receptive SNES, as will ten lucky runners-up. Fuse blowing excitement all round, methinks and a darn good excuse for me to play with loads of great T2 pictures...







USE YOUR JUDGEMENT...

So if you want to get this elegant piece of fashion wear off my back and onto yours, rent out a copy of everyone's favourite sci-fi movie, and then apply your beady eye to our questions.

1. Who does big Arnie return to the past to protect in T2 – Judgment Day?
2. Which band provided the enormous hit single to promote the film?
3. How many vulnerable humans does Arnie fatally blow away in the movie?

Tricky? No. Stick your answers on a sealed envelope or post card and pop it to:
Judgment Day Give-away, SUPERPRO, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.
Entries by 26th of November, and my decision will be final.

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2



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THE QUESTION: Who directed the film Jurassic Park

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SUPER NINTENDO

3



THE QUESTION: How many horns does the Triceretops have?

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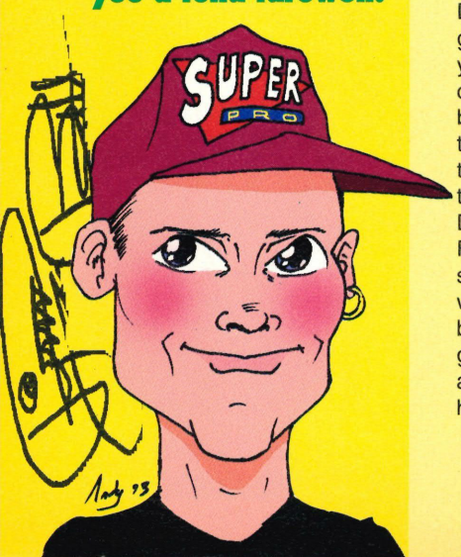
SUPER PRO

TIPS

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Hello again tips junkies, boy have I got a fix for you lot this month! For a start, there's the final part of my gripping *Lost Vikings solution* (a true masterpiece if ever there was one!), not to mention Shorts, Busters, Datel and Genie codes, in fact everything a self-proclaimed tipster could ever dream of! And next month's going to be even better with extensive *Street Fighter II Turbo* and *Mortal Kombat* player's guides featuring all the moves, combos and tactics needed to bust the cart wide open! So until next month, I bid you a fond farewell!

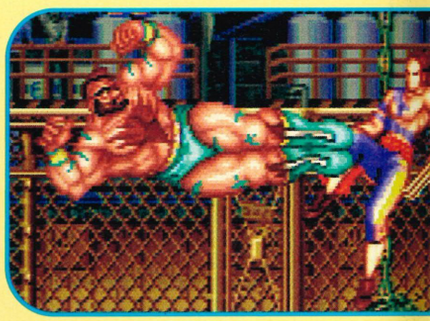


RYAN'S SNAPPY SHORTS

I've got quite a varied selection of Shorts for you lot this month, including a *Street Fighter II Turbo* update, not to mention a hilarious quickie for *Royal Rumble*! Don't forget, if you have any decent (preferably original!) cheats littering your rooms at home, don't hesitate to bung them in an envelope and stick them in the post to yours truly. There could be something in it for you!

SUPER FAMILY TENNIS

Most Japanese import games have a tendency to be a little unusual, and this cracking tennis sim is no exception! To play the game in story mode, press SELECT five times and then START on the title screen. This will bring up a special menu consisting of "Namcot Theatre", and "Options". By selecting "Namcot Theatre", you'll take on the role of Mako, a beautiful young heroine who dreams of becoming the world's greatest tennis player or something! Also if you select the "Options" menu, you'll be able to select a special BGM test, giving you the chance to bop away to 52 tunes and sound effects!



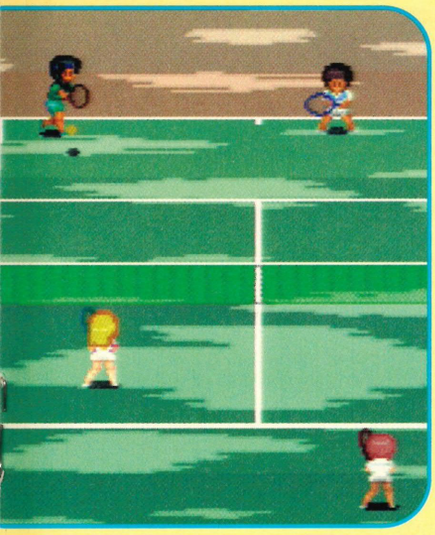
SUPER JAMES POND

Here's a couple of incredibly devious cheats on Ocean's colourful platform caper! The first is to gain temporary invincibility – as you start, simply collect the five items on the roof to the right but in this order: Cake, Hammer, Earth, Apple, and Tap. As you will notice, the first letters of these objects spells out the word "CHEAT". For full energy, simply go into the first room, jump over the first set of spikes on the right and collect the following items in this order: Penguin, Oil, Wheel, Earth, and Racquet – spelling "POWER". For infinite lives, jump over the second set of spikes and collect the following objects in this order: Lips, Ice-cream, Violin, Earth, and Snowman. You'll note that this cunningly spells "LIVES".

FINAL FIGHT II

Don't you just hate it when you go to a two-player game and your partner grabs the best character! Well, fret no more because now you can both enjoy the splendour of fighting with the top character side by side! On the title screen, press DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, L, and R in sequence. If the cheat has worked, the background will go blue. Now select a two-player game and note that both you and your partner can now highlight the same fighter.





SUPER SOCCER II

Follow-ups don't come more disappointing than this. However, thanks to the following cheats, gameplay is made a tad more bearable! For a virtually unbeatable goalie in the penalty mode, simply press the control pad in the direction that the ball has been kicked, then press A, B, X, and Y together. This little cheat will enlarge the goalie's hand to half the size of the goal making scoring against him practically impossible!

This next cheat allows you to play with a team consisting entirely of the Argentinian player, Koi Koi! You must first play against the computer in a penalty shoot-out, then when the result screen comes up, press B to make the title screen appear once again. Then, select All Star and play a two-player (human v human) game. On the player select screen, choose the keeper on 2P, and then press SELECT on the second controller. Usually at this point you'd get the file screen for the team you've saved, but instead a screen will appear that will enable you to SAVE or EXIT.





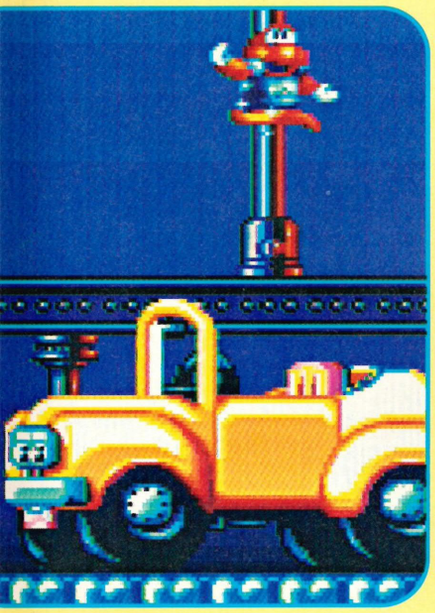
Choose EXIT and then decide your team composition on 1P, then commence play. You should now notice that all of your field players are Koi Koi, and since his ability levels are quite high, your team should be almost unbeatable!

Finally, this cheat allows you to become a footie couch-potato and watch the computer slog away controlling the action. On the title screen, press and hold L and R, then press RIGHT, UP, LEFT, DOWN, A, X, Y, and B in sequence. This will bring up the team select with COM displayed. Select a team with controller one, and you'll now find yourself in watch mode!



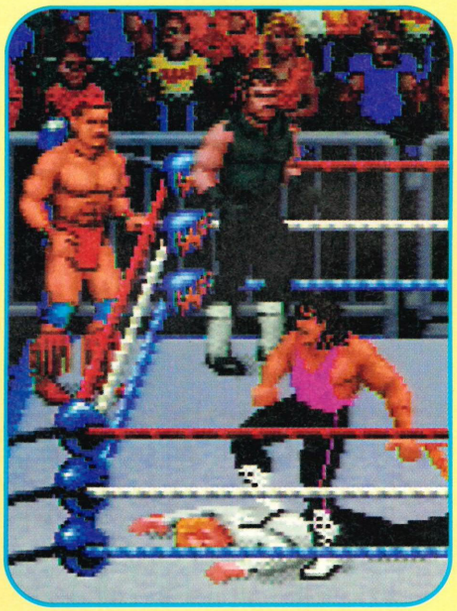
STREET FIGHTER II TURBO

Well what do you know, in our haste to bring you the official cheats for this top-title last issue, we fluffed-up on the one that allows you to increase the turbo speed to 10! The key pad cheat should be typed in on controller 2 as the word "TURBO" scrolls across the screen in large bold letters, and not before. Sorry about that!



WWF ROYAL RUMBLE

This humorous little tactic is a good way of getting the better of your opponent in the tournament with the refs hawk-like eyes watching over you! Select the One Fall or Tournament mode, then knock your opponent down on the canvas to momentarily get him out of the way, then stand and face the ref, ensuring that you're level with him. Now press and hold Y and run into the ref. This will cause the poor chap to fall unconscious to the deck, leaving the coast clear for you to take out your opponent using as many illegal moves as you want!





STREET COMBAT

This nifty cheat allows you to get a whopping 50 credits on this uninspired beat-'em-up! Go to the Options screen and move the pointer onto "Credit", then press SELECT 10 times. The number should now rise from three to 50. If that doesn't help you get to the end, you need a brain transplant!

YOSHI'S COOKIE

This cheat will enable you to select extra rounds on this loopy *Tetris* clone! On controller one, select the Action mode on the title screen. Then on the Action menu, put the Round number on 10, the Speed on high, and the Music Type off. Then on controller two, press and hold L, R, SELECT and START. If the cheat has worked you'll hear a voice shout "Yoshi". You can now get to round 99!

This second cheat will enable you to access four new characters in the VS mode. Select the VS mode on the title screen, then when the VS Options are displayed, set the mode on COM, then press and hold L, R, X, and then press START. Once again the voice will shout "Yoshi", now press START to get to the character select screen. Choose your character and name them, then choose your opponent and begin the game.

When the game commences, you'll notice that your opponents are a different coloured doppelganger of their original selves, and make for much tougher opponents!

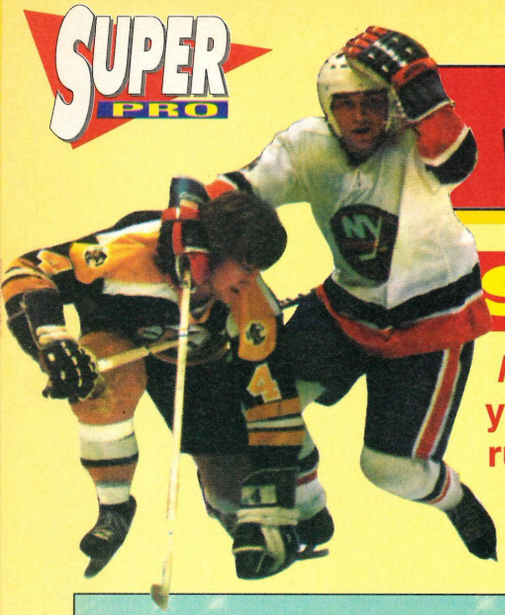


SUPER PRO

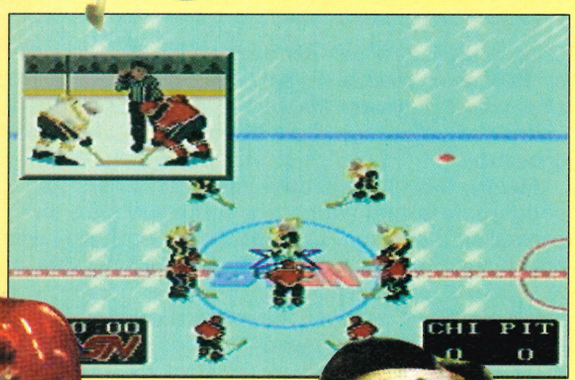
TIPS

NHLPA

SUPER PRO'S PLAYERS GUIDE

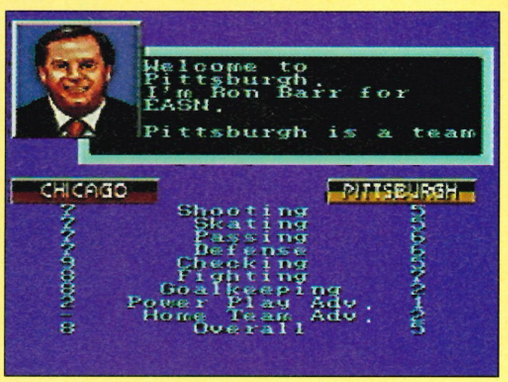


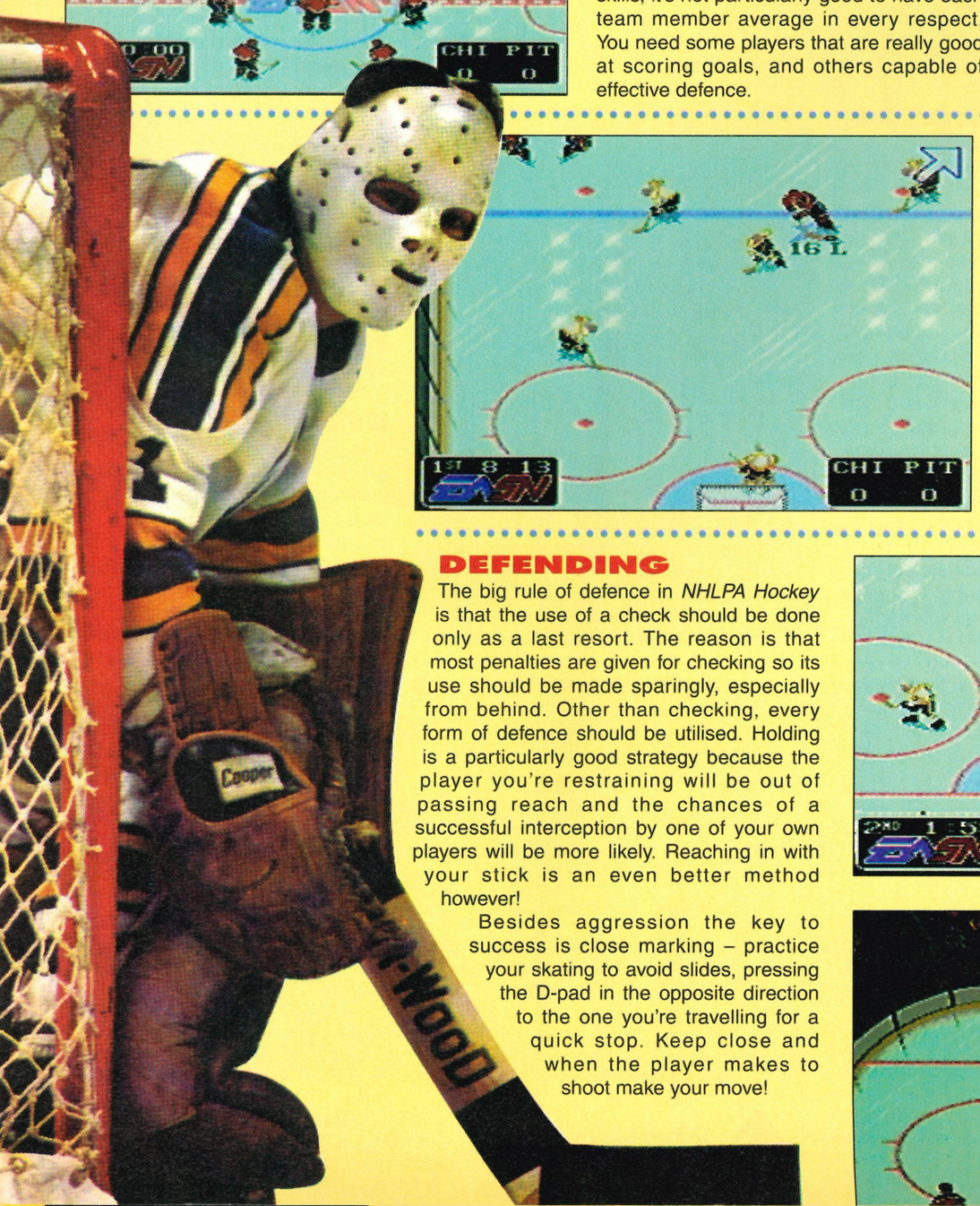
NHLPA Hockey is one mean mother of a game. Slam it in and you can bet that within three minutes of play, there will be a rumble with fists flying and legs breaking. Why? 'Cos everyone one wants to be a winner. Dave "ice-man" Westley tells you just how to be a champ in yet another exclusive SUPERPRO bust.



STARTING OUT

The best way to begin is to get yourself a good team. There's load of statistics ranging from a particular team's shooting ability to how good it is at checking an opponent. Once you've found the team that best suits your style of play, you have to choose who to put on the ice. Although it's good to have a team with good all-round skills, it's not particularly good to have each team member average in every respect. You need some players that are really good at scoring goals, and others capable of effective defence.





COMBINATION MOVES

If you're playing against lower league teams such as Tampa Bay, combination moves are a good thing. By passing between your players you'll soon leave them standing, completely unable to decide in which direction to travel in next. This will open up the goalmouth for some really powerful shots!

However if you use this technique against better teams you'll be sorry – you'll lose the puck before you know it! Winning here depends upon a combination of quick decisions and a lot of luck. Try passing up the field in one or two moves, followed by a quick shot on goal. It's the Bobby Charlton, long-ball technique on a rink, so even if it's not pretty, it is reasonably effective.

DEFENDING

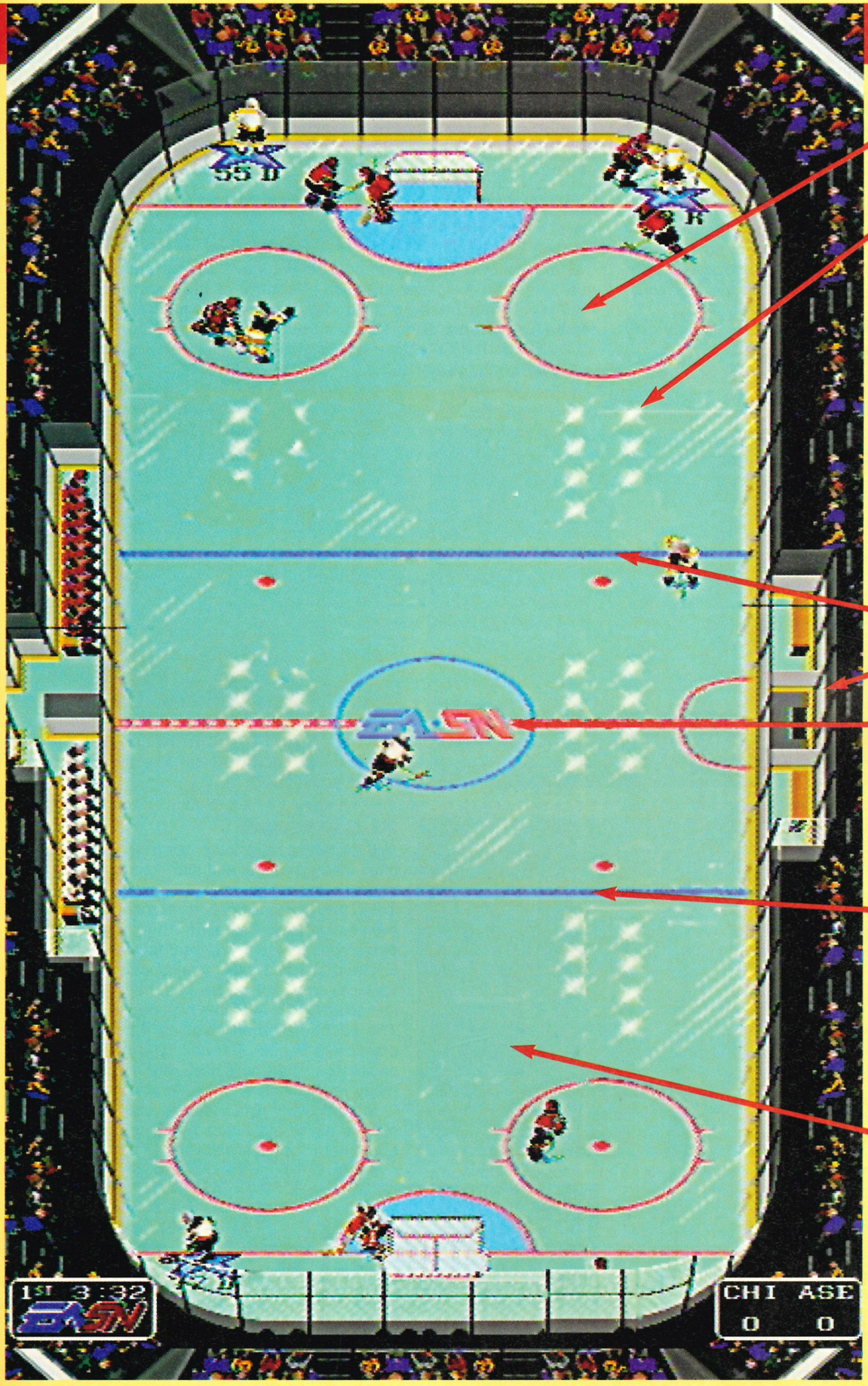
The big rule of defence in _NHLPA Hockey_ is that the use of a check should be done only as a last resort. The reason is that most penalties are given for checking so its use should be made sparingly, especially from behind. Other than checking, every form of defence should be utilised. Holding is a particularly good strategy because the player you're restraining will be out of passing reach and the chances of a successful interception by one of your own players will be more likely. Reaching in with your stick is an even better method however!

Besides aggression the key to success is close marking – practice your skating to avoid slides, pressing the D-pad in the opposite direction to the one you're travelling for a quick stop. Keep close and when the player makes to shoot make your move!





HOCKEY



● Face Off Spots. When there's a foul, or a stop in play, you'll be reurned to these spots.

● White's Attacking Zone. The attacking zone is entered when you pass the opposition's blue line. Your attacking zone is your opponent's defesive zone.

Icing is called when a player passes or shoots the puck all the way across the centre line, the opponent's blue line and the red goal line.

An offside will be called if any player on the offensive team enters the attacking zone before the puck does. The puck cannot therefore be passed across the blue line to a player waiting in front of the goalmouth.

● The Blue Line.

● Commit an offence and you'll end up in here to cool off!

● Centre Line.

Once in the attacking zone, if the puck crosses the blue line and out of the attacking zone, all of the offensive players must leave the attacking zone before the puck can be brought back in.

● The Blue Line.

Other penalties will be called. Holding, roughing, slashing, tripping, hooking, charging, interfering, fight instigation and actual fighting will all earn a trip to the sin bin. Fight minutes are rewarded for those who fight, two minutes for everyone else.

● Red's attacking zone.

TIPS

NHLPA HOCKEY

ATTACKING

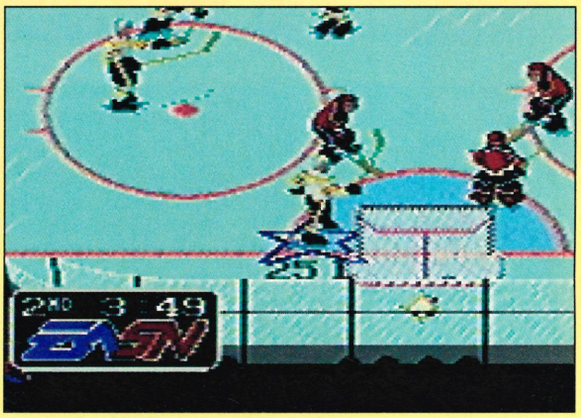
There are plenty of ways for you to score in *NHLPA Hockey* but all of them require a lot of skill. Rarely will you get a goal from a direct strike – the goalie will almost always catch it between his legs. The secret then is with the successful rebound shot.

METHOD 1: To confuse the computer, and give you the best chance of success, this method perversely requires you use a player with a weak wrist shot. The idea is you skate at the goal and aim for one of the sides of the net. If it's a powerful enough shot the puck will bounce out where you should be waiting to take advantage, using a wrist shot to snap it into the opposite side of the goal!

METHOD 2: Another way to get a rebound is to stop just past the blue line and take a very rough chip shot at goal. This type of shot is almost impossible for the goalie to stop dead – most times it will be rebounded for you to take advantage of. The method works best playing up the field.

METHOD 3: The final attack tip gives you a chance to succeed at pulling off a direct goal! It requires you to dummy the goalie by first pressing up and left for just a moment, then immediately afterwards a slapshot up and right. Do this just past the blue line, slightly to the left of the goalmouth and hopefully you'll score!

GENERAL TIPS: Finally try confusing the goalie a bit. Skate around the goalmouth and aim for the bottom left-hand corner. Alternatively if you're at the goalmouth, and there are masses of players in front of you, smash the puck into the perspex behind the goal, making sure that you have a player there to pick it up. The goalie will then trail after it, leaving an open goal for the second player to smash in! Also, when passing around remember to press B as soon as you have passed the puck to gain control of the receiving player – otherwise the puck might be left for the opposition to grab.





The goal above was scored by passing the puck by smashing it first into the perspex, which then left the goalmouth free for a simple slapshot.

An example of too many players blocking your way. It's rare you'll score, so confuse the opposition by running and passing.





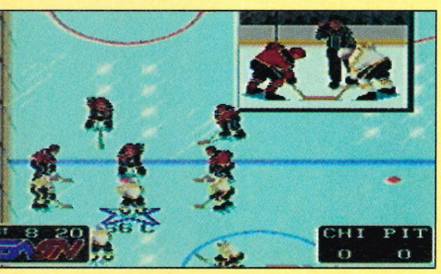
Above, by having a player ready to intercept the ball after a rebound, all that was needed for the goal on the right was a simple wrist shot!



FIGHTING

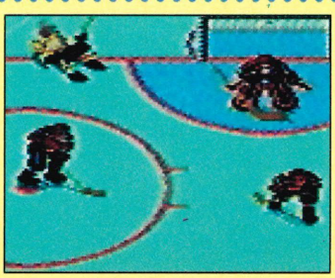
NHLPA Hockey is a tough sport and the players often lose all control and start scrapping. It's fun to watch but it has serious consequences. The losing player usually gets injured and sometimes even has to leave the game! There are a number of methods to use if you want to win. The first is to stand still and allow your opponent to skate towards you. When he reaches you, strike immediately with alternate high and low punches. The second method involves a little bit more practice to perfect. Basically you have to skate backwards when he strikes, and forward, sticks ready, immediately after he has done so.

In particularly tight matches, you can put star players out of the match by having two players body check them a few times!



FACE-OFF

Gaining control of the puck as soon as possible is very important and it's worth practising this part of the game. What you should do is watch the small screen at the top right. Rather than frantically attacking as soon as possible, you have to learn to time your move for just after the ref drops the puck.



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TIPS

NHLPA HOCKEY DECODED!

After our magnificent tips on NHLPA Hockey you probably won't need these codes – you'll probably want to get there yourself! But if somehow you're still having difficulty, then these will get you wherever you want to go. They've been sent in by Gene Ruston. A cart is on its way to you now!

DETROIT	ROUND 3	BWKHC6D9B3S1FNF8
	FINAL	BWRPKTFJBJCDD9BZ
EDMONTON	ROUND 3	BN14CPP8YNNLZLMN
	FINAL	BN6835W4WB79VJD0
HARTFORD	ROUND 3	HTH89YNMYC9K3NKC
	FINAL	HTPF2DVHV2W8ZLBR
LONG ISLAND	ROUND 3	B1XRX5SXFDMWRX5G
	FINAL	B12X8PWFWY7DNPHH
LOS ANGELES	ROUND 3	DWTWPF7G3V682LKK
	FINAL	DWZOVWGNHNT4SNS4
MINNESOTA	ROUND 3	BN3DSK1L3BK4XCGX
	FINAL	BN8LP51V2R5HWOCL
MONTREAL	ROUND 3	DHVCH4NRF9DBTT4SVC
	FINAL	BN8LP51V2R5HWOCL
NEW JERSEY	ROUND 3	B7C5ORG66T3YZKK63
	FINAL	B7J944RDLMPTSNFT
NEW YORK	ROUND 3	B1YPOTXV51YGSNM4
	FINAL	B13XCBODMLHOPF25
OTTOWA	ROUND 3	D181BLPMJS3SL29B8
	FINAL	D2FJJ9MSSJBZ2X7Z
PHILADELPHIA	ROUND 3	GH5ZMS7YVCXM2X4D
	FINAL	GJB5LC75TTGO2JO3
PITTSBOURGH	ROUND 3	DN7KPVYKD6488GSW5
	FINAL	DPDR2CO3WSRTDJ66
QUEBEC	ROUND 3	FS6Z3CP328JD1TO1
	FINAL	FTC4V2WZ0Y33YRTD
SAN JOSE	ROUND 3	CCF7WC85Y0N09ZCN
	FINAL	CLMCOJJCBT8W31VC
ST LOUIS	ROUND 3	FLNMYGC9G4HFDYCC
	FINAL	FLVS2WMGWY2860T9
TAMPA BAY	ROUND 3	DZBXR23XF26488XL
	FINAL	D2H3PN34FHTH73S9
TORONTO	ROUND 3	CDOFOVB44HFDX3RF
	FINAL	CD5MCCFPK10YVW2G
VANCOUVER	ROUND 3	FDGJTN7NSY3PKCHF
	FINAL	FFCRR87XSCN2JOC4
WASHINGTON	ROUND 3	DWP9KSS7BVVBYVZB
	FINAL	DWXFP51DRND6RX51
WINNIPEG	ROUND 3	C2DFRDOZW6MMBPHT
	FINAL	C2KLGW5VTW696L85
BOSTON	ROUND 3	GW3V5WCB7V326MHJ
	FINAL	GW80YBH65JPN2J8X
BUFFALO	ROUND 3	BHHR9WN3D82WWMJJ
	FINAL	BHNY8GPBDPM7V8D7
CALGARY	ROUND 3	FS5PW9CWCXHZGDZZ
	FINAL	FTBMMSJP9K3NBBSB
CHICAGO	ROUND 3	BHL9P7SOL6FWHH3F
	FINAL	BHTHNVS7LLO7G4Z4

ACTION REPLAY CODES

In addition to these passwords, the incredibly efficient Gene has also sent in a full set of Action Replay codes!

7E13 F5FF – Computer has 6 players but no goalie.
7E13 F1FF – No computer players at all.
7E13 D6XX – XX is your score (turn off after you've activated it or it will crash when you score).
7E19 4B00 – Weird ice rink.
7E00 E700 – Puck bounces higher.
7E00 E733 – Puck doesn't leave the floor.
7EOO E7FF – Puck bounces very high.



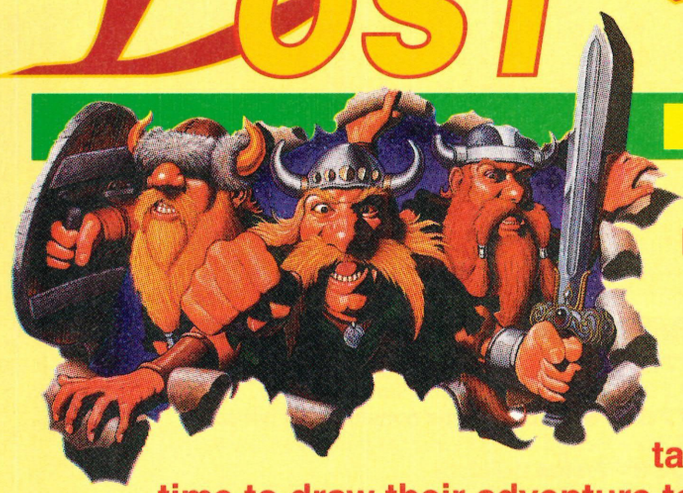
GAME GENIE CODES

F1604776 – Period clock runs faster.
D0604776 – Period clocks runs slower.
0D604776 – Period clock runs considerably faster!
DF604776 – Period clocks runs considerably slower!
C2694D86 – Freeze the clock.
7AE84D98+DDE84DB8 – Each period lasts 1 minute.
56EA4D98+DDE84DB8 – Each period lasts 3 minutes.
80E84D98+DDE84DB8 – Each period lasts 4 minutes.
60E84D98+DDE84DB8 – Each period lasts 15 minutes.
D6E84D98+DDE84DB8 – Each period lasts 30 minutes.
1DE84D98+DDE84DB8 – Each period lasts 40 minutes.
FDE84D98+DDE84DB8 – Each period lasts 60 minutes.
DF313F64+CB313F0F – All penalties last 1 minute.
D0313F64+CB313F0F – All penalties last 4 minutes.
D5313F64+CB313F64 – All penalties last 7 minutes.
DB313F64+CB313F0F – All penalties last 9 minutes.

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The Lost Vikings

PART THREE!



For the past two issues, I've monitored the crazed antics of Messrs Erik, Olaf and Baleog very closely through 25 gruelling levels of brain-taxing mayhem. Well, now it's time to draw their adventure to a close, finally returning this troop of dim-witted nincompoops back to their beloved village! So read on for the final gripping instalment of their journey!



LEVEL 26 (NFL8)

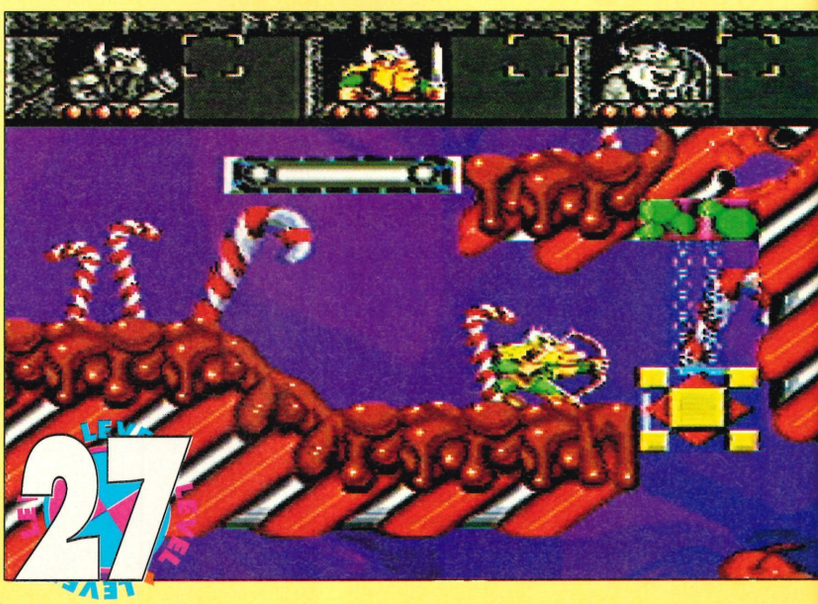
Move Olaf along to the first pump and press A to inflate him. Guide him up and then press B to make him drop onto the ledge with the funny creature. Do the same with Baleog, and use his skilful expertise with a bow to kill the creature. Now wait until a lift comes into view on the left, then inflate Olaf. Manoeuvre him up between the spikes and grab the key, then quickly deflate and glide back down to the ledge using your shield. Now inflate yourself once again and float straight up to the right, use the key to open the door, then go inside the cavern and grab the second key. Move all three Vikings down to the bottom right-hand corner and open the door using the second key. Inflate Olaf and send him up to the top of the screen, avoiding the various spikes as you go. Float up through the spikes at the top and flick the switch, this will activate the lift to the right. Drop down to the ledge directly below, then as the lift goes out of view, inflate yourself and drift up when the lift comes back down, position yourself above it and float up to grab the key. Now drop back down to the ledge, inflate yourself once again and drift up to the right and grab the bomb. Now move all three Vikings back down to the bottom right-hand corner and open the door. You must now move the merry troop through a passage of spikes by inflating each one in turn, and then as they drift up, deflate them just before they reach the top, then simply push RIGHT to get them safely past the danger!

Now inflate Olaf, then move him up to the left and position him at the foot of the slope, then do the same with Baleog, except use him to shoot the gas pipes. Once the flames have died away, move Baleog down the slope and use him to kill the funny green creature. Now move Erik up to join the others, grab the key, use it to start the lift, jump on it, and then plant the bomb next to the purple wall on the left. Hop back on the lift to avoid the blast, then go back up into the new room. Go left and inflate the red-headed Viking, then guide him up through the spikes to flick the switch. Drop back down, grab the key, and then rejoin the others. Finally, move all three Vikings down to the bottom right-hand corner, inflate them, and then move them onto the lift. Send Erik ahead to open the door at the top, then move all three Vikings up to the exit.

LEVEL 27 (WKYY)

Move Olaf across and drop him into the gap, then raise his shield and move Baleog over the top and up the ladder. Hop onto the lift, and then drop down between the first two targets on the right into a secret room. Kill the two creatures by getting in close and using your sword. Grab the flaming arrow and the shield and use both. Now go back out onto the lift, then use your long bow to shoot the series of switches, this will open the door at the top. Kill the creature and go right to pick up the key and the bomb. Now go back down to join the others, use the key in the lock, then quickly switch to Olaf, guide him down past the spikes, and then onto the ladder, then right across to the exit. Drop Baleog through the other gap, place the bomb on top of the bricks, then move away as it detonates. Go down through the new gap and fire an arrow off to the left, this will stop the electric beam that blocks your path. Drop through the gap, kill the creature, then walk across to the left. Shoot the chain, thus causing the block to drop down out of the way, then drop down pushing to the right. You'll land on a small ledge, now walk left avoiding the electric beam, then hop into the teleporter.

Now move Erik up on the conveyor belts, then at the top, jump over to the right into the secret room, grab the shield and go back out to the left, drop down the bubble shaft and go right at the bottom. Now simply join your friends at the bottom, unlock the door and hop into the exit.

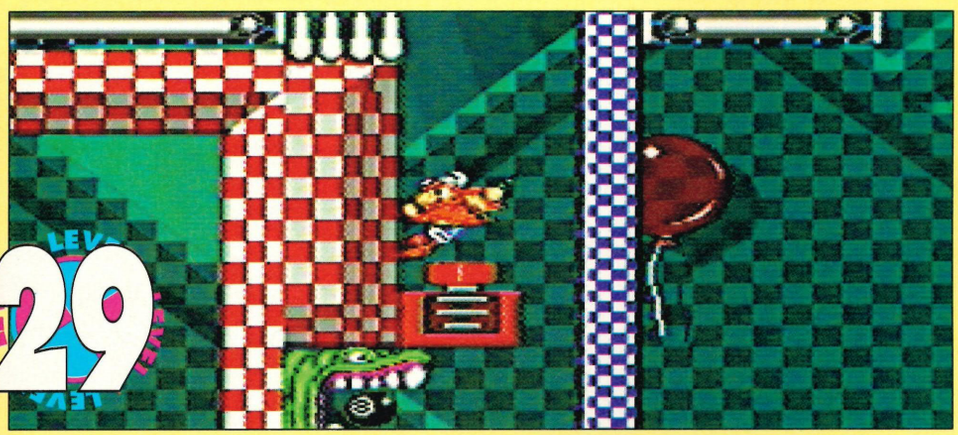


LEVEL 28 (CMBO)

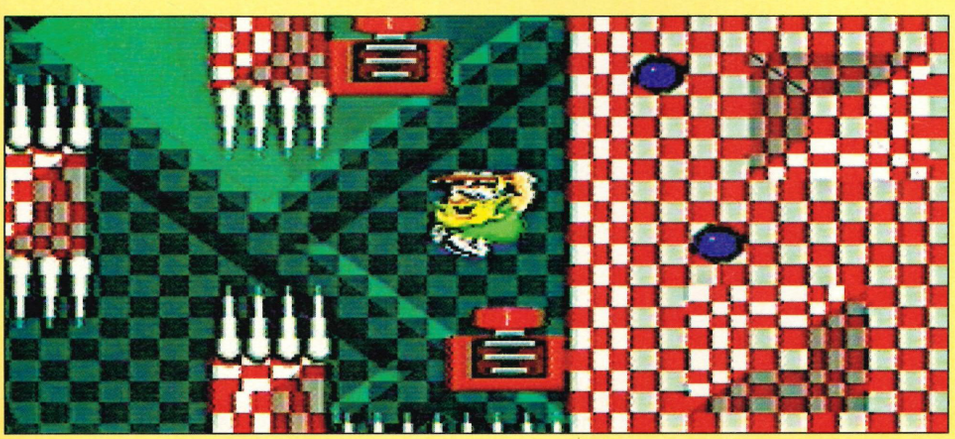


Move Erik onto the spring, then up across to the switches. Move the other two across to the left and onto the other springs, move them up to the top and wait by the spikes. Switch back to Erik and flip the middle lever, move the other two onto the edge of the platform, then flip the left lever. Move the other two safely across to the other side. Drop Olaf over the edge of the candy, then follow-up with Baleog, kill the creature and move across to the second set of spikes. Move Erik onto the lift to the right, then as it descends, jump onto the second platform that comes into view from the right, get the key and jump over to the second set of levers on the right.

Flick the left and right levers and move the other two Vikings to the edge of the platforms, then flip the middle lever. Move Olaf and Baleog across when the fist is out of range. Move Erik right along to the springs, jump up and move across to the platform on the right. Use one of the other Vikings to drop a bomb on the green blocks, then move Olaf's shield above his head and drop him down through the gap, flick the switch and drift down over the spikes. Move Baleog over to the right onto the moving platform, and then across to the levers. Flip the middle and right levers, then move Erik across to the edge of the platforms. Now flip the right switch and move Erik across once again, and finally flip the left lever and move Erik across to the elevator. Go down and pick up the other two Vikings, then move the lift back up to the top, glide Olaf through the electrical beams and pick up the red key at the bottom. Flick the switch to break down the wall, and then move the lift back down to the bottom. Send Olaf up in a bubble to open the red lock, followed by Erik to open the blue one. Now simply complete the level by moving the third Viking into the exit.







LEVEL 29 (8BLL)

Move Baleog left onto the moving platform, shoot the switch behind the wall, and then go through the gap. Jump up on the springs, and then kill the creature at the top. Go right, jump on the springs and go left. Kill the following two creatures by running in close and hacking them with your sword. Hop onto the moving platform and shoot the three switches to open the door below, now simply go left, pick up the key, and wait by the teleporter. Now switch to Olaf, go right and drop down into the shaft of spikes.

Drift downwards and manoeuvre yourself between the diagonal rows of spikes, then as the shaft straightens-out, keep to the right and drift down through the hole in the wall.

Float down to the pump, and then inflate yourself. Drift up and to the right. As you pass through the hole, press B to deflate before you hit the spikes, and then drift down to the right – you should land next to another pump. Repeat the process of inflating yourself, then drift upwards, grab the food, deflate, then drift down towards the right, go through the series of holes, grab the smart bomb, and then drift down to the springs.

Now go up, grab the key and go into the teleporter, use the smart bomb to kill the creature, then go right and use your yellow key. Hope you've got that!

Now switch to Erik and go right, jump the gap, then hop onto the spring. Keep going right jumping onto the springs and conveyor belts, then as the passage widens-out, use the springs to bounce upwards. When you are parallel with the face, jump across to the right onto the conveyor belt, then jump over to the spring on the left. Jump left over the spikes at the top, then go along the conveyor belt.

Drop onto the bricks, wait for them to drop, then fall onto the bricks below. Keep jumping right onto the various sets of bricks – it is advisable to wait for them to drop before you jump to the next set, as they tend to obstruct your jumping when you get to the bottom. Grab the red key, then go left, jump over the big gap, and into the teleporter (we'd like to see Anneka Rice doing all this!). Finally, get all three Vikings to the exit, open the locks, and be swiftly warped onwards!

If you thought this was tricky, you ain't seen nothing yet for now you're approaching the very last few levels and Interplay aren't about to take things easy on you! So hold onto your helmets, take a sip of Coca-Cola from your drinking horn, and prepare for some more totally and completely brain-smouldering puzzles...

TIPS — THE LOST VIKINGS



LEVEL 30 (TRDR)

Move Baleog over to the left, drop off the edge, and shoot the switch on the left, drop through the gap and make your way down to the bottom. Move Olaf across to the right, raise your shield and drop through the gap. Drift past the spikes and glide down to the bottom-left. Once you hit the floor, turn and shield the blue Viking, then switch to Baleog. Move him down to the bump, then shoot the blue Viking. Give Olaf the blue key and switch to Erik. Jump over to the teleporter and transport yourself over to the right, use the ladders to make your way over to the right, grab the red key and go down. Go left and give the red key to Olaf. Switch to Olaf and use the keys to open the hatch, drop down, grab the yellow key and wait at the bottom.

Switch back to Erik and go up using the ladders and platforms then go left, make your way down and continue going left. Jump onto the teleporter and drop down the gap and grab the blue key. Make your way up to the teleporter using the moving platforms and warp to the exit. Switch to Baleog and teleport, walk right to the spring, then jump up and land on Olaf's shield, gently walk Olaf over to the right, keeping Baleog on the shield at all times, move Baleog onto the ledge and switch back to Olaf.

Open the hatch using the yellow key and drift down over the spikes, then go right up the ladder, block the creature and switch back to Baleog. Drop down the gap to the right, then continue going right, go down the ladder, kill the creature, then move Olaf up the ladder to block the cannon balls, then use Baleog to shoot the bricks in front of it. Now go back down the ladder and drop over the edge to the right, receive the blue key from Erik and move everybody into the exit.

LEVEL 31 (FNTM)

Use the pumps to inflate each of the Vikings, then guide them upwards, past the spikes.

Send Erik up to push the block down through the gap, then push it along to the right and off the edge.

Drop Olaf down the gap and past the spikes, then grab the red key. Now go back up and open the door.

Move each Viking across the chocolate swamp using the bubbles, then bounce on the spring and hit the switch.



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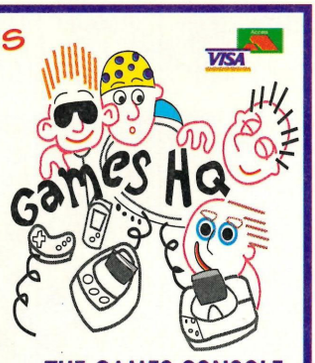
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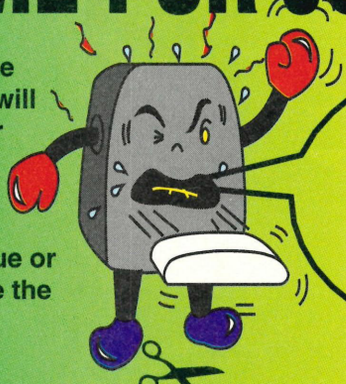
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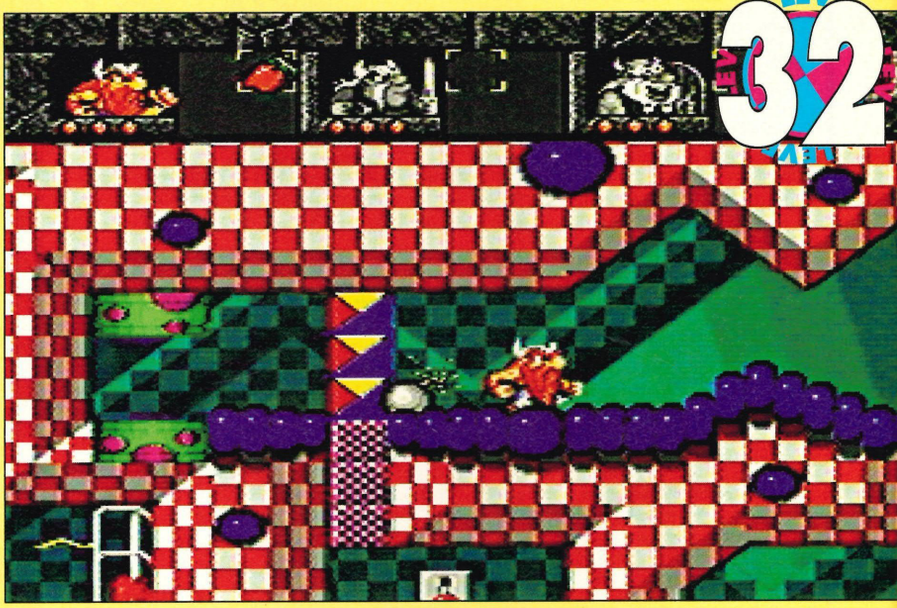
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TIPS — THE LOST VIKINGS

LEVEL 32 (WRLR)



Inflate Erik and drift up to the left, use the pump and float up into the secret passage inside the wall on the right, collect the two bombs and drop back down to the pump. Inflate yourself once again and float up to the ladder. Go left and down, flip the switch and grab the bomb, then go back up and jump up to the platform above the ladder, then jump over to the left and drop a bomb next to the wall. Then drop through the narrow gap that is formed and jump over to the right and flip the switch. Now go back down to the first switch and change to Olaf. Use the pump and drift up to the left, then use the pump and you'll drift over to the fan, this will push you downwards, as it does so, push to the left and float over to the platform. Use the next series of pumps to drift up to the top right-hand corner, and grab the red key. Drift back down to the first pump, and then switch back to Erik. Flick the switch then revert back to Olaf, use the pump to inflate yourself, drift over to the right and quickly flick the switch, then push right and drift back up to the first ledge. Now drift back down to join Baleog. Continue to go right, drift down to the pump, inflate yourself and float up to the lock. Use the key, then drift down and push to the right, you should now enter a secret passage. There's a smart bomb, shield, and some food up for grabs inside. However, getting it is a little tricky, so only go for the things you vitally need! When you emerge from the room, use the pumps to rejoin Baleog, then use the nearby pumps to drift up to the next ledge, go right onto the moving platform, then repeat the process with Baleog.

Fire an arrow at the switch, then kill the blue Viking. Moving Olaf off to the right, use the pump, and then float up to the right. Grab the key, then quickly deflate before you hit the spikes, use your shield to drift back down to the left, then move both Olaf and Baleog over to the left. Use the pump to inflate Olaf, then move him upwards, make sure that the key is highlighted in your window, then use it to open the lock. Go up using the springs, then walk right. As you reach the goon, use your smart bomb to vaporise it, then drop down at the end. Go right, use the pump and then float up to the switch, quickly flick it then deflate yourself and drift back to the pump. Inflate yourself once again, then as you drift up to the top, press B to deflate and then push to the right. Now simply use the springs to get to the exit. Do the same with Baleog, then finally move Erik up to the teleporter and transport him back to the start. Now use the pumps to go up and rejoin your friends at the exit!



LEVEL 33 (TRPD)

Use Erik to bash through the wall on the right, this will reveal a flaming arrow which should be picked up and used by Baleog. Move Olaf and Baleog across onto the flat end of the see-saw, then use Erik to bounce on the other side. Move Olaf over to the left, flip the switch and wait by the wall, now move Erik across to the same place and use him to break through the wall. As he lies dazed on the floor, quickly switch to Olaf, move his shield above his head and block the falling barrier. Now send Erik back down to catapult Baleog up, go left through the Olaf-supported wall and kill the goon. Use the pump at the end to drift up to the next ledge, shoot the bricks through the gap in the wall, then use the second pump to go up. At the top, go right, kill the goon, then shoot the switch at the end of the conveyor belt. Go down, kill the goon, go down again and then right. Walk over the bricks (which will then collapse), shoot the chains, then drop down the gap. Move Baleog back down to join Erik, move Olaf down into the gap just before the yellow blocks and raise his shield. Make one of the other Vikings flip the switch, thus causing the block to fall onto Olaf's shield.

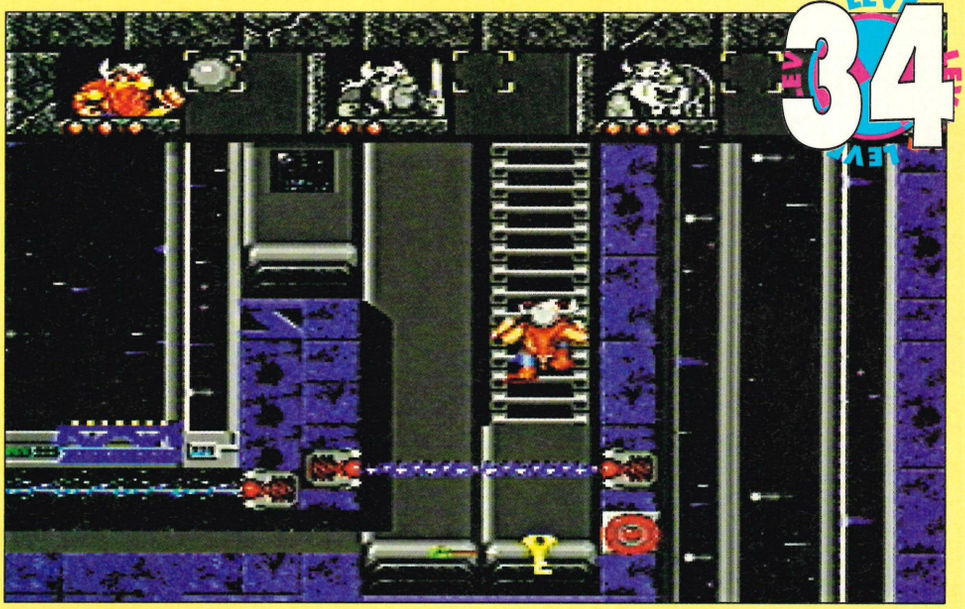
Move Baleog onto the block and flick the switch, then use Erik to jump over the gap containing the other two Vikings and go left when you reach a cavern, walk over the yellow blocks to make them vanish, then make your way down to the bottom and grab the bomb. Now use the pumps to make your way back up to the top. Plant the bomb next to the pink bricks guarding the room containing the key, then grab it and make your way back down to the bottom. Open the door, then use the springs to go up. Grab the red key, open the door and rejoin your buddies. Push the block over onto the switch, and then use Baleog to kill the Blue Viking. Move all three Vikings into the teleporter and warp. Move Olaf and Baleog onto the platform and raise Olaf's shield, turn Baleog so that he's facing left.

Move Erik along to flick the switch, then move him back onto the platform. As the platform descends, move Olaf off to the left and glide him over the spikes and down to flick the switch. Move him back onto the platform, then as it passes the switch in the left wall, use Baleog to shoot it.

Move Erik off to the right, grab the key, then move off the edge to the right. Bounce on the spring and open the lock. All you have to do now is hop back onto the lift, use Baleog to shoot the switch on the right, then move the merry party of pillagers into the warp!

TIPS
THE LOST VIKINGS

LEVEL 34 (TFFF)



Raise Olaf's shield, then move him off the edge to the right, glide past the electric beams, grab the bomb and drop into the teleporter. When you emerge, glide down and drop the bomb over the computer, then head left until it explodes. When all is clear, walk off the edge to the right, take the blue key and go into the teleporter. When you emerge next to the others, use the key and a bridge will be formed over the previous gap.

Move Erik along to the right, jump over the gap and through the narrow passage. Use the springs to get across the electric beams, then when you get to the other side, jump up and grab the bomb, then drop through the gap. As you fall, grab onto the ladder, and then lower yourself to the bottom. Move the other two Vikings onto the lift and go down, kill the space creature at the bottom, grab the smart bomb, and move Baleog over to the far right. Now for the cunning part! Fire an arrow through the narrow gap, and then quickly switch to Erik. The arrow's trajectory will then be followed along the bottom of the screen until it finally triggers off the switch under Erik, thus causing the electrical beam to be turned off!

Grab the yellow key, then go up to the ledge and hop onto the moving platform. As it passes over to the left, then jump onto the second platform, and then onto the other side. Use the key to open the door, then dodge the electrical beams, then jump over the gap and plant the bomb next to the grey bricks, jump back over the gap until it detonates. Now drop down the gap and flip the red switch, then go into the teleporter. When you emerge, grab the bomb and go right into the other teleporter. Now move Olaf back up on the lift, then move him along to the right and into the gap, glide through the electrical beams, and then go right at the bottom.

Move Olaf into the gap that was once occupied by the grey blocks and then push to the left. Dodge the electrical beams and then drop down the other side. As you fall, be sure to only pick up three items of food as there is a red key further down that is vitally important for completion of the level! When you hit solid ground, go right into the warp. Now move Baleog into the teleporter and all three Vikings will be reunited. Move Baleog over to the left and send him up on the lift, touching the electric beams is fatal, so keep pushing up and down to avoid them. The idea is to shoot the switches, the first is on the left and the second is on the right. Once at the top, step off the lift and move over to the right.

Now switch to Erik, go right and use the moving platforms to go up. Hop over to the left at the top, and then plant the bomb next to the grey wall, now jump over to the right and switch to Baleog, fire an arrow through the narrow gap to the right, then quickly switch back to Erik. Once the arrow hits the switch, hop into the teleporter and you'll warp back down to Olaf. The electric beam underneath the gravity strips should be disabled. Position Olaf underneath the strips, raise his shield, and use Erik to jump into the strips. Grab the key at the top and go into the teleporter. Now simply move all the Vikings into the bottom right-hand corner, use the keys to open the locks, and then use the spring to jump up to the exit! Finito.

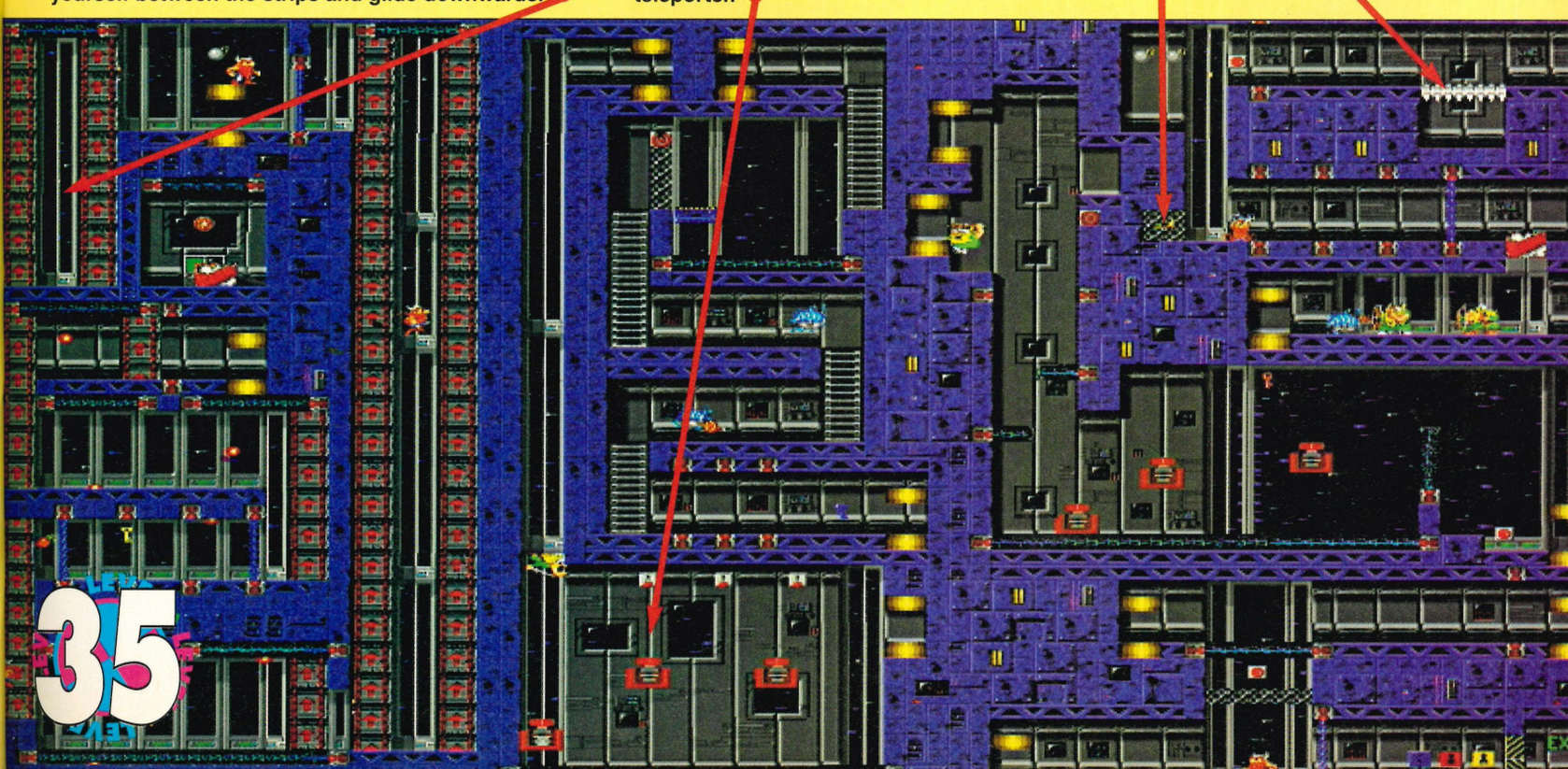
LEVEL 35 (FRGT)

Grab the bomb, then position yourself next to the gravity strips, jump up, and then as you descend, aim yourself between the strips and glide downwards.

To stop the electric beams, trip the middle and right switches, then bounce over to the teleporter.

Break the wall here to reveal a flaming arrow. This should be picked-up and used by Baleog.

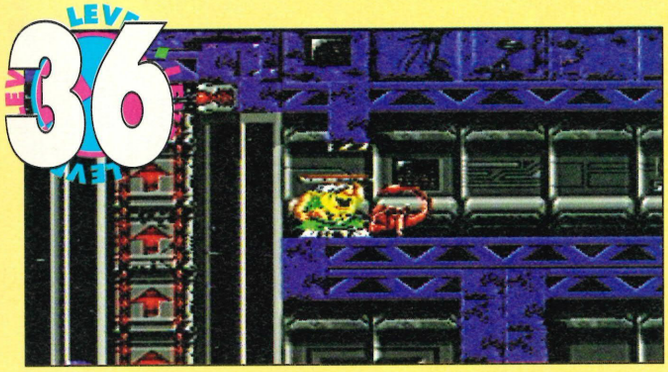
Use Erik to jump over these spikes, then go left and flick the switch to turn them off.

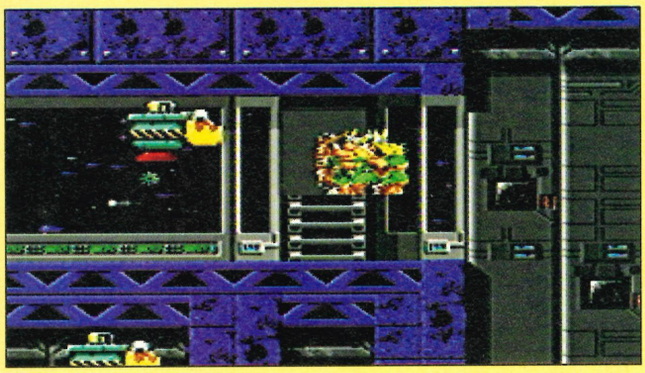


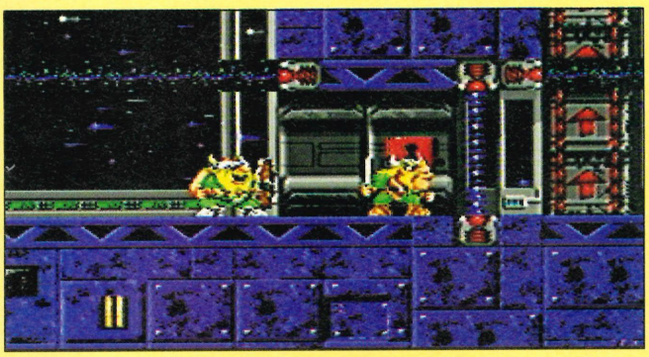
SUPER PRO

TIPS
THE LOST VIKINGS

LEVEL 36 (4RN4)







PART 1

Move Olaf along to the right, then float upwards on the gravity strips. As you go up, push over to the left and land on the first ledge, raise your shield and then follow-up with Baleog, kill the scorpion, and then move Erik in to grab the key. Move Olaf and Baleog up to the next platform and use Erik to open the lock, kill the second scorpion, and then grab the second key. Now make your way over to the first platform on the right, open the lock, then move Olaf and Baleog over to the top platform on the right. Kill the third scorpion and then grab the blue key. Go back down to the bottom right, use the spring to propel Erik up to the ladder, then use the blue key in the lock. Use the spring to move Olaf and Baleog over to the right, kill the scorpion, and then use the gravity strips to float up to the second platform on the right, kill the scorpion and grab the yellow key. Move all three Vikings up to the top right-hand corner, open the door and go into the exit.

PART 2

Move each Viking into the gravity strips in turn, and send one up to the top left-hand corner and grab the blue key. Then drift over to the right, guide the other two upwards and open the door. Use Baleog to kill the two flying robots, then use Erik to grab the yellow key. Move all three Vikings over to the right, open the door and kill the flying robot. Then jump on the spring and drop down the gap to the right. When you land on the spring, move Olaf across to the left, use the springs to bounce over to the platform, then climb the small ladder and hold your shield in front of you. Now move Baleog across to the same place, stand behind Olaf and shoot the flying robots. Then change back to Erik, jump over to the left, grab the key and join the others on the platform. Go left and open the door, then move Olaf down the ladder and along to the right. Stand on top of the small ladder and raise your shield, then move Baleog down to the same spot and kill the flying robot. Now move Erik down, grab the blue key and open the door. Now move the troop into the exit.

PART 3

Send Olaf ahead to the right, then follow up with Baleog to kill the creatures. Send Erik up the ladder, then jump from ladder to ladder along to the right. Grab the red key, and then go back the way you came. Go back down the ladder at the end, then move across to the right and open the lock. Use the gravity strips to move each Viking up to the top-left, use the bomb to destroy the grey blocks, then move Erik through the gap. Jump over the first set of revolving spikes, then as you jump over the second set, hit the switch. Use the gravity strips at the end to float up and grab the blue key, then use it in the lock. Now move all three Vikings up the ladder and into the teleporter. Use Erik to jump up onto the secret ladder, go left and jump over the alien, then go down the second hidden ladder at the end. Run along to the right and smash through the wall, then move all three Vikings up, kill the alien, and then go up the next ladder. Send Erik over to the right to collect the key, then go back and open the exit for the other guys!

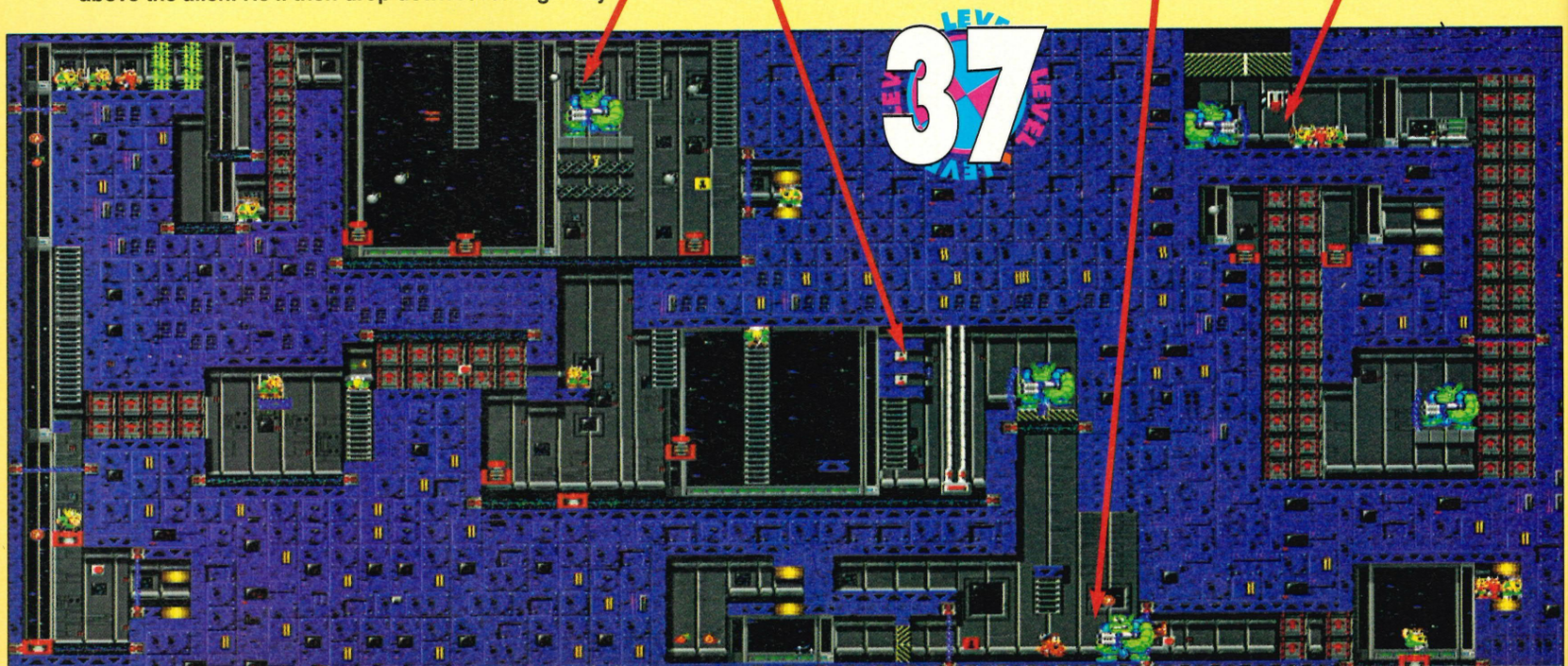
LEVEL 37 (MSTR)

Send Olaf down past the electric beams, then drop down, pick up the bombs and drop them from the ladder above the alien. He'll then drop down revealing a key.

Move Baleog across the various platforms and springs, then shoot these two switches to vanquish the alien.

When this alien's back is turned, use Erik to ram him into the electrical beams. Do this three times to kill him.

Shoot Tomator's shield until he's stunned, then ram him backwards. Keep doing this until you can reach the switch.



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SUPER PRO

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

RYAN'S BUSTERS

THE ADDAMS FAMILY

LEVEL CODES

Enter these level codes to get further in Ocean's spooky platformer:
&&YKH – 17 lives, 3 hearts, Granny.
V&HKF – 19 lives, 4 hearts, Granny, Pugsley.
?DH94 – 29 lives, 4 hearts, Granny, Wednesday.
?LSR4 – 33 lives, 4 hearts, Granny, Wednesday, Fester.
BLSRS– 33 lives, 5 hearts, Granny, Wednesday, Fester, Pugsley.

ACTRAISER

SPECIAL MODE

When you finish the game in regular mode, it is possible to select a special mode. On the title screen, move the icon below "New Game". The word "Special" appears. This will enable you to play through the game without going into the creation mode.

AXELAY

INFINITE LIVES

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

BLAZING SKIES

POWER-UP

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

BLUES BROS

99 LIVES

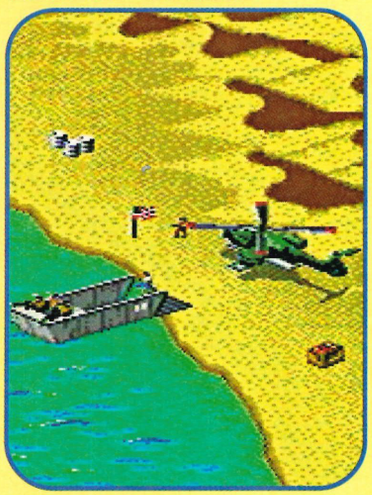
At Denver, collect the 11 extra lives available, then commit hari-kari. Repeat the process until you have accumulated all the 99 lives possible.

CAL RIPKEN BASEBALL

A TEAM OF CARL'S!

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

DESERT STRIKE



FINAL CODE

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

DINO CITY

LEVEL CODES

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

E.D.F.

INVINCIBILITY

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

F-1 EXHAUST HEAT

SUPER SPEED

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

FINAL FIGHT

HIDDEN OPTIONS MENU

Hold the L and R buttons and press START on the title screen. You can now alter your number of lives as well as the difficulty level.

EXTRA ENERGY

When the policeman drops his gum as he enters the screen, pick it up and chew it. This will replenish your energy bar.

FINAL FIGHT GUY

EXTRA ENERGY

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

GRADIUS III

SUPER POWER-UPS

In order to get missiles, full options and shields, simply pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A and then restart.

EXTRA LIVES

For 30 lives, hold left on the title screen, press A three times and then start the game.

EXTRA CREDITS

For up to nine extra credits, press the X button rapidly on the title screen. For every tenth press on the button, you will be rewarded with an extra credit. Be sure to start the game before the title screen disappears, otherwise the number will revert back to four.

EXTRA LEVEL

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

HUNT FOR RED OCTOBER

LEVEL SELECT

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

NHLPA HOCKEY '93

FINAL CODEY

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

JOE AND MAC

EXTRA LIVES AND ITEMS

Go to a stage that you've already completed, collect a useful item (such as an extra life or special item), then press START to pause and select to quit the level. Simply keep repeating the process to build up your lives and items.

LEMMINGS

OPTIONS

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

SUNSOFT LEVELS

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

MAGIC SWORD

SECRET WARP

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

PARODIUS



FULL POWER-UPS

To gain maximum firepower in this cute little shoot-'em-up, simply pause the game and press B, B, X, X, A, Y, A, Y, UP, and L. Then unpause the game and bingo!

SECRET LEVEL

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

INVINCIBILITY

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

EXTRA DIFFICULTY LEVEL

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

PRINCE OF PERSIA

LEVEL SELECT

Go to the password screen and enter SPECIAL. When the game rejects it, cancel and start a game. Now pause and press B, Y, UP, DOWN, LEFT, RIGHT, L and R. If this has been tapped in correctly, you'll hear a noise. Now simply hold down START and press SELECT, to enter a level select mode.

RIVAL TURF

WARP LEVEL

To access a hidden warp zone, to the later levels, make sure you've killed over 30 enemies, then enter the door of the first hut on level 4-2. You'll enter a room with a strange seated alien, give it a good duffing up and skip a few levels!

ROAD RUNNER

START WITH 75 LIVES

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

SIM CITY

EXTRA CASH

To earn just under one million dollars, you first need to spend all your money in one year. When the tax screen appears, at the end of the year, hold the L button and exit. Whilst still holding L, go back to the tax screen again and release L. When the people start spending the money, your funds will increase to $999, 999.

SPINDIZZY WORLDS

HIDDEN OPTIONS

By entering the password MIMICHAN, you'll access a special test mode allowing you to select which level you start on.

LEVEL SELECT

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

STARWING

SECRET BLACK HOLE

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

STREET FIGHTER II

IDENTICAL FIGHTERS

During the title screen, press DOWN, R, UP, L, Y, B, X, and A quickly. You should now be able to use the same character as your partner in two-player mode.

SPECIAL ENDINGS

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

SUPER ADVENTURE ISLAND

ROUND SELECT

Wait for the story screens to appear and press START, so that the second title screen comes up. At this point press diagonal TOP LEFT, L, X, and RIGHT on the joypad. Whilst holding these buttons, press START to enter the round select screen.

SUPER DOUBLE DRAGON

UNLIMITED CONTINUES

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

SUPER GHOULS 'N' GHOSTS

LEVEL SELECT

To access a level select screen, highlight EXIT on the options screen and hold down L and START on the second controller, then press START on controller one and another options screen will appear in which you can choose your starting level and area.

SUPER MARIO KART

WARP ZONE

This handy button sequence transports you straight to the Special Cup Race without having to win gold on the others. Select a Time Trial race, highlight the Mushroom Cup and press L, R, L, R, L, L, R, R, and A in sequence on the joypad.

GHOST RACER

Go to the player selection screen and you'll see Mario highlighted. Press start on controller two, and the letters "COM" will appear above the princess' head. Select the character you want to race as using controller one, and the "COM" driver using the second controller. When you start your time trial, you'll see that the "COM" driver is a ghostly image controlled by the computer.

TURBO START

As you begin a race, wait until the first light flashes and beeps, then hold the B button, when all of the lights have gone, you'll shoot forward ahead of the pack. This tactic takes split-second timing, so practise.

SUPER MARIO WORLD

UNLIMITED LIVES

Select a two-player game and station one of the brothers in the secret area in the Donut Plains. Get Yoshi inside the stage and a 1-up will appear in his place from then on. Now simply use the other brother to play on through the game, and whenever he runs low on lives, have the brother stationed at the secret area send him more.

SUPER PANG

LEVEL SELECT

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

SUPER OFF ROAD



INFINITE GAME TIME

To be able to continue on your own for as long as you like, select a two-player game. If you play on your own, just leave truck two and you'll always finish in third place or higher.

SUPER SMASH TV

ROUND SELECT

On the difficulty setting screen, press RIGHT, RIGHT, UP, DOWN, R, and L.

EXTRA LIVES & CREDITS

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

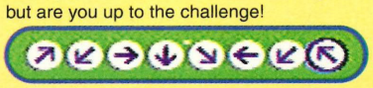
SUPER SOCCER

CHANGE TEAM

On two-player games, hold START on controller two when on the team select screen then press B on the same controller. You will now be able to compete as the special Nintendo team.

EXPERT LEVEL

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



EASY PENALITIES

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

SAME TEAMS

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

PLAY AS NINTENDO TEAM (CORRECTION)

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

SUPER STAR WARS

SUPER CHEAT

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

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

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

DEBUG MENUS

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

SUPER TENNIS

BETTER PLAYER

For a more skillful player, highlight the one that you want and then press the following buttons on the second controller: L, L, L, L, X, R, R, R, R, R, R, X.

TINY TOONS

SELECT SUB-GAMES

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

TURTLES IN TIME

BOSS SELECT

On the title screen, use controller two and press UP, UP, UP, DOWN, DOWN, DOWN, B, A and B. You should hear a chime, now start the game, choose your turtle and a menu will appear showing all 11 bosses. You can now go to any one of them.

EXTRA CONTINUES

A handy method to obtain extra lives and continues in one-player mode on Konami's classic beat-'em-up is to press START on controller two, when you're close to dying. You can now continue as the second player, increasing your chances of completing the game.

ULTRAMAN



HIDDEN OPTIONS SCREEN

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

WINGS 2: ACES HIGH

LEVEL CODES

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

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

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

WING COMMANDER

HIDDEN OPTIONS

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

ZELDA 3

EXTRA LIVES

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



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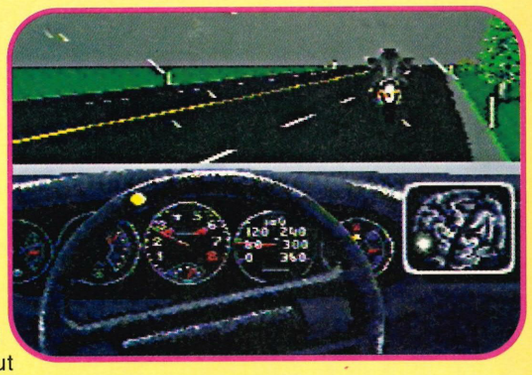
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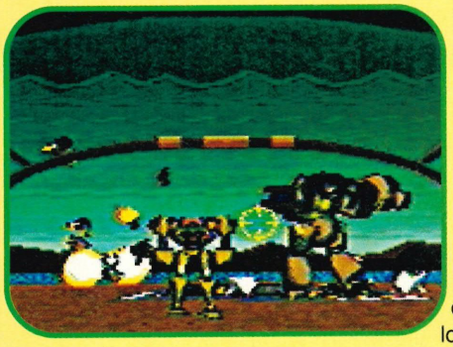
Okay guys, either my whopping selection of fantastic tips are satisfying your every need, or you're just too darn embarrassed to write in with your gaming problems... so which is it? What you fail to realise is that by consulting me, you are in fact consulting the most highly gifted, intelligent bunch of gamesplayers ever to grace this humble planet! I am of course referring to the legions of readers who're only too happy to step in and help out if I fail to do so! So without further ado, dig out those ancient games that have been troubling you since the dawn of time, scribble your queries down on paper, and then send them in to yours truly. With a bit of luck, your questions will be printed in the very next issue!



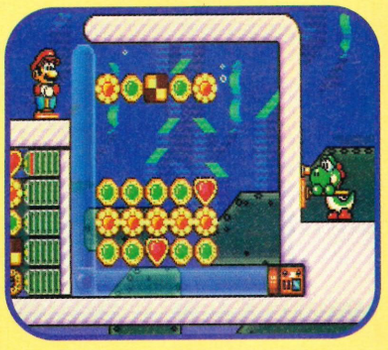
The first plea this month comes from Stuart Patterson from Swansea. Stu has heard that there is a level select in Konami's colourful shoot-'em-up, *Pop 'n' Twinbee*, and would like to know how to access it. Okay Stu, joypads at the ready... here we go! First go to the options screen, then on the first joypad, press UP, LEFT, UP, LEFT, UP, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, DOWN, LEFT, DOWN, LEFT, DOWN, and B. The round select menu should now appear at the foot of the screen.



Sean Franklin from Trowbridge has just bought that excellent driving sim, *Test Drive 2*. However, being but a wee lad, he hasn't yet mastered the cautious procedure of negotiating an expensive sportscar through narrow country lanes (nor have I come to think about it!), and was wondering if I had any cheats to make it easier. Well Sean, I'm not so sure about making the game easier, but this little baby enables you to tune-up everything on your car, thus making it more responsive and easier to handle on those tight corners! As the race begins, simply press L and R on controller two to begin tuning! Oh, and if you press A on controller two during a race, you can make your car jump – however, doing this in a position likely to give you an advantage is a bit fiddly and best left alone!

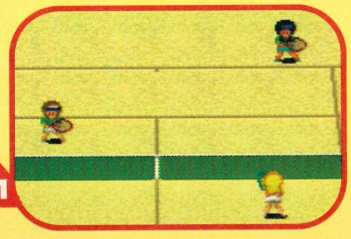


Mark Conarly from Reading is having trouble getting to grips with *Mech Warrior*. In his own words, "I keep getting the @?!! blown out of me!". Well, Mark, when one receives such a subtle cry for help, one always likes to oblige. Firstly, go and wash your mouth out you naughty boy, then when you've done that come back and get a load of this. To access a special invincibility cheat, start a game and then highlight the third option (GHO) and press B. Choose what you want and then exit, the previous screen will reappear, only this time there'll be a different option on the left, choose it and go into the actual game. Now press START, followed by A, L, L, Y, A, L, L, Y, A, L, L, Y. If the cheat has worked, the word "invincible" will appear in the centre of the screen.



Jenny Grove from Brockenhurst was told that there is a special cheat that allows you to play using enlarged cookies in the addictive *Tetris* clone, *Yoshi's Cookie*. Indeed there is Jenny, to do it you must first play the game in ACTION mode and clear any one stage. Then when the message "PUSH START" is displayed, press L and R together along with START. Now when you commence the next game, you will in actual fact be using cookies four times the size of the normal ones!





Right, just enough space to cram in a couple of pointless cheats that nobody would ever dream of writing in for! The first is for *Street Fighter II Turbo*, well it's not so much a cheat, more of a bug! When playing against another person as Chun-Li, perform a Spinning Bird Kick (preferably a hard one!), then whilst she is doing this, input the actions for the same move again. You'll discover to great amazement, that she stops in mid-air and floats across to her opponent – spooky!

The next is for that ace tennis game, *Super Family Tennis*. When your player isn't hitting the ball, press L and R together, this will make them pretend to adjust the strings on their racquet!



RYAN'S

ACTION REPLAY CODES

ACROBAT MISSION
7E041204 – Infinite lives.

ALIEN 3
7E15DA0A – Infinite grenades.

BATTLETOADS IN BATTLEMANIACS
7E002803 – Infinite lives player 1.
7E001CFF – Player 1's points always go up.
7E002A03 – Infinite lives player 2.
7E0E5E10 – Infinite energy player 1.
7E0E6010 – Infinite energy player 2.

BART'S NIGHTMARE
7E093803 – Infinite lives.
7E0F2702 – Infinite continues.
7E051505 – Use with code below for infinite energy.
7E00A103 – Use with above code for infinite energy.
7E0076XX – Change XX to alter starting level.

BUBSY
7E00DF50 – Infinite time.
7E020D08 – Infinite lives.
7E00A101 – Invincibility.
7E00A206 – Shadow (you cannot be seen by the enemy).
7E0214XX – Replace XX with 0-13 to alter starting level.

BULLS VS BLAZERS
7E053C00 – Opposition cannot score.

DUNGEON MASTER
7EC4043C – First champion always has full health.
7EC42FFF – First champion is always Archmaster Fighter.
7EC441FF – First champion is always Archmaster Wizard.
7EC7233C – Second champion always has full health.
7EC74EFF – Second champion is always Archmaster Fighter.
7EC760FF – Second champion is always Archmaster Wizard.
7ECA423C – Third champion always has full health.
7ECA6DFF – Third champion is always Archmaster Fighter.
7ECA79FF – Third champion is always Archmaster Ninja.
7ECD613C – Fourth champion always has full health.
7ECD8CFF – Fourth champion is always Archmaster Fighter.
7ECD98FF – Fourth champion is always Archmaster Healer.

EQUINOX
7E234303 – Infinite lives.
7E234506 – Infinite magic.

FINAL FIGHT 2
7E106D8D – Infinite energy player 1.
7E11258D – Infinite energy player 2.
7E1079FF – Only one hit needed to kill the enemy (player 1).
7E1131FF – Only one hit needed to kill the enemy (player 2).
7EADC515 – Complete game after round 1.

LAGOON
7E052099 – Infinite energy.
7E05229F – Infinite magic.
7E052901 – Infinite money.

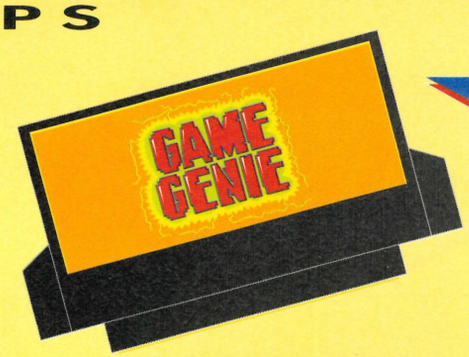
POWER MOVES
7E08EB20 – Unlimited energy.

SPACE MEGAFORCE
7E015202 – Unlimited bombs.
7E0FA303 – Infinite lives.

STARWING
0BE712AD – Infinite lives.
0BE048AD – Infinite nova bombs.
0BE0E4D0 – Full firepower.

STREET FIGHTER II TURBO
7E183E0F – Stops American version crashing on a UK Machine.

HELP LINE
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RYAN'S

GAME GENIE CODES

ALIEN 3
EE2637D4 – Slower fuel consumption for the flame thrower.
4D3644D1 – Start with loads more rifle clips.
4D3B4F01 – Start with loads more grenade clips.
CD2A44A4 – More ammo in rifle clips.
F0233D64 – More ammo in grenade clips.
3C2844D4 – Infinite ammo for pulse rifle.
3C223D64 – Infinite ammo for grenade-launcher.
3C253704 – Infinite ammo for flame-thrower.
D4641D60 – Take less damage.
DD6D1700 – Maximum energy from medical-kits.
EE6BCD00 – Longer invulnerability after being hit.

BOB
3C37A7D4 – Infinite weapons, except flame.
DDC0C770 – Maximum weapons on pick-up.
CD610D64 – Slow down timer.
3CC73F85 – Infinite remotes.
4A6E0F0D – Infinite lives.

CYBERNATOR
C2344FDD – Infinite credits.
CD3F1406 – Energy clip worth more.
D4BD176F – Start on level 3-1.
D7BD176F – Start on level 3-2.
D0BD176F – Start on level 3-3.
D9BD176F – Start on level 4-1.
D1BD176F – Start on level 4-2.
D5BD176F – Start on level 4-3.
D6BD176F – Start on level 5-1.
DBBD176F – Start on level 5-2.
D6BD176F – Start on level 6-1.
FDBD176F – Start on level 7-3.
FFBD176F – Start on level 7-4.
F4BD176F – View the failed ending.
F7BD176F – View the successful ending of the game.

LAGOON (US VERSION)
912D6D6C – Start with gold at 22,116.
D422040C – Start on level 2.
D722040C – Start on level 3.
D022040C – Start on level 4.
D922040C – Start on level 5.
A6B5D7A9+3CB6DDD9 – Get 200 gold pieces for every creature killed.

MAGIC SWORD (US VERSION)
5ECC0D67 – Slower magic counter countdown.
EECC0D67 – Faster magic counter countdown.
C2CC0F67 – No magic counter countdown.
C2BCD7A5+C280D7DD – No energy loss on collision with enemies.
C2B46FD9 – No energy loss when magic is used.

STREET FIGHTER II TURBO
DDF17D60 – Enables you to do some special moves in the air.
DD18570D – Kill your opponents with one hit.
DF045DAF – Winner of second round wins bout.
ADFCE40D+F9FCE46D – Select up to 10 turbo stars.

SUPER PANG
DDB46F04 – Infinite lives.
C9BB6FA4 – Infinite credits.
DD876DA4 – Infinite time.
Don't combine the following codes with the above!
D184AD68 – Double harpoon pick-up awards you with machine gun.
C96E6FD6 – Never lose your weapon (unless you pick up another).

● 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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SUPER PRO

FEATURE

JOYSTICK JAMMING

THE ULTIMATE GUIDE TO ROOTING TOOTING SHOOTERS

JOYPAD SLAMMING

Things move fast in the world of hi-tech peripherals for no sooner do we do a comprehensive round-up in SUPERPRO 8 when a new batch turns up, boasting even more amazing features. Once again Dave "sticky" Westley puts them through their paces.

SUPER ADVANTAGE
Super Asciiware
£48 IMPORT
Video Games Box (0425 616705)



The Super Advantage isn't a new stick but, as one of the best import sticks around, we thought a review is better late than never. The design obviously owes a lot to the American SNES, adopting the same colour scheme and rather blocky look. Beyond these questionable aesthetics it's well made, with large buttons adopting the same lay-out as arcade *SFII*. The stick itself is silent – no microswitches – but firm and very responsive. By turning a switch you can activate semi-auto fire, on all the buttons, and then vary its speed. There's full auto-fire available for each button and, of course, a slow-mo mode. If you like big and bulky things this performs well and is worth considering.

INVADER 2
QuickShot
£14.99
Tel: 081 3651993
Out: Now



The Invader 2 is QuickShot's top-of-the-line pad, a completely different shape from the slick SuperCons so as to allow space for semi-auto/full auto-fire switches on each of six fire buttons. The switches are intelligently laid out, and colour coded, to reflect the fire buttons they're assigned to – all within good range of your thumbs. Beneath the switches there's a slow-mo on/off switch – between Start and Select – giving you all the standard add-on features.

In terms of looks it seems a little unfinished, the smooth lines contrasting with the blotchy dots around the D-pad, but in the end it is very comfortable to hold and use.

THE QJ PROGRAMPAD
QuickJoy
£39.99 Tel: 081 902221 Out: September.



SUPERPRO 8's joypad feature had the SN ProPad coming out tops, being both a joy to hold, and to behold with its shapely shell being entirely transparent. Now the King with no clothes has fallen – shock, horror – with the rising of the SN ProgramPad! This is virtually identical to its predecessor although the D-pad is slightly larger, and the buttons slightly smaller. However the main difference is the inclusion of amazing, whizzbang electronics. These make it all fully programmable and there's even a little LCD screen which lets you see which modes you're choosing. You can program two modes yourself, each with space for three moves corresponding to three special buttons – which are neatly arranged around the four normal buttons.

To program a move press the Mode button until you get to either 'Prog 1' or '2'. Then press Set and the button you want programmed. Now do the move you want to save – which can be really complex – then press Set to store it until you clear it or turn the SNES off.

It couldn't be easier unless the moves were put in memory by QuickJoy themselves... And some are! Amazingly all the *Fatal Fury* and *Street Fighter II* special moves are available as preprogrammed special modes. There's three modes for *Fatal Fury* and six for *SFII* – covering all its characters, with powerful combo moves for Guile, Blanka and Ken/Ryu. You even have a secret code key which allows you to play identical characters against each other, Chun Li vs Chun Li for example.

And as if all this wasn't enough for you there's slow-mo and semi-automatic fire. All in all, utterly remarkable!

QJ PROGRAMSTICK
QuickJoy
£49.99 Tel: 081 902221
Out: September

This is basically the QJ ProgramPad reworked as a stick. It's obviously a lot bigger but still quite petite compared to the Super Advantage, measuring approximately 12 inches from left to right, and 10 inches from top to bottom. This means that it's not necessarily for table top use – it is possible to pick it up and play with it.

It's for this reason that the stick has two sets of left and right buttons – one set on the left and right-hand sides of the pad for pick-up use, and one on the top for table-top.



The stick itself is very clicky (which I like!) with proper micro-switches, so it should last a long time, and is also remarkably sensitive – most sticks we've had failed the *SFII* special moves test. This one passes with flying colours.

There's also slow-mo and semi-auto fire modes, but of course the best feature is the programmable electronics which are identical to those on the excellent ProgramPad.



The Maverick 2B is a budget priced joystick and jolly good for that it is too. Its moulded casing is extremely attractive and not too dissimilar to QuickJoy's ProgramStick. Indeed the two are much the same size, so it's a shame that QuickShot didn't also put extra left and right buttons on the casing's sides. That said it's still possible to pick this one up and use it, a thumb brushing across the fire buttons as necessary.

The stick itself is silent – we don't think it's been micro-switched – yet it's very firm and Ryan, for one, loved it. Fire buttons are big and bold, but as they all rub against each other so it takes a little time getting used to the layout.

Special features are limited to slow-mo and a semi-auto, but this is an incredibly friendly stick to use and the cheapest one that we've seen.

Maverick 2B
QuickShot
£15.99 Tel: 081 3651993 Out: Now

JETFIGHTER
Beeshu £19.99
Tel: 0262 603674
Out: Xmas



Well this one wins this month's Weirdo Award. It's a SNES joypad sculpted as a model Stealth fighter, a red light blinking in the cockpit whenever a button is pressed! Although it looks awkward, and as unergonomic as you could imagine, it actually feels okay, albeit a bit bulky. The four fire-buttons are situated on the right wing, the D-pad on the left. The L and R buttons are situated underneath each wing, naturally falling under your fingers as you hold the pad. Remarkable!

My only criticism is that it doesn't look that sturdy, especially the L and R buttons, which move around quite a bit when you're touching them. It certainly isn't as sturdy as Beeshu's stable mate, the *Angler*, and the Mega Drive compatibility feature obviously won't appeal to SNES fans. However it does at least have slow-mo and semi automatic fire facilities, making it a surprisingly useful hunk of weirdness.

SUPER PRO

JOYSTICK JAMMING JOYPAD SLAMMING

THE ULTIMATE GUIDE TO ROOTING TOOTING SHOOTERS



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Euromax
£ 17.99 Tel: 0262 601006
& POWER PAD
Champ
£16.99 Tel: 0943 608288
& SUPER FAMOUS CARD
£17.99 Import All Out: Now

This is the story of a pad design so successful it's been copied and reworked by loads of people. The basic idea is you get your standard SNES pad and thicken up the middle to make room for auto-fire and slow-mo buttons. We covered the Joy Card in SUPERPRO 8, which set the style (albeit a little slimmer than these newer ones). The Power Pad and Super Famous Card look identical to each other, while the Obliterator seems to take the exact same casing and add LEDs to flicker prettily when auto-fire is on.

Having said that the Famous Card feels a lot more responsive than the rest, mainly because the other D-pads don't have quite the same springy feel. Nevertheless all of these are very comfortable pads to use, which probably explains their popularity amongst manufacturers.

Add-on features are standard; semi-autofire switches for all the buttons (except L and R) and a slow-mo switch.



MEGAMASTER I
Contemporary Games
£29.99 Tel: 081 5771700 Out: Now

I like this one a lot. It's stylish with a long, thin body broken up by the curve around the CD-shaped joystick ring. It also features a very unsubtle shade of purple which goes well against the dull grey of the rest of the stick. A joy to behold then, but to actually hold?

Well, the good news is that the stick is microswitched which means not only is it hard wearing but it's also very responsive. I took it for a couple of laps around the tracks of *Rock 'n' Roll Racing* and it handled perfectly. Delicate corners followed by the hardest bends were executed effortlessly – a top stick! The problem comes with the buttons. Because they're so big and so far spaced apart it's very difficult to apply much pressure to them, which could be very annoying where fast reflexes are required.

The MegaMaster features variable semi-auto fire and slo-mo.

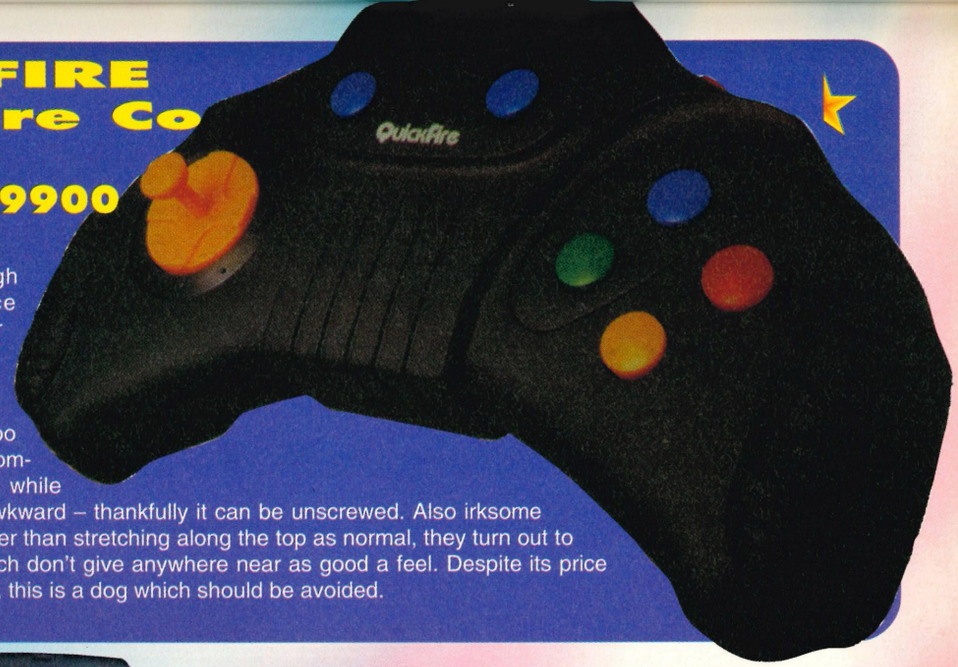


MEGAPAD II
Contemporary Games
£14.99 Tel: 081 5771700
Out: Now



After all these drab grey reworkings of the standard SNES pad this one gets full marks for boldness. The retina-burning purple hue just can't be judged from photos, you have to feel those radioactive rays to get just how bright is. Then there's the exotic shape, real *Star Trek: The Next Generation*-type curves and detailing. It's also fairly comfortable, with huge whopping L and R buttons above the fire button/D-Pad circles. The only drawback is its plastic-ness, not just in the feel of the pad but the cheap feel of the buttons which just don't inspire confidence at all with the 'popping plastic bubble' sound they give when pressed. Still, it's not often you get the chance to get such an exotic design for so little. And there's your standard slow-mo feature, and chunky wheel which varies the semi-autofire on all the buttons.

QUICKFIRE
QuickFire Co
£14.99
Tel: 0202 299900
Out: Now



Erh, sorry Karen! Although this misbegotten device has appeared in our Super Savers department, close analysis reveals the sleek lines to be an ergonomic disaster. The fire buttons are too far apart for your thumb to comfortably roll across them all, while the stubby joystick is very awkward – thankfully it can be unscrewed. Also irksome are the L and R buttons; rather than stretching along the top as normal, they turn out to be small, simple buttons which don't give anywhere near as good a feel. Despite its price and attractive-looking design, this is a dog which should be avoided.



PATRIOT
Fire & Ice
£24.99 Out: Now
Tel: 0924 430405 & 0924 456802 (Console Plus)

The Patriot is the second programmable pad up for review. This one contains no space for you to programme in your own codes but does have *all* the *SFII Turbo* codes built in! If you've been having difficulties with Dhalsim's vanishing trick then fret no longer – one touch of a button and you're away! The way it works is very similar to the SN ProPad except there's no LCD screen to fiddle with here. Rather there's a seven point switch at the top of the pad, each one referring to a character – some obviously have to double up! So, for example, to get the Yoga Flame you'd position it on number 7 and then press one of the four 'special' buttons positioned around the front four. In this case the D button.

It's much simpler than the SN ProgramPad but, it has to be said, isn't as flexible (you can't program in your own moves) and isn't quite as nice aesthetically. The sturdy grey casing is fairly thick, making it a bit bulky, while the buttons are somewhat stiff initially. Nevertheless for all you *SFII* fans who can't be bothered memorising the moves this is an economical compromise. There's also semi-autofire on all the fire-buttons as well as slow-mo.

RAPID-FIRE LINGO

The SNES joypad is a brilliant piece of design, brilliantly ergonomic besides being very reliable and fairly cheap. However it's a little lacking in special features...

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

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

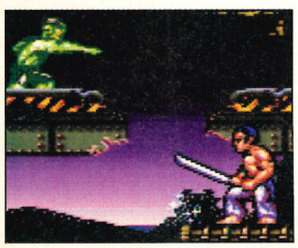
SLOW MOTION: This is in fact simply another sort of autofire, only the button being activated is "Start" which pauses most SNES games. By rapidly turning this button on and off a slow-mo effect is achieved, although the result isn't all that playable in truth. One for the last resort only.

GUARANTEE: All the UK joypads and joysticks should come with a 12 month guarantee in addition to your normal consumer rights. This means that should your pad develop a fault within a year of purchase you can get it repaired, or replaced – so keeping a copy of your receipt is absolutely vital!

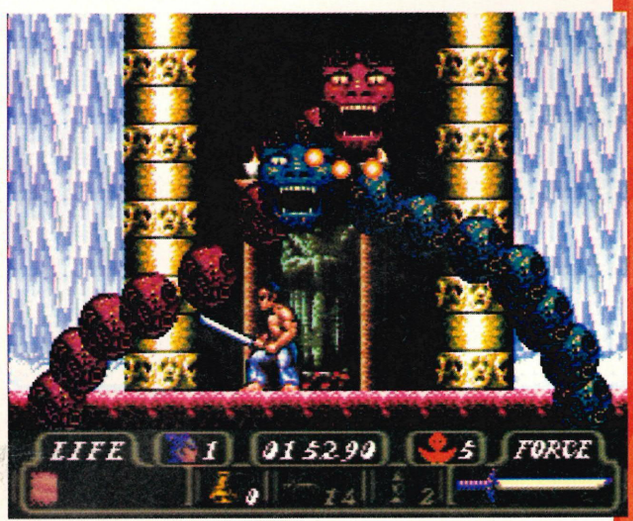
First Samurai

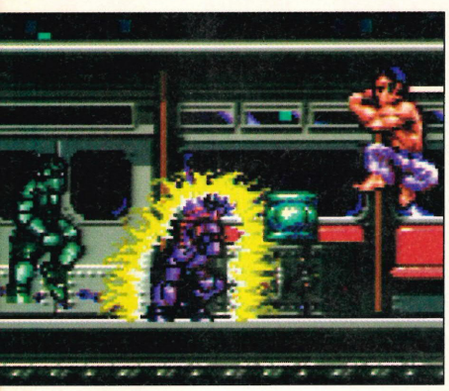
Either you've seen this somewhere before or you're going slightly mad. Rest assured, you're not going round the bend (well, probably not) because *First Samurai* has now been officially released in the UK under a different label, six months after we initially reviewed it. So here it is just in case you missed out and are completely confused like we are! Take it away, Alan "Chunky" Bunker...





On the right, the first set of guardians. Firing fire and ice blue bolts, they're formidable opponents! Below the second level set upon a moving train. The end level guardian here is a sword wielding skeleton!





Now I happen to be a big fan of the Amiga version of *First Samurai* so, personally, I think the original review in SUPERPRO 5 was a wee bit harsh. Yep, call me controversial, call me daring but don't call me Sheila. This eight-way scrolling arcade adventure features a beefy bloke in oriental togs who bounces around hacking and viciously slashing any critter or foe who stands in his way. Bordering on mindless violence, you still have to use your head occasionally to overcome the various puzzles and problems your character is sure to encounter.

You don't have to worry about the plot because it's not that important. Just remember that you need to gather five mystical runes per level before being able to confront the main bad guy.

Collectable items include treasure, energy restoring food, upgrade weapons such as knives and axes, plus bells... big brass ones. These aren't church bells, but the sort you use to summon a waiter or, as here, a sorceror! These help out in more than one way: bringing rain to dampen burning soils, causing platforms to appear from nowhere, and so on. They're also lazy and will only perform once, so you need to find as many as possible to complete the stages.

PRO TIP Swipe your sword upwards, shielding yourself from the fireballs, when you meet the first guardian. **PRO TIP**

One of the best things about the game is the 'hallelujah' sample when they're summoned. Sonics are defintely a strong point, with a nice mixture of moody and racy tunes accompanying the solid effects. Graphics aren't quite as impressive, starting off well but trailing off a bit toward the game's later levels. However, the Samurai himself is well drawn and superbly animated; by manoeuvring your pad and pressing the appropriate buttons, you can kick and punch in a number of ways. This is useful as the sword you begin the game with is drained with every hit, vanishing when all energy is lost. A few more hits and you're dead, so it's best to be quick punching out enough enemies to earn your sword's return.

Thankfully the game has been slightly rewritten now; the first level is easier so you have more time to get used to how things work. Over the game as a whole I'd say it's possibly a bit easy though. The end of level guardians take some time to master, but the rest of the levels are fairly straightforward affairs.

Even so, I liked it a great deal and I think you will too! So take your oriental experiences further than the Chinese chippy and experience something really tasty.



Publisher: **KEMCO**
Distributer: **MARUBENI**
Tel: **0329 822565**
Price: **£49.99**
Out: **NOW**

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

CONTROLS

- Climb up.
- Climb down/Crouch.
- Walk left.
- Walk right.
- X — Use magical item.
- Y — Jump.
- A — Punch/Use sword.
- B — Kick/Use sword.
- L — Select magic item.
- R — Select magic item.

PROS: An entertaining and action-packed arcade adventure. This is complemented by attractive graphics and decent audio. *First Samurai* is a pleasure to play and expansive levels need thoroughly exploring.
CONS: The challenge is a little too simple. Puzzles fail to tax the brain, meaning the hardest part of the game is remembering where you've already been and where you should be going. As a consequence, longevity suffers.

GRAPHICS	79
SOUND	80
GAMEPLAY	81
LONGEVITY	68

PROSCORE **79** SCOREPRO

BETTER THAN EGG FOO YUNG

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Below, the blue Air Blade finally meets its replacement with a hi-tech, caterpillar-tracked speed machine.



Above, the fourth-placed Air Blade car blasts number three into history – well, for a few seconds anyway. Below, the ice world sees hovercraft vehicles make a much needed appearance. Trying to use a conventional car on ice is murder, but both caterpillar-tracked and air cushion vehicles handle it well enough.

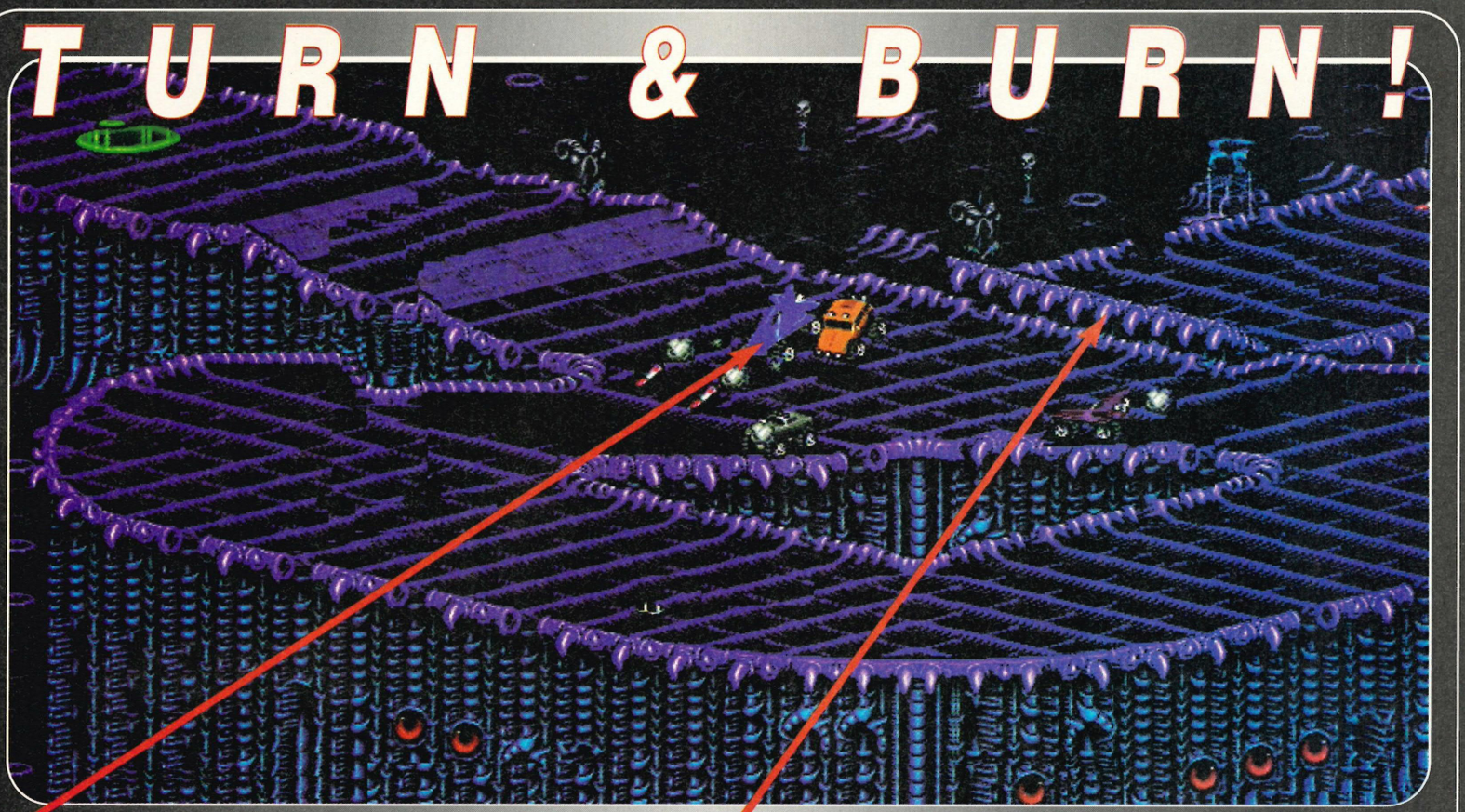




ROCK 'N' ROLL RACING

Ultra-violence, nitro-boosted speed, two-player action and probably the world's greatest racing, rocking sound track have all been crammed into Interplay's latest. Taking to the road with eleccy guitars and pounding drums ringing in his ears, Alan "2CV" Bunker puts on his racing helmet and screams into action.

TURN & BURN!

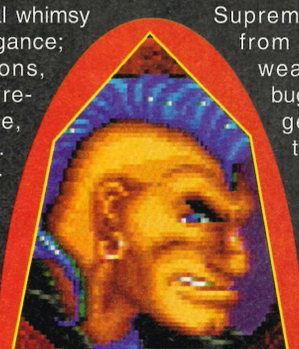


For a true visual extravaganza, try shooting the other cars out of the air as they leave the ramp! Tricky, but highly amusing!

Hit this ramp at full speed to launch yourself over the road below. Be sure to hit it straight, otherwise you'll fall into the ravine!

The cutesy graphics, flawless gameplay and DSP-boosted speed of *Super Mario Kart* have finally met serious competition. This Californian-Mancunian collaboration meets Oriental whimsy with Western extravagance; spectacular explosions, masses of realistic firepower and, of course, that rocking soundtrack.

The overhead perspective obviously isn't as slick as *SMK*, you see much less of the track ahead and this takes some getting used to. However, Interplay's playtesters have got this, like almost everything else, just right. Although at first you tend to bounce off the track sides on tight corners, with practice you'll learn how to slide into them, smoothly turning to the new direction, then flooring the accelerator with satisfying precision. The limitations of the perspective become a good part of the game and mad-heads like Stu never even bother glancing at the map, although this can be useful for seeing where the opposition are.

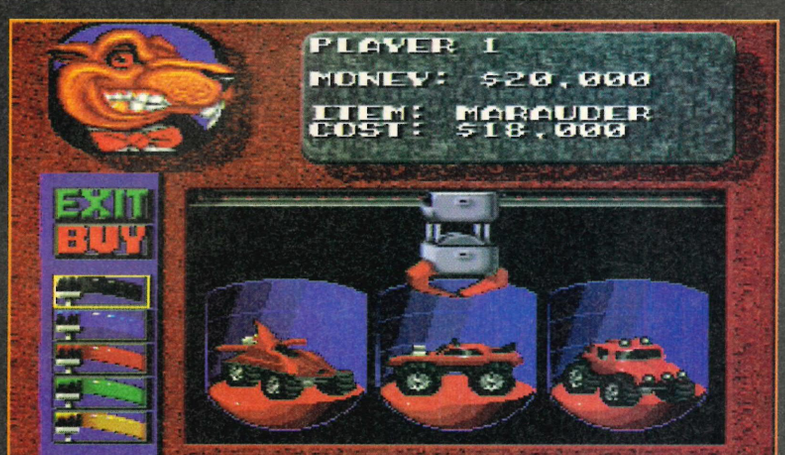


PRO TIP

Jake is probably the best driver to choose at the beginning because of his superior cornering and acceleration off the mark.

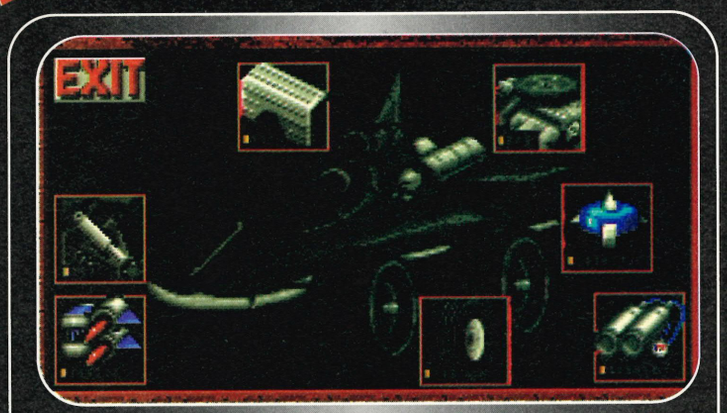
The perspective also works to good effect showing quite how spectacular the course is. Unlike most Mode 7 racers, *Rock 'N' Roll* has some truly twisted tracks. Supremely hilly terrain right from the start means the weaker, lower powered buggies can have trouble getting up and over if they've lost speed beforehand! Later on there's ramp jumps criss-crossing the track, and even multiple jumps with footprint-sized platforms to jump between. With three other cars hustling about, dropping mines and loosing off missiles, *Rock 'N' Roll* is one heckuva a lot of fun just to mess around with. I especially like how weapons start off relatively weak, but then upgrade quite massively.

Thankfully, the SNES pad is exploited to the full, your thumb able to hold down accelerate while rolling over to fire missiles, drop mines and hit the nitros. Knowing when and where to plant mines is great fun – you have to be



Above your opening choice of cars, from the left we have the pricey Air Blade, then the Marauder and Dirt Devil. The latter two are so slow they have jumps instead of rocket nitros!





The specifications differ greatly between cars, the one below has more powerful mines and cannons!





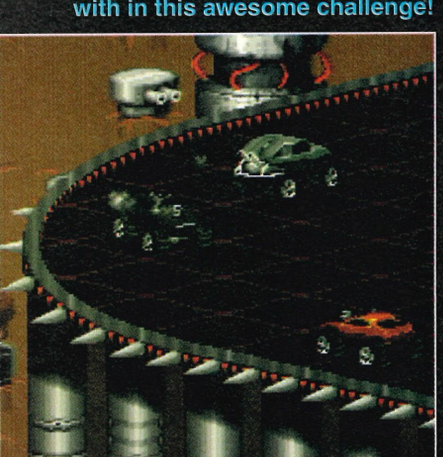
The cars above are like a series of time bombs waiting to explode, the smoke indicating that repair boxes are urgently needed!





The motley crew above are the other contenders you'll have to compete with in this awesome challenge!





The only reassurance on these hazardous tracks is that the huge cannons at the roadside don't fire at you (above)!

careful you don't get blown up by them on your next lap! Missiles are excellent too, especially how they're not just limited to your screen but carry on ahead to catch up with a distant enemy. Blowing someone up is excellent, but again Interplay's play-testing shows, so getting hit doesn't ruin your chances – you get back on track quickly and you rarely give up hope in the quick, three lap races. Fast, frantic fun – real rock 'n' roll action.

But prop up this machine's hood, however, and you'll see masses of options and depth. There's six characters to choose from, four cars (although at first you have money only for the weakest two), numerous upgrades to buy. Earning dosh comes down to finishing high up and picking up gold ingots off the track. Finishing well also earns points and points mean, not prizes, but transport. If you earn enough then you can climb aboard a spaceship and be rocketed to another planet! It's quite a challenge, with three skill levels, so fortunately there's a password save.

But as you know from SUPERPRO 9, probably the most stunning part of the game is the sonic wrapping paper. Besides crystal clear sampled speech, there's those fantastic rock tracks. These establish a great, exhilarating feel which apply the final polish to the game. So if you want arcade action, a solid long-term challenge and brilliant two-player gameplay this is your baby! SP



Publisher: **INTERPLAY**
Tel: **0865 390029**
Price: **TBA**
Out: **October**

Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Mega rock tracks.**

CONTROLS

- No function.
- No function.
- Turn left.
- Turn right.
- X – Turbo.
- Y – Missiles/lasers.
- A – Drop mines/tacks.
- B – Accelerate.
- L – Sharp left turn.
- R – Sharp right turn.

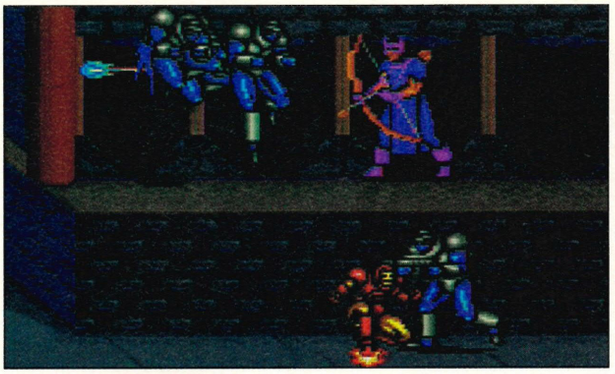
PROS: Addictive and intense gameplay is made even more enjoyable when up against another human opponent. Lots of tracks, lots of things to enhance and lots of brain-tingling rock tunes. A game you'll keep returning to.
CONS: Your playing area is a little cramped when in two player, split-screen mode – in fairness, though, this can't be helped. Other than this, there's hardly anything wrong with *Rock 'N' Roll Racing*.

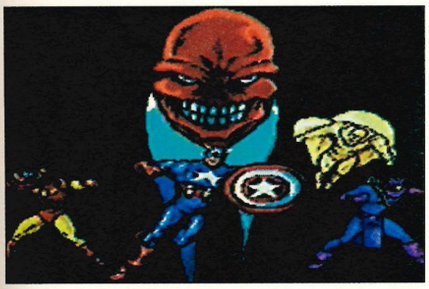
GRAPHICS	82
SOUND	94
GAMEPLAY	90
LONGEVITY	89

PROSCORE
90
SCOREPRO

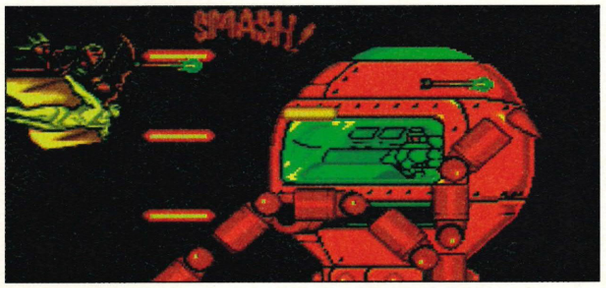
ROCKING GOOD FUN!







Above left, our heroes get wet as they strive to save the planet. Right, the end of level robot takes some beating!



I've always been more of a Gnasher fan myself, but whatever the characters, the bold intro was enough to draw me in. The Red Skull's threatening to bring down civilisation again, so Stan Lee provides you (and a friend) with a choice of Cap America, Iron Man, Vision and Hawkeye. They're all well drawn and reasonably animated, although a bit small for superheroes and the differences between them are minimal. Cap America has his boom-erang shield, Vision fires bolts of light, Hawkeye arrows and Iron Man heat rays. However, in the game they all feel the same, their punches and weapons only looking different. Add to this a jump button and that's the limit of your moves.

Gameplay generally comes down to rushing about the screen, dodging enemy bullets and hurling your own weapons back. A second player is helpful, but there's not that much sense of real interaction. Combat is tough, especially close in where you come out on the losing side too often for my liking. On the good side there's a reasonable amount of big super-villains to provide some variety of opposition, but they're never truly spectacular.

PRO TIP
Each character can dive-bomb onto an opponent by jumping up and then pressing the A button. This is useful for knocking over more than one opponent at a time.

One nice touch is how several of the levels have you taking to the skies (or seas, or space), flying along in a horizontally-scrolling shoot-'em-up game. The sprites are too big and slow for a truly good blast-'em-up, but a change is always welcome especially as these levels perk up noticeably in the graphics department.

Nevertheless this game is mostly disappointing. The graphics look like they belong on another, lesser machine while sonics are puny. Gameplay is repetitive, failing to deliver the thumping impact of a beat-'em-up with such tiny sprites, while speed is lacking for a shoot-'em-up.

Still, if you're a real Marvel fan, the attention to detail could make it worth a look. Even I enjoyed the wonderfully over the top level intro's: this is where the monitor booms "America needs you!" or something butch like that. Then your hero appears, pointing at the sky as a speech bubble appears: "You will not succeed!" So it's back to the Beano for me, and back to the drawing board for Mindscape! G'nuff said. JP

Marvel's marvellous superheroes are perfect for video gaming; those wonderfully garish costumes, stunning super-powers and outlandish villains. There's already been a nice coin-op, now Mindscape have a SNES adventure on hand. Alan "SuperSub" Bunker boldly struts forth.

CAPTAIN AMERICA AND THE AVENGERS



Publisher: **MINDSCAPE**
Tel: **0444 246333**
Price: **TBA**
Out: **October**

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

CONTROLS

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

PROS: Good characterisation of the heroes from the comic books. And the macho stuff really gets you into the right frame of mind to save the world! A two-player option have made the game more enjoyable.
CONS: Naff sound effects, poor animation and dull enemy sprites hinders the repetitive gameplay. The action is lacking in real vigour and excitement. You'll play it a few times but then realise there's more to life than Captain America.

GRAPHICS	50
SOUND	43
GAMEPLAY	50
LONGEVITY	47

PROSCORE
49
SCOREPRO

MORE LIKE CAP'N BIRD'S EYE!









The famous 'No Limits' beat is there right from the start, opening the game up with a real kick. The main music is a little weak, compared to *Rock 'N' Roll*, but when the TV-shaking bass-line comes in, it's close enough! Each of the six levels have their own 2-Unlimited track – the band are very enthusiastic about it apparently – and it certainly sounds better than the instantly forgettable Jap tunes.

But what of the game itself and its bizarre aliens – weird amalgams of biology and technology, grotesque hybrids which meld together several distinct forms. Well, the theme is certainly appropriate since gameplay is itself a remix of earlier games – the reworked corpses of shooters such as *Super R-Type, Gradius III* and *Super Aleste* are all quite obvious.

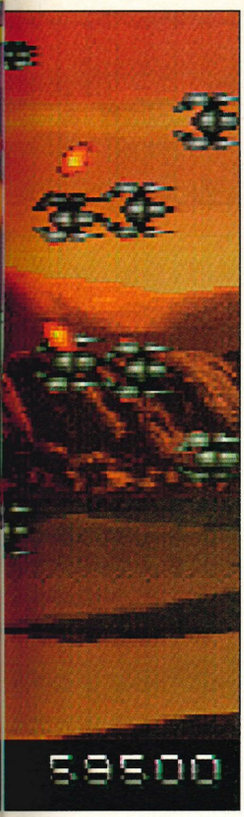
The first thing you'll notice is that this game is fast. The moment the solitary Halbard leaves port, the screen fills with a mass of incredible creatures, each releasing a great sack of fireballs that'll send you to oblivion with the slightest touch. The five lives you start with are consequently lost within a few seconds – only a machine could cope with this much happening at any one time...

Fortunately, as you begin to gnaw anxiously on your lower lip, a stab at the Y button brings forth a shield. Four blue balls puff out from the centre of the Halbard and block



A pounding 2-Unlimited soundtrack, subtle gameplay tweaks and an English language intro promise to lift an unspectacular Japanese import into a heavy hitting official release. Dave "xeno" Westley asks whether Activision have busted the limitations of the original game.

BIO METAL



Level two (left) features lots of snakey things that will coil around your craft, slowly decreasing the amount of living space that you have. Better shoot 'em – quick!

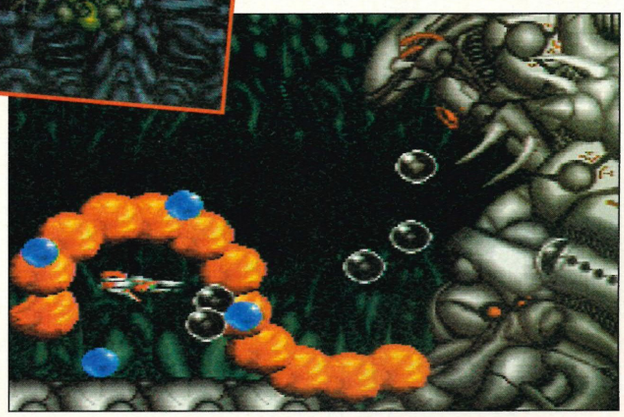








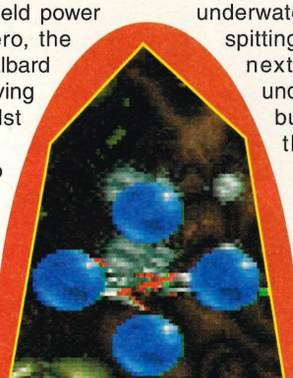
The final guardian (right) seems very *R-Type*! Most of it is static, only its wormy arm moving. Make sure it doesn't touch you or it'll crush you!



be a real chance of getting to the first guardian. But watch out! A bar at the bottom of the screen shows rapidly diminishing shield power – when it reaches zero, the balls nip inside the Halbard for a quick cuppa, leaving you on your own whilst they recharge.

When they return to work you can start to admire the graphics, with level one's dark clouds whipping past at blinding speed, an impressive effect which helps cover up the fact that sprites are neither original nor varied. At the level's end, a Mega Guardian exploits the SNES's custom chips by warping in and out of screen whilst unleashing hordes of missiles and flashing a lethal, green searchlight.

The second level proves even more impressive. Action now takes place beneath a Martian moon and over a barren desert. Level three submerges the Halbard under alien waters with a giant underwater plant as the pollen-spitting Mega Guardian. The next two levels are set underground, very similar but for the fact that on the latter, the background graphics get warped all over the place – very *Super Aleste*. And that leaves level six, the shortest of the lot, but this end-of-game Mega Guardian is huge and very, very tough.



PRO TIP

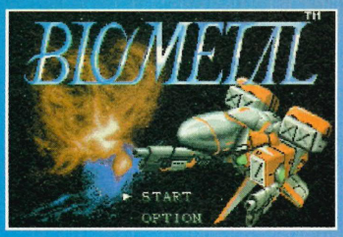
Retract your shields at every opportunity. Only in this way will your ship be able to protect itself when it needs to.

It's a familiar shoot'em-up structure and weaponry is similarly unoriginal. There's your bullets and laser gun, plus a red wave weapon inspired by *Darius*, and all these can be powered-up by collecting icons. Your shields may also be turned into weapons. Press X and they rotate madly then shoot outwards blasting everything on screen. Press A and the four balls will shoot forwards, attacking enemy sprites *R-Type* style.

All this sounds like a pretty decent game but while the backdrops are undeniably superb, this game suffers from the sickness that runs through so many shoot'em-ups – slow down. Although not particularly noticeable on the first level, it rears its ugly alien head on the second with a vengeance. Approximately one quarter of the level is under its sluggish control. With so much happening at any one time, this isn't as irritating as it is with other less appealing shoot'em-ups. But the fact that it's there at all will be enough to put some people off.

Another problem with *Bio Metal* is its size. Six levels really aren't enough these days, especially in the aftermath of Konami's seminal *Axelay* whose showstopping graphics heavily overshadow this.

Still, it's quite playable, the first level tweaked to be an easier intro than before, and the soundtrack sets it apart from most of the competition.



Publisher: ACTIVISION
Distibuter: PLAYTIME
Tel: 0274 532424
Price: £49.99
UK Release: October

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

CONTROLS

- ▲ Move ship up.
- ▼ Move ship down.
- ◀ Move ship backwards.
- ▶ Move ship forwards.
- X Shield forward.
- Y Shield.
- A Expand shield.
- B Fire.
- L No function.
- R No function.

PROS: Weird graphics are entertaining, 2-Unlimited soundtrack is impressive and there are loads of sprites on screen to keep the adrenaline pumping.

CONS: But the graphical slow down makes this package much less impressive, especially with just six levels to complete.

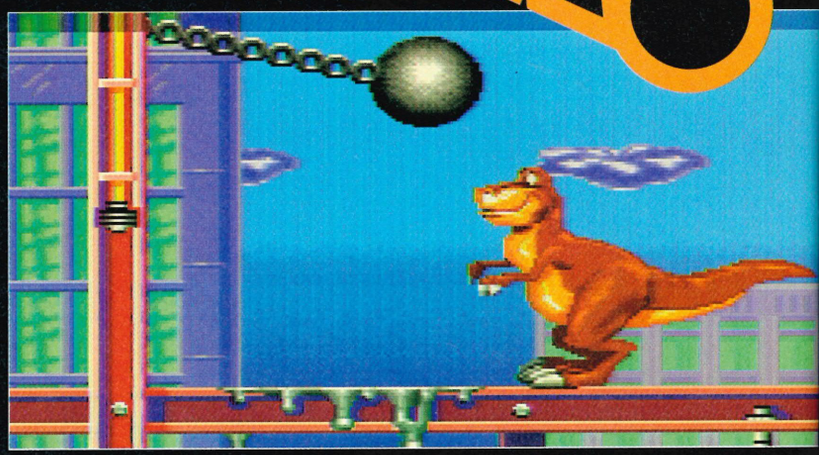
GRAPHICS	69
SOUND	80
GAMEPLAY	72
LONGEVITY	68

PROSCORE
70
SCOREPRO

2-LIMITED BUT FUN!

We're Back!

As the *Jurassic Park* bandwagon lumbers on, crushing everything in its path, the latest prehistoric venture from Hi-Tech Expressions hops merrily on the back! *We're Back!* is a Spielberg-produced animated series, so it's no surprise to find Visual Concepts, the team behind *Clay Fighter*, programming the video game! Ryan "raptor" Butt gets his teeth into it!



Rex skillfully dodges the swinging ball and chain high above the city streets (above)! Rex does some nifty balloon balancing during the Thanksgiving carnival parade (below)!





In this appropriately cartoon-esque platform game, you control a jolly 20ft T-Rex named, inevitably, Rex! He's been genetically resurrected by Attenborough-wannabe, Captain Neweyes, but unlike his Jurassic counterparts this T-Rex is distinctly Homo sapian-friendly. So when his modern day chums, Louie and Cecilia, are kidnapped Rex sets off to rescue them.

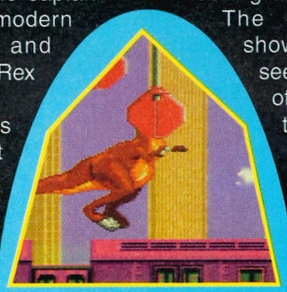
First impressions aren't great, the first level's cityscape is truly insipid, while the run, jump and throw stones gameplay is simplistic. However, playability isn't bad and the more you play it, the more the nice touches become obvious. Power-ups are enjoyably original, a whole troop of dino friends can be collected and then summoned as needed (see box).

Rex himself is appropriately big, one of the largest main character sprites we've seen, with smooth and characterful animation. The best bit is when he has to run, his head going down and his mouth cracking into a toothy grin! His size means he's not an easy character to control though and his clumsiness can be irritating at times. But even Rex is dwarfed by the mega-villains. After every three levels the evil Professor appears in a highly ingenious, usually quite massive contraption. These range from colossal cranes, to projectile-launching blimps!

These huge creations liven up the graphics which, in any case, do improve somewhat with underground subways and carnival parades looking a bit better than the city.

The graphics are never showstopping, but they do seem a fair representation of the cartoon. Hopefully this is not true of the soundtrack, which starts off with some brilliant drums before settling down into an utterly banal, irritatingly jolly earache. Sound effects are rather limp too, except for the nicely sampled roaring effects that is!

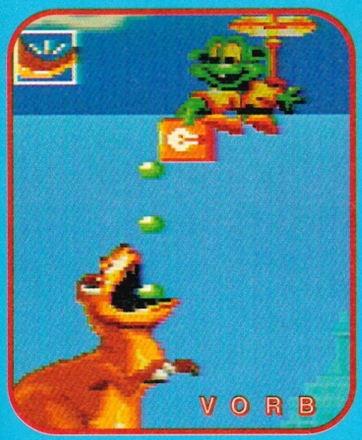
The game itself is fairly straightforward and experienced gamesplayers will whizz through this game in no time at all. It's easiness also makes the two-player mode fairly useless, with a single go taking so long your partner can go out to the corner shop before it's his turn to play! For younger players, which are obviously the target audience, the simplicity of play won't matter so much. The big, cute sprites and conventional playability should keep them entranced quite happily. For most players, however, Ocean's mega-license *Jurassic Park* will be the game to wait for, making *We're Back!* extinct before it's out. SP



PRO TIP

To defeat the first contraption, dodge the pinchers, then run along and jump on the tip of the crane. When you've got one hit in, retreat back to the left until it is safe to attack again.

AND SO ARE WE! - DINO CHUMS





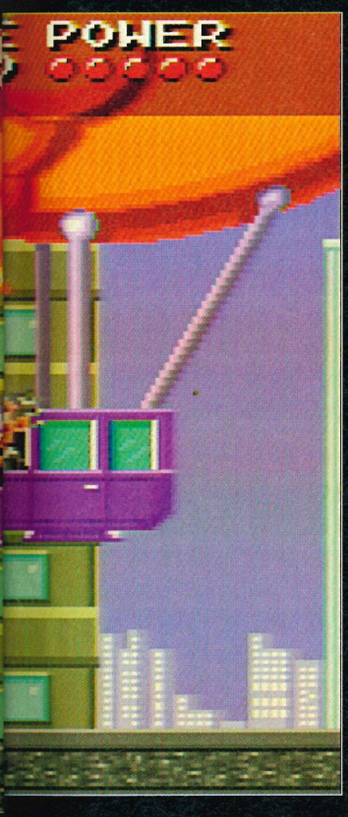




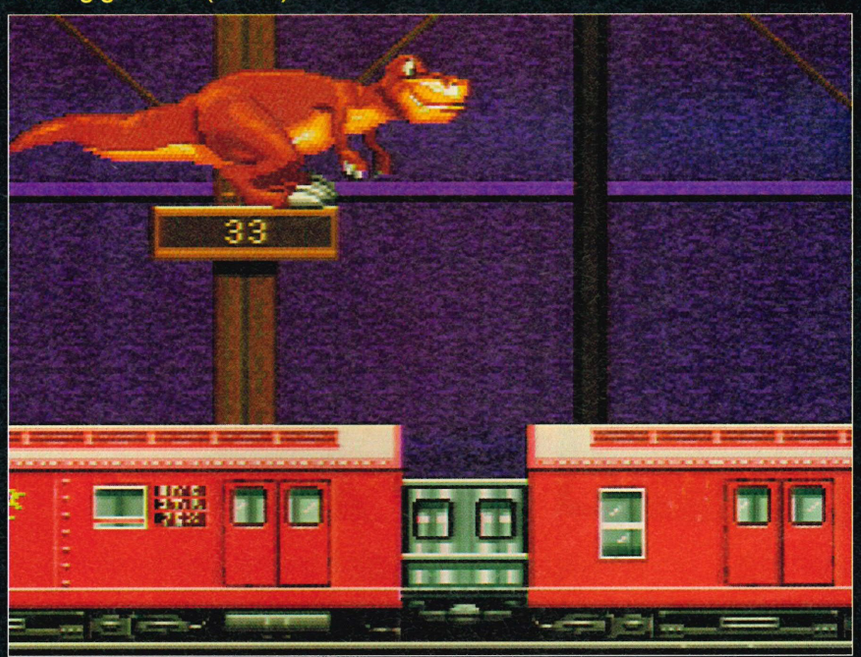
To assist Rex in his quest are four other pre-historic creatures. To be able to summon them you need to have collected their heads (urgh!), which are left scattered around the levels. Then, when you're in a spot of bother you can press Select and Rex roars, bringing up the dino-mate menu. Choose the pal you want and they're promptly parachuted in! Vorb is a gyrocopter-flying alien who whizzes in to drop all sorts of goodies for Rex to gobble down. One goodie strengthens Rex's tail so it can knock villains over, another goodie strengthen his feet so when you stomp them a minor earthquake ensues! Woog is a cute blue triceratops who'll bulldoze through obstacles for you. Elsa is pterodactyl who'll carry Rex over obstacles, and Dweeb is a velociraptor who definitely doesn't live up to his name, ambling past humans without lifting a claw against them!

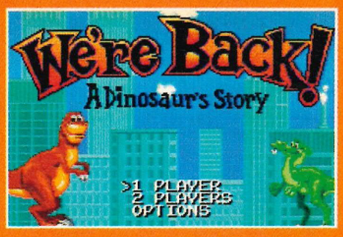






Rex comes face to face with the first big guardian (above)!





Publisher: **HI-TECH EXPRESSIONS**
Tel: **0626 68611**
Price: **TBA**
Out: **TBA**

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

CONTROLS

- ▲ Climb up.
- ▼ Duck.
- ◀ Walk left.
- ▶ Walk right.
- X Attack.
- Y Run.
- A Throw.
- B Jump.
- L No function.
- R No function.

PROS: Nicely drawn cartoon graphics are very pleasing to the eye, making the game look initially very promising. The levels are varied in design and layout and the guardians are very imaginative.

CONS: The controls are just not responsive enough for your huge dinosaur, making you feel rather vulnerable in sticky situations. The tunes are rather ear-grinding as well. The overall challenge isn't that great.

GRAPHICS	74
SOUND	65
GAMEPLAY	70
LONGEVITY	67

PROSCORE
70
SCOREPRO

NOT BAD, BUT
10 MILLION YEARS TOO LATE!

SUPER

JOYPADS



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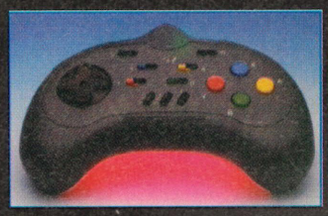
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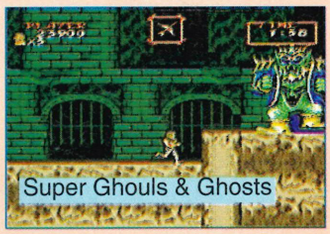


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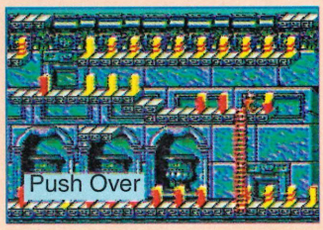


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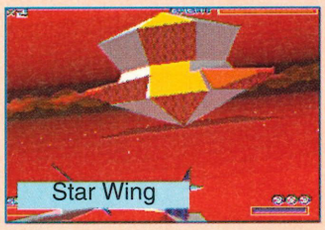
SNES CARTS



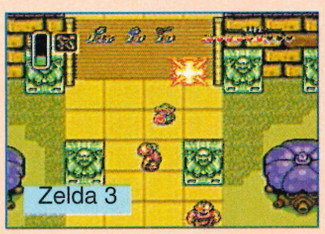
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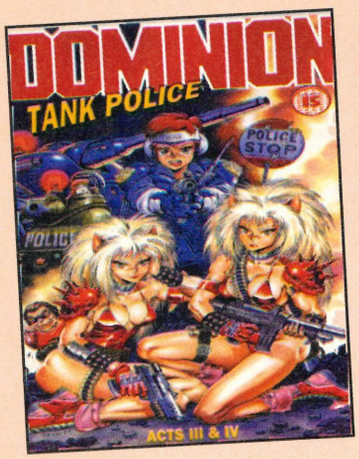
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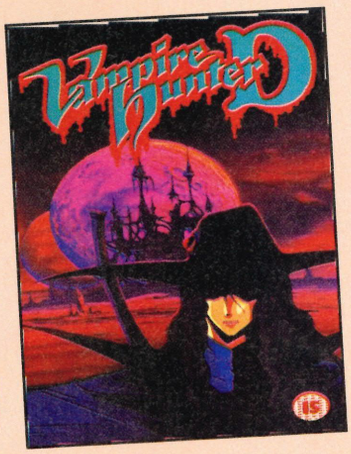
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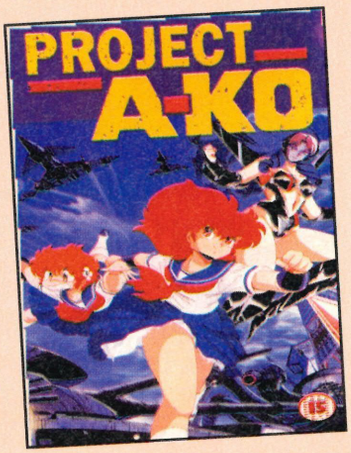
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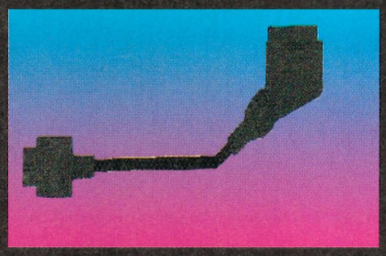


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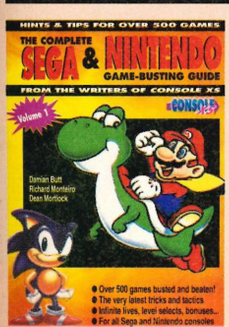
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PAC-ATTACK

Pac-Man and _Tetris_ are two of the biggest video games ever. Both have racked up hundreds of millions of dollars – in their time. Now, just as they're ready for their pensions, Namco have brought them back in a brand new game. Stuart "Wombat" Wynne investigates whether it's a marriage made in heaven or hell.



Above, the fairy makes her appearance whenever the star-tipped wand is filled. When she waves her wand, ghost-dissolving fairy dust falls, covering about half the screen. Most useful!

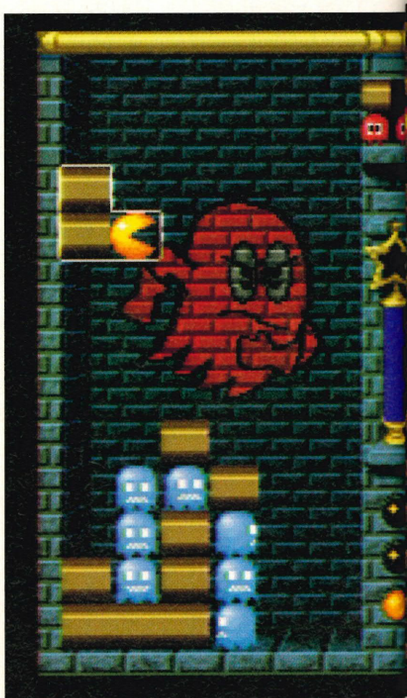




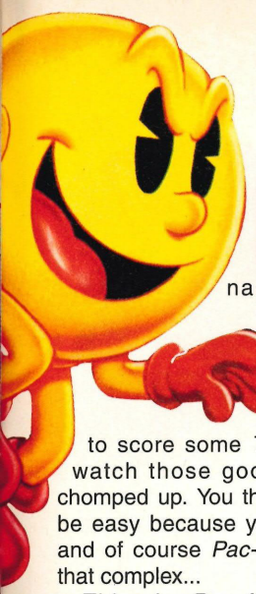
Complete a Puzzle level with the minimum number of Pac-Men and you get this reward!



NORMAL MODE: Pac-Man chomps his way through the ghosts to level 13. At the top left you can see the next piece due to drop, while the Magic Wand is nearly half way to summoning the fairy.



VERSUS MODE: To win you must outlast your opponent, lighting up



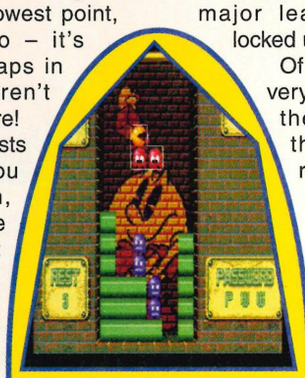
It's a tribute to the slick presentation, and famous names, that as soon as you see *Pac-Attack* you want to play it, you want to score some *Tetris* lines and watch those goofy ghosts get chomped up. You think it's going to be easy because you know *Tetris*, and of course *Pac-Man* was never that complex...

Thing is, *Pac-Attack* isn't just *Tetris* in *Pac-Man* fancy dress. With *Tetris* the puzzle pieces are hard and inflexible – it's up to you to turn, place and drop them so as to create horizontal lines. However with *Pac-Attack*, while the controls are the same, the hard shapes have gone all soft. It's not just that the ghosts naturally fall to the lowest point, the metal does too – it's impossible to get gaps in *Pac-Attack*. Gaps aren't the problem, ghosts are!

Unsurprisingly, ghosts don't disappear if you form a line of them, they just sit there rolling their eyes at you and making it very hard to form metal lines. In fact, concentrating on the lines is something of a mistake. To stand a chance of winning you have to use the metal to form pathways for Pac-Man to chomp along.

Pac-Man appears periodically and is a simple chap. He starts moving the way he's facing and keeps moving that way until he can move downwards. When he's finished munching he disappears, the metal falls down and – hopefully! – some metal lines form to disappear too!

Once you get the hang of it, *Pac-Attack* seems quite good fun for a while. Presentation for this type of game is excellent, the brick wall backdrops are beautifully detailed, the ghosts nicely animated, the tunes good and the *Pac-Man* sound FX excellent. It's possible to have some quite long and satisfying games... unfortunately when things start going wrong, they go wrong major league, ghosts being locked up all over the place.



PRO TIP

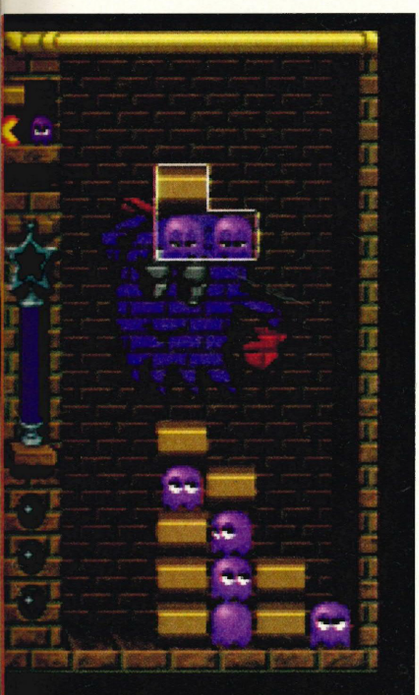
Try lining up all the ghosts in a long vertical strip. Remember ghosts are harder to get rid of than metal!

Of course, *Tetris* can go very wrong, very fast, but there at least you feel there's a chance of recovery. If you manage to uncover the gaps, filling them in isn't difficult. But in *Pac-Attack* ghosts tend to get stuck in individual pockets, requiring a Pac-Man each to get them. A rousing rendition of the *Can-can* as the screen fills up doesn't compensate for this design flaw.

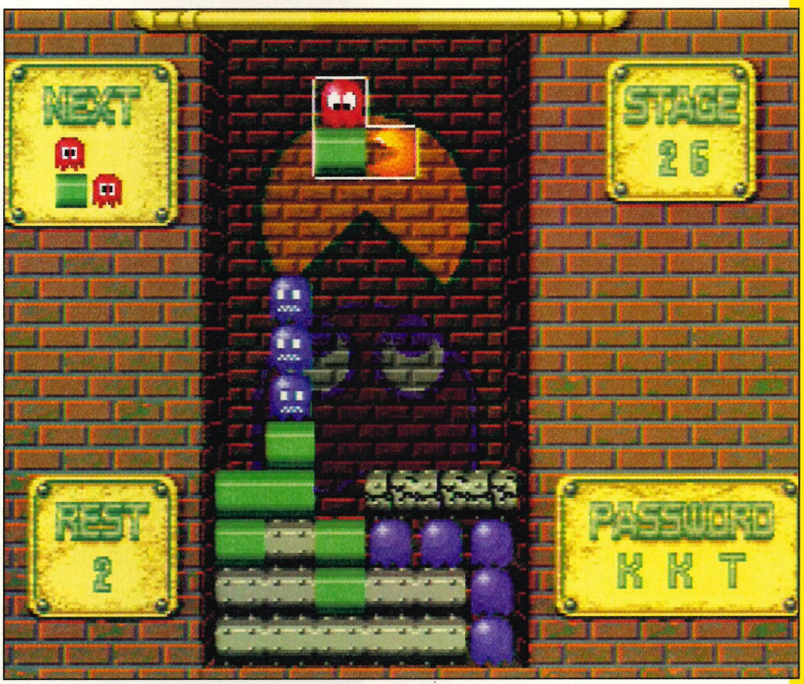
So while *Pac-Attack* adds all sorts of nice, new ideas to the brilliantly simple *Tetris* concept it doesn't improve it. Quite the reverse really. However the two-player game is very enjoyable – when ghosts get chomped they fall on your opponent's screen!

Also enjoyable is the 100-level puzzle mode. In this, you've got only a handful of Pac-Men to get all the ghosts in increasingly complex mazes. This too is quite enjoyable for a while, but lacks a real addictive bite, as all the excellent presentation had me yearning for a game of *Pac-Man* not *Pac-Attack*...

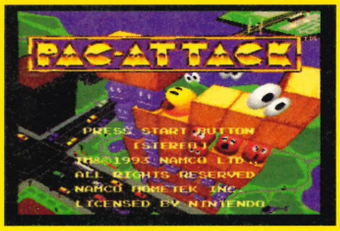




one of the yellow buttons on the central panel.



THE PUZZLE MODE: The objective is get rid of all the ghosts to complete the level. As you progress, new elements like grey steel appear – they take two tries to dissolve. 'Rests' indicates the number of Pac-Men left.



Publisher: NAMCO
Tel: 071 584 2670
Price: TBA
Out: October

Players: 1-2
Skill Levels: 4
Cart Size: 4Mbit
Save Game: Password
Features: 100 level puzzle mode.

CONTROLS

- ▲ No function.
- ▼ Pull piece down.
- ◀ Move piece left.
- ▶ Move piece right.
- X Turn Pac around (puzzle mode).
- Y Rotate piece.
- A Rotate piece.
- B Rotate piece.
- L Turn Pac left (puzzle mode).
- R Turn Pac right (puzzle mode).

PROS: Novel gameplay is diverting for a while, especially in two-player of puzzle mode, while presentation is arcade quality...

CONS: ...but gameplay fails to match either *Pac-Man* or *Tetris*, turning out to be an uncomfortable mix of the two. Also, there's no easy reset in puzzle mode.

GRAPHICS	77
SOUND	79
GAMEPLAY	71
LONGEVITY	67

PROSCORE
70
SCOREPRO

BRING BACK *PAC-MAN!*

CLAYMATES



The huge sprites of *Clay Fighter* may be the most dramatic demonstration of claymation yet, but those stunning techniques were first developed for this game. A huge range of claymated sprites make *Claymates* not only different looking, but unique to play, claymation's imagination spilling over into the gameplay for a truly wacky experience. Ryan "Squidgy" Butt metamorphoses into pliable form and oozes where no man has oozed before!

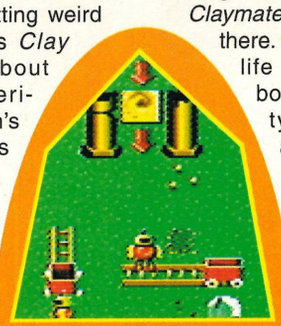
PROGOLD
SUPER PRO
PROGOLD

Okay, we've got this blob of intelligent clay which, by eating other gobs of clay, can transform into five different claymated creatures. So how are we going to explain this one then? A meteorite emitting weird radiation? Erh, that's *Clay Fighter*. Well, how about some scientific experiment? No, that's Virgin's *Wolf Child*. All right, let's go for darkest Africa, mysterious tropical transformation drugs and a Witch Doctor...

You are Clayton, lost in deepest Africa and your father – Prof Putty – has been kidnapped by a Witch Doctor desperate to get the transformation serum. After being turned into a lump of clay by the none-NHS doc, you've drunk the serum and embarked on a rescue mission. To help you on your way, lumps of clay have been scattered across the land and, depending on their colour, they'll transform you into one of the five different creatures (see box). These creatures not only have their own special abilities, they also mean you don't die if you get hit, you just go back to being a clay ball! Another clay upgrade gives you an *R-Type*-style orbital, which circles your body and can be sent out to hit enemies...

All of which you'd think would be enough for any game. However, *Claymates*' power-ups don't stop there. Besides the usual extra life stars and invincibility bottles, there's also three types of icons which allow you to unlock special boxes. Hidden jewels, balloons to carry you up, tornadoes which destroy everything on screen and hilarious hammers which kerthump the ground, stunning nearby creatures – all these are packed in boxes throughout the game.

Combine all of this with those weirdo graphics and you've got an absolute riot of playability. There's just so much to see and do – with the enemies even more bizarre than the hero. Then, when you do manage to reach level's end, there's the bonus games. First off you're confronted by a whirly twirling of letters where you can grab one letter, the aim being to eventually spell out 'CLAY' and access the Pinball sub-game. In this, there's



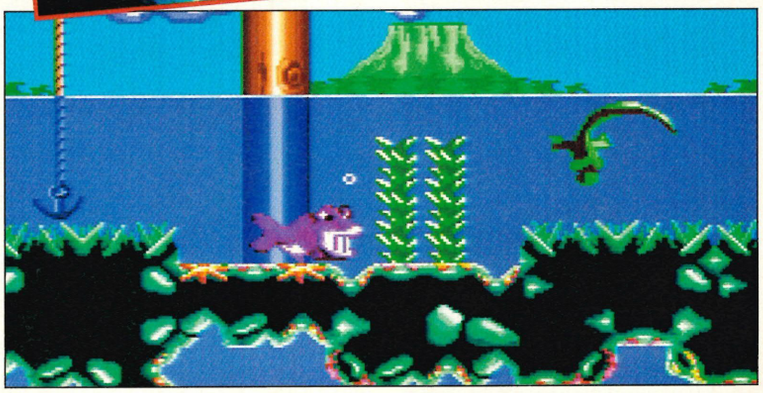
PRO TIP

To make the robots move faster on the puzzle game, keep your finger on Y. Oh, and if you go wrong, simply push them to send them flying back to the start!









The final confrontation...or is it? Muckster the cat takes on the might of the mystic witch doctor (above right)! Goopy the guppy takes to the high seas to find the exit, cue Jaws music (above)!

MY MATE YOUR MATE



DOH DOH
Our feathered friend can fly (at times), and peck enemies!



OOZY
This mouse can run at the speed of light, and kill foes with his bad breath!



GOOPY
Like his form suggests, he is a fine swimmer but can't cope on land!



MUKSTER
Our feline friend can climb trees and kill foes using his paws!



CLAY
This is Clayton's putty form. All he can do is jump and punch!



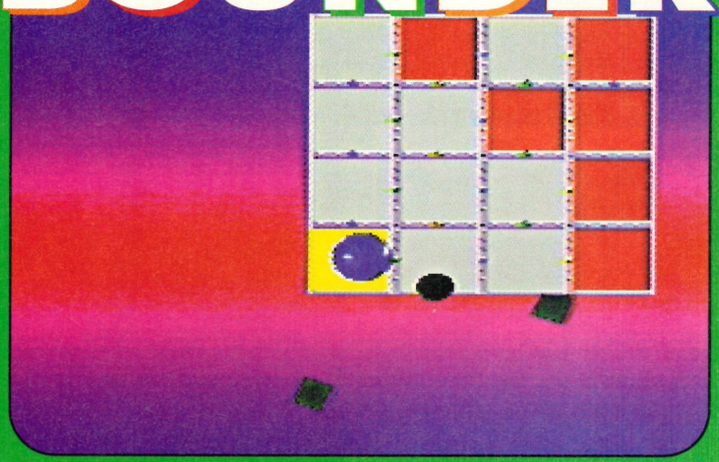
GLOBMEISTER
This gopher has an unlimited supply of nuts and is a great digger!

PINBALL



Should you successfully collect all of the letters to spell out "CLAY", you'll then be warped to this crazy pinball world. This gives you a chance to gain extra jewels and lives!

BOUNDER

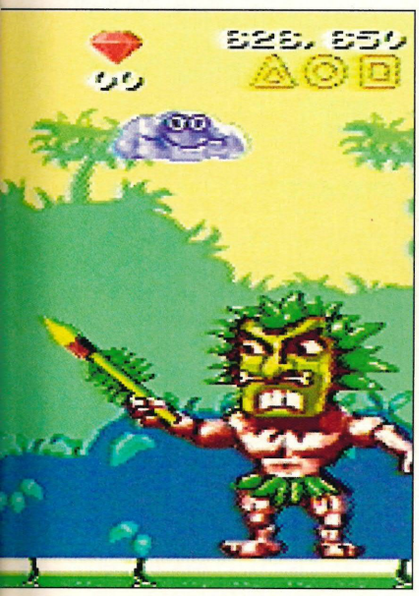


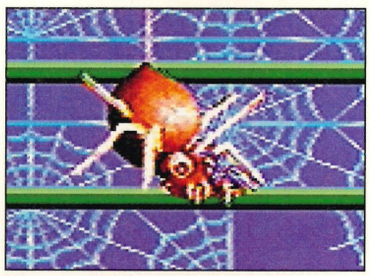
The idea of this little sub-game is to colour the grid red. To do this, simply aim your sphere at the squares that turn yellow as you rebound. If you succeed, you'll gain an extra life.

PUZZLER



This game crops up after every level. The aim is to guide the two hapless robots to the axes (or bombs) and then, by using the various rocks and trees, get them to clear a path to the next.





This huge, pop-eyed spider awaits you at the end of world three (above)!



absolutely loads of gems and lives to collect. And if you haven't got enough letters, but you have got 100 gems, then you enter a *Bounder*-style sub-game. This makes good use of Mode 7 for some fast-moving action – and an extra life if you get it right.

But what happens if you're so useless that you've got no letters or gems? Don't worry, because whatever happens, after each level you get the Puzzle sub-game. In this game you have to guide a couple of tin-head robots around a simple yet effective playing area, the aim being that they must pick up either an axe or a bomb and clear the path to the next level. All highly ingenious!

All in all, even if the main game was rubbish, you'd still have plenty of fun stuff to play with. But fortunately, the main game is far from rubbish. The attention to detail is truly magnificent, each level is huge (we're talking *Bubsy* proportions here!), and crammed with all sorts of hidden bonuses and secret levels. What I especially liked was the way that some areas can only be scaled if you take the form of a particular claymate. If you fail to pick up the correct clay, or simply lose it before you get to the area in question, it's hasta la vista, baby!

MARITIME MATE



The second guardian, a huge clam, lurks deep within a complex series of tunnels. The seaweed acts as a vacuum, literally pulling you through the passages, so your control over your actual movements is very limited. To kill the dreaded clam, you must first take out both its eyes with your bubbles, then finish it off by shooting its shell – it's not easy!



At the end of each stage, you'll have to pass through this transformer (above)!



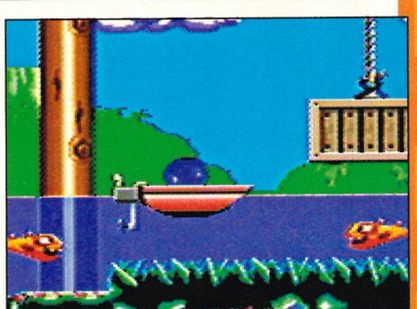


Lost in a dark jungle somewhere in Africa, Globmeister stumbles across a waterfall (left)! After using his superior skills at digging, the gopher finds himself in an underground cavern (above)!

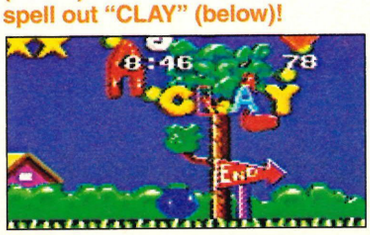
Undoubtedly the main selling point of this game are the graphics, and why not? They're certainly the most colourful the SNES has seen in a long time, and the sprites are simply stunning. It's almost as if you can reach in and touch them! The big guardians are simply stunning, funny and fiendish at the same time. Particular favourites are the huge puppy-dog with the flappy ears and the 10-foot Witch Doctor himself!

Sonics are up to a similar standard, being quirky, bouncy and generally uplifting! The tunes are also excellent and I particularly liked the way they fade into a quiet but jangly arrangement when the game is paused!

So to sum up, yeah platformers have been done to death on the SNES but *Claymates* doesn't just add some neat graphics, it chucks in enough originality and sub-games to get even us grizzled SNES veterans hooked. In fact, my only reservation is lastability. Admittedly I am a gamesplaying genius but I was still a little disappointed that, after just a couple of days intensive play, I got to very nearly the end – with a very nice twist in the conclusion! SP



Clayton escapes the ravenous fish using an abandoned boat (above)! Grab the letters to spell out "CLAY" (below)!





Publisher: **INTERPLAY**
Tel: **0865 390029**
Price: **£?**
Out: **?**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Combination of platform/puzzle action gameplay.**

CONTROLS

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

PROS: Excellent graphics and sound. Strangely original gameplay, highly addictive and varied. Everything a true platform guru could ever desire... and more!

CONS: A bit too easy and the inclusion of an options mode would have helped matters!

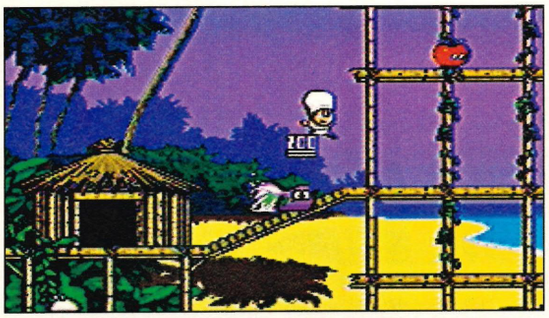
GRAPHICS	93
SOUND	89
GAMEPLAY	91
LONGEVITY	85

PROSCORE **90** SCOREPRO

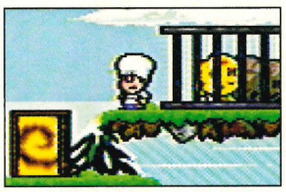
GLAMOROUS GOO FOR PLATFORM GURUS!

OUT TO LUNCH

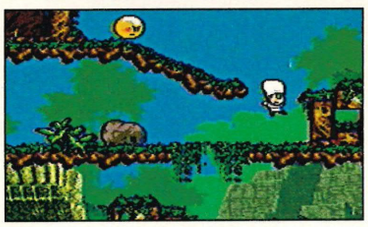
Remember the days when gameplay was king? Some neat, little idea like *Pac-Man* or *Bomb Jack* was developed to the nth degree; small but perfecto graphics and bags of challenge. Mindscape go back to the future with their latest dish, and Ryan "Floyd" Butt boils-up some criticism!



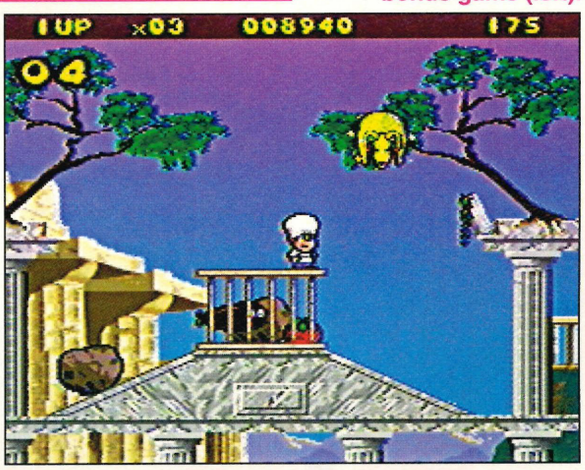




With the food safely stashed away, Pierre can now dash into the exit (above). The colourful bonus game (left).



Pierre disposes of a listeria germ in a truly disgusting fashion (above)! Pierre stands aloft his cage of imprisoned food types. Note the golden fleece hanging in the branches. Grab it to become enjoyably invincible (right)!



Pierre Le Chef may be small, but he's perfectly formed with over a thousand frames of animation – and a worldwide reputation for his culinary delights. The latter has led to a world tour, calling in at six countries – each with eight levels. Problem is, the ingredients for his magical meals are revolting, jumping out of the fridge to scamper across the vertically-scrolling levels.

Each level begins with Pierre armed with only his tiny boots, and while he can stun ingredients by jumping on them, he can't collect them until he's found his net. The objective is to get the required number of ingredients into the cage before time runs out. The truly efficient will attempt to get all the food in one go, then dump it in the cage. This is risky because if you get hit by some food, you're stunned and ingredients escape. But later on even the cage isn't safe, with Le Chef Noir appearing to open the cage door!

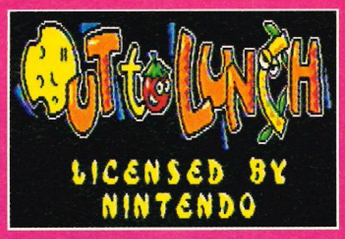
This all sounds extremely simple and easy. But while the first few levels aren't that tough, as the game opens up with more bizarre and more vicious traps and monsters, the difficulty soars. Listeria-infected potatoes swallow Pierre whole, eggs turn into homing missiles, springs bounce you into ceilings and, just when the level seems complete, Le Chef Noir then ruins everything! Power-up weapons like bags of flour, wooden spoons and flame breath hardly even up the odds.



PRO TIP
Be cautious! Only empty ingredients into the cage when you have the required amount. By doing this, the evil chef won't be able to set them free!

There's 48 levels of this and you only have three lives – no continues, passwords or battery save! I personally got through about three joypads in one game, beating *Road Runner*'s previous record of two! According to Mindscape, secret warps make the game possible but we've yet to find any during several days of intensive play! Persistence will bring progress, of course, and masses of playtesters are credited on the game. Unfortunately, while *Out To Lunch* is a very nice game, boasting lots of nifty ideas and cute animation, it's also a bit dated. The basic idea is continuously developed through the levels, but there's nothing which radically switches things around to provide true variety.

If only the game were cheaper it could still have got a firm recommendation. There may be no jaw-dropping graphics, but the graphics there are have stunning detail and excellent animation, the whole game successfully reviving the spirit of prehistoric arcade magic – a well presented, infuriatingly addictive platform game. Sadly though at £50 it is exceptionally tough, but fair gameplay is unlikely to find that many fans.



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

Players: **1-2**
Skill Levels: **2**
Cart Size: **8Mbit**
Save Game: **Not a sausage!**
Features: **Secret warps.**

CONTROLS

- ▲ No function.
- ▼ No function.
- ◀ Walk left.
- ▶ Walk right.
- X Throw fire/breathe fire.
- Y No function.
- A Swipe net.
- B Jump.
- L Throw fire/breathe fire.
- R Swipe net.

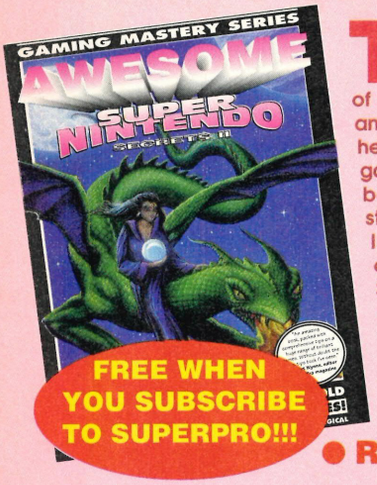
PROS: Great graphics, challenging gameplay, lots of varied levels. Certainly not a game you will complete in one afternoon!
CONS: No password, battery back-up or continues; annoying tunes; gameplay is rather too taxing!

GRAPHICS	82
SOUND	71
GAMEPLAY	69
LONGEVITY	85

PROSCORE **76** SCOREPRO

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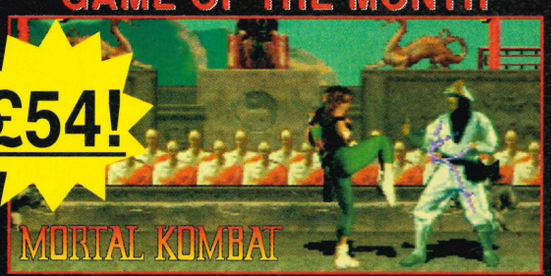
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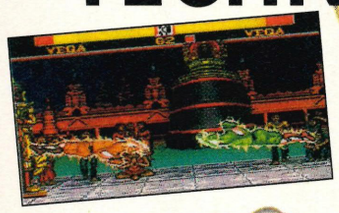
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NEXT SUPER MONTH

COMING SOON

JURASSIC PARK ➤ COOL SPOT ➤ POPULOUS II
T2: THE JUDGMENT DAY ➤ SUPER WIDGET
RUN SABRE ➤ LEGENDS OF THE RING
TOP GEAR 2 ➤ ROCKY RODENT ➤ UTOPIA
PTO ➤ MEGA-LO-MANIA ➤ PLOK
ZOMBIES ➤ EQUINOX ➤ SUPER PUTTY

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Stunning Vic Tokai Feature
plus loads of hints 'n' tips, and all the latest cheat codes.

ON SALE
THURSDAY
OCTOBER 21

UK RELEASE DATES

SEPTEMBER

ASTERIX	Infogrames
BLUES BROS	Titus
CAL RIPKIN JNR BASEBALL	Mindscape
DRACULA	Sony Imagesoft
F1 POLE POSITION	Ubisoft
FIRST SAMURAI	Kemco
JAMES POND'S CRAZY SPORTS	Sales Curve
MARIO IS IMISSING	Mindscape
MORTAL KOMBAT	Acclaim
NIGEL MANSELL	Nintendo
SUPER MARIO ALL STARS	Nintendo
TRODDLERS	Sales Curve

OCTOBER

BATTLETOADS IN BATTLEMANIA	Nintendo
BIOMETAL	Activision
BUBSY	Nintendo
CAPTAIN AMERICA	Mindscape
CLAYMATES	Interplay
GOOF TROOP	Nintendo
GP-1	Atlus
JURRASIC PARK	Ocean
MECH WARRIOR	Activision
MYSTIC QUEST	Nintendo
OUT TO LUNCH	Mindscape
LAGOON	Kemco
ROCK 'N' ROLL RACING	Interplay
SUPER AIR DIVER	Sunsoft
SUPER PUTTY	System 3
THE LOST VIKINGS	Nintendo
TUFF E NUFF	Bandai
VEGAS STAKES	Nintendo
YOSHI'S COOKIE	BPS

OFFICIAL RELEASES

The big news here is obviously the Nintendo push, beginning in September with *Mansell* (£39.99) and *Super Mario All Stars* (£49.99). The latter is a 12Mbit cart with battery back-up, justifying the price if not the unbelievable hype in some other mags. It's obviously a brilliant package, but three of the games are fairly antique with only *Super Mario Bros 3* being comparable to the SNES-specific *Super Mario World*. The other big release for September is, of course, *Mortal Kombat* – still standing after some heavy press criticism for it not being *Turbo*! It is, however, very playable game, its stunning graphics setting a new direction for the SNES.

October sees the Nintendo flood-gates wide open with six titles, all but *Vegas Stakes* from third-parties. Causing consternation among third-party publishers is the price, £39.99, for them all except *Goof Troop* – bearing the Capcom logo it has an extra £10 added on top! The price cut will probably best serve *Lost Vikings*, an arcade puzzler whose brilliance might have passed people by at a higher price. Also noteworthy is 16MBit *Bubsy* (two months after its Sega release). Sure, it's a little tricky to control but it looks great, the challenge is huge and the humour first-rate.

Of course for die-hard beat-'em-up fans none of this is going to compensate for the one glaring omission, *Street Fighter II Turbo* slipping to November with its price still to be decided. This is at least good news for Ocean, giving them space for the October 22nd release of *Jurassic Park*. No review this issue, but our next issue (out on October 21st!) will have a full review of this intriguing mix of overhead adventuring and first-person blasting.

Guaranteed to provide plenty of challenge is *Mech Warrior*, the impressive Mode 7 blasting, mega-robot game. The RPG plot-line isn't quite as complex as it could be, but it's still a very good game. Also worth a look is *Super Air Diver*, a DSP-accelerated, Mode 7 *Afterburner*-type game. It's got quite a bit of depth under the glitzy surface and is well worth checking out for *Top Gun* fanatics.

For more in-depth and long-lasting gameplay, Kemco's belated release of *Lagoon*, over six months old in the States, offers a big and quite slick challenge for *Zelda* fans. RPG fans will be particularly glad of it since Laser Beam's distribution plans have been thrown into chaos, all their releases – spearheaded by the brilliant *ShadowRun* – unlikely to appear until Xmas at the earliest.

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)
A dated and simplistic shoot-'em-up with just five levels providing minimal challenge.
PROSCORE 46%

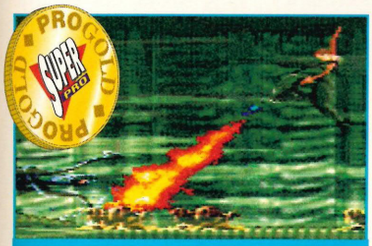


ACTRAISER *(ENIX)*
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up. The Japa version is murder without English text and the American version is too easy. Go official with this one!
PROSCORE 91% (ISSUE

AEROBIZ (KOEI)
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs! It's surprisingly addictive and 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 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 US version.
PROSCORE 54/57% (ISSUE 4/9)

AMAZING TENNIS *(ABSOLUTE)*
This game looks absolutely fantastic and sounds pretty good, too. It's good for one player but when you have to play at the top of the court, it gets a bit difficult.
PROSCORE 81% (ISSUE 2)

AMERICAN GLADIATORS (GAMETEK)
Whatever you think of the game show it didn't deserve this dire lot 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. AKA: *Card Master.*
PROSCORE 55%

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

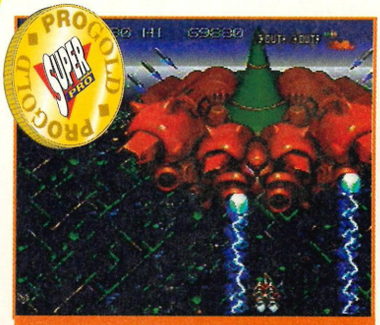
ASTERIX (INFOGRAMES)
A simplistic platformer, but the sprites perfectly capture the look of the comic strip and there's plenty of challenge.
PROSCORE 82% (ISSUE 10)

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. The battery back-up is a big bonus.
PROSCORE 83%

BART'S NIGHTMARE *(ACCLAIM)*
Bart is plunged into a nightmare wherein he must recoverhis school essay from eight sub-games. It looks as good as the cartoon, but sadly playability is irritatingly tough and not as imaginative as the graphics.
PROSCORE 80% (ISSUE 1)

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



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)

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 shallow shoot-'em-up
PROSCORE 67%

BATTLE BLAZE (SAMMY CORP)
This slash 'n' stab fight game is similar to *Street Fighter II* with weapons! But too few moves lead to boredom.
PROSCORE 64%

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, 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 GRAND PRIX (NAXAT)
A fairly playable overhead view F1 racer with a split-screen mode for two-player mode.
ProScore 73% (Issue 4)

BATTLETOADS IN BATTLEMANIACS (TRADEWEST)
No less than seven games are packed into this cart. The first few are brilliant, but later levels are too simplistic to justify mega-hard difficulty level.
ProScore 82% (Issue 10)

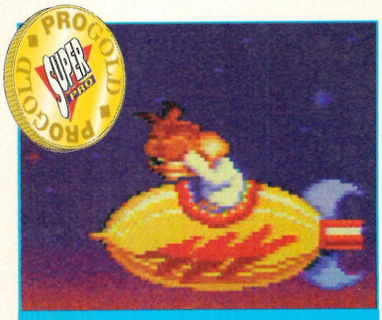
BEST OF THE BEST (LORICIEL)
A huge number of moves, a big championship and a good practice mode make this a serious karate sim.
ProScore 87% (Issue 3)

BIG RUN (JALECO)
A very early, very primitive coin-op conversion with very glitchy use of Mode 7.
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 utilises Mode 7 for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
ProScore 67% (Issue 1)



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)

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

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

BOMBUZAL
See *Ka-Blooey.*

BRAWL BROS
American version of *Rushing Beat 2.*

BULLS VS BLAZERS *(EA)*
An extremely comprehensive basketball sim with great FX and music. Unfortunately it runs too slowly, even on Jap 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 Skate-Boarding are the events on offer. Sadly none are particularly well done.
ProScore 69% Issue 4

CAL RIPKEN JNR BASEBALL *(MINDSCAPE)*
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
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.
ProScore 26% (Issue 8)

CAPTAIN TSUBASU SOCCER 3 (KOEI)
This football management game verges on the ridiculous as youbattle through 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 easiness.
ProScore 79% (Issue 4)

CHUCK ROCK (IMAGESOFT)
This hilarious prehistoric platformer features big-bellied Chuck, gorgeous backdrops and plenty of challenge but not many continues!.
ProScore 89% (Issue 3)

CLUE (PARKER BROS)
A revamped version of *Cluedo* which is okay for three or more playersbut why not buy the boardgame?
ProScore 69%

COMBATRIBE (AMERICAN TECHNOS)
A pixel-perfect, 12MBit conversion of a very repetitive and small coin-op.
ProScore 63% (Issue 4)

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

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

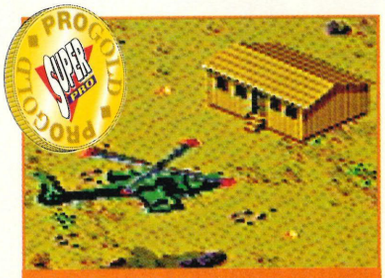
COOL WORLD *(OCEAN)*
A very odd film makes a very odd game. The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficultly level is set excessively high.
ProScore 76% (Issue 6)

COSMO GANG: THE VIDEO GAME (NAMCOT)
Space Invaders gets souped up for the '90s in this cutesy Jap game. Fun for a while in two-player mode, but soon gets 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 through five very tough campaigns. It isn't that realistic, but a wealth of detail gives 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)
A sequel to *Pebble Beach* with a 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.A very dated shoot-'em-up.
ProScore 23%

DINOSAURS/DINO CITY *(IREM CORP)*
Dino land is jam-packed with platforms 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.*

DRACULA **(SONY IMAGESOFT)**
A few nice mega-monsters, but overall this is a very tired, frustratingly difficult platformer ported over from the Mega Drive.
ProScore 68% (Issue 10)

DRAGON BALL Z: THE RPG (BANDAI)
An RPG in which you select options to dictate your actions (like fly, fight, run, etc), but Jap text makes it 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 emerges still looking good, but playing like a pretty darn good platformer. Levels aren't massively varied though and the password system frustrating.
ProScore 80% (Issue 1)

DRAKKHEN *(KEMCO)*
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 decent introduction to RPGs.
ProScore 88% (Issue 2)

DUNGEON MASTER (JVC)
A classic Amiga RPG with first-person perspective 3-D graphics providing a superlative atmosphere for some good puzzles.
ProScore 85% (Issue 10)

EARTHLIGHT (HUDSONSOFT)
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)
A baseball sim with cutesy graphics. 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 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. UK version is easier and more playable than US/Jap.
ProScore 85% (Issue 2, 4)

FACEBALL 2000 (TEICHIKU)
Ultra successful on the little Game Boy, this 3D maze shoot-'em-up has been totally up-rated for the SNES. Great head-to-head two-player mode.
ProScore 88% (Issue 1)

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

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

FINAL FANTASY II (NINTENDO)
A palpable, ponderous and laboured epic. The world is huge, encompassing dozens of villages, castles and so forth plus many different spells, 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)

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

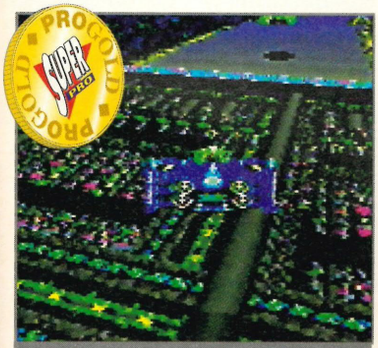
A-Z OF GAMES

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.
ProScore 70%

FIRE DODGEBALL (SUNSOFT)
The *Dodgeball* series continues with the odd bods venturing into basketball. 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 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 fighting neighbouring kingdoms.
ProScore 83% (Issue 7)

GEORGE FORMAN'S KO BOXING *(ACCLAIM)*
George looks the business in this ring-restrained beat-'em-up, but there aren't enough moves.
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%

GP-1 (ATLUS)
No hills, weather or tunnels make this a bit plain. However there's a good, realistic feel, options to upgrade your bike and a decent split-screen two-player mode.
ProScore 70% (Issue 10)

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 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)
Very big, very pretty but lacks depth and the controls are awkward.
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 , but graphics are unremarkable and gameplay more frustrating than enjoyable.
ProScore 60% (Issue 4)

INTERNATIONAL TENNIS TOUR (LORICIEL)
This has a wide range of tournaments and fun, cartoony sprites. Unfortunately the split-screen two-player mode is a neat idea which doesn't work that well.
ProScore 61% (Issue 10)

IREM SKINS GAME (IREM)
An extremely slick golf. 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. 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 little similarity to the original. Graphics are smaller but the challenge is bigger and 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!).
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 footie sim, but for those interested in American footie this is an excellent intro.
ProScore 83% (Issue 2)

KABLOOEY (KEMCO)
Mission: explode bombs and avoid falling off platforms. Hardly stimulating stuff. Strictly for puzzle fans. AKA: *Bombuzal.*
ProScore 58%

KAWASAKI CARIBBEAN CHALLENGE (GAMETEK)
Simplistic, repetitive overhead race-game alternating between motorbikes and jetskis.
ProScore 43% (Issue 10)

KEVIN KEEGAN PLAYER MANAGER (ANCO)
On pitch action is disappointing, while control icons are obscure. However if you concentrate on the management side this has masses of enthralling challenge.
ProScore 80% (Issue 10)

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 slower, but more sophisticated game than *Lemmings.*
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 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)*
A *Lemmings* variant where you lead rats into a mincing machine! Fun but graphics and sonics are poor while gameplay fails to equal the game which inspired it.
ProScore 68% (Issue 1)

LAGOON (KEMCO)
Lagoon is similar to the *Zelda* games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
ProScore 83% (Issue 2)

LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its successful Super Deformer robot into 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 Jap computer game, this adventure/action game is okay even if the graphics are dodgy and the action's a little bit repetitive. AKA: *Geoman Warrior.)*
ProScore 61%



LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you run into a dead end on one level you can try another group. The SNES version has a little slowdown but remains unmissable.
ProScore 90% (Issue 1)

ODDBALL PUZZLERS BEAT-EM-UPS PLATFORMERS OFFICIAL

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)

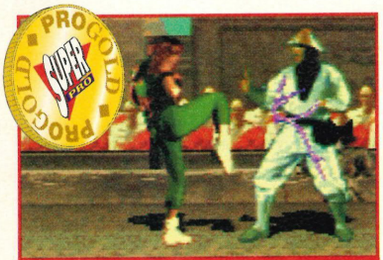
MAGIC SWORD (CAPCOM)
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 67% (Issue 5)



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.



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



MORTAL KOMBAT (ACCLAIM)
The coin-op's digitised graphics have been brilliantly recreated – and gameplay isn't bad either, suitably fast and frantic. All the blood and gore has been censored though.
ProScore 90% (Issue 10)

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 some graphical sequences.
ProScore 78%

MUSYA (DATAM)
A 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 (GREMLIN)
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)
Just one course, but a pretty amazing one with caddies, digitised graphics and a complex yet realistic control system.
ProScore 82%

PGA TOUR GOLF (ELECTRONICS ARTS)
By far the best golf game, *PGA Tour Golf* has lots of courses, options and computer players. Graphics are poor but still great fun.
ProScore 84% (Issue 4)

PHALANX (KEMCO)
Another 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)
One of the greatest beat-'em-ups around is murdered on the SNES.
ProScore 23%

POCKY & ROCKY (NATSUME)
Cute but rock-hard mega-blaster in the *Commando* mould. There's a great simultaneous two-player mode and the imaginative graphics get better the further you go. Very funny! AKA: *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)
Another overhead view footie game ruined by 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.
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 – 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)

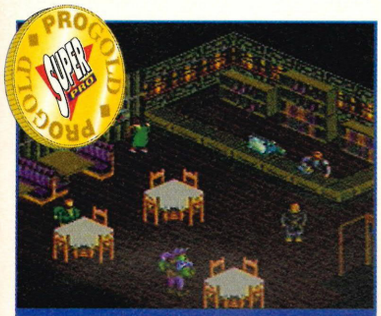
ROMANCE OF THE THREE KINGDOMS (KOEI)
This is a multi-player game that is part roleplaying and part strategy but it's all very boring. Even dedicated RPG fanatics will find this very tedious. And being strongly Japanese based, playing it isn't easy.

RPM RACING (INTERPLAY)
A primitive predecessor to *Rock 'N' Roll Racing* which is marred by slow, 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. Cute Jap folks have to bash the hell out of each other by throwing a ball.
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.
ProScore 63% (Issue 6)

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

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

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

SMARTBALL
See *Jerry Boy.*

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

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

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

SPACE MEGAFORCE
US name for Jap/UK game *Super Aleste.*

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

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

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



STARWING *(NINTENDO)*
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. A squadron of furry critters are flying their spaceships against asteroids, battleship armadas, black holes, heavily fortified planets and lots, lots more. You're the squadron commander and as the game progresses they chat to you, asking for help. An unbelievable cart. (AKA: *Star Fox.*)
ProScore 96% (Issue 4)

STREET COMBAT (IREM)
One of the worst *SFII* clones yet. (AKA *Ranma 1/2.*)
ProScore 34% (Issue 8)



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)

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)



STREETFIGHTER II TURBO
(CAPCOM)
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of the four boss characters.
ProScore 96% (Issue 10)



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 AIR DIVER (SUNSOFT)
An *Afterburner*-style blast-'em-up. A little simplistic, but a variety of weapons, air-to-air and air-to-ground missions provide both variety and a surprisingly realistic feel. DSP-powered Mode 7 effects are sensationally fast.
ProScore 82% (Issue 10)

SUPER ALESTE *(TOHO)*
A genuinely spectacular shoot-'em-up and plenty of incredible power-ups. It looks a bit dated now 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)
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 okay.
ProScore: 87% (Issue 8)

SUPER BOWLING (TECHNOS)
Bowling is a strange theme for a game yet this one works pretty well. There are a few different characters and playing modes, and the graphics make it all the more enjoyable. Playing alone is a bit boring, though!
ProScore 72%

SUPER BUSTER BROS (CAPCOM)
American version of *Super Pang.*



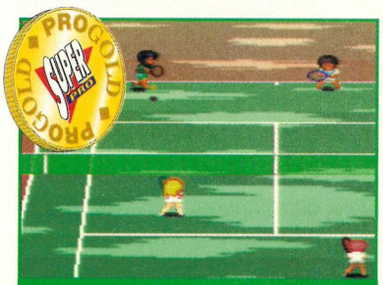
SUPER CASTLEVANIA IV
(KONAMI)
Super Castlevania IV. is a great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.
ProScore 92% (Issue 1)

SUPER CHINESE WORLD
(CULTURE BRAIN)
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 FAMILY TENNIS
(NAMCO)
This has the lot. Eight courts, 20 different players, a tournament mode, plenty of humour and, best of all, an excellent four-player Multi-Tap option. Supremely playable this is the best tennis game yet.
ProScore 93% (Issue 10)

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 MARIO ALL STARS (NINTENDO)
This incredible, 16MBit cart boasts *Super Mario Bros, Super Mario Bros 2: The Lost Levels, Super Mario USA* and *Super Mario Bros 3* – the entire NES Mario saga, in fact. As you'd expect most of the games are no longer state-of-the-art, although presentation is excellent with brilliantly reworked graphics and sonics, plus a comprehensive save game system. Best of all is playability, still amazingly high while *SMB 3* remains one of the best platformers ever!
ProScore 91% (Issue 10)

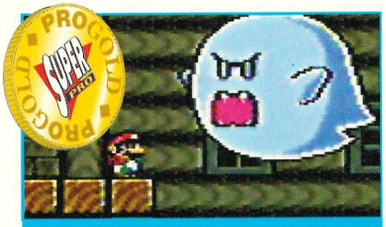
SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but essentially unintelligible Japanese wargame RPG thing.

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)



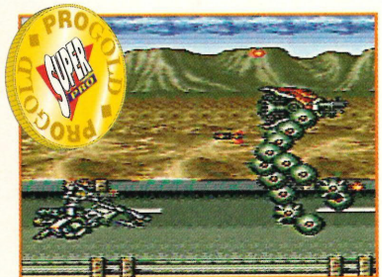
SUPER MARIO KART (NINTENDO)
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! Good in one-player mode, 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 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 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 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.)*
ProScore 40%

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)

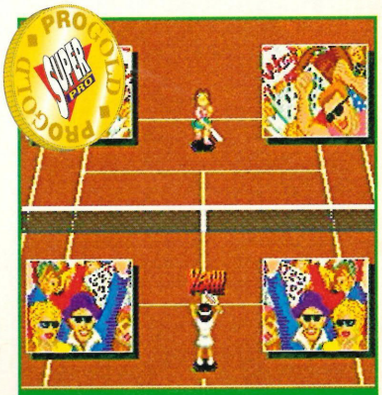


SUPER STAR WARS (JVC)
The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
ProScore 95% (Issue 1)

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

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

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



SUPER TENNIS (NINTENDO)
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)



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)

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

A-Z OF GAMES

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

THE ADDAMS FAMILY (OCEAN)
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master. There's a password system, although in truth the game's not that difficult. A worthy runner-up to *Mario*.
ProScore: 84% (Issue 1)

THE HUNT FOR RED OCTOBER (HI-TECH)
This bizarre movie licence turns the *Red October* into a nippy little sprite blasting 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 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 ROCKETEER (IGS)
Based on the movie this looks nice but plays dreadfully.
ProScore 20%

THE TERMINATOR (MINDSCAPE)
A big game which mixes platform shoot-'em-up action with *Roadblaster*-style driving. It's varied enough and some 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%

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%



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)

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 12 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)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
ProScore 33%



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)

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 enough.
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 poker. Dire graphics, frust-rating 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%

WOLFCHILD (VIRGIN)
Nice soundtrack, pity about unimaginative graphics, weak gameplay and 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)



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)

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 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)

YOSHI'S COOKIE (BPS)
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
ProScore 69% (Issue 10)

Y'S III (TONKIN)
This RPG uses a friendly side-on view. 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)

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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."
Super Action 87%

"A cracking racing game... a treat to look at!"
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