THE ESSENTIAL GUIDE FOR ALL SUPER NES OWNERS

SUPER PRO

SPECIAL OFFER!

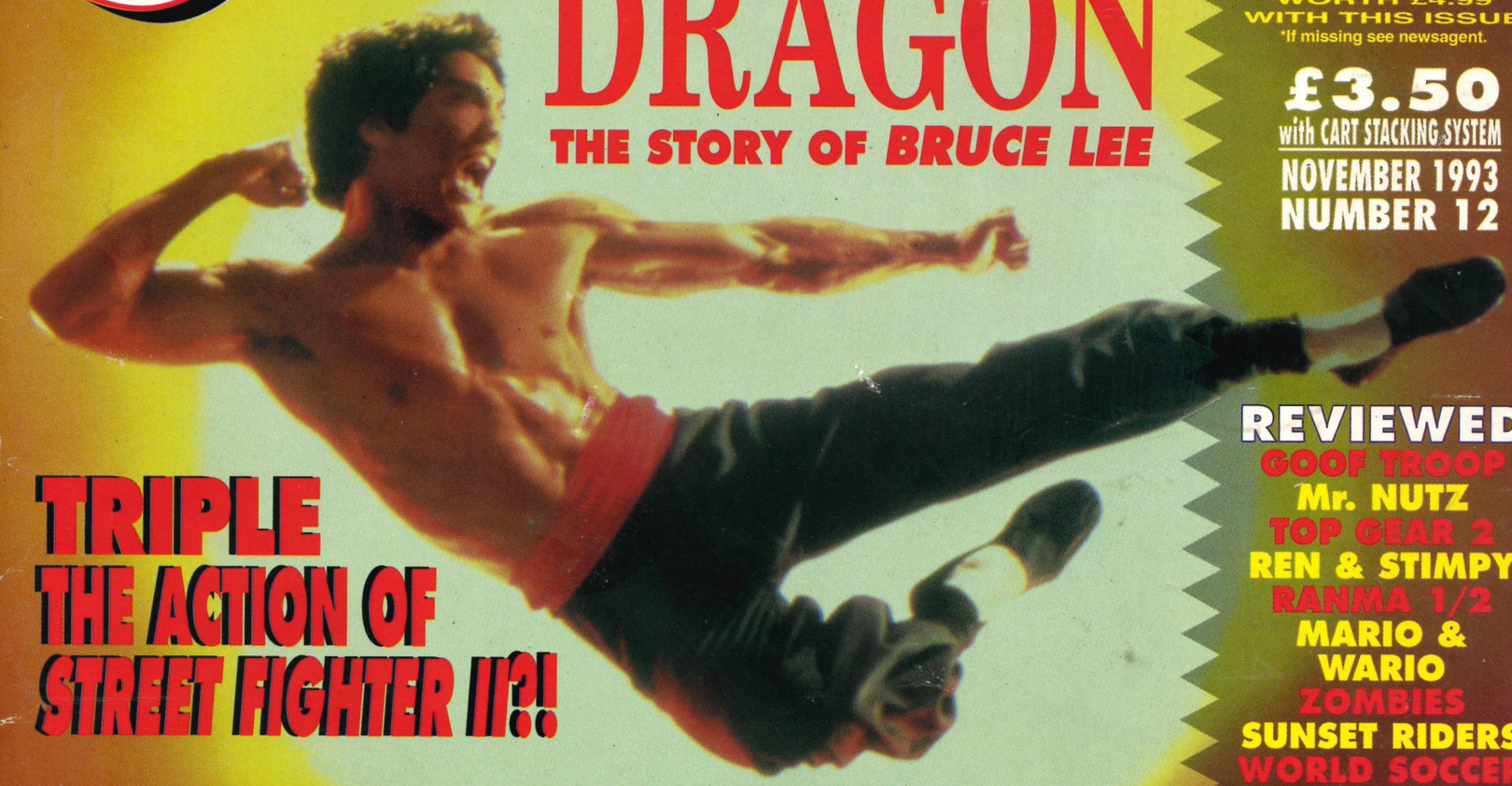


CART STACKING SYSTEM
WORTH £4.99
WITH THIS ISSUE
*If missing see newsagent.

£3.50
with CART STACKING SYSTEM

NOVEMBER 1993
NUMBER 12

DRAGON
THE STORY OF *BRUCE LEE*



TRIPLE THE ACTION OF STREET FIGHTER II?!

REVIEWED
GOOF TROOP
Mr. NUTZ
TOP GEAR 2
REN & STIMPY
RANMA 1/2
MARIO & WARIO
ZOMBIES
SUNSET RIDERS
WORLD SOCCER
LAMBORGHINI AMERICAN CHALLENGE
WING COMMANDER: THE SECRET MISSIONS
RUN SABER
& LOTS MORE!

THE MOST HEART-STOPPING GAMES YET!

JURASSIC PARK & Wolfenstein 3D

MEGA-LO-MANIA & POPULOUS II
Classic Gods Games

VIRTUAL SOCCER
Best SNES Footie Game ever?!

9 770967 263954 11

NOT AN OFFICIAL NINTENDO PUBLICATION

THE ULTIMATE A-Z GUIDE TO SNES GAMES!

Sierra Sealink

SPECIAL OFFER
AMAZING DISCOUNTS ON TRAVEL AND ACCOMMODATION TO THE ASTERIX THEME PARK PLUS ONE FREE JUNIOR ENTRY WITH EVERY GAME PURCHASED

ARE YOU CRAZY ENOUGH TO HAVE A BASH!



Original Nintendo Seal of Quality

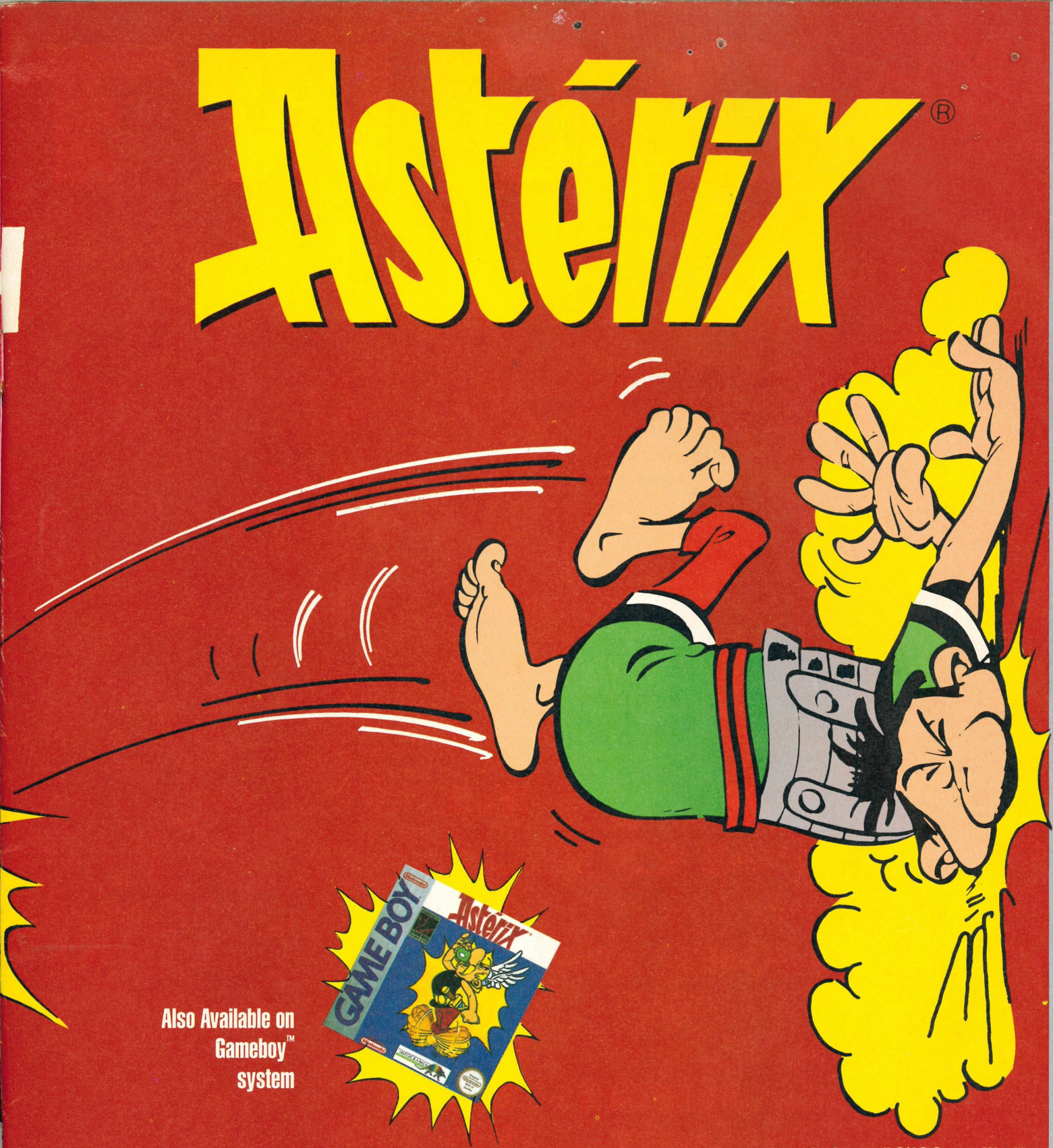
Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

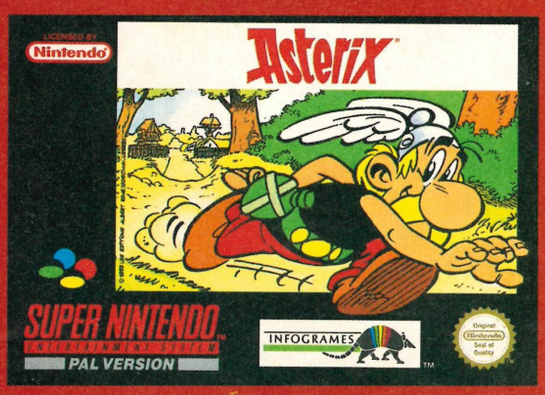
©1993 LES ÉDITIONS ALBERT RENÉ/GOSCINNY-UDERZO

Nintendo ®, Super Nintendo Entertainment System™, the Nintendo Product Seals and other marks designated as "TM" are trademarks of Nintendo. ©1993 Infogrames Ltd.

Astérix®



Also Available on Gameboy™ system



★ *"the best platform game to be released this year" 9/10 Games World,* **Sky One TV**

★ *"Asterix is so challenging that it'll take years to complete... it's heaven for any Asterix fan..." 92%* **Super Action**

★ *"this one could be a real midnight oil-burner"* **C & VG**

★ *"keeps you hooked...A great debut for the little Gaul...A well made platformer..."* **SNES Force**

★ *"Nice-looking sprites...plenty of levels...and a real flavour of the comic books..."* **Gamesmaster Magazine**

INFOGRAMES™

GAMES WELL WORTH SHELLING OUT FOR

Infogrames Ltd, 14 Smedley Street, Clapham, London, SW4 6PF 071 738 8199

SUPER PRO

CONT

NOVEMBER 1993
PUBLISHED BY
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH RD
BOURNEMOUTH
DORSET
BH1 1NF
PHONE: (0202) 299900
FAX: (0202) 299955

EDITOR
Stuart Wynne

ASSISTANT EDITOR
Sam Hickman

STAFF WRITERS
Ryan Butt
David Westley

DESIGNER
James Hicks

ASSISTANT DESIGNER
Mark Wynne

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

PRE PRESS MANAGER
Gordon Wilson

SCANNER OPERATOR
Martin Ollman

PRODUCTION MANAGER
Di Tavener

PUBLISHER
Richard Monteiro

SUBS/MAIL ORDER
Karen Sharrock
✆ (0202) 299900

RECEPTIONIST
Paula Wood

COVER
Dragon: The Bruce Lee Story. © 1993 MCA Pictures/Virgin Interactive Entertainment.

PRINTED BY
Garnett Dickinson Print Ltd., Rotherham.

DISTRIBUTED BY
Seymour International Press Distributors, Windsor House, 1270 London Road, Norbury, London, SW16 4DH. Phone No. 081 679 1899.

DISCLAIMER
SUPERPRO is a fully independent publication. The views expressed herein are not necessarily those of Nintendo or Bandai. Nintendo and Super NES are trademarks of Nintendo Co Ltd. All rights recognised.

© 1993 Paragon Publishing Ltd.



JURASSIC PARK

48

The year's biggest movie gets turned into a 16Mbit arcade adventure, mixing overhead view and stunning 3D perspectives for one of the most ambitious SNES releases yet.

MR. NUTZ





38

The second half of Ocean's double whammy comes in the form of an unfeasibly cute squirrel!

MAIN INDEX

NEWS 8
GAMES MAGIC COMP 12
ECTS FEATURE 14
PREVIEW 20
OFFICIAL REVIEWS 26
SUPER SAVERS 66
PROTIPS 69
SUPER SUBS 85
MARK'S MAIL 86
GALLERY 88
A-Z OF SNES GAMES 91
NEXT MONTH 98

ENTS

REVIEW INDEX

OFFICIAL

GOOF TROOP.....36
JURASSIC PARK 48
LAMBORGHINI USA CHALLENGE 45
LEGENDS OF THE RING 55
MEGA-LO-MANIA 60
MR. NUTZ 38
POPULOUS II 52
RANMA.....56
REN & STIMPY.....42
RUN SABRE 62
SUNSET RIDERS.....58
TOP GEAR II 28
VIRTUAL SOCCER.....26
WING COMMANDER SECRET MISSIONS.....34
WOLFENSTEIN.....32
WORLD SOCCER 30
ZOMBIES.....64

IMPORT

MARIO & WARIO 46

TIPS

RYAN'S SHORTS.....52
SFII TURBO.....54
MORTAL KOMBAT.....56
GAMEBUSTERS.....72
CHEAT CARTS.....75

VIRTUAL Soccer 26



Published by Hudsonsoft of Japan, but programmed by Probe Software's Londoners, this could well be the best SNES footie game yet!



14 SHOWING OFF!



ECTS FEATURE

London's European Computer Trade Show provides an excellent opportunity to check out all the would-be Xmas biggies!

SUNSETRIDERS 58



The tongue-in-cheek coin-op gets a near pixel-perfect conversion job from Konami. The ultimate Wild West experience on a cart.

SEGA

MEGA DRIVE

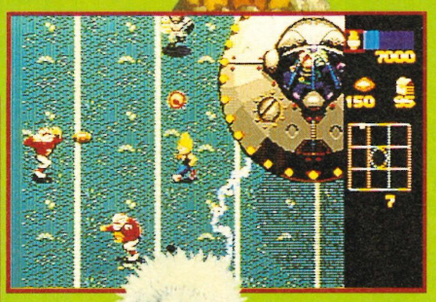
55 monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

ZOM







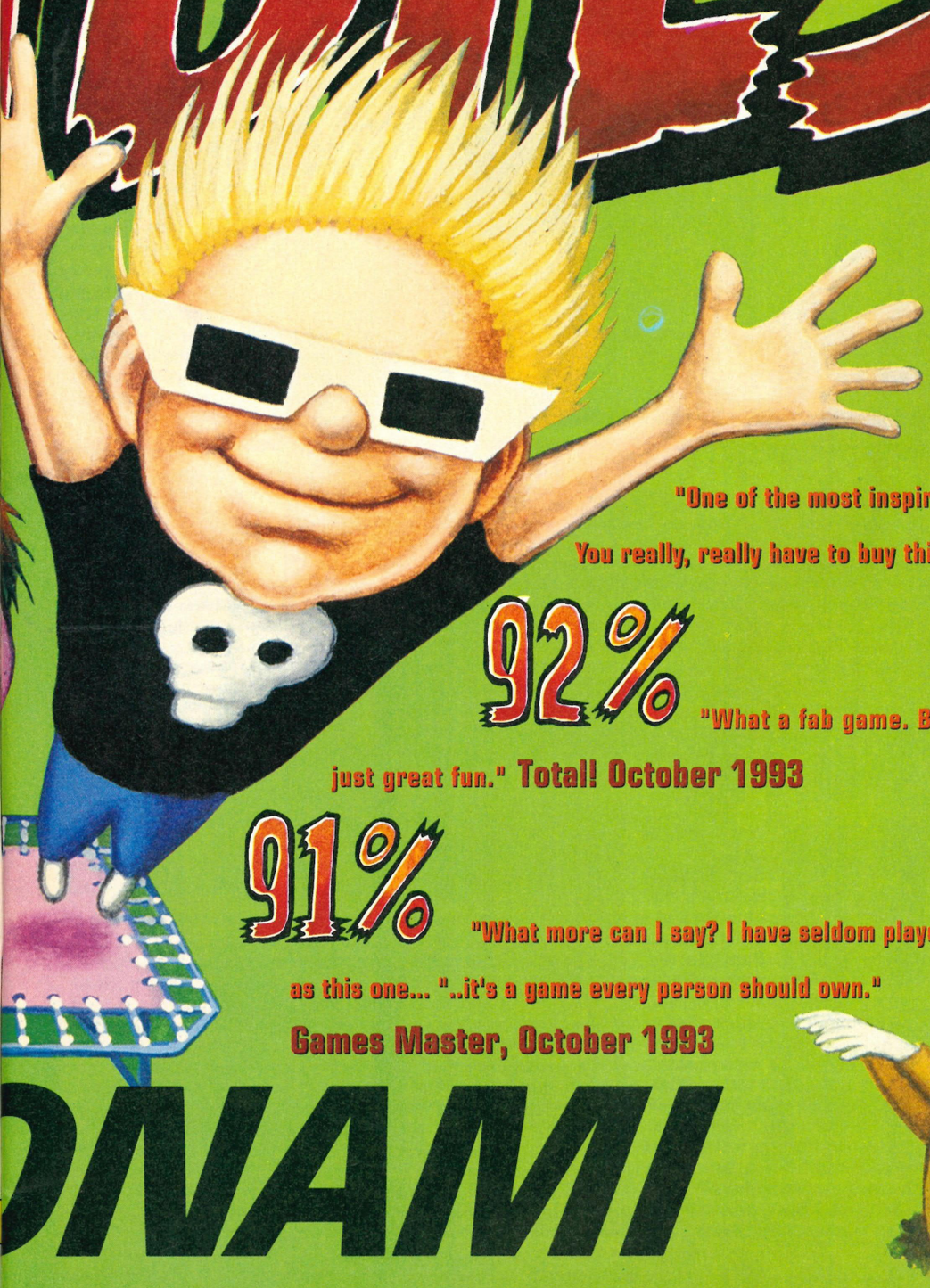




KC

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

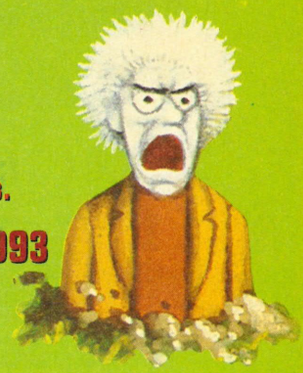
BIES





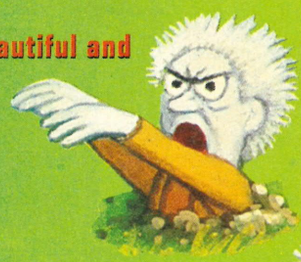
94%

"One of the most inspiring new releases in years. You really, really have to buy this." NMS, October 1993



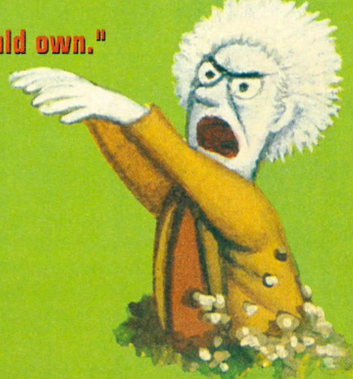
92%

"What a fab game. Big, beautiful and just great fun." Total! October 1993



91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."
Games Master, October 1993



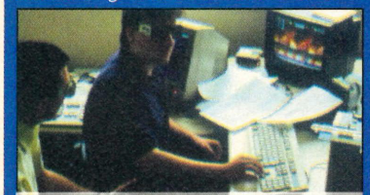


ONAMI

KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

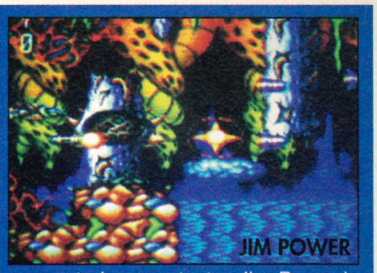
THEY'VE GOT THE POWER

With each new issue it seems there's at least one new game which pushes the SNES to new limits. This month *Wolfenstein* and *Jurassic Park* show the SNES can handle 3D arcade adventures, without a SFX chip, but even these efforts look a bit flat compared to Electro Brain's latest game. *Jim Power* has been in development for over two years and it promises to be like nothing ever seen before on SNES. Yep, this action /adventure release is unique as it's the first SNES title to utilise special glasses to provide a truly three dimensional, stereoscopic view. Of course, 3D glasses aren't exactly a new idea – Sega's Master System saw *Maze Hunter* many years ago, and VictorMaxx have developed a system which works on both SNES and Mega Drive, albeit without any 3D games for it (see SUPERPRO 9). *Jim Power* has the accolade of being the first 3D SNES game and it will come bundled with the glasses, although there is non-3D mode for people (like Mark!) whose eyes can't cope with the 3D techniques. For those whose eyes can cope, we can say *Jim Power* works surprisingly well, creating a smooth and believable illusion of 3D without overtly compromising gameplay.



Without the snazzy glasses *Jim Power* is pretty, but 2D.





The game's story-line is very similar to *Another World* and indeed, it has the same sombre mood. When a Professor's SM-01 virtual reality simulator is corrupted, game tester Jim Power is caught up in virtual space. His mission is to return to his own world, to discover who, or what caused the mistake. It's a quest which uses Mode 7 as well as 3D techniques, mixing platform, shoot-'em-up and *Gauntlet*-style levels.

Jim Power is to be distributed in Europe by Loriciels, who also have two other interesting titles due for release rather sooner. For November, there's *Arcus Odyssey*, a Mega Drive RPG which mixes adventuring with arcade action *Gauntlet*-style (again). There's a choice of four characters, a simultaneous two-player mode and revamped graphics – increasing the game's size from 8Mbits to 12. Then in January there's *Val D'Isere Championship*, which is obviously designed to cash in on the opening of the 1994 Olympics and looks set to challenge US Gold's officially endorsed *Winter Olympics*. Once again Mode 7 is called upon to deliver such sensationally fast skiing action that many who've seen the game believed it could only be done with a new-fangled custom chip!



NINTENDO DROP PRICES AGAIN!

Since the last SUPERPRO, there's been something of a thunderstorm in the world of Nintendo publishing over the subject of cart pricing. As predicted in SUPERPRO 10, Nintendo's ultra-aggressive pricing of games such as *Bubsy* has caused a considerable backlash among third-party publishers. In fact, Nintendo's debut at the ECTS was considerably overshadowed by EA's announcement that it wouldn't be releasing any more SNES games in Europe!

Every SNES cart has to be made by Nintendo of Japan, which has always charged publishers a hefty fee for the privilege of joining the world of SNES gaming. However, over the past year the value of the Japanese Yen has gone through the roof, making carts so expensive for third-party publishers that many found their profits becoming non-existent!

Fortunately, Nintendo has now responded to their concerns, allowing them to buy carts in US dollars – a more stable currency – and effectively cutting prices by about $2-$5 a cart. This obviously isn't a huge change, and third-party prices are still unlikely to match Nintendo's £39.99 average. But publishers are happy again and some games previously likely to £49.99, might now drop to £44.99.

EA has also rejoined the SNES fold. "It's great to see Nintendo responding to the problem," said EA's European boss, Mark Lewis. "Changing to dollar is a big step along the way, but it's not the only thing... The key things to addressed now are simultaneous worldwide release, and pan-European packaging."

ELSPA PENGUIN CHARTS

CHARTS COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

1. MORTAL KOMBAT	ACCLAIM	£59.99
2. STRIKER	ELITE	£44.99
3. MARIO ALL STARS	ELITE	£49.99
4. SUPER MARIO KART	NINTENDO	£39.99
5. STARWING	NINTENDO	£49.99
6. ALIEN 3	LJN	£49.99
7. SUPER STAR WARS	JVC	£49.99
8. TINY TOONS	KONAMI	£49.99
9. BATMAN RETURNS	KONAMI	£49.99
10. MARIO IS MISSING	MINDSCAPE	£49.99
11. DESERT STRIKE	EA	£44.99
12. TAZMANIA	THQ	£49.99
13. ROYAL RUMBLE	LJN	£59.99
14. ZELDA III	NINTENDO	£39.99
15. PGA TOUR GOLF	EA	£44.99
16. SIM CITY	NINTENDO	£39.99
17. SUPER MARIO PAINT	NINTENDO	£59.99
18. STREET FIGHTER II	CAPCOM	£64.99
19. MAGICAL QUEST	CAPCOM	£64.99
20. CYBERNATOR	KONAMI	£49.99

FREEBIE JEEBIES

You may be wondering exactly what the black plastic thingies attached to the front of this month's SUPERPRO are. In fact, when we saw them, the very same thought crossed our minds. However, when we examined it a bit more closely, we discovered it had a multitude of uses. Ryan thought it made a rather nifty desk tidy, Mark turned it into a modern sculpture and James, well, we'd rather not say what he did with it. However, it was young Dave (rather surprisingly) who finally discovered its true purpose. "It's a cartridge holder" he exclaimed. "Aaaah" we all cried in unison. "Look, its simple, he elaborated. All you have to do is slot the three pieces of plastic together to form a tiered tray. Now all you need is three carts to put in it."



All eyes turned to Stuart, who was hiding in the corner. "B-but, the SUPERPRO kitty only stretches to half a cup of coffee and a couple of Twirls. How am I going to afford three carts AND the new Curve album?"

"I know" said Sam. Everyone gasped. Sam was new, so no one listened to her very often. "We'll have a readers' appeal. The first person to send us enough money for the carts gets a brilliant prize. You know, a free copy of SUPERPRO or something."

"Okay its settled!" shouted the team. Mark and James got their felt tips out to design an appeal logo, while the rest of the team worked on the words.

Incidentally, if you want to make a donation, send your cheques, cash or postal orders to: SUPERPRO games appeal, at the usual address – entries to be received by 31 November. Remember, if you bought the games holder in the shops it would set you back at least a fiver (£1.60 for each tier to be precise). Additional holders can be purchased from our Karen on ✆ (0202) 299900, but get your orders in soon, as there is a limited amount of stock.

AND....The generosity never ends! Next month, SUPERPRO will come packaged with the Grippa Pad.This doobrie is designed to eliminate any slippages caused by pools of sweat drained from pudgy little fingers! It has a retail value of £6.99, but you can get it exclusively with next month's SUPERPRO!

SAM, I AM!



Welcome aboard to Sam 'brilliant' Hickman, our new Assistant Editor. Sam started work at Paragon a year ago, with SEGAPRO, and promptly proved herself a star writer. She's a great games-player, TV star (*Games World*) and ardent globetrotter, who'll go to the four corners of the world for features, preferably starting with Bali – "there must be a software house there somewhere!"

More on Sam next month when team profiles return.

LOOKING TO THE FUTURE



After the Super FX-less, CD-ROM-cancelling disappointment of the Chicago CES show, there were hopes Nintendo might put up a better show on its home ground; the annual Famicom Spaceworld show at Tokyo's Shoshinkai exhibition centre. In the event, Nintendo were once again content to let third-party publishers steal the limelight. Nintendo's president, Hiroshi Yamauchi, delivered a speech focused on 1995, not 1993, pouring scorn on the flood of machines and corp[illegible] alliances' challen[illegible] endo's video [illegible] supremacy. "We [illegible] only one healthy, st[illegible] company as a leade[illegible]

Reaction to th[illegible] speech was muted many of the exhibitors had close links to Nintendo and few had heard much of the machine beforehand. Some cynics suggested the announcement was simply a way of cooling enthusiasm for 3DO. No doubt there's a element of truth in t[illegible] but both Nintendo [illegible] its new collabor[illegible] Silicon Graphics bullish about the console with its dream spec: 64bit, 100MHz, true colour, CD-quality sound and $250 price. It's a machine everyone wants and oner intriguing rumour was that it could be produced in partnership with a huge Japanese company.

In the meantime, the image of 3DO



is getting rather tarnished with reports of at least one big Japanese games company doubtful of its likely success. Designed by RJ Michel and Dave Needle, (the people behind the Lynx and Amiga), it's a clever design but still only 32-bit, lacking built-in FMV, very pricey and lumbered with a sluggish operating system. The latter is a software based interface between the games and the hardware. Its good point is that it allows the hardware to be upgraded to 64-bit while keeping compatible with 32-bit software. The bad point is that it slows the machine down by about 20% and is a nightmare to debug. Atari's Jaguar, by contrast, is just $200 and has a full 64-bit chipset. A shame then that its long-awaited public unveiling was severely marred by a lack of good games...

Software support is critical for any hardware, however good, to succeed. And that's one thing the SNES has got in abundance. The Shoshinkai show revealed masses of new RPGs, beat-'em-ups, footie games and platformers. While Nintendo could only manage a music studio sequel to *Mario Paint*, Konami scored a noteable success with *Legend of the Mystical Ninja II*. Even more bizarre than its predecessor this features a first-person, Mode 7 combat game in addition to the normal scrolling arcade adventure bits. Also promising was *Rainbow Bell Adventure*, featuring the [illegible] *Pop 'N' Twinbee*. [illegible] found *Pop* a banal [illegible]m-up underneath [illegible]ylish graphics, its [illegible]rming sequel looks [illegible]t more fun.



Capcom too were [illegible]ushing off their old [illegible]eroes for new [illegible]adventures. NES and Game Boy star Rockman (known as *Mega Man* outside Japan) was the centrepiece of their stand. Besid[illegible]es *Rockman X*, the [illegible]uch anticipated NES version of his [illegible]it platforming ant[illegible]he's now to star in [illegible]tball game! Also [illegible]ing plenty of [illegible]was *Aladdin*, which has been developed by the team behind *The Magical Quest* and looks absolutely gorgeous.

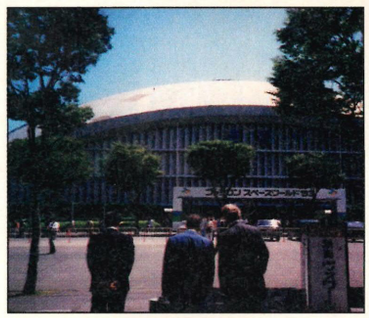
Plumbing a similar cutesy vein were Meldac with *Astro Go! Go!* which is very similar to the same company's *King of the Rally* racer, albeit with

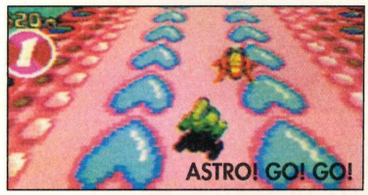


much wackier anime-style graphics. Hopefully, this time gameplay will be more fun...

Another intriguing game on show was *Sgt Saunder's Combat*, based on a US TV series. This WWII game mixes strategic depth with attractive, overhead angle perspective graphics. As your squad of troops move through occupied towns you can click on them to change their heading. It's being handled by Activision, so an English language version shouldn't be far off.

Text of any sort is unlikely to have much importance in Takara's 20Mbit conversion of their Neo Geo hit, *Fatal Fury 2*. It's still a fairly straightforward *SFII* clone, but the moves are even more spectacular now so let's hope





it's an improvement over the conversion of its banal predecessor.

More sure-fire success is likely with *Lemmings 2: The Tribes*. While Psygnosis hold back on a UK release due to the price of 16Mbit carts,



Sunsoft have begun the hype campaign already in Japan. The game features a bizarre range of new landscapes, including space and Egyptian, as well as new lemmings including a balllooner and a spectacular flamethrower!

Likely to have even more trouble getting a UK release is a stunning new, 12Mbit scrolling beat-'em-up by the Cobra Team. Titled, rather



unsubtly, *Bastard!!* it seems likely to go through a name change before arriving here unless, of course, it really does refer to members of John Major's cabinet!



PROBITS

➤ Researchers at the Ministry of Defence and Edinburgh University have put the future of virtual reality in doubt. According to them using VR headsets causes serious eye strain, ten minutes VR equalling eight hours conventional monitor use! They also claim the headsets are particularly dangerous for children whose eyes are still weak. VR supporters claim the research relates only to weaker, slower systems but it's still worrying.

➤ **Nintendo has yet again topped the Nikkei's rankings of Japanese companies. Profitability, solid finance, strong growth and worldwide market share were the reasons cited.**

➤ Fellow Japanese corporate giant Namco isn't doing too badly either. It's just made an offer to bail out troubled film-maker Nikkatsu Corp, which has debts of no less than $483 million. Namco is interested in exploiting its technology for new video games, apparently.

➤ **EA's return to SNES publishing is excellent news for Probe Software who've just sold their latest game to them. *Jelly Boy* is a completely original title, developed for the SNES, and features jellymation with its eponymous star transforming into all sorts of things, including a helicopter and submarine!**

➤ After duffing up importers with some irksome software protection on the US version of *SFII Turbo*, Nintendo have followed that stunt up with another one. Namely, releasing the UK version on September 29th with no warning whatsoever, and a full two months before its scheduled release! This also delivered a neat sideswipe at Sega who'd planned to be out first in the UK with their *Street Fighter Championship* version. This is fairly playable, but the sonics are poor, graphics downgraded and you really need two of the new, remarkably awkward six-button joypads, making a combined bill of £100. Far better, obviously to get the SNES *Turbo* pack at £139! As for the SNES game on its own, it's £60 which for once is identical to the Sega price!

➤ **US Gold have, once again, snapped up the World Cup licence – only this time football's premier competition is SNES-bound with a game due next year.**

➤ The oddly shaped portable Super Famicom has now found a role with the announcement of the Nintendo Gateway System. This uses a specially modified SNES – over 18 months in development – which hooks up with entertainment services by airlines (such as Virgin, Northwest and China Airlines) plus the US LodgeNet Entertainment Corporation which supplies in-room entertainment for quarter of million hotel rooms. The idea is that besides allowing users to play games, the system's LCD screen and controllers enables travellers to watch movies, shop and even control their seat's lighting! So far, so good but the really interesting angle was provided by Nintendo's engineering manager, Russell Braun. He heavily hinted that Nintendo might provide Gateway systems for the home, allowing users to electronically shop, trade in stocks and so on. For gamers the best news is the prospect of vast multi-user games, although in the UK the system would probably have to use satellite rather than underdeveloped cable.

PROBITS

MOVIN' ON UP!

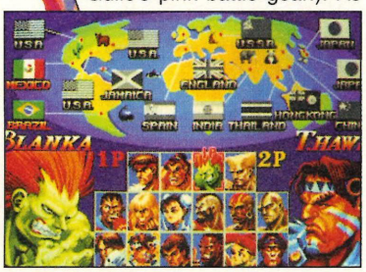
The phenomenal success of the *Street Fighter* dynasty is about to break new boundaries as the impending world-wide release of the new *Super Street Fighter II* coin-op draws ever nearer! Ryan Butt brings you the low down with devoted SUPERPRO reader, Gaby Stergides.



Super Street Fighter II is the closest thing we're going to see to *Street Fighter III* for a while yet, but with a machine as radically upgraded as this, the name really is of no great importance! Perhaps the most striking feature of *SSFII* is the inclusion of the four new characters Cammy, T. Hawk, Dee Jay, and Fei Long. Each comes complete with a multitude of some of the most awesome moves ever seen in a beat-'em-up! They also bring with them four new backgrounds, the English castle and Jamaican open air party being particularly good, but once again all the *SFII* graphics have had a face-lift.

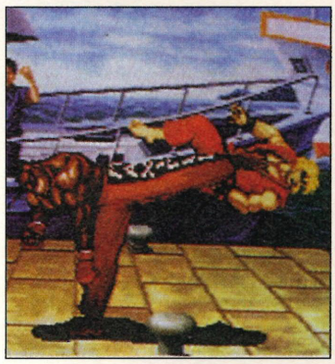
There are now eight different character colours to choose from, ranging from conservative to downright shocking (you'll know what I mean when you see Ken's green pyjamas and Guile's pink battle gear!). As for the backdrops, there's now a flashy yacht moored in Ken's harbour as opposed to a mangy tug boat, and the battles on both Chun-Li's and Sagat's stages are now fought under an evening sunset. The original fighters also have yet more new moves, particularly impressive are Ken's Burning Dragon Punch, Zangief's Aerial Throw, Ryu's Flaming Fireball and Bison's Vega-like Swan Dive!

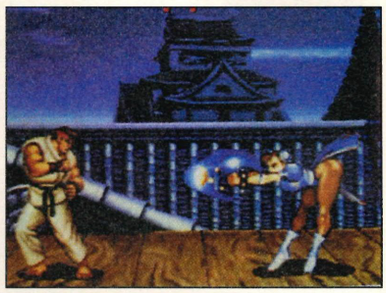






None of these changes are exactly revolutionary, however, and the move toward multi-player game-play consists of simply linking four machines together. Unlike the old two wins and you're through method, *SSFII* features Sudden Elimination where each player fights three matches to determine their individual rating and is then awarded with a ranking. From this, the winners will fight the winners and the losers will likewise fight amongst themselves! At this point, the computer decides where your next fight will take place, you'll then have to change seats to coincide with your next opponent!





Super Street Fighter II will be hitting the arcades in October, so you can bet your life I'll be at the front of the queue to be amongst the first to experience the future of beat-'em-ups. So when can we expect a SNES release, Capcom? SP



Special Reserve
The Games Club

Special Reserve is the leading mail order computer and video games company in Europe, and have amassed a membership of over 170,000 satisfied customers. Their claim of providing the best prices, best service and the largest selection of goods direct to the door, cannot be disputed. Members of **Special Reserve** receive regular issues of 'NRG' magazine. This 48 page club magazine is sent bi-monthly only to members. 'NRG' contains the best selection, peripherals and hardware for all popular computer formats; reviews, charts, a release schedule, special offers, £30 worth of money off coupons and currently up to *£10,000* worth of prizes to be won in every issue. In the latest issue there is a chance to win a **brand new** Rover Metro amongst other fabulous prizes.

Special Reserve also boast to be official stockists for Sega, Nintendo and Sony.

FOR A *FREE* COLOUR CATALOGUE, PHONE THEIR SALES LINES ON

0279 600204

OR SEE THEIR ADVERT IN THIS MAGAZINE FOR FULL SELECTION



CURRENT NINTENDO DEALS

ALL GENUINE UK VERSIONS

Super NES with Streetfighter Turbo & 1 Nintendo Joypad...
ONLY £122.99 *(SAVING £17 ON RRP)*

Super NES with Starwing & 1 Nintendo Joypad...
ONLY £112.99 *(SAVING £17 ON RRP)*

Super NES with Mario All Stars & 1 Nintendo Joypad...
ONLY £112.99 *(SAVING £17 ON RRP)*

COMPETITION



Special Reserve are offering one lucky Super Pro reader the chance to win a **Nintendo Gameboy with Tetris, Earphones & Batteries.** All you have to do is answer the simple question below and send your answer on a POSTCARD with your name and address to:

Special Reserve Super Pro Competition, PO Box 847, Harlow, CM21 9PH.

WHAT IS MARIO'S PROFESSION?

RULES: Closing date 12th November 1993. 1 Entry per person. You will be sent club details from Special Reserve if you enter this competition with **no obligation** to join or buy. Entry to this competition will be your acceptance of these rules.



Captain America and the Avengers... The Smash Arcade Hit.... Now available for your SNES.

Red Skull is back and Captain America and the Avengers are the World's last hope in this Super Battle against evil! Join Cap, Iron Man, Hawkeye and Vision as they combine their special powers with your skills in a last ditch effort to defeat Red Skull and his evil henchmen.



- **Stunning Graphics sound and arcade effects**
- **Intense gameplay action straight from the No. 1 arcade hit.**
- **One and two player options.**
- **Two player simultaneous play.**

AVENGERS ASSEMBLE! Team up with CAPTAIN AMERICA and the Avengers for the greatest Super Battle EVER.

Original Nintendo Seal of Quality

MINDSCAPE

For your FREE Signed collectable comic please return this coupon to:
Freepost Captain America.
Mindscape International Ltd.
FREEPOST (RCC 2329) Burgess Hill,
West Sussex RH15 9BR

Name .....

Address .....

.....

..... Postcode .....

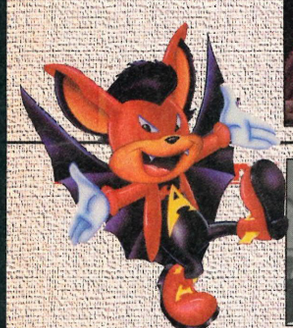
Telephone .....

IT'S A KIND OF MAGIC...
GAMESMAGIC

WIN ONE NEW GAME EACH MONTH FOR A YEAR!

1 9 9 4

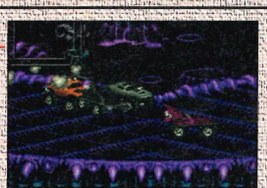
January



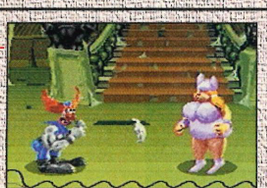




March

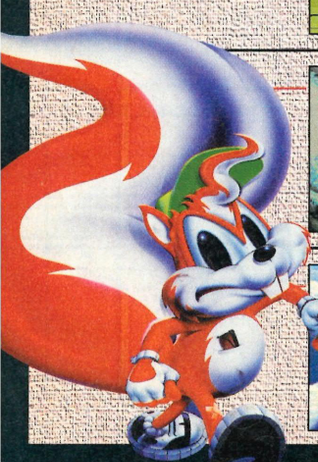


April





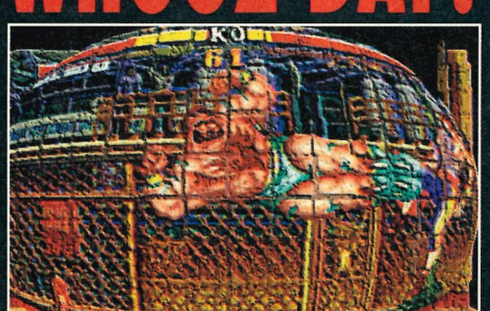




Yes, you read it right. Imagine the thrill of getting a game of your choice every month for the whole of 1994!!! Do SUPERPRO prizes get any more exciting?

Nope. Well, maybe next issue. But for now, savour the vision of twelve hot games coming your way next year, all courtesy of the disgracefully generous new mail order company, Gamesmagic. As one of the largest importers in the UK, Gamesmagic always have hundreds of all the latest and greatest titles at low, low prices (To check out what's in and how much, give their Chester branch a ring on 0244 370396). And to grab a chance of winning this astonishing prize, just apply your peepers to the distorted screenshot below from a very well know game, and name one of those famous sprites...

WHOOZ DAT?



Not too difficult, young game addicts, eh? Now, pop down the name of either character (oops! I bet you couldn't see two) on a postcard and send it to:
GAMESMAGIC GIVEAWAY, SUPERPRO, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.
Entries by 26th of December and my decision is final.

1 9 9 4

July



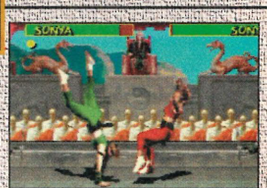
August



September



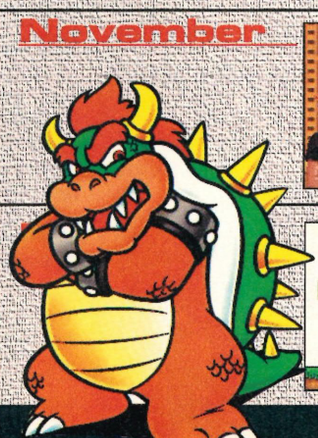
JURASSIC PARK



November



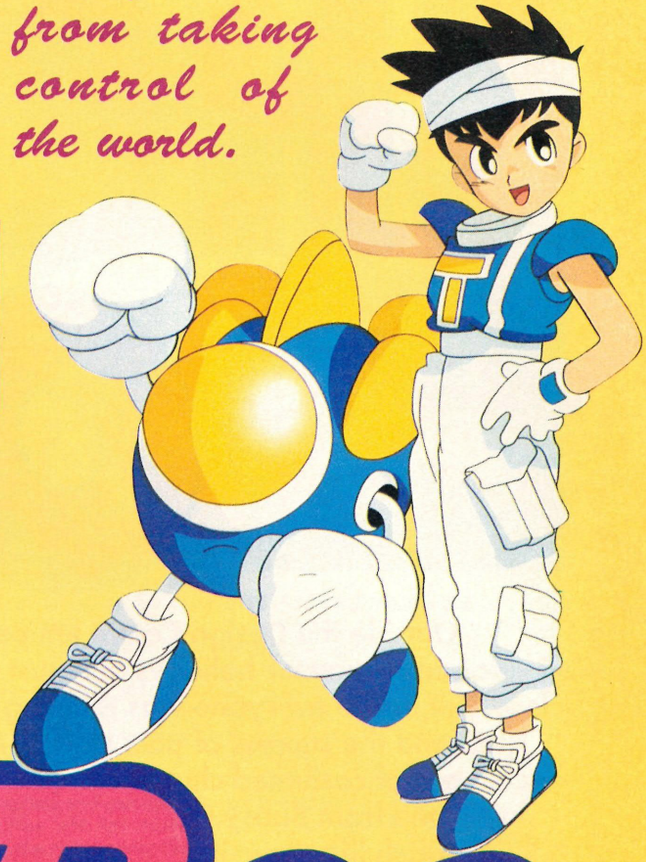




Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.







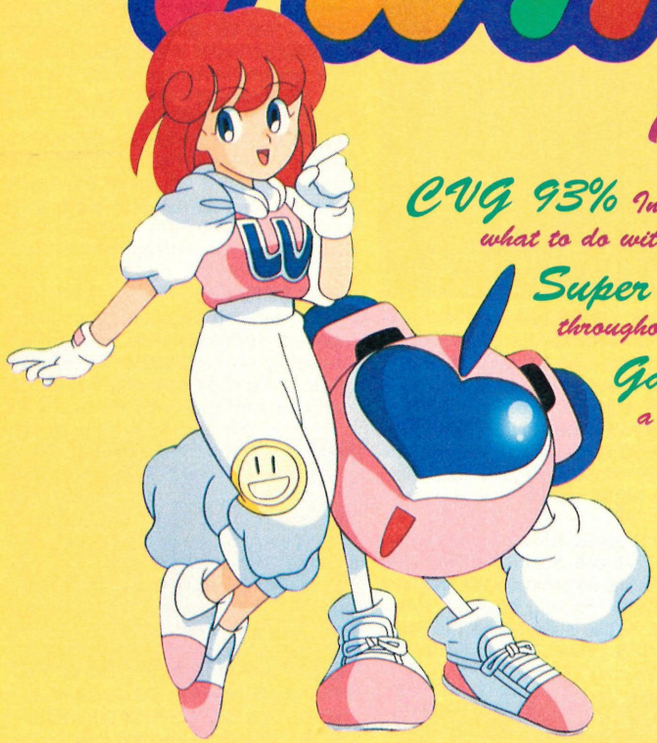
Pop'n TwinBee

1 or 2 Players

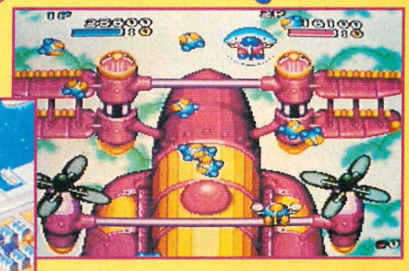
CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*









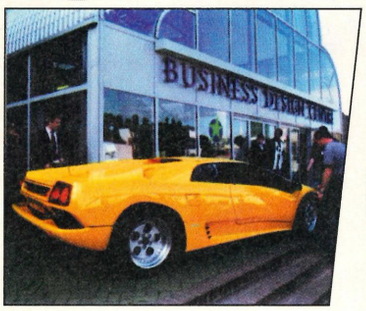
Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI®

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

SHOWING OFF!





Outside the Design Centre temperatures were soaring, summer holidays only just drawing to a close. But inside everyone was thinking about Xmas. That, and the success of past shows, explained the plethora of costumed characters wandering about. Everyone from Bubsy to Zool had been brought to garish life, oversized toons wobbling about in search of mega-sales. Stuart Wynne cuts through the hype to bring you the full report.

Underneath the Design Centre's high glass roof, many of the small, utilitarian stands of the spring ECTS had mysteriously sprouted into hype-mongering mega-stands, festooned with oversized monitors and huge posters. Trying to see the whole show was a hectic task, but it was fun as well and it offered achance to see the broader business. Hugely expensive PCs were everywhere, the Next Big Thing for several years now, but a low-cost machine looks as far away as possible.

Philips' CDI finally had a decent stand, but few games, and a new version is rumoured to already be in development. Other SNES challengers were thin on the ground, Atari's Jaguar and the 3DO were both absent, as were Sega, while Commodore's CD32 was limited to a few distributors' stands. The remarkably ugly machine is finally on sale but rolling demos of *RoboCod* create little enthusiasm.

So, in many ways, it was Nintendo's show. The company finally made its ECTS debut with a remarkably spacious stand, the walls lined with displays allowing you to play all the latest NES, Game Boy and SNES games. Inside Consumer Services Manager Jayne Shipperly firmly emphasised Nintendo's seriousness about overhauling Sega this Xmas. The key games will be *Mario All Stars* and *SFII Turbo*, both of which will be appearing in SNES packs. Backing them up will be Nintendo's own *Vegas Stakes* and *Yoshi's Safari*, plus Capcom's *Goof Troop* and of course the powerhouse line-up of £39.99 third-party developed games: *Bubsy, Lost Vikings, Mansell, Battletoads* and *Mystic Quest.*

Unfortunately for Nintendo the line-up may have been a little too strong for some. With exquisite timing, EA's European CEO Mark Lewis chose the eve of the show to go on the record denouncing Nintendo for its pricing policy. Other third-party publishers certainly shared EA's concerns, especially as Nintendo have granted so many licenses for SNES carts. This Xmas publishers will be struggling simply to get their games into stores! Obviously this is all good news for us gamers – masses of software, and huge pressure on prices!

The games set for the Xmas shelves are already mostly finished, the ECTS giving a valuable opportunity to check them out. Although there weren't many new launches, many games had come on since their CES showings and there was more time to play them. The PROPLAYS below are obviously based on a very quick go of the games, many of which we expect in soon to give a real going over. With so much choice, our job in fully reviewing them becomes even more important!



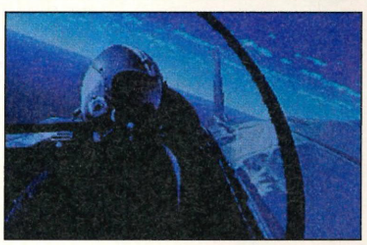
Jesus Jones's Mike Edwards tries out *SFII Turbo.*

ABSOLUTE

This US-based company is having all of its products distributed in the UK by Electronic Arts. Fortunately, this didn't stop them having their own stand at the ECTS with massive monitors showing ***Super Battletank 2*** which, as at the CES, impressed with its animated sequences but lacked much in the way of gameplay improvements.

TURN AND BURN : NO-FLY ZONE





This 16MBit Mode 7 special is still deep in development, but it's due for a US winter release and we had more of a chance to play it here than at the US CES. The cockpit is nicely detailed, with a neat rear-view perspective (activated by pressing L & R buttons), and pseudo-Full Motion Video replays of kills. Also nice are night missions and carrier landings!

PROPLAY: Graphics are stunning, far out-classing *F-15* and *Super Air Diver*. The presentation is awesome, while in-game graphics are fast, big and detailed – looking more like a high-spec PC game than a SNES game. Responsiveness is amazingly good.

UK RELEASE: January 1994.

ACTIVISION

Unsurprisingly, this stand vibrated to 2-Unlimited's 'No Limits' anthem! Sadly, unlike at the CES, *Pitfall* and *River Raid* were both absent, undergoing graphic overhauls, while *Ka-Boom* has been scrapped.

X-KALIBRE



After the success of the 2 Unlimited/*Biometal* tie-up, Activision have now signed up US techno-rock group Psykosonik. They'll be contributing five tracks to the game, including current hits 'Silicon Jesus' and 'Welcome To My Mind'. The game itself is a scrolling slash-'em-up, our hero the suitably monikered Slash whose sole weapon is the powerful X-Kalibur sword. There are six worlds and 21 levels, all set in New York AD 2097.

PROPLAY: The sprites are big and well detailed, Slash doing some neat somersaulting attacks, but it's an overcrowded market and the graphics aren't stunning.

UK RELEASE: March 1994.

BANDAI

Once the sole distributors of Nintendo games here, the new, independent company seems finally to be recovering from the trauma of losing the contract, offices and much of its staff! Like Nintendo, the looming Xmas season has reinvigorated the company and it's become a lot more aggressive, picking up plenty of big games by other developers. The excellent *Shadow Run* has been brought in from Laser Beam and will be released in November, as will Titus' *Lamborghini American Challenge.* While *Super Empire Strikes Back* is set for an early 1994 release.

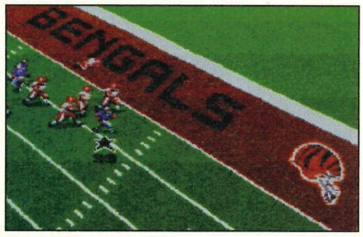
ELECTRONIC ARTS

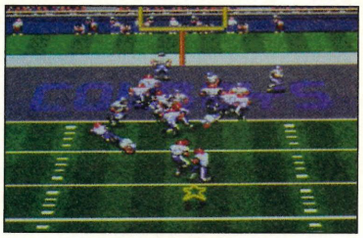
The big story of the show was obviously Mark Lewis's full frontal attack on Nintendo cart pricing (see news). On the actual games front EA's biggie was *FIFA International Soccer* for the Mega Drive. This 16MBit game has quite big sprites and an unusual three-quarters

SHOWING OFF!

perspective, but plays reasonably well. A SNES version is planned, which is good news since EA have at long last got the hang of the SNES...

MADDEN NFL '94



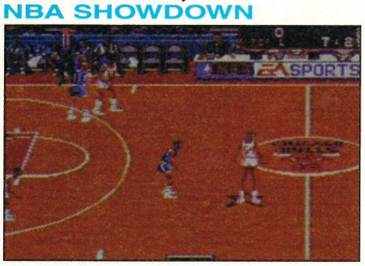


Without doubt this is the best of EA's current line-up. Visual Concepts, the *Desert Strike/Clay Fighter* programming team, have been brought in to produce an entirely new game engine. In the process they've utilised a new Nintendo trick, Mode 21! Apparently, this is built into the SNES's Visual Display processor but needs a special cart to fully utilise it. It speeds up memory addressing, allowing graphic intensive games to run up to one-and-a-half frames faster than normal. All future EA SNES games, including *Bill Walsh College Football* and a new baseball game will use the technique. It's best shown off in *Madden* during the replays. Not only can you slow-mo, fast-forward and rewind the last few seconds of a play, you can also pan around the action! The new game engine is certainly a lot faster and the UK version will be tweaked again to try and compensate for the slower, PAL hardware. Best of all there's a five player mode. Via Hudsonsoft's Multi-tap you can have any combination of human players, five all on one side or scattered between teams. According to EA this is – at last! – the best version of *Madden*, eclipsing its Mega Drive counterpart for both looks *and* playability. Even the screen angle has been slightly altered, becoming slight lower to make passing plays easier to see.

ProPlay: Undoubtedly the best American footie game yet. If you want American footie, you want this!

UK Release: January 1994.

NBA SHOWDOWN

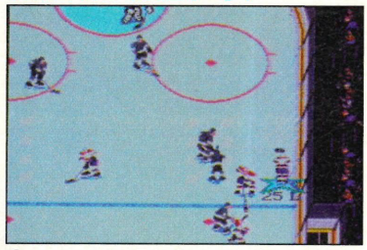


This too has been completely rewritten from the original, *Bulls Vs Blazers* version. EA Canada have worked hard to make the game at least twice as fast as the original. They've also developed the graphics so that each on-screen sprite looks like the real player; bald, spectacled players having bald, spectacled sprites and so on. There's also more custom moves, a custom team option (produce your own dream team) and battery back-up.

ProPlay: A big improvement over *Bulls*, but we'll need a longer play session to see if it can match the current market leader by Tecmo.

UK Release: January 1994.

NHL HOCKEY '94



Once again EA Canada have been called in to completely rework the game engine. The graphics have been redrawn, the game speeded up and a five player Multi-Tap option included. There's also 70 pieces of digitised organ music (all equally, realistically horrible!), a manual goalie option and crowd animation sequences.

ProPlay: Better than the original, but lacks the spectacular ambition of two forthcoming biggies, namely Nintendo's *NHL Stanley* and Accolade's *Brett Hull Ice Hockey*. Competition will be fierce!

UK Release: January 1994.

ELITE

This stand was obviously heavily promoting the mega-selling *Striker*, but for the future Elite have finally moved onto 8MBit carts with two very promising games (see below). Also on show was their PC rally game, looking not unlike *Super Off-Road: The Baja* only with chunky polygon graphics. This is due for a Super FX-powered SNES debut in late 1994.

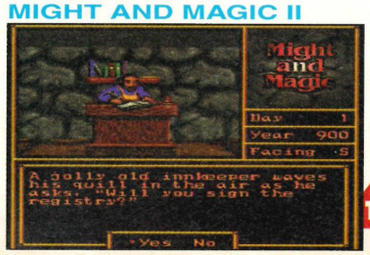
DR FRANKEN



After scoring a big hit with the Game Boy version, Elite have taken almost a year to bring it to the SNES. The macabre plot is that Franky has decided to go on holiday with his girlfriend, Bitsy. Sadly, Bitsy doesn't have a passport so Franky chops her up and posts her to their intended destination! Unsurprisingly, the parcels end up scattered across 20 massive platforming levels, with 11 different scenarios. There's also four bonus levels, over 40 different enemy sprites and plenty of special moves for Franky, including electrical bolts and a special punch which sends out a sonic blast.

UK Release: December 1993.

MIGHT AND MAGIC II





Having sold over a quarter of a million copies each on PC and video game formats, this is undoubtedly an RPG to look out for. The main appeal of the *M&M* series lies in the numerous individual quests. While there is a large, overall objective to each game you're not locked into a rigidly ordered quest. Instead you can go off, as in *Zelda*, battling monsters and rescuing kidnapped characters as you want, in masses of mini-quests. An 8MBit game with battery back-up it comes in at £59.99. The game boasts 16,000 3D locations, 250 animated monsters, 96 spells, over 250 weapons and objects to collect plus – thankfully! – an auto-mapping feature. The third game in the series is due for mid-1994.

ProPlay: After *Jurassic Park*, *M&MII*'s sluggish 3-D perspective – moving in distinct and unrealistic steps, plus minimally animated monsters is disappointing. However, there's some nice detail in the graphics and gameplay is intriguing.Puzzles are far more creative than finding the right key for the right door.

UK Release: Mid-November 1993.

GREMLIN

This Sheffield-based company has been in the games industry from early Eighties, pioneering the computer games market with numerous hit games – the most famous of them all being probably *Monty Mole*, which made national news with its plot-line about a humble mole confronting Arthur Scargill over the miners' strike! More recently it's enjoyed considerable success on the Amiga with a string of race games, including the *Lotus Espirit Turbo Challenge* series which Gremlin converted to SNES for Kemco, renamed *Top Gear*.

ZOOL





The alien ninja from the 'Nth' Dimension enjoyed massive hype on the Amiga as some kind of computer game challenger to Mario and Sonic. The latter is probably the biggest inspiration, with no choice of direction – just masses of levels, end-level monsters and bonus levels. Levels include Sweet World, Toy World, Tool World, Fruit World and even Music World. Each world has four levels with a mega-guardian at the end – beat that and you get a side-scrolling shoot-'em-up level as a bonus. Zool himself boasts plenty of moves – a sword-swiping spin, sliding kick and a fireball weapon. He's also bigger and brasher than on the Amiga, with backdrops and enemy sprites similar spruced up to take advantage of the SNES's superior capabilities.

ProPlay: Allegedly the best ever Amiga platform star, Zool's quest to spread imagination and destroy tedium is a little out of its league on the SNES. The levels are impressively large, but both gameplay and graphics lack the slickness of the top Japanese games and Ocean's *Mr Nutz*.

UK Release: December 1993.

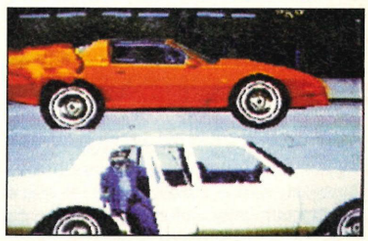
INFOGRAMES

After turning Asterix into quite a nice little game, Infogrames have now taken on ***The Smurfs***! It's another platformer, but appears a lot more sophisticated than *Asterix*. The objective is to rescue Brainy Smurf, Jokey Smurf and Smurfette. And, once rescued, a character can be selected to perform special tasks! The graphics are certainly Infogrames' best yet, bigger and better animated than *Asterix* with some humongous end-level guardians. There's also supposed to be the Smurf's chart-topping song included as background music... In any case, the game is due out Spring 1994, with more in-depth coverage coming soon!

KONAMI

As you'd expect, this was one of the better stands with plenty of games to play, not to mention an American Cop (*Lethal Enforcers*) and an elaborately costumed knight (Mega Drive *Rocket Knight Adventures*) wandering about. There were no new games announced, but ***The Legend of the Mystical Ninja*** (AKA: *Goeman Warrior*) is to finally get a UK release – in January – just as the stunning sequel is due to appear in Japan!

LETHAL ENFORCERS



The hit light-gun coin-op gives you the first-person perspective of a rookie cop caught up in a bank robbery. The five levels of intense action feature a high-speed car chase, lethal ninjas and numerous other, heavily armed criminals. The game will be packaged in Japan and America with Konami's own light-gun, supposedly for added realism. The gun on show was realistically moulded, looking like a .357 Magnum, but the powder blue casing rather ruined the effect! Worse, the price of the gun has now made the whole question of a UK release doubtful. Unless the yen

falls, making it cheaper to buy Japanese goods, this may never be officially released here!

ProPlay: Looks really good with slick, fast-moving graphics. The light gun is nice and accurate, but gameplay is somewhat repetitive.

UK Release: January 1994 (Prices permitting).

TURTLES V: TOURNAMENT FIGHTERS



It's taken Konami some time to finally take on *SFII*, but this is an obvious clone with pretty much the same structure as *SFII*. The game is supposed to take place in a TV studio, where a prize fight contest develops into a full-blooded battle when the evil Karia and his henchmen get involved. There are ten characters to choose from, with end level bosses awaiting any challenger who beats all the other characters.

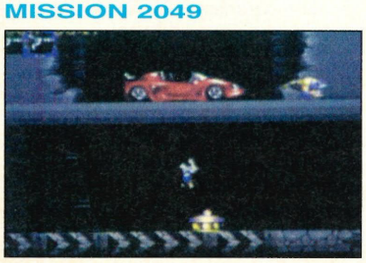
ProPlay: The sprites are big, nicely detailed and – best of all – very smoothly animated. It's not as fast as *Turbo*, but it is faster than the original *SFII* and the varied moves are quite easy to pull off. There are three special moves per character and the whole game is definitely the best *SFII* clone yet!

UK Release: November 1993.

MICROPROSE-SPECTRUM HOLOBYTE

Despite closing several UK offices, the combined American giant still found cash for one of the bigger stands. Nevertheless, there were few SNES games about – the avalanche of winter '93 games announced at the CES has been cut back to just two games. MicroProse's heavily delayed ***Super Strike Eagle*** should finally be on the shelves as you read this, while Spectrum Holobyte's woefully misconceived ***Wordtris*** is due for Xmas. Fortunately, things are looking better for the New Year with ***The Chaos Engine*** looking like a solid, if unspectacular overhead-view two-player shoot-'em-up due in February. Also promising is ***Star Trek: The Next Generation*** which is virtually finished, but unlikely to be released until spring of next year as Spectrum Holobyte want a simultaneous release of all the versions! Before then, in March, there'll be ***Beastball*** a side-scrolling, super-violent sports game with masses of gore on the Mega Drive, at least.

IMPOSSIBLE MISSION 2049



The C64 classic is included as a freebie within this massively reworked platformer. There are five huge levels crammed with nicely drawn objects to be examined for vital puzzle pieces and power-ups. The latter include Jet Pacs, Needle Guns, Power Magnets and Holographic disguises! Also included are three sub-games; a simplistic vertically-scrolling shoot-'em-up, a tone game and a circuit board puzzler.

ProPlay: The graphics are smart with dark, evocative backdrops and slick, rotoscoped animation on the main character sprites. Platforming gameplay is fast and fun.

UK Release: January 1994.

TINHEAD



This wasn't on show, but the pre-publicity is interesting, promising MicroProse's weirdest game ever! The eponymous star is a shape-changing robot with a head-mounted Bounce Blaster gun! His power-ups include a space-hopper, rocket-pack, heli-head and unicycle. There's also over 35 enemies, four huge mega-monsters, thirty huge maps and plenty of bonus levels and sub-games. The four worlds include Crystal World, the Space Port, the Star Hulk and Planet Incaztec with giant fans, anti-grav platforms and escalators.

ProPlay: *Tinhead* is shaping up to be one of the fastest platform games of the year – in fact, it's so fast, the scrolling struggles to keep up! As well as speedy gameplay, there are hundreds of secret rooms and bonus levels to discover.

UK Release: TBA.

SALES CURVE/STORM

This was one of the most impressive stands with a huge screen showing clips from the *Lawnmower Man* movie together with various game versions. The UK-based company is rapidly expanding, a CD development studio was set up Southampton in April, and at the show a US subsidiary was announced!

MR TUFF



This is Storm's entry into the cutesy platforming hero stakes, another sprite with an attitude – albeit meaner than average being a demolition droid! His latest job could well be too tough even for him – he has to turn into scrap metal heavily defended strongholds packed with marauding military robots!

UK Release: Autumn 1994.

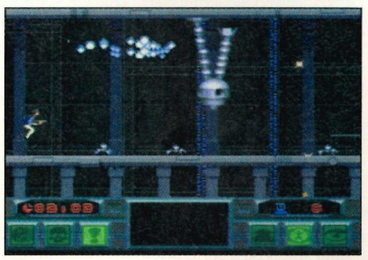
PEAKY BLINDER

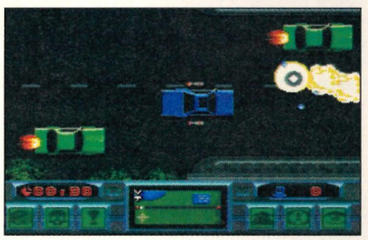


Based on a cult figure from the American rave scene, this innovative multi-format game aims to cover everything from world peace to AIDS. Other than that everything about the game is top secret!

UK Release: 1994!

THE LAWNMOWER MAN







Originally a 4MBit game this has expanded to 8MBit since the last ECTS, growing in size, variety and quality. The game includes side-scrolling platforming/shoot-'em-up levels and an overhead-view race-game in the real world. In cyberspace there's a flight sim-like excursion through some absolutely stunning, super-fast Mode 7 graphics and a shoot-'em-up where you float in space. There's even a novel puzzle game thrown in for variety and a decent two-player mode, simultaneous on most of the game.

ProPlay: An extremely promising mixed bag of games. Digitized pics and an ultra-cool, menacing soundtrack bind the games together, providing an utterly compulsive experience. The attention to detail, imagination and originality are excellent.

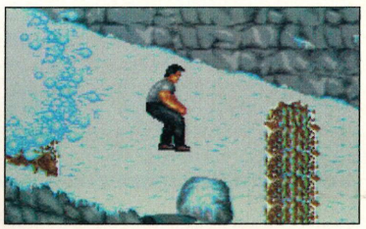
UK Release: January 1994.

SONY IMAGESOFT

The Japanese behemoth had a huge stand which, nevertheless, was still completely packed. Sony is determined to become a powerful "third force" in video gaming, picking up plenty of games written by other developers and publishing for both Nintendo and Sega. The company certainly has the money and marketing muscle, which further heightened interest in rumours of a stunning Sony multimedia games machine – albeit not appearing for at least a year, even if they decided to produce it.

CLIFFHANGER



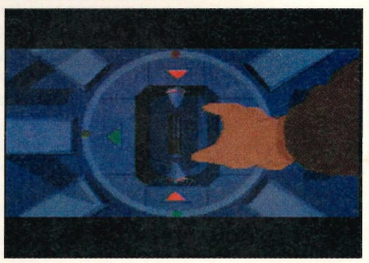


Quite possibly the year's stupidest movie at least had plenty of action, with the game providing a few neat twists on the side-scrolling beat-'em-up formula. Sly can punch, kick, crouch for a sweeping kick, leap for a flying kick and use a wide variety of weapons, from knives to submachine-guns. He can also climb up sheer cliff faces, fight atop a fallen helicopter in a reprise of the end sequence and even run before a rushing avalanche – jumping rocks and logs with a single mistake proving fatal.

ProPlay: It's better than *Last Action Hero* with more playability and variety, however the graphics are still Mega Drive port-overs and it certainly seems unlikely to seriously challenge *Batman Returns*.

UK Release: Winter 1993.

FLASHBACK







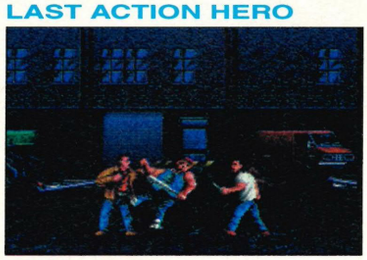
SHOWING OFF!

Already a huge hit on home computers and Mega Drive, the sequel to *Another World* finally arrives on SNES. In many ways this is the ultimate 16-bit platformer. Rather than simply pumping up the graphics and challenge of an 8-bit game style, *Flashback* reworks gameplay to be markedly more sophisticated. Your hero has more moves, the levels have more variety and puzzles (which are more sophisticated), while frequent short, animated sequences create an incredibly involving atmosphere.

ProPlay: It's as least as fast as the Mega Drive game, but markedly more challenging. Otherwise graphics and gameplay are identical, which is no bad thing with such an awesome game.

UK Release: Winter 1993.

LAST ACTION HERO



Arnie's tangle with post-modern irony was a bit of a disaster on celluloid, albeit with some spendidly funny bits. Now it's made it to the SNES thanks to Sony's American programming team. The game is basically a side-scrolling beat-'em-up, but with a overhead-angled perspective race-game thrown in for variety.

ProPlay: Mediocre Mega Drive graphics, unoriginal gameplay and a hair-tearingly frustrating difficulty level make this a distinctly unpromising release.

UK Release: Winter 1993.

SENSIBLE SOCCER





Probably the best footie game ever finally comes to the SNES, converted by Sensible Software themselves. The tiny sprites may not look like much, but the game moves fast and you can see enough of the pitch to put together some very clever passing moves. The controls have been cleverly reworked to suit the joypad, with the addition of an "idiot" button on the easy skill setting which works out the sort of shot you want to play for you! There's also masses of teams, players, tactics, leagues and a battery back-up save game.

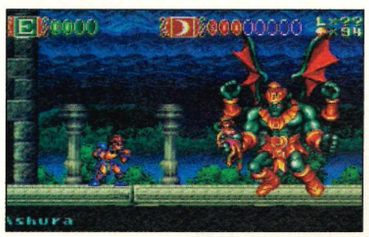
ProPlay: Purists will insist you need a joystick to get the best out of the game, but it works perfectly with a joypad. Arcade fans will like the speed, while fanatics will love the various moves you can put together.

UK Release: Winter 1993.

SKYBLAZER







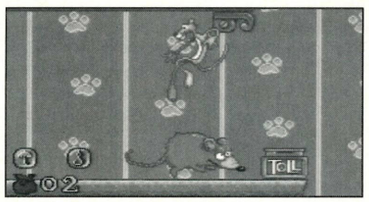
After *Cliffhanger* and *Last Action Hero*, the Imagesoft programmers finally prove they understand what a good game is. A great little oriental theme tune gets the game off to a good start, while the main sprite's smallness is no barrier to rapid-fire platforming blasting. The levels are a bit short, but there's stacks of them with eight continents to fight through and an essential password system.

ProPlay: Fast-moving, varied and relatively imaginative, this will score highly with gamers looking for something a little different.

UK Release: Winter 1993.

TECMAGIK

Masters of the Sega Master System, TecMagik have been beavering away since the last ECTS to turn its trio of big licences announcements into great games. ***Steven Seagal: The Game*** is still deep in production, making heavy use of specially shot film footage for masses of rotoscoped action. Also absent from the show was ***Andre Agassi***, an okay-ish Mega Drive tennis game which will be improved for SNES.





PINK PANTHER

Peter Seller's alter ego lives on in yet another stunning 'toon-style platformer. The sprite is one of the biggest yet, superbly animated and very true to the character. This is no surprise as Pink's co-creator, Friz Freleng, was heavily involved in the game, from the initial story-boarding to the finest details of the sprite graphics. The world's coolest cat was, of course, created for the opening credits of the 1964 movie *Pink Panther*. But thereafter he enjoyed fame in his own right, starring in a series of animated shorts for the cinema – the first of which won an Oscar! In all, 200 cartoons were made between 1968 and 1974. And by the time you read this a brand new cartoon series will have debuted in America, with Matt *Max Headroom* Frewer providing the voice – a first as Pink has never spoken before!

The game itself is suitably imaginative, Pink being chased through a studio lot by Inspector Clouseau. There's 12 different levels, including Honey, I Shrunk The Pink, Pink Ranger and Polter Pink!

ProPlay: The game looks amazingly close to the cartoon with lots of neat stunts, such as holding out a stop sign to turn off an electric fan! Gameplay is tough, but you can access many of levels straight from the opening scene, rather than having to play through in rigid order. A great game for Pink fans, and not a bad little platormer in its own right.

UK Release: December 1993.

TITUS

A flash yellow Lamborghini parked outside the ECTS started off the hype-fest in style, a less than subtle reminder that Titus's *Lamborghini American Challenge* was revving up for an Xmas release!

PREHISTORIK MAN





This is yet another platformer, set in th past much like *Joe & Mac*, so it's dea boring, right? Wrong, this has some the biggest, funnest, most gorgeou graphics yet crammed into 4Mbits!

ProPlay: Playability may not be origina but it is slick and those graphics kee you hooked.

UK Release: Spring 1994.

VIRGIN

This was another extremely crampe stand with masses of games on sho and a brand new, Zoo TV-style prom video which was really hip ar happening because "watch the girl in all she does is file her names, all the way through!" Erh, yes. Beyond the hype, though there were plenty of promising games. ***Dragon*** looks red-hot (see page 20!),

YOUNG MERLIN



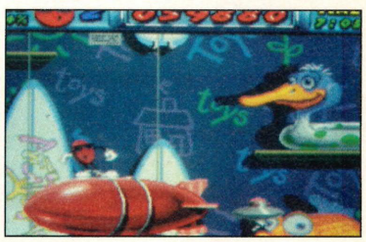


This 16MBit adventure opens with a fair maiden drowning in a fast flowing river. Of course, young Merlin doesn't hesitate before diving in and being swept away to another, magical world – one where he will learn the skills which will make him King Arthur's must valued advisor...

ProPlay: Although screenshots look less than enthralling, this could well be one of 1994's best games. A smoothly-scrolling, superbly animated game with excellent sonics it's instantly addictive. Adventuring gameplay draws inspiration from *Zelda*, as well as such hugely popular and imaginative PC adventures as Lucasfilm's *Loom* and *Monkey Island*.

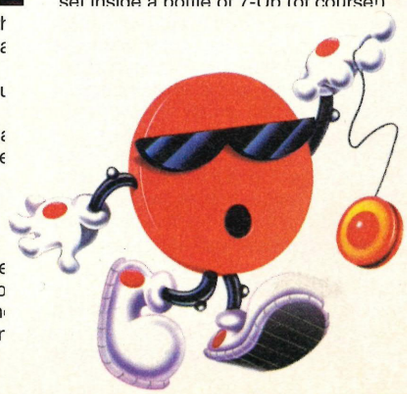
UK Release: Spring 1994.

COOL SPOT



This is Virgin's big Xmas release – and don't we know it! – a comprehensive rewrite of the hit Mega Drive platformer. Spot himself has over 250 frames of animation, providing the undoubted star attraction of this platforming blast-'em-up.

ProPlay: Gameplay may not be massively original, but it looks and sounds superb. The eleven levels are big and tough, with an excellent bonus game set inside a bottle of 7-Up (of course!)





Super THE EMPIRE STRIKES BACK

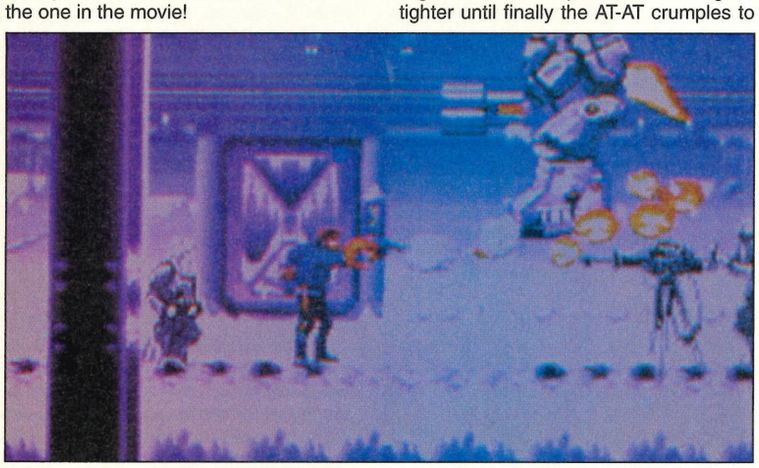


It's been a year since the original mega-game set spectacular new standards for movie conversions. Programmed by George Lucas's own software house, LucasArts, the game caused a huge sensation with its amazing graphics, stunning soundtrack and massive levels. No-one believed Lucas could top *Star Wars*, but he did. Can LucasArts repeat his success with their own sequel? Bandai's ECTS stand gave the Pros a chance to find out!

The first thing to say about *Empire* is that it's a lot more difficult than the original. The levels are just as huge as before, but there are fewer reset points – which makes the passwords invaluable. The other thing to say about *Empire* is that in terms of graphics and sonics, yes, that they have outdone themselves. They've also made one of the most varied SNES games ever, its 12MBits packed with fourteen levels, taking you all the way from Hoth to Bespin Cloud City in magnificent style.

TAUNTAUN RIDE

Swooping mutant birds and various creepie-crawlies make this look a lot like *Super Star Wars*' level one. The Tauntaun is a little difficult to control but you can jump off if you want to leap between the numerous platforms more precisely. One neat touch is how cold updrafts of air carry Luke to secret chambers, packed with extra energy – and lethal spikes. The huge end-level Wampa is about five times the size of the one in the movie!



REBEL HANGER

Unsurprisingly, this plays a lot like Tatooine's hanger from *Star Wars*. The roof gun-turrets, shrapnel-showering crates and imperial stormtroopers – looking almost digitised in their snow uniforms – play much the same. One difference are the lifts, huge industrial platforms which simply whizz about, the screen scrolling past at stunning speed. It doesn't make much difference in gameplay terms, but it's another testimony to the SNES's technical muscle. At the end there's a couple of Walker-like robot troopers, then a huge – and extremely tough – rebel assault ship like the mega-tough one in *Star Wars*.

AT-AT ATTACK!

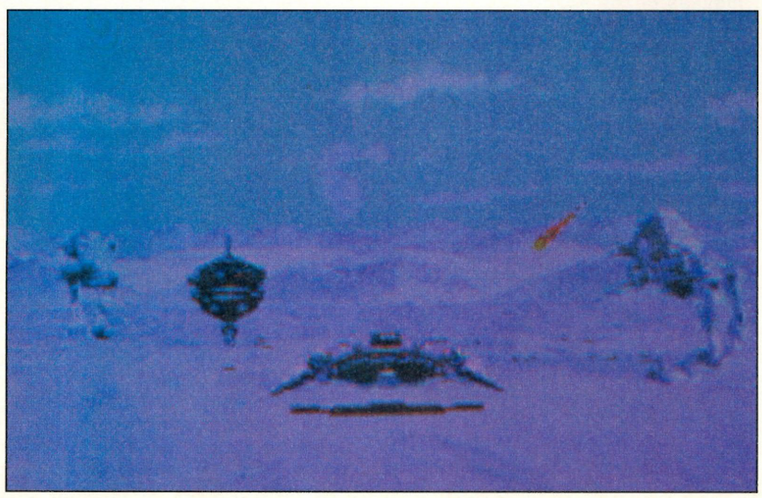
Initially, the snowspeeder level doesn't look quite as impressive as the screenshots. The snowspeeder, rolling Mode 7 snowfield and swooping speederbikes are nice – but that you expect. The stunning Scout walker sprites move so quickly they don't seem so hot, only if you slow down do you appreciate their detail. The AT-ATs similarly look only okay, then you notice how well drawn they are. The best thing is when you drop a grappling hook and wrap the wire tight around an AT-AT's legs. With each pass the wire gets tighter until finally the AT-AT crumples to the ground. It's an incredible effect, the cleverness of the LucasArts programmers is stunning! Without doubt this is a gameplay highlight, otherwise the turn and blast shoot-'em-up style is much the same as *Star Wars*, although this time you can't just hang back and let them come into your laserfire.

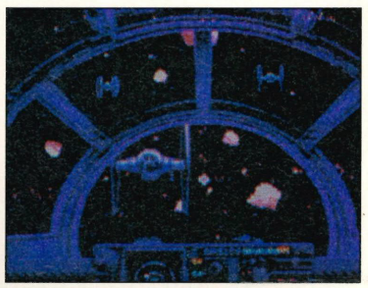
INSIDE THE AT-AT

This starts off with a side-view of an absolutely huge snowspeeder. LucasArts seem to be just showing off with the size of thing, but thankfully it's got plenty of firepower to take out oncoming speederbikes. A nice bit is how the thing crashes – Luke then gets out just like the movie. The level continues with him on foot. Imperial snowtroopers provide cannonfodder before Luke reaches the AT-AT. He can then leap up the leg, before entering it for a level like *Star Wars*'s Sandcrawler's interior!

ASTEROID BELT

The Millennium Falcon's cockpit is beautifully detailed, while asteroids tumble toward you with digitised realism. TIE fighters whizz around with that screech perfectly recreated. The controls are initially a little difficult to handle –





they're not reversed like normal flight controls – but after that it's fairly simple.

DAGOBAH

A side-scrolling blast-'em-up cum platformer in the traditional *Star Wars* mode. Tangled vines, shallow ponds and plenty of bizarre creatures make for another very pretty level. The end-level monster is brilliantly ugly! One nice touch is how Luke picks up special force powers from Yoda, including a slow-mo one useful for that tricky end-level guardian.



X-WING ATTACK

Another Mode 7 blast-'em-up as Luke flies toward Bespin, Cloud City. The way the X-Wing moves is a little disappointing, snapping between straight on and angled attitudes with no attempt at smooth animation, while gameplay is a straightforward shoot-'em-up with the Twin Pod Cars standing in for Jawas or Speeder Bikes. However, there's one really neat effect to enjoy – dive down toward the clouds and you zoom straight through, the fast-flowing orange surface flipping up to the top of the screen!

BESPIN CLOUD CITY

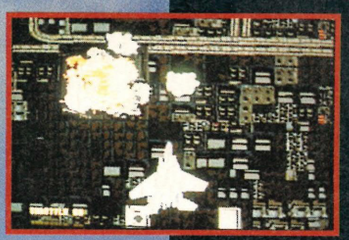
Yet another shoot-'em-up platforming level. Vertical platforms descend as you step on them, much like those in *Super Mario World* – will people ever tie of ripping that game off?! Midway through there's that light sabre duel with Darth Vader. As throughout the game, the light sabres give off a brilliant noise making for a fantastic atmosphere. Vader's animation isn't that hot, but it's great fun all the same.

PUBLISHER: JVC.
PRICE: TBA.
UK RELEASE: Early 1994.

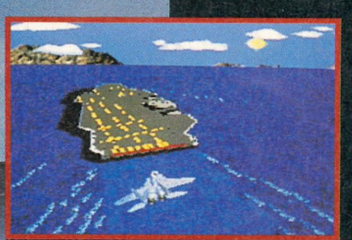
The Flying Action Game To Thrill Your ~~Senses!~~ SNESES!

SUPER STRIKE EAGLE









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



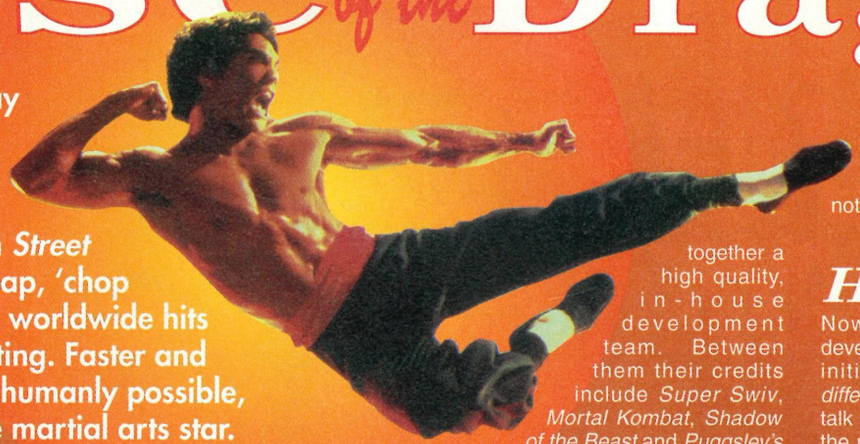
It's fast, it's furious, it's frantic and it features:

- Instant Action. Jump in and go!
- Full 3-D dogfighting from a real Strike Eagle in-cockpit perspective
- Missions that just get tougher and tougher with a huge number of targets
- Arcade style top-down view of ground attack combat and dramatic missile strikes
- Bonus weapons and special targets for Ace fighter jocks
- Two player mode for when the action gets too hot to handle
- Satellite-map mode navigation, 256 colour graphics and digitized speech

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

MICRO PROSE
Seriously Fun Software

Rise of the Dragon



MCA Pictures's *Dragon* may not be the year's biggest movie, but the life story of the legendary Bruce Lee is a license which rivals even *Street Fighter II*. Lee elevated cheap, 'chop socky' combat movies into worldwide hits with a unique style of fighting. Faster and more graceful than seems humanly possible, Bruce Lee was the ultimate martial arts star. Capturing such brilliance in a game is an immense task, but Virgin Interactive Entertainment have already spent a year on it, with six months still to go! Sam Hickman fought her way into Virgin's HQ to deliver this stunning work-in-progress report.

Lee's story is such a classic Hollywood, rags-to-riches tale that it's surprising a movie has taken so long. He was born in San Francisco in 1940 – the Year of the Dragon – but most of his childhood was spent in Hong Kong. Nicknamed Little Dragon, Lee soon got in trouble with the local police for street fighting. By the time he was 18, he was looking for a new start and found it back in America. There he began teaching the martial arts and developed a radical new style of fighting. Jeet Kune Do – Way of the Intercepting Fist – brought a more spiritual approach to combat, which outraged traditionalists but captivated tournament audiences. Hollywood soon came calling.

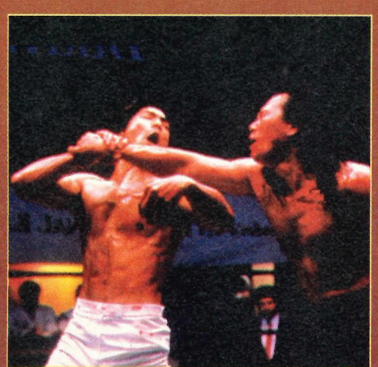
Lee became a star with the short-lived *Green Hornet* TV series, and also trained screen legends James Coburn and Steve McQueen. But it was back in Hong Kong that he was to write, direct and star in *Way of the Dragon*. This was a huge success, leading to a big budget, Hollywood sequel; *Enter the Dragon* which was to ensure his worldwide fame. Yet just before it could open, Lee died in mysterious circumstances.

The movie of Lee's life was filmed in Hong Kong and stars Jason Scott-Lee, who had to undergo intensive martial arts training before starting the film. Most of his co-stars, however, were already well versed in high kicking combat; Oon Soo Han is a champion of Thai kickboxing, while John Cheung choreographed many of Jackie Chan's spectacular kung fu comedies. *Dragon* not only recreates many of Lee's greatest fight scenes, but also includes surreal dream sequences where Lee fights his own, inner demon, called the Phantom.

"Simplicity is the last step of art and the beginning of nature."
– Bruce Lee.

Despite being a low-budget movie, *Dragon* obviously offered the ideal license for a video game and Virgin were quick to snap it up.

Of course, most other software houses would simply rush out an *SFII* clone with some *Dragon* sprites, hoping to hit the streets at the same time as the film. Virgin, however, have much more ambitious plans...



ROUND HOUSE

Although it's been involved in the games industry right from the start, just like the record company it sprang from, Virgin has usually relied on outside producers. But over a year ago the company began putting together a high quality, in-house development team. Between them their credits include *Super Swiv*, *Mortal Kombat*, *Shadow of the Beast* and *Puggsley's Scavenger Hunt*. *Dragon* is their first game as a team and they're determined to make it stand out.

One of the first decisions that had to be made was how to set it apart from *SFII*. Different graphics and a few new special moves obviously weren't enough. Instead, they decided to incorporate a third character on screen, radically altering the gameplay of what's become an increasingly tired genre. Archer McLean did something similar with C64 *International Karate Plus*, back in the Eighties, and produced quite possibly the ultimate beat-'em-up until *SFII* arrived. Virgin are obviously hoping for similar impact with *Dragon*.

Putting so many characters on screen at one time might seem a recipe for dreadful slowdown, but believe me, if anything the problem is quite the reverse! With three characters in close-fought combat the speed of the game is blinding, equalling *Turbo* even in its ten star cheat mode. For the finished version the programmers may decide they have to slow the game down...

In solo mode, you start off facing single characters, then as you progress through the game the challenge is doubled with a second, computer-controlled fighter joining in. There is, of course, an option for two of the fighters to be human controlled – but whether they co-operate against the computer or not is up to them!

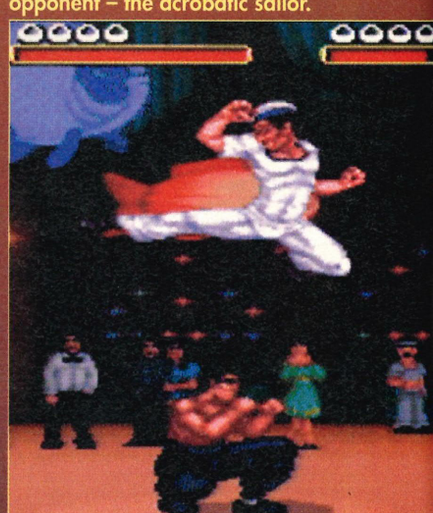
HIGH KICK

Now that the game's been in development for over a year, Virgin's initial ambition to make a game *different* to *SFII* is being supplanted by talk of being *better* than *SFII*. "What's the point of trying to copy *SFII*?" asks SNES programmer Ronald Pieket-Weeserik. "All that's going to happen is that in a few months time, we'll have a game that is out of date and will get slagged off by the press. We want to make something that is as good as *SFII*, but in different ways. What we have come up with is the fastest beat-'em-up ever, with the best range of moves and slickest animation ever



Erh, I don't really think that these two characters are supposed to do that! Lee can fight two people at once, but they're supposed to be enemy characters, not his player two controlled alter ego!

Below, Bruce faces yet another opponent – the acrobatic sailor.





At the end of the game, Bruce will have to fight the Phantom. This character was said to haunt Lee throughout most of his life and is the final boss! To defeat him you should have learnt all of the game's 40 different moves.

seen. Don't expect to see any Spinning Bird Kicks though – this is based on *real* martial arts!"

Each of Bruce Lee's fighting moves has an average of six animation frames, while *Street Fighter II* has an average of four. And, as Pieket-Weeserik implied, while the sprites move much faster than they could in real life, all the moves are real and taken from different martial arts. When the game was in its initial development stages, the programmers spent many a week watching old Bruce Lee films to decide which moves they wanted to simulate.

They finally decided on no less than 40 moves for Lee – the only character you can control – but this led to more problems, like how would a player learn them all? Eventually, they came up with the idea of a training mode where you can train with Yip Man, Lee's tutor . Moves are also acquired as the game progresses – every time you defeat an opponent, you gain one of their moves.

"The key to immortality is first living a life worth remembering." – St Augustine.

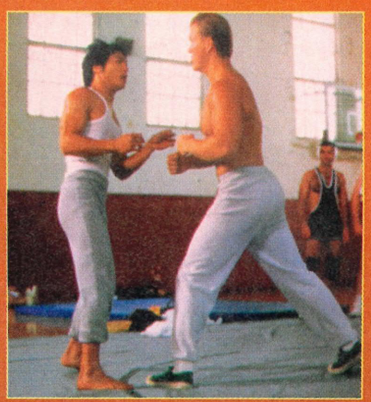
Partly for this reason you can't choose who you fight next – you have to follow a rigid order. This makes sense for learning the moves, and also gives the game a chance to develop a story-line bearing some loose relationship to the movie.

WAY OF THE DRAGON

There are ten opponents in all, most of them people Lee worked with. Two of the characters are completely fictional, however. One is the provisionally-named Stick Woman, the other is the Phantom. This character was said to haunt Lee throughout his life, so it seems particularly apt that he is the final guardian!

Each of the opponents practice a different style of martial arts, most of them equipped with weapons (ranging from sticks to meat cleavers). So, obviously it wouldn't be fair if our Bruce didn't have one too! At the moment, Bruce comes specially equipped with a set of nunchucks, and it's up to you to find out how he uses them! Unfortunately, it's undecided whether the nunchucks will actually go into the final version, as scenes where they've been used in the movie have been cut. The film-makers may insist on similar cuts with the game...

In any case, although the game will contain some blood and gore, the creators are being careful to avoid a *Mortal Kombat* situation. As Project Manager Peter Hickman comments; "The blood and gore in *Mortal Kombat* is all very well, but it's a bit over the top. All it's done is give Acclaim a bad name and the game a bit of publicity. We don't want to go mad with the blood, as we don't feel that the game needs it." Which is a little ironic, since



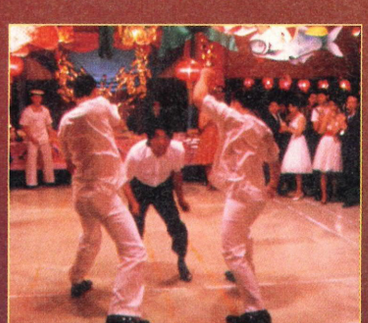
Peter is responsible for Amiga *Mortal Kombat*!

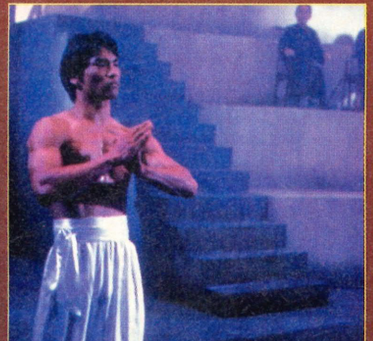
At present, *Dragon* isn't even half-finished. Virgin are working full time on the project, but they need to employ yet more star programmers and graphic artists to complete the game. The fact that this means it's unlikely to be finished before February, trailing the film by six months, doesn't seem to bother Virgin. They're determined *Dragon* will do Lee justice by becoming the best beat-'em-up yet, and their biggest release of 1994.➤



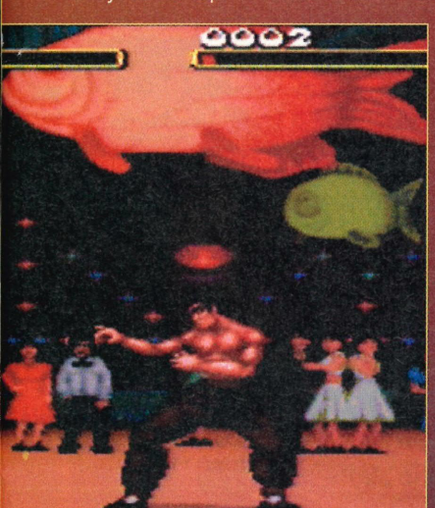
Above, the mad chef gets to grips with his meat cleavers. Opposite, the chef in his initial form. Virgin signed up many freelance artists to create the characters and, so far, animation has taken three months.







Although the film *Dragon* focuses on Bruce's early martial arts career, don't expect to see any amateur contests. All opponents have customised moves, although none appear in traditional fighting robes.





TALKING TOUGH!

Peter Hickman (no relation) is Dragon's Project Manager. Although the elusive character refused to be photographed for our magazine, he did agree to answer some of our questions!

SH: How closely have you been working with the film's producers – did you create the characters from rough cuts or did you have to film other martial artists?

PH: We haven't worked too closely with the film company, but we've been fortunate, as they have given us a fair amount of freedom over the game content. Most of the characters are taken directly from the film, but we started the game months after initial filming had taken place. This means that we missed obtaining custom footage from the stars.

SH: How many frames of animation do the characters have?

PH: It varies according to the character, but Bruce has over 250 frames of animation. Bearing in mind that some of the sprites are bigger than in *SFII*, that means a lot of memory is instantly eaten up. Our artists can produce 1.5 fully shaded frames a day, which just goes to show how much work has gone into this project. [250/1.5 = 167 days.]

SH: How many special moves does each character have?

PH: I'm not going to tell you that! Seriously, because you only have the opportunity to play Bruce Lee, a lot of effort has gone into creating as many spectacular and varied moves as we could think of. Currently, Bruce has around 40 different moves and the bad guys have around 30. There won't be an option to play the part of the baddies (honest!).

SH: How smart are they?

PH: The opponents are very intelligent. We effectively bred highly trained martial artists by teaching them how to fight. *Dragon* is the biggest beat'em-up ever. We're using advanced compression techniques to squeeze nearly 30Mbits of data into the 16Mbit cartridge."

SH: Can you explain that?

PH: Hmmm, how do you squeeze 30Mbit of code into a 16Mbit cart... in layman's terms? Okay, there are many different techniques for compressing data, most of them involve finding and removing information.

For instance, if you look at a page of text, you'll notice the word 'the' is repeated many times. If you substitute the number '1' for the word 'the', you're reducing the amount of storage space required by two thirds. The same techniques can be applied to repeated blocks of colour in pictures, or even to notes in music.

"Dragon is both bigger and faster than SFII Turbo, and it's more enjoyable too" – Peter Hickman.

SH: Are these techniques unique to Virgin?

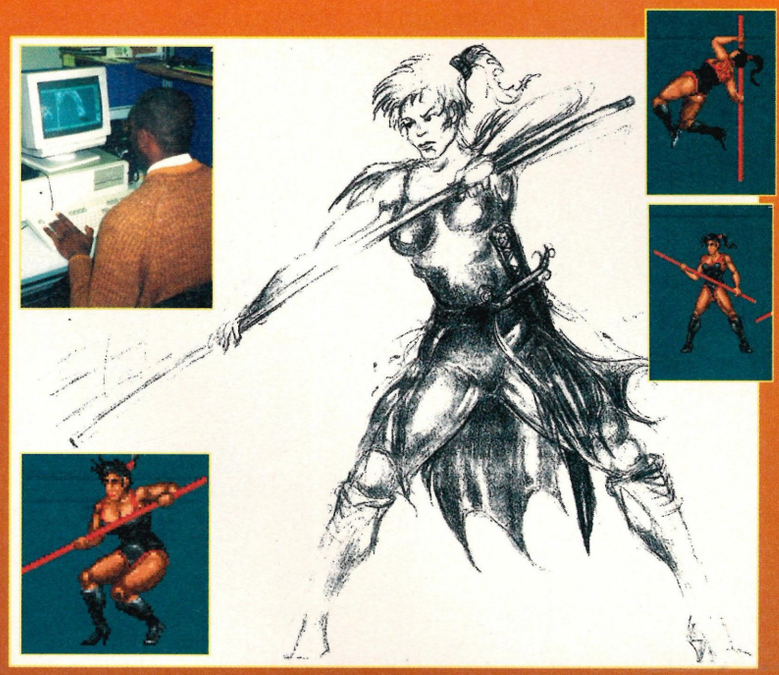
PH: The compression techniques used are tweaked versions of standard algorithms. Most of the techniques currently used were developed long before the micro-computer industry was born!

SH: Has the game been created to rival *Street Fighter II*?

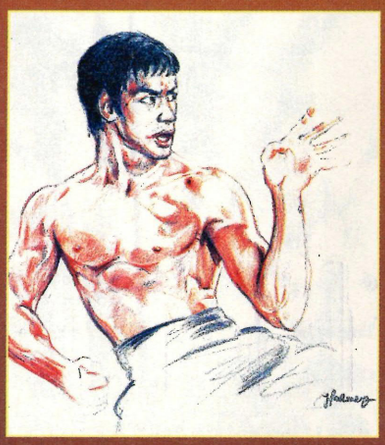
PH: Yes and no. *Street Fighter* is always the fighting game to aim for, but we hope to beat it! Our game is slightly different in style to *Street Fighter II* especially in two-player mode. *Dragon* is both bigger and faster than *Street Fighter II Turbo Edition*, and it's more enjoyable too!

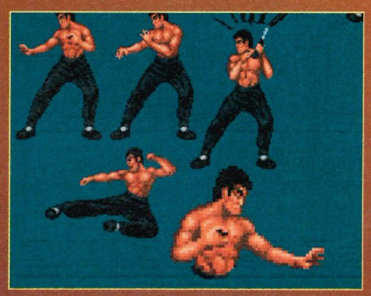
SH: Finally, which products will you be working on next year?

PH: Our American offices are producing many SNES titles, but we will definitely be working on two titles for the first half of next year. I'm not telling you what they are, but they're definitely going to be very spectacular! SP

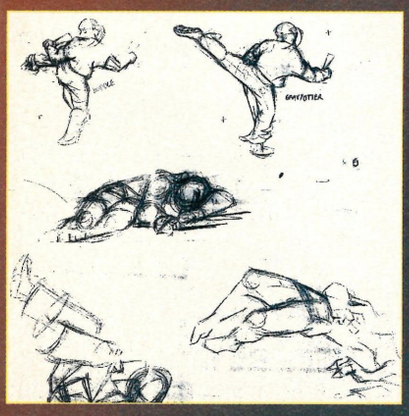






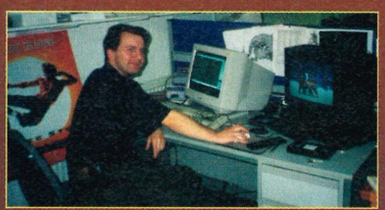


On the left you can see one of the early sketches of Bruce Lee. Over time the sketches were turned into the animation frames above.



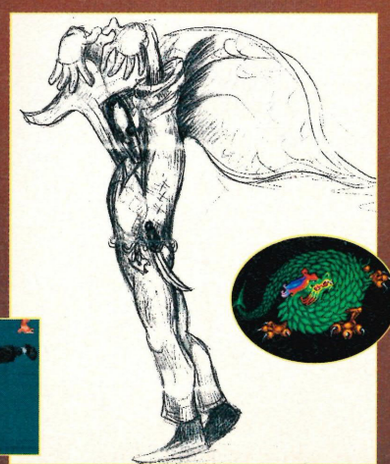


Mark Smith was poached from movie-land; he once worked on Speilberg's *American Tale* cartoon.



John Palmer spent over three months perfecting artwork for *Dragon*.





KEVIN KEEGAN'S PLAYER Manager



A DREAM COME TRUE!
HUGELY PLAYABLE
KICK OFF STYLE
ACTION AND SOCCER
MANAGEMENT ROLLED
INTO ONE !

Nintendo Magazine System 89%

SNES FORCE 90%

COMPUTER AND CVG VIDEO GAMES 95%

"IT'S A GODSEND"
"PLAYER MANAGER CAN'T BE FAULTED"
"QUITE SIMPLY THE BEST ALL ROUND FOOTY GAME ON THE MARKET"
"AN UTTERLY ENTHRALLING GAME"
"A BLINDER OF A GAME"

ANCO

imagineer

SUPER NINTENDO ENTERTAINMENT SYSTEM™ AMIGA & IBM

DISTRIBUTED BY ANCO ENTERTAINMENT LTD UNIT 7 MILLSIDE IND. EST. LAWSON RD. DARTFORD KENT DA1 5BH

console plus

SALES HOTLINE
(0924) 456802 or 0345 090099

MAIL ORDER ONLY

218 BRADFORD ROAD, DEWSBURY, WEST YORKSHIRE. WF17 6JF

SNES USA

B.O.B	£39.99
COOL SPOT	£44.99
DUNGEON MASTER	£44.99
E.V.O	£49.99
FATE OF ATLANTIS	CALL
FAMILY DOG	£23.99
FINAL FIGHT 2	£42.99
GOOF TROOP	CALL
LOST VIKINGS	£39.99
MECAROBOT GOLF	£48.99
MORTAL KOMBAT	CALL
PEBBLE BEACH	£39.99
ROCK N ROLL RACING	CALL
SHADOW RUN	CALL
SILLY PUTTY	CALL
SUPER BOMBERMAN	CALL
SUPER WIDGETS	CALL
TAZMANIA	£39.99
TUFF ENUFF	CALL
YOSHIS SAFARI	CALL
WORLD HEROES	CALL
ZOMBIES ATE MY NEIGHBOURS	CALL
* STREETFIGHTER 2 TURBO	£65.00

SEE SPECIAL OFFER*

AS SEEN ON ITV'S BAD INFLUENCE COMPUTER GAMES SHOW.

SNES Patriot Joypad - £21.99.
****Only £18.99 when purchased with Streetfighter 2 Turbo -CALL NOW!***

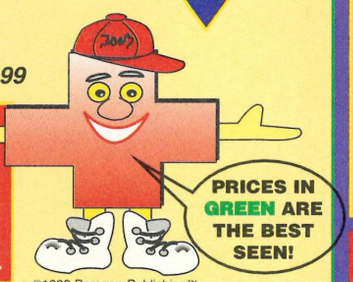
Fire SNES Converter - £8.99
Fire Special FX Converter - £9.99
Fire Turbo Joypad - £10.99

ACCESSORIES

SNES carry case- £15.00
Advantage Joystick - £38.99
Top Fighter Joystick - £52.99.
Multitap-4 player adaptor - £29.99
Datel S/fighter 2 Converter - £14.99.
Megamaster 1 - £22.99
Scart Cable - £7.99.
Power Supply (US) - £12.99

WE STOCK GAMES E.T.C. FOR ALL CONSOLES! *

P+P Games £1.50, Peripherals £3.50, Consoles £5, Consoles next day courier £8
ALL PRICES SUBJECT TO CHANGE Send large S.A.E. (MARKED SNES) for free catalogue & special offers list.



PRICES IN GREEN ARE THE BEST SEEN!

©1993 Paragon Publishing™

SNES JAP.

NIGEL MANSELL	£39.99
ROBOGOLF	CALL
ART OF FIGHTING	CALL
FATAL FURY 2	CALL
SENGUKO	CALL
MARIO ALL STARS	£62.99
GRADIUS 3	£39.99
ADVENTURE ISLAND	£38.99

CALL NOW FOR SPECIAL OFFERS LIST!

SNES U.K.

POP N TWINBEE	£39.99
MORTAL KOMBAT	£51.99
B.O.B	£39.99
BULLS VS BLAZERS	£39.99
ADDAMS FAMILY 2	£32.99
SPINDIZZY WORLDS	£32.99
MARIO ALL STARS	£54.99
WWF ROYAL RUMBLE	£44.99
JAMES POND -ROBOCOD	£33.99
FIRST SAMURAI	£42.99

OPEN MON-FRI 9AM -7PM & 10AM-2PM SAT - ANSWERING MACHINE AT ALL OTHER TIMES

ARCADE SOFTWARE

77/80 SHOPPING HALL, MYRTLE ROAD, EAST HAM,LONDON.E6.

ENQUIRIES: 081 471 8765 FAX: 081 471 8900 CREDIT CARD ORDERS:081 4704313 EVENING: 6.30pm-12pm SUNDAY:10am-12pm (0831 193630) **SHOP OPEN MON - SAT 10am - 5pm**

SNES GAMES USA

ART OF FIGHTING	48.99
EYE OF THE BEHOLDER	48.99
LOCK ON	48.99
CLIFF HANGER	48.99
LAST ACTION HERO	48.99
WORLD HEROES	48.99
GRAND PRIX	48.99
SIM ANT	48.99
GOOF TROOP	48.99
YOSHI'S COOKIE	48.99
COOL SPOT	48.99
ROCK & ROLL RACING	53.99
BATTLE CARS	48.99
ZOMBIE ATE MY NEIGHBOURS	53.99
TRODDLERS	48.99
SUPER BOMBERMAN	48.99
STREETFIGHTER 2 TURBO	63.99
TOP GEAR 2	CALL
PACKMAN 2	CALL
F1 CIRCUS 2	CALL
SHADOWRUN	48.99

DATEL UK/ USA

ADAPTOR FOR NTSC GAMES/ALSO PLAYS OTHER GAMES	19.99
ACTION REPLAY	33.99

SNES GAMES UK

MORTAL KOMBAT	51.99
MARIO ALL STARS	43.99
STRIKER	41.99
MARIO KART	34.99
POP N TWIN BEE	43.99
TAZMANIA	46.99
JURASSIC PARK	CALL
SUNSET RIDERS	CALL
LOONEY TUNES	42.99
MARIO & WARIO	50.99
ROYAL RUMBLE	58.99
STREETFIGHTER 2 TURBO	CALL

SPECIALS UK

SMASH TV	28.99
KRUSTYS FUNHOUSE	28.99

ALL TITLES LISTED ARE BRAND NEW!

WE HAVE MORE TITLES IN STOCK PLEASE PHONE

WANTED..YOUR USED GAMES

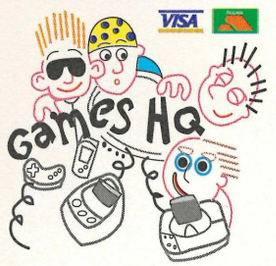
IN STOCK UK MEGA CD GAMES FROM £23.99 NEW.
P&P £1 PER GAME. E&OE.

SUPER NES TOP GAMES

ACTRAISER 2	12M	JAP	CALL
ALADDIN	-	JAP	CALL
ART OF FIGHTING	16M	JAP	CALL
EMPIRE STRIKES BACK	12M	USA	CALL
EQUINOX	-	-	CALL
FATAL FURY 2	20M	JAP	CALL
ROCK N ROLL RACING	8M	USA	£47.95
TMNT: TOURNAMENT FIGHTERS	16M	JAP	CALL
ZOMBIES ATE MY NEIGHBOURS	8M	USA	CALL
STREETFIGHTER 2 TURBO	20M	USA/JAP	£58.95
3D BASEBALL (INC DSP CHIP)	12M	JAP	CALL
CLAYFIGHTERS	16M	USA	CALL
COOLSPOT	8M	USA	CALL
FLASHBACK	16M	USA	CALL
JURASSICPARK	16M	USA	CALL
MARIO & WARIO +MOUSE	-	USA/JAP	CALL
MYSTICAL NINJA 2	16M	JAP	CALL
PLOK	8M	USA	CALL
SUPER MARIO ALL STARS	16M	USA	£46.95
WORLD HEROES	16M	JAP	£61.95
20/20 SUPER BASEBALL	12M	USA	£47.95
VIRTUAL SOCCER	8M	JAP	CALL
AERO ACROBAT	-	USA	CALL
BEAUTY & THE BEAST	8M	USA	CALL
3D F11 FINAL STRETCH	12M	JAP	CALL
CLIFFHANGER	8M	USA	CALL
MACROSS	12M	JAP	CALL
MORTAL KOMBAT	16M	UK	£51.95
SENGOKU	8M	JAP	CALL
SILLY PUTTY	8M	JAP	£39.95
STRIKER	8M	UK	£39.95
SUPER BOMBERMAN	8M	JAP	£57.95
SUPER OFF ROAD BAJA	8M	USA	CALL
SUPER WIDGET	8M	USA	CALL
WORLD SOCCER	4M	JAP	CALL
ZOKU: LEGEND OF BISHIN	16M	JAP	CALL
ALIEN 3	8M	USA	£42.95
BATTLEMANIACS	8M	USA	£45.95
DARIUS FORCE	8M	JAP	CALL
E.V.O.	12M+B&B	USA	£52.95
FINAL FIGHT 2	10M	JAP	£35.95
J. LEAGUE: PRIME GOAL	8M	JAP	£54.95
LOST VIKINGS	8M	USA	£44.95
NIGAL MANSELL F-1	8M	USA	£45.95
POCKY & ROCKY	8M	USA	£44.95
SHADOW RUN	8M+B&B	USA	£49.95
SUPER AIR DIVER	4M+DSP	JAP	£54.95
SUPER TURRICAN	4M	USA	£39.95
T2 JUDGEMENT DAY	8M	USA	CALL
TAZMANIA	8M	USA	£44.95
WWF2 :ROYAL RUMBLE	16M	USA	£49.95

PRE-PLAYED GAMES

BOMBERMAN	£45.50
MARIO ALL STARS	£45.50
MORTAL KOMBAT	£39.50
SFII TURBO	£45.50
STRIKER	£34.50
WORLD HEROES	£45.50
ALIENS 3	£34.50
FATAL FURY	£29.50
ROYAL RUMBLE	£39.50
STAR WARS	£29.50
TINY TOONS	£34.50



THE GAMES CONSOLE SPECIALIST!
3A TALZA WAY, VICTORIA CIRCUS SHOPPING CENTRE, SOUTHEND-ON-SEA ESSEX SS2 5BG

MAIL ORDER TEL 0702 603800
SHOP NUMBER 0702603215

WE HAVE MANY MORE GAMES & ACCESSORIES , PLEASE CALL IF YOU DON'T SEE WHAT YOU'RE LOOKING FOR!

OTHER FORMATS AVAILABLE:
NEO GEO, PC ENGINE, MEGA DRIVE, GAME GEAR, GAMEBOY

ADVANCE ORDERS TAKEN ON ALL NEW GAMES AND 3DO

PLEASE ADD £1.50 DELIVERY FOR POST & PACKAGING PER ITEM.
(1ST CLASS RECORDED DELIVERY)
SHOP PRICES MAY VARY.
PRICES SUBJECT TO CHANGE WITHOUT NOTICE

CONVERTORS

WINGS UNIVERSAL (SNES)	£14.95
CDX - PRO CONVERTOR (MEGA CD)	£35.95
PRO ACTION REPLAY (MEGA/SNES)	£35.95
MASTER GEAR CONVERTOR	£14.95
TURBO GRAFIX - PC ENG CONV.	£17.95

SUPER PRO

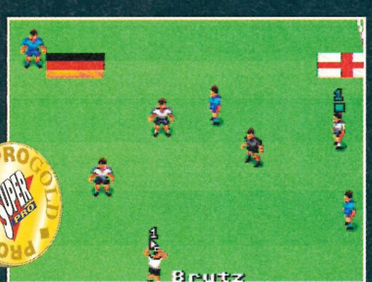
REVIEW
OFFICIAL & IMPORT

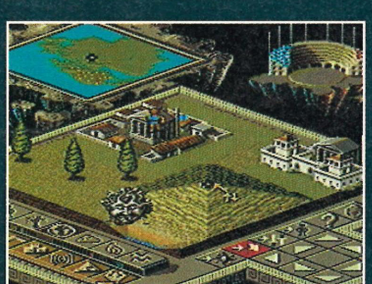
PROreviews

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

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

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









PROfile

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

REVIEW INDEX

OFFICIAL

GOOF TROOP.....36
JURASSIC PARK 48
LAMBORGHINI USA CHALLENGE 45
LEGENDS OF THE RING 55
MEGA-LO-MANIA 60
MR. NUTZ 38
POPULOUS II 52
RANMA.....56
REN & STIMPY.....42
RUN SABRE 62
SUNSET RIDERS.....58
TOP GEAR II 28
VIRTUAL SOCCER.....26
WING COMMANDER SECRET MISSIONS.....34
WOLFENSTEIN.....32
WORLD SOCCER 30
ZOMBIES.....64

IMPORT

MARIO & WARIO 46

REVIEW INDEX

VIRTUAL Soccer

When *Striker* booted its way onto the scene back in SUPERPRO 9, the SNES gained not only its best footie game to date but also – sad to say – its only one worth much cop. Now with the World Cup looming, that's all set to change. This month's squad hopeful is a fresh face – no Amiga back-history here – which boasts the ability to play as both an overhead and side-view game! Ryan "Demon striker" Butt puts it through its paces.

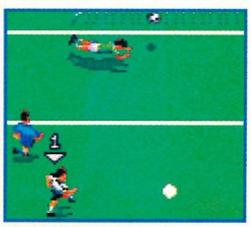


After just a few minutes play, *Virtual Soccer* shows its talent with enough stylish play to keep even Cloughie happy. This isn't your standard, run up the pitch and hammer the ball goal-wards, Wimbledon-style effort. This contender has style and brains – getting a result requires you to pass, dribble and chip with some tactical sense if you're to get past remarkably tough defenders. Simply running pell-mell down the pitch, zig-zagging to confuse the defence, won't get you far here. This game doesn't simply simulate the surface of things – the speed and scrambling players – this goes deeper. *Virtual Soccer* gets your brain working as fast as your fingers!

All this isn't to say *Virtual* hasn't got its fair share of superficial glitz too. Each match opens with a coin being spun before your eyes, randomising which end of the pitch you start shooting at. A nice touch, then the teams jog on to the speaker-rattling roar of a huge crowd. Depending on where your match is set, the crowd strike up a 'musical' accompaniment – the Latin American melodies being by far the best!

On the pitch, the control method turns out to be fairly similar to *Super Soccer* with buttons for shooting, passing and fouling (!). The latter should definitely be used with caution, some refs are a lot tougher than others. In fact, one of the real highlights of the game are the refs, dashing about the pitch, occasionally obstructing play (as they do!) and handing out red cards. I loved the way they run to the scene of a foul, frantically blowing the whistle, before much head shaking toward the offending player. Brilliant!

All the sprites are well animated and nicely detailed (for their size!), with their movement carrying real conviction and enthusiasm. There's also some really slick Mode 7 scaling. The game doesn't only pan around the pitch while you arrange your team formation, it actually comes into the game. If you've chosen the overhead perspective it zooms out slightly when the ball's lobbed upwards, then more dramatically pans about for throw-ins and corners. They're neat effects, pepping up the excitement without interfering with gameplay. The side-on view is less dramatic, but is easier to get into since you don't have the awkwardness of attacking down-pitch. You also get a choice of normal and fast action, which works out as *Super Soccer* sluggish, and *Striker*-style arcade pace.



PRO tip

THE GOALIE IS SEMI-AUTOMATIC, SO YOU CAN TAKE CONTROL AT ANY TIME. IF THE ENEMY IS IN THE AREA, MOVE HIM OUT TO INTERCEPT, OR YOU MIGHT FIND YOURSELF, AS HENRY KELLY WOULD SAY, PLAYING CATCHUP.

Like all sports games, two-player mode is obviously the most fun. However, unlike *Striker*, *Virtual Soccer* also has more than enough depth for solo action. The 24 international teams range from Germany to Sweden and, initially, even Sweden will be able to make you look like a real turnip with their skilful play. Sadly, player names are fictional but there are comprehensive custom options allowing you to have eight custom teams for a special trophy mode.

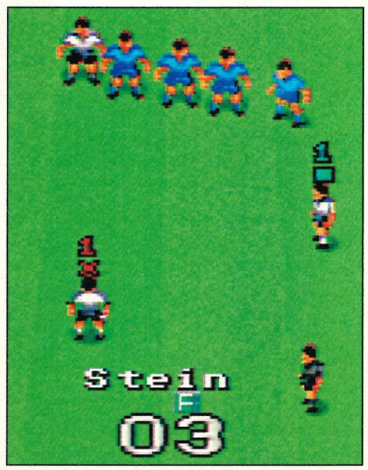
There's two other tournaments, a special practice mode to perfect your passes, shots, set-ups, and penalties – even a brief managerial section where you check players' conditions, make substitutions and change team tactics. You can also choose your weather and surface conditions, which to be honest don't look or play all that different. One touch I did like, however, was how your players get exhausted from too much running about, hunching over as they pause to catch their breath.

Despite its many good points, there are a few glitches such as penalties not being awarded occasionally, and you can find yourself coming to a complete halt after winning the ball by a sliding tackle. Also, the standard B-button shots aren't that varied – to get the spectacular shots you need to master in-the-air timing. So, whereas almost anyone can get instantly hooked on *Striker*, *Virtual* needs time to master. But it's this immense challenge that gives *Virtual Soccer* the edge over its rivals. Play is so unpredictable – there aren't any pre-set methods of scoring, so if you do score it's all the more satisfying. And all the fancy techniques are here; diving headers, overhead kicks, and power shots, which can only be achieved by striking the ball when in a certain position. Once these are mastered, the possibilities of scoring become more frequent and spectacular. In my opinion, this is the best footie game yet, setting up an unmissable confrontation with next month's review of *Sensible Soccer* – the much anticipated conversion of one of the Amiga's best games.

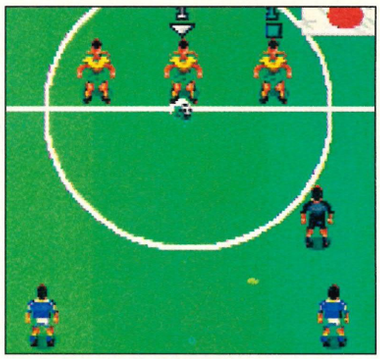
Having dribbled past the goalie with only a defender to beat, this must be a goal for Spain (above). Whoops, a yellow card for Filtchando, and quite rightly so. He's hospitalised the poor Spaniard (below)!



As a result of a dirty tackle by the Argies, Germany are awarded an indirect free kick. However, with only two men on the screen to receive the ball the chances of them getting past the wall are very slim (below).







The Team Select screen features a big revolving globe to indicate whereabouts in the world your team hails from (left). Above, the kick off, with both teams ready and waiting in position.

FLAT PERSPECTIVE



HORIZONTAL PERSPECTIVE



VERTICAL PERSPECTIVE



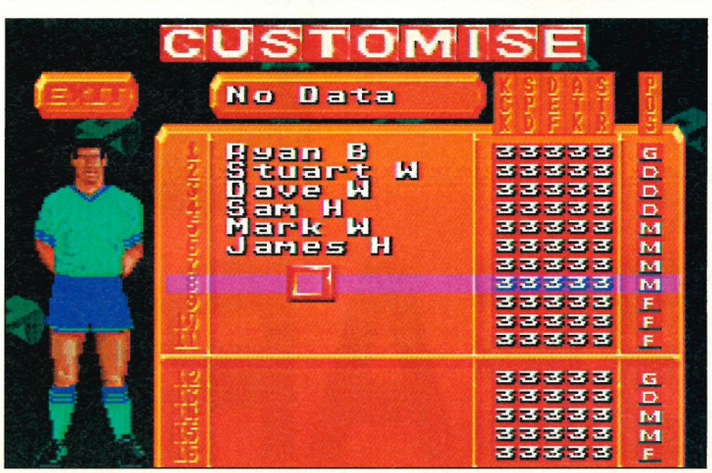
Unlike any other football game, *Virtual Soccer* allows you to choose the perspective in which you view the pitch. The flat perspective is similar to that used in the classic *Kick Off* game, with a bird's-eye view of the action. The horizontal perspective is, as you would expect, a side-on view of the game. This is probably the best pitch perspective to use whilst getting used to the controls and the tricky passing and shooting techniques, as there is no advantage to which way you're shooting. Finally there's the vertical perspective which is very similar to that seen in *Striker* where the action is viewed at a slightly overhead angle giving the pitch depth. Tricky at first, but very realistic once mastered!





The Formation Select screen above clearly indicates the positions of each player. The red counters at the top indicate the overall strength of the team, and the set below refer to the strengths and weaknesses of the individual players. To the right we see the ultimate dream team! With Ryan in goal, the other editorial staff in defence and the designers in mid-field! Below, we see the nifty pitch rotation for a throw-in.







PUBLISHER: **HUDSON SOFT**
DISTRIBUTER: **TBA**
PRICE: **TBA**
OUT: **Dec/Jan**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Battery Backup**
FEATURES: **Customise team feature.**

CONTROLS

- MOVE UPFIELD.
- MOVE DOWNFIELD.
- MOVE LEFT.
- MOVE RIGHT.
- X — FOUL.
- Y — PASS, TACKLE OR HEADER.
- A — PASS, TACKLE OR HEADER.
- B — SHOOT, POWER SHOT,DIVING HEADER.
- L — SELECT NEAREST PLAYER.
- R — SELECT NEAREST PLAYER.

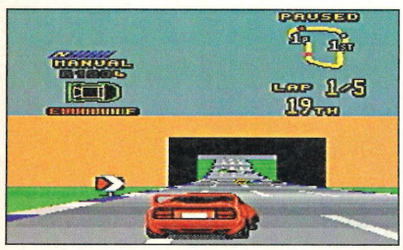
PROS: Excellent graphics, challenging matches and tournaments. Match play is highly tactical and involving with fine attention to detail.
CONS: Perhaps a little tough at first and lacks the easy, appeal-to-everyone simplicity of *Striker*.

GRAPHICS	90
SOUND	89
GAMEPLAY	91
LONGEVITY	93

PROSCORE
93
SCOREPRO

VIRTUALLY PERFECT!

Top Gear was probably the fastest split-screen, simultaneous two-player game to ever hit the SNES. It boasted everything a self-confessed motor freak could ever dream of... except depth and variation! So, now Kemco hope to rectify these faults with a souped-up sequel, once again converted from the Amiga. Ryan "Boy Racer" Butt puts the pedal to the metal and takes it for a quick spin!

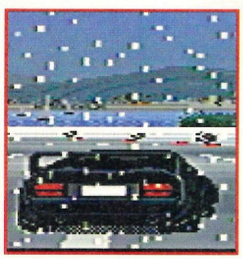


A good knowledge of the Highway Code helps to understand the various signposts. The one above indicates a sharp turn!

Top Gear was the first SNES racing game I played and, in two-player mode at least, I was completely addicted. Games have moved on though, and *Top Gear 2* will obviously have to offer something spectacular to top *Super Mario Kart!*

The aim of *Top Gear 2*, like the original, is to race along obstacle-littered city streets and country roads, accumulating points and cash. There are 19 cars to race against and 16 countries to visit, each with four tracks. Sadly, the original's choice of four cars has been dropped, but by saving up your prize money you can upgrade your Lotus with new engines, gear boxes, body armour, tyres, nitros and even a flashy re-spray!

Better equipment markedly improves performance, but thankfully the game opens fairly easily – in Australiasia! Aussie circuits are fairly simple to complete, instantly getting you hooked, but later on things are tougher. In addition to harder circuits, you start to get varying weather conditions, including rain, snow, fog and darkness. A weather forecast is given before every race, with a time allowance for modifications to suit the conditions – adding a nice tactical element.



PRO tip

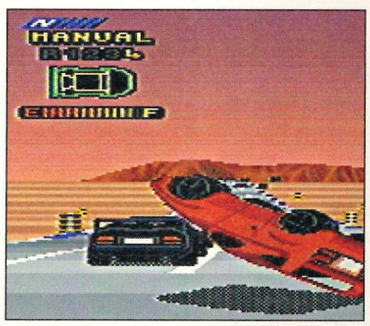
DON'T BOTHER WITH THE BRAKE! SIMPLY TAKE YOUR FINGER OFF OF THE ACCELERATOR WHEN NEGOTIATING TIGHT CORNERS.

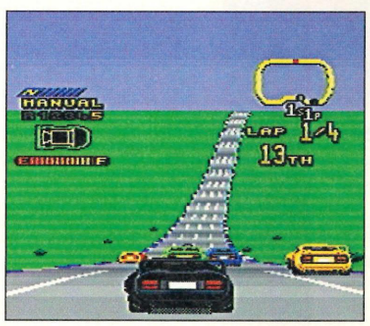
Graphically, *Top Gear 2* is a vast improvement on the original. The cars are a lot beefier-looking with crashes revealing a fully 3-D car tumbling about. Scenarios and track layouts are also more believable; Loch Ness no longer has a monster, just some atmospheric mist shrouding the track. However, for some strange reason the sequel has also dropped the night-time headlights and refuelling stops which worked so well on the original.

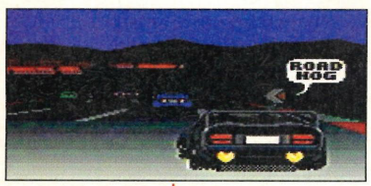
On the actual handling front, it's good to see that there's more interaction with your surroundings. Every corner must be properly negotiated to prevent spinning off the track. But once again the improvements aren't faultless. If you go wide and hit the side of the bridge steering back onto the road is an unbelievably laborious and glitchy process!

Top Gear 2 is undoubtedly a very enjoyable game, the super-fast simultaneous two player mode inevitably steals the show, once again proving what the SNES is capable of without slowdown! However, it won't keep die-hard racing gurus like myself occupied for very long, as the tracks are easy to master. So if you want two-player enjoyment look no further than *Mario Kart*, if you want realism, go for *Test Drive II – Top Gear 2* falls somewhere in between!









Oh dear, looks like your car has strayed too far off the road and into one of the many hazards (above right)! The simultaneous two-player option is a must for head-to-head freaks (above). Tee hee, this is just one of your driver's amusing lines (left)!

TOPGEAR 2

KEMCO PRESENTS TOPGEAR 2

PUBLISHER: **KEMCO**
DISTRIBUTOR: **MARUBENI**
TEL: **071 8268816**
PRICE: **TBA**
OUT: **NOVEMBER**

PLAYERS: **1-2**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Frantic simultaneous two-player action.**

CONTROLS

- ▲ NO FUNCTION.
- ▼ NO FUNCTION.
- ◀ STEER LEFT.
- ▶ STEER RIGHT.
- X ACCELERATE.
- Y NO FUNCTION.
- A NITRO.
- B BRAKE.
- L CHANGE DOWN GEAR.
- R CHANGE UP GEAR.

PROS: Nicely drawn and detailed graphics, loads of varied tracks and scenarios. Buying upgrades for your car is a nice touch. Great two-player action!

CONS: A little easy. Some boring so-and-so's would argue that you recover too quickly after spinning off the track and rolling your car! Also, the collision detection glitches at times. Uninspired tunes.

GRAPHICS	82
SOUND	76
GAMEPLAY	83
LONGEVITY	74

PROSCORE **82** SCOREPRO

FAST FUN

MARIO IS MISSING!™

MARIO DISCOVERY SERIES



A GEOGRAPHY LEARNING ADVENTURE

MARIO'S GREATEST ADVENTURE YET!

WHERE IS MARIO?

He can be found in the following places!

Virgin, Toys 'R' Us, W. H. Smiths, HMV, Beatties, Game, Futurezone, Menzies, Boots, Dixons, Tandy, Our Price and all good video games retailers.

Original Nintendo Seal of Quality

MINDSCAPE

For more information please return this coupon to:
Freepost Mario Is Missing!.
Mindscape International Ltd.
FREEPOST (RCC 2329) Burgess Hill,
West Sussex RH15 9BR

Name .....

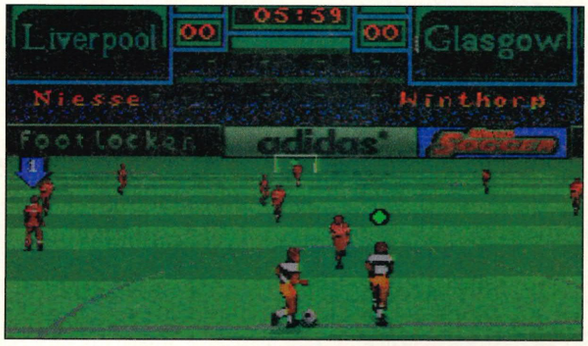
Address .....

.....

..... Postcode .....

Telephone .....





Click on A to determine where the throw in will go (left). Remember that the opposing team will always attempt to steal the ball by halting its progress in mid- flight. Play defensively to ensure possession!

With the World Cup just around the corner, perhaps it's not surprising that software companies are cashing in on the sport. Hudsonsoft, Sunsoft, Sony Imagesoft and now Electro Brain are readying themselves to join an already crowded footy pitch, albeit one with only one true star player – Elite's *Striker*. The latest challenger to its crown boasts of being 'the most realistic footy sim yet.' Dave "literal" Westley takes it to the park for a quick kick about.

It's official! The SNES just keeps getting better and better as programmers discover yet more ways to push the hardware. My first reaction when I saw *World Soccer* was pure amazement: Mode 7 provides an almost first person perspective, spinning the pitch and players about at amazing speed! The graphics are a little chunky, animation rather jerky, but the sense of actually being on the pitch, is stunning. When possession changes, the perspective smoothly rotates 180° to point at the other goal. It's certainly a lot more exciting than your usual overhead or side-view perspectives.

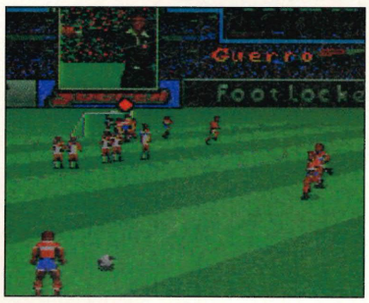
Unfortunately, excitement begins to wane as the game's limitations become more apparent. First up, there's tackling. Most of the time your sliding tackles will be way, way off target so this part of the game is left to the computer, whose method is to ram the opposition, sending them flying – Vinnie Jones-style. Then there's the unrealistic nature of shooting. If there weren't any fat players in the way, a ground shot at goal would stretch from one end of the pitch to the other. This doesn't affect gameplay as such but it certainly undermines any possible claims to realism.



PRO tip

KEEP LOBBING THE BALL TOWARDS GOAL TO FOX THE DOZY COMPUTER PLAYERS. THIS TIP ALSO WORKS ON FAIRLY STUPID PEOPLE.

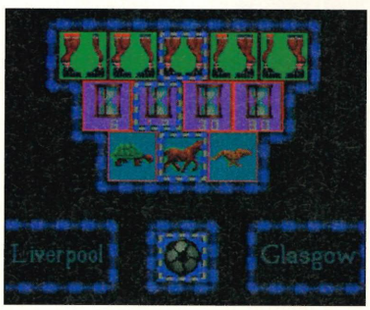
The most serious flaw of all, however, is the game's imprecision. Rarely is there a chance to pass fluidly from one player to the other, nor can you judge when and where to strike the ball. Gameplay is extremely muddled – weaving your way through the wedge of opposing players is impossible. To score, you have to kick a high ball over your opposition's head and hope that there will be someone at the goal mouth to tap it in. Consequently, in the total absence of possible strategy, this game becomes highly repetitive, with one player after the other executing the same techniques. The only other time you can score, is when one of the goalies decides it's time for a kip and disappears for no reason at all! Bizarre! All in all, another nice idea sadly gone awry.



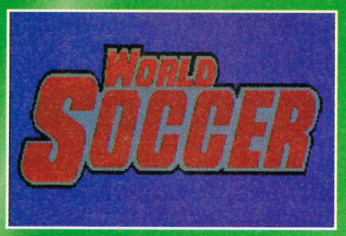
A free kick creates the chance of a goal. You're able to choose from a number of preset moves, the success of which depends upon the particular side that you're playing.



World Soccer boasts a plethora of options: three cups to enter and both league (home and foreign) and national games to be played. The style of play can be fine tuned – in addition to the standard length of game option, you can choose how fast the game will move and how strong the competition will be relative to you. Once into the game, your managerial skills are called upon, not only with substitutions and formation of teams but also with the set pieces, corners, etc. to be played.



WORLD SOCCER



PUBLISHER: **ELECTRO BRAIN**
TEL: **(0101) 8015311887**
PRICE: **TBA**
OUT: **TBA**

PLAYERS: **1-2**
SKILL LEVELS: **5**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **World leagues, World cups.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: HIGH KICK.
- Y: HIGH KICK.
- A: CHANGE PLAYER/ PASS.
- B: SHOOT/ TACKLE.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Totally novel. Mode 7 creates an in-your-face style of play not seen elsewhere. It's an initially interesting game if nothing else.

CONS: But a game's design is always more important than how it looks. This is practically impossible to play and provides a pretty miserable experience all in all.

GRAPHICS	70
SOUND	73
GAMEPLAY	49
LONGEVITY	30

PROSCORE
49
SCOREPRO

WORSE THAN ACRINGTON STANLEY!

QJ Controllers

Leaders of the Pack....



◁ **PROGRAM STICK**

- 30 pre-programmed special moves, including a secret code
- 6 memory spaces to program your own combinations
- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
- Built-in backup battery for memory storage
- Independent autofire control
- Variable slow motion
- Rotatable fire button pad

SNES VERSION
SV 336 £49.99 inc. VAT.



◁ **PROGRAM PAD**

- 30 pre-programmed special moves, - including a secret code!
- 6 memory spaces to program your own combinations
- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
- Independent autofire control
- Slow motion
- See thru casing

SNES VERSION **SV 337 £39.99 inc. VAT.**
SEGA VERSION **SV 437 £39.99 inc. VAT.**



◁ **PROPAD**

- 8 Direction thumb control
- Autofire
- Slow motion
- Multiple fire buttons
- See thru casing
- Rapid fire mode

SNES VERSION
SV 334 £16.99 inc. VAT.
SEGA VERSION
SV 434 £16.99 inc. VAT.

A New Generation of Controllers from Spectravideo that Will Take You to the Highest Levels of Gamesplay and Make You Wonder How You Ever Managed With One of Those Ordinary Types
LEADERS of the PACK.... STICK WITH US!

More Winning Products from....

SPECTRA VIDEO
TEL. 081-902 2211

QJ Products are available from...

BEATTIES ● BLOCKBUSTER/RITZ ● BOOTS ● COMET ● CURRY'S ● DIXONS ● FUTURE ZONE ● GAME ● HMV ● JOHN MENZIES ● OUR PRICE ● RUMBELOWS ● WH SMITH ● SOFTWARE PLUS ● TANDY ● TOYS R US ● VIRGIN ... and all the Best Computer Shops

Wolfenstein 3D

For some strange reason, WWII-games are rather rare on Japan's ultimate games machine! SS shockers like *Wolfenstein* are far more common on home computers where, in fact, this one started out – originally as a public domain PC game. Its popularity has led to one full-price sequel, *Spear of Destiny*, and now a SNES version. Dave "Achtung Baby" Westley stoops to give you the lowest of low-downs!



After last month's in-depth preview we have to say *Wolfenstein* still looks great. The first-person perspective pushes Mode 7 to new limits, scaling walls, furniture, paintings and Huns at amazing speed. Obviously, it's a much more involving and realistic experience than any side-scrolling shoot-'em-up. In *Wolfenstein* you're in the building, the gun is there in front of you, that slavering Alsation is leaping right in your face!



PRO tip

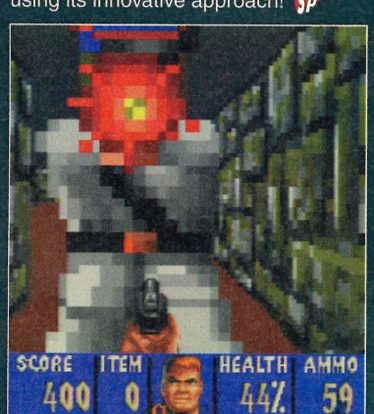
STAY AWAY FROM OPEN AREAS AND BE SURE TO ALWAYS ATTACK FROM A POSITION FROM WHICH YOU CAN QUICKLY WITHDRAW TO COVER.

However, while the sense of realism is highly involving, it has to be pointed out that the character you play is rather short-sighted. Whereas in *Jurassic Park* the backdrops are brilliantly detailed – even at close range – in *Wolfenstein* objects only work at mid-distance. In the larger rooms, coming under enemy attack is confusing; at long distance soldiers are blurred and difficult to tell apart from a profusion of potted plants! As the screen flashes red with every hit you spin about trying to spot your enemy.

Wolfenstein is much faster than *Jurassic*, not as realistic maybe, but in play it's more immediately exciting – the number of enemies, speed of attack and sheer ferocity of some enemies make raptors look like pussy cats! And when the Huns do get close, they're surprisingly well-animated. The game plays like a police training sim, targets popping up all over the place – although thankfully there aren't any civilians!

Of course, as game producers know, a good set of graphics and an involving theme can overcome many gameplay flaws. *Wolfenstein* does, however, have more depth than you'd expect. Simply running about while counting on quick reflexes and sharpshooting leads only to a quick burial. As the levels become bigger and harder, the more important it becomes for you to be careful in your exploration. Some rooms contain medi-packs to boost flagging energy, others contain bigger and better guns or spare ammo. There's also treasure rooms, keys, switches and secret rooms – occasionally shooting a painting will cause the wall to slide away! All of these factors don't make, by any stretch of the imagination, a massively sophisticated game, but they do make you think. On one level there's a room packed with Huns, one with a Gatling gun in each fist. Working out how to kill them involves opening the door, then running like mad while shooting back. It's far from easy though, and the level's password soon got burned into my brain from relentless restarts.

For what it is – a fairly simplistic arcade shoot-'em-up with an unusually involving perspective – *Wolfenstein* works well. It's more than a flash graphics demo but isn't quite polished enough to be a real hit. Nevertheless, if you fancy something different it's worth a go, and the future looks bright for even better games using its innovative approach! SP

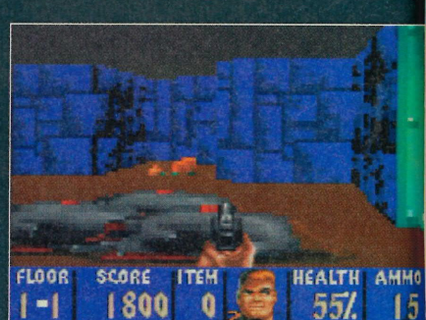


To complete level two, you're going to have to kill the huge, fat two guns for arms man on the right. It's exceedingly tough.

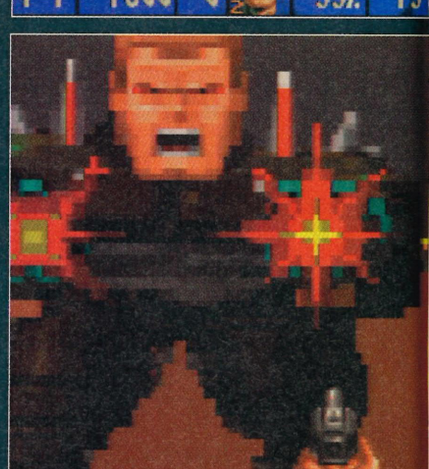


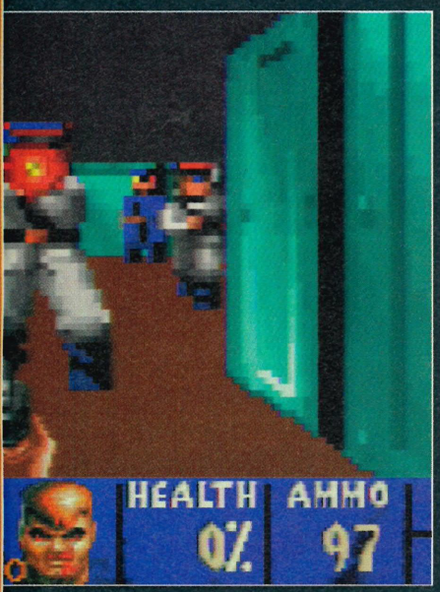
As your life force drains from you so the screen bleeds into a morbidly bright shade of red (below left). The camera also swivels around to the offending Nazi, your angel of death. Below right, more dead people, a good indication that you've been here before.









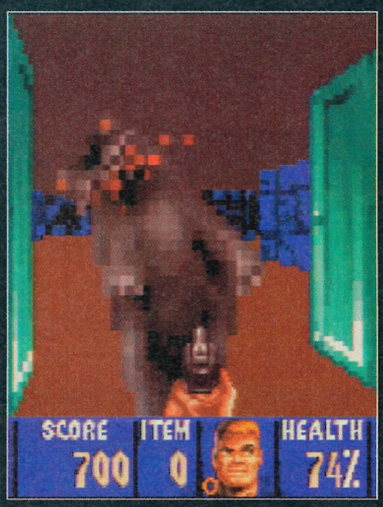


Above, open each doorway with care – behind nearly every one you'll find gun totin' SS Storm Troopers, each one armed to the hilt and ready to run at you.





Right, one of the many blood lusting dogs allowed to roam freely in the castle lunges at you. Shoot quickly – they're very quick and go straight for the jugular.

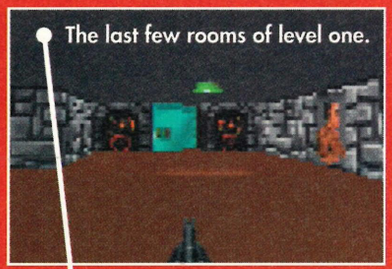


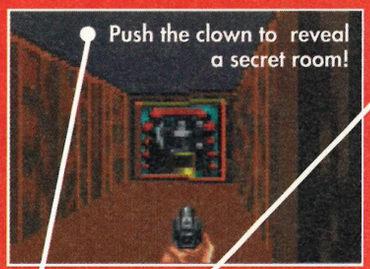


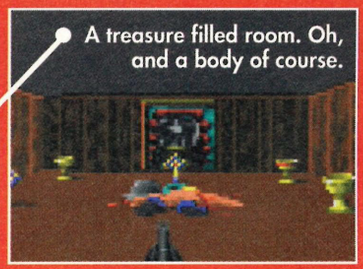
Face to face with the enemy (left). What might have been a disaster doesn't look too bad. Your health is at 80% and you've got 18 bullets in your gun. Later weapons – rifles particularly – would polish him off in a second, but with a pistol, you just have to retreat and fire.

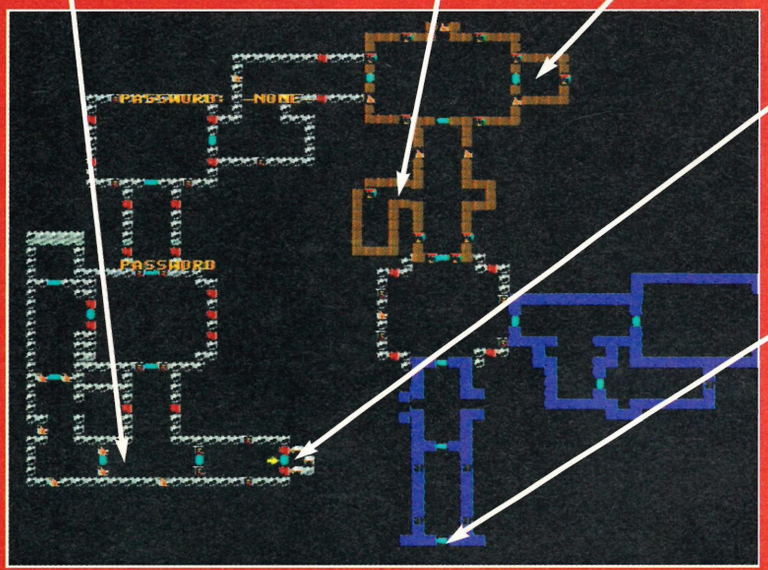
I SPY LEVEL ONE

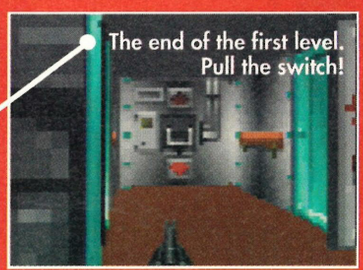
The auto-map can be called up at any time and thankfully avoids the 'hopelessly lost' syndrome which afflicts *Jurassic Park*.

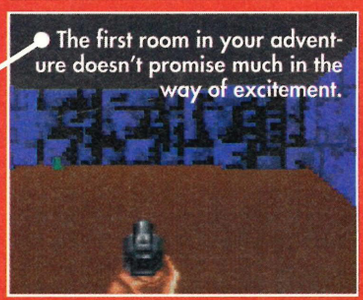

The last few rooms of level one.

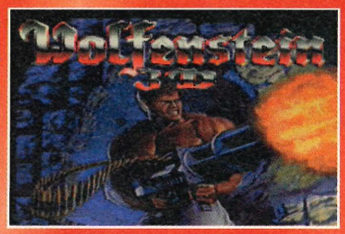

Push the clown to reveal a secret room!


A treasure filled room. Oh, and a body of course.




The end of the first level. Pull the switch!


The first room in your adventure doesn't promise much in the way of excitement.



PUBLISHER: **PLAY TIME**
TEL: **0274 532424**
PRICE: **TBA**
OUT: **January**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **3-D graphics and loads of blood and gore!**

CONTROLS

- MOVE FORWARD.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X – NO FUNCTION.
- Y – NO FUNCTION.
- A – SHOOT.
- B – OPEN DOOR.
- L – ROTATE LEFT.
- R – ROTATE RIGHT.

PROS: Innovative and fresh, a 3-D mega blaster with very tense gameplay. It's extremely playable with more gore than we thought Nintendo would allow.
CONS: But it becomes repetitive much too quickly, because the key to completing a stage remains the same throughout the game.

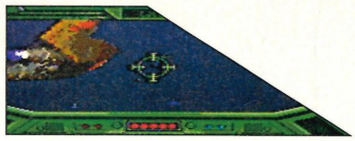
GRAPHICS	81
SOUND	80
GAMEPLAY	80
LONGEVITY	75

PROSCORE
80
SCOREPRO

A HOWLING GOOD GAME!

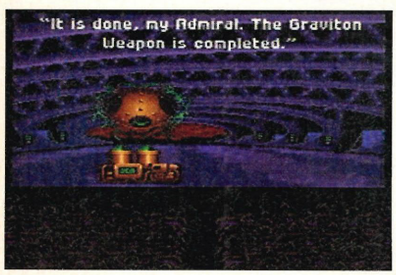


WING COMMANDER



THE SECRET MISSIONS

One advantage of a PC – after you've spent a couple of grand getting it – is this mission disk malarky. When there's a successful game the makers occasionally push out a disk with extra missions at a budget price. *Wing Commander's Secret Missions* was an excellent example of this. But that was a couple of years ago, this is a SNES, and the price is an unbudget-like £50. Stuart "winging it" Wynne suffers deja vu!



Above, *Wing Commander* gets all ironic with its intro actually shown in a movie theatre. Below, the new and worse than before launch sequence.







Above, the training sim is exactly the same as before, the whole game suffering from a distinct lack of ambition on the graphics front. Apart from the scenario screens all the graphics are the same, but it is a much more exciting story-line (left)!

After your stunning victory in *Wing Commander*, the evil Kilrathi are fleeing to their home planets; the imperial empire is collapsing, every slave planet abandoned – except one. War Hammer XII is a Kilrathi development centre, its secret underground labs feverishly researching the ultimate weapon....

It's a neat story-line, once again superbly recounted in an introductory sequence – this one truly cinematic as it's shown in a film theatre! But once you get past that it's a little disappointing to find the graphics looking entirely unchanged. The bar, briefing room, sleeping quarters – even the training sim in the bar are all completely unchanged. When you're getting a low cost PC Mission Disk this is fair enough, but this is full price and it's disappointing that Mindscape didn't have more ambition with it. Even the one distinct change, the launch sequence, turns out to be worse than the old version!

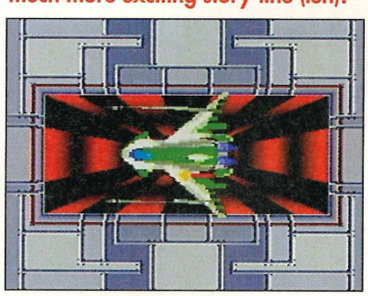


PRO tip

AGAINST SOME ENEMIES LOW-POWERED WEAPONS ARE BEST AS THEY HAVE A MORE RAPID RATE OF FIRE, ALLOWING YOU TO GET MORE HITS IN.

Another change some may judge to be for the worse is the addition of a new skill level. The new standard (non-Ace) level means asteroid collisions are no longer instantly fatal, enemy fire not quite so fierce. This is good for beginners, but veteran players should avoid it. I completed the entire game in my first, four hour session!

The Ace setting provides a much tougher challenge, but at least the standard setting let me see the game through for review purposes. On the negative side there's no new people or ranks or fighters – although there possibly could be one new enemy ship. There's only about three cinematic sequences, and good as they are they tend to underline how limited your interaction is. The game engine is much the same and, post-*Starwing*, it's a little dated. Enemy ships are nicely drawn, move well and there's more on screen now but it obviously can't compare with *Starwing*'s variety. On the positive side it doesn't give you a frog as a wingman! The game's more adult setting is emphasised by a more exciting scenario; chasing the Kilrathi to their home planet! The missions are also more interesting, there are some neat twists with a huge battleship warping out of nowhere on one mission.



So, in conclusion, this offers some nice enhancements without ever seriously addressing the problem of competing with *Starwing* or even its own prequel. If you've got the original, you'd have to be a huge fan to be interested in this at another £50.



PUBLISHER: **MINDSCAPE**
TEL: **0444 246333**
PRICE: **£49.99**
OUT: **October**

PLAYERS: **1**
SKILL LEVELS: **2**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Cinematic sequences.**

CONTROLS

- NOSE DOWN.
- NOSE UP.
- TURN LEFT.
- TURN RIGHT.
- X: NAVIGATION MAP.
- Y: AFTERBURNER.
- A: FIRE SELECTED WEAPON.
- B: FIRE SELECTED WEAPON.
- L: DECREASE SPEED.
- R: INCREASE SPEED.

PROS: As before Mode 7 scales enemy ships quickly and impressively. And in the sequel there's more ships on screen, missions are more varied and the scenario more exciting.

CONS: Far too few changes over the original, while graphics and gameplay seem a bit dated after *Starwing*.

GRAPHICS	84
SOUND	81
GAMEPLAY	85
LONGEVITY	84

PROSCORE **85** SCOREPRO

AN INCREASINGLY DATED FUTURE!



SUPER NES DEALS

SUPER NES WITH STARWING & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17 .....112.99

SUPER NES WITH MARIO ALL STARS & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17 .....112.99

SUPER NES AS ABOVE WITH STARWING OR MARIO ALL STARS COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR AND SCART LEAD. SAVE £43 ON RRP 295.99

SUPER NES WITH STREETFIGHTER TURBO & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17.....122.99

SUPER NES WITH STREETFIGHTER TURBO AS ABOVE COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR AND SCART LEAD. SAVE £43 ON RRP 305.99



SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE OR SNES).

SONY TV (GREY) 194.99
SONY TV (WHITE) 194.99
SONY TV WITH FASTEXT 249.99

SUPER NES GAMES = NEW GAME

	RRP	OUR PRICE
ADDAMS FAMILY	44.99	37.49
ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	44.99	34.99
ADVENTURES OF DR. FRANKEN	44.99	39.99
AGURI SUZUKI F1 RACING	44.99	37.49
ALIEN 3	49.99	43.99
AMAZING TENNIS (DAVID CRANE)	44.99	39.99
ASTERIX	44.99	39.99
AXELAY	44.99	37.49
B.O.B.	44.99	39.99
BATMAN RETURNS	49.99	40.49
BATTLETOADS IN BATTLEMANIACS	39.99	34.49
BUBSY BOBCAT	39.99	33.49
CAL RIPKEN BASKETBALL	49.99	44.99
CAPTAIN AMERICA	49.99	44.99
CHAMPIONSHIP POOL	49.99	44.99
CHUCK ROCK	49.99	39.99
CLIFFHANGER	49.99	39.99
CYBENATOR	49.99	40.49
DESERT STRIKE	44.99	39.99
DRACULA	49.99	39.99
EQUINOX	49.99	39.99
EXHAUST HEAT	44.99	36.99
F-ZERO	39.99	32.99
FIRST SAMURAI	49.99	43.99
FLASHBACK	49.99	39.99
FOOTBALL	49.99	39.99
GOOF TROOP	49.99	41.99
HOOK	49.99	39.99
INCREDIBLE CRASH DUMMIES	49.99	43.99
JIMMY CONNORS' PRO TENNIS TOUR	49.99	37.99
JOHN MADDEN '93	44.99	35.49
JURASSIC PARK	54.99	44.99
KEVIN KEEGAN PLAYER MANAGER	49.99	43.99
KING ARTHUR'S WORLD	44.99	37.49
KRUSTY'S FUN HOUSE	44.99	37.49
LAGOON	59.99	51.99
LAMBORGHINI	44.99	37.49
LAST ACTION HERO	49.99	39.99
LEMMINGS	49.99	41.49
LOST VIKINGS	39.99	33.49
MAJOR TITLE GOLF	44.99	39.99
MARIO ALL STARS	49.99	41.49
MARIO IS MISSING	49.99	44.99
MARIO PAINT WITH MOUSE	59.99	49.99
MECHWARRIOR	49.99	43.99
MEGALOMANIA	49.99	43.99
MICKEY'S MAGICAL QUEST	59.99	49.99
MORTAL KOMBAT	59.99	49.99
MYSTIC QUEST	39.99	33.49
NBA ALL STAR CHALLENGE	49.99	43.99
NFL QUARTERBACK CLUB	59.99	51.99
NHLPA '93 ICE HOCKEY	44.99	35.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP	39.99	33.49
OUTLANDER	49.99	44.99
PEBBLE BEACH GOLF	49.99	41.49
PGA TOUR GOLF	44.99	39.99
PIERRE LE CHEF	49.99	44.99
PILOT WINGS	39.99	32.99
PINK PANTHER	49.99	44.99
PLOK	39.99	33.99
POP 'N' TWINBEE	49.99	40.49
PRINCE OF PERSIA	49.99	41.49
PUSH OVER	39.99	35.49
REN AND STIMPY	44.99	39.99
ROAD RUNNER (LOONEY TUNES)	49.99	41.49
SENSIBLE SOCCER	49.99	39.99
SIM CITY	39.99	32.99
SKYBLAZER	49.99	39.99
STARWING	49.99	40.49
STREETFIGHTER 2	64.99	55.49
STREETFIGHTER TURBO	59.99	49.99
STRIKER	44.99	40.49
SUNSET RIDERS	49.99	42.49
SUPER ALESTE	44.99	37.49
SUPER BOMBERMAN	49.99	39.99
SUPER CASTLEVANIA 4	44.99	37.49
SUPER GHOULS AND GHOSTS	39.99	32.99
SUPER GOAL	44.99	37.49
SUPER KICK OFF	44.99	35.99
SUPER MARIO KART	39.99	32.99
SUPER MARIO WORLD	44.99	37.49
SUPER PROBOTECTOR	44.99	37.49
SUPER PUTTY	44.99	40.99
SUPER R-TYPE	39.99	32.99
SUPER SMASH TV	44.99	37.49
SUPER SOCCER	39.99	32.99
SUPER STAR WARS	49.99	41.49
SUPER STRIKE EAGLE	49.99	42.49
SUPER TENNIS	39.99	32.99
SUPER WWF WRESTLEMANIA	44.99	34.99
TERMINATOR 2 - THE ARCADE GAME	49.99	43.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	49.99	40.49
ULTRAMAN	39.99	28.49
VEGAS STAKES	39.99	33.49
WARPSPEED	49.99	32.99
WING COMMANDER SECRET MISSIONS	49.99	44.99
WORLD LEAGUE BASKETBALL	39.99	32.99
WWF ROYAL RUMBLE	59.99	53.99
YOSHI'S SAFARI (SCOPE 6 GAME)	39.99	34.49
ZELDA 3 - LINK TO THE PAST	39.99	32.99
ZOMBIES	49.99	42.49

FOR A FREE CATALOGUE PLEASE CALL 0279 600204

SUPER NES EXTRAS

JOYPADS

DRAGON SPEEDPAD (WITH AUTOFIRE).....9.99
FREEWHEEL STEERING WHEEL FOR SNES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. 24.99
LOGIC 3 LOGIPAD SN FOR SNES. THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99
NINTENDO CONTROL PAD 15.99
NINTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES. GENUINE UK VERSION. ...39.99
NINTENDO SCOREMASTER JOYSTIC WITH SLOW MOTION AND TWO SPEED AUTOFIRE 35.99
PHASE 9 OBLITERATOR WITH AUTOFIRE (TWO SPEED) AND SLOW MOTION. 13.99
QS160 SUPERCON 2 JOYPAD (WITH SLOW MOTION AND AUTOFIRE) 10.99
QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 28.99
QUICKJOY SN PROGRAMMABLE JOYSTICK WITH AUTOFIRE AND SLOW MOTION. 35.99
QUICKJOY SN PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE).....11.99
SAITEK MEGAMASTER I JOYSTICK WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED). 18.99
SAITEK MEGAPAD II WITH AUTOFIRE AND SLOW MOTION.....11.99
TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 18.99

LEADS

SCART LEAD - SUPER NES TO TELEVISION WITH SCART INPUT 9.99
MONITOR LEAD - SUPER NES TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR.....12.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD).....15.99

STORAGE

PROTECTOR CASES FOR CARTS (PACK OF 3). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (COLOURS MAY VARY) 6.99
LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) 12.99

GAME GENIE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) 37.99



GAMEBOY DEALS

GAMEBOY WITH NO EXTRAS. GENUINE UK VERSION.
FREE KONIX GB HOLSTER.
....39.99

GAMEBOY WITH STEREO HEADPHONES, BATTERIES, TWO PLAYER LEAD AND TETRIS. GENUINE UK VERSION.
***FREE KONIX GB HOLSTER.* 49.99**

GAMEBOY GAMES = NEW GAME

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	23.49
ALFRED CHICKEN	23.99
ALLEYWAY	13.49
ASTERIX	23.99
ASTEROIDS	12.99
BALLOON KID	20.49
BART VS JUGGERNAUTS	14.99
BATMAN - THE ANIMATED SERIES	21.99
BATTLE OF OLYMPUS	23.49
BATTLESHIP	23.99
BATTLETOADS	21.49
BATTLETOADS IN RAGNAROK'S WORLD	21.99
BILL AND TED'S EXCELLENT ADVENTURE	17.49
BOULDER DASH	21.99
BURAI FIGHTER DELUXE	13.49
CASTLEVANIA	14.49
CASTLEVANIA 2	14.99
CHESSMASTER	20.49
CHUCK ROCK	20.99
DARKWING DUCK	21.99
DR. FRANKEN 2	23.99
DR. MARIO	20.49
DRACULA	20.99
DROPZONE	23.99
DUCK TALES	21.49
EMPIRE STRIKES BACK	21.49
F15 STRIKE EAGLE	23.49
FIDGETTS	23.49
FIRE FIGHTER	23.99
FLINTSTONES	21.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	25.49
GARFIELD	24.99
GARGOYLES QUEST	13.49
GEAR WORKS	20.99
GOLF	18.49
JACK NICKLAUS GOLF	21.49
JURASSIC PARK	24.49
KID DRACULA	22.49
KID ICARUS	20.49
KIRBY'S DREAM LAND	20.49
KRUSTYS FUN HOUSE	19.49
LAST ACTION HERO	20.99
LAWNMOWER MAN	23.49
LEMMINGS	22.49
LETHAL WEAPON	23.99
LOONEY TUNES	25.49
MARBLE MADNESS	20.49
MARIO AND YOSHI	20.49
MEGA MAN 2	20.49
MERCENARY FORCE	21.99
METROID 2	13.49
MICKEY'S PUZZLE	23.99
MORTAL KOMBAT	26.99
MOTOR CROSS MANIACS	14.49
MYSTIC QUEST	25.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.49
NINTENDO WORLD CUP	20.49
OTHELLO	13.49
PINBALL DREAMS	23.49
POPULOUS	23.49
PRINCESS BLOBETTE	13.49
R-TYPE	22.49
RADAR MISSION	20.49
RAGING FIGHTER	22.49
REN AND STIMPY	22.99
ROAD RASH	23.49
SIDE POCKET	20.49
SOLAR STRIKER	13.49
SPEEDY GONZALES	24.99
STAR TREK	25.49
STAR WARS	22.49
SUPER JAMES POND	23.49
SUPER MARIO LAND	20.49
SUPER MARIO LAND 2	25.49
SUPER RC PRO-AM	21.99
TEENAGE MUTANT HERO TURTLES - RADICAL RESCUE	21.99
TENNIS	19.49
TERMINATOR 2 -	14.99
TERMINATOR 2 - THE ARCADE GAME	23.49
THE SIMPSONS - ITCHY AND SCRATCHY	23.99
TINY TOON ADVENTURES	21.49
TINY TOON ADVENTURES - MONTANA'S MOVIE MADNESS	21.99
TIP OFF (BASKETBALL)	23.49
TOM AND JERRY 2	23.99
TOP RANKING TENNIS	20.49
TRACK AND FIELD	24.49
TURRICAN	14.49
TURTLES 2	25.49
UNIVERSAL SOLDIER	12.99
WIZARDS AND WARRIORS	20.49
WWF SUPERSTARS	21.49
WWF SUPERSTARS 2	24.49
WWF WRESTLING 3	23.99
YOSHI'S COOKIE	18.49
ZELDA - LINK'S AWAKENING	22.49
ZEN - INTERGALACTIC NINJA	22.49

MANGA VIDEOS

PLEASE NOTE THAT DUE TO THE NATURE OF SOME OF THE VIDEOS WE ONLY ACCEPTED POSTED/FAXED ORDERS FOR VIDEOS WITH AN 18 CERTIFICATE. PLEASE STATE '1 AM OVER 18' ON YOUR ORDER.

= NEW VIDEO

3X3 EYES (RATED 18)	10.99
3X3 EYES PART 2 (RATED 15)	9.99
AKIRA (RATED 15)	12.99
AKIRA DOUBLE PACK (RATED 15)	17.99
CRYING FREEMAN PART 1 (RATED 18)	10.99
CRYING FREEMAN PART 2 (RATED 18)	9.99
DOMINION TANK POLICE 1 AND 2 (RATED 15)	12.99
DOMINION TANK POLICE 3 AND 4 (RATED 15)	12.99
DOOMED MEGALOPOLIS (RATED 15)	9.99
DOOMED MEGALOPOLIS 2 (RATED 18)	9.99
FIST OF THE NORTH STAR (RATED 18)	12.99
HEROIC LEGEND OF ARISLAN 1 (RATED PG)	10.99
HEROIC LEGEND OF ARISLAN 2 (RATED PG)	10.99
JUDGE (RATED 15)	9.99
LENSMAN (RATED PG)	12.99
ODIN (RATED PG)	12.99
PROJECT A-KO (RATED 15)	12.99
R.G. VEDA (RATED PG)	12.99
TETSUO - THE IRON MAN (LIVE ACTION - RATED 18)	12.99
TETSUO 2 - BODY HAMMER (LIVE ACTION - RATED 18)	12.99
TETSUO DOUBLE PACK (LIVE ACTION - RATED 18)	17.99
THE ULTIMATE TEACHER (RATED 15)	9.99
UROTSUKIDOJI - LEGEND OF THE OVERFIEND (RATED 18)	12.99
UROTSUKIDOJI 2 - LEGEND OF THE DEMON WOMB (RATED 18)	12.99
VAMPIRE HUNTER D (RATED 15)	12.99
VENUS WARS (RATED PG)	12.99
WICKED CITY (RATED 18)	12.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts.
Open from 10amto 8pm 7 days a week.

Special Reserve
The Games Club

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine
CHOOSE from our Huge Selection
BUY at Best Possible Prices
SAVE with our Special Deals
SAVE more with our XS Coupons
WIN up to £60,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **FREE-to-enter BIG TARGET COMPETITIONS**. With currently £10,000 worth of prizes to be won in every issue of NRG.

That's why over 170,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

Open til 8pm Mon-Sat, 10am til 5pm Sundays.
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
Club Shops at Sawbridgeworth (above) and at 43 Broomfield Road, Chelmsford, Essex.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) LOVE

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)** [ ]

item _____ [ ]

item _____ [ ]

item _____ [ ]

item _____ [ ]

ALL PRICES INCLUDE UK POSTAGE & VAT £ [ ]

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

***Overseas Orders Surcharge (EC or World):* Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

GOOF TROOP

Safely rescued by Mickey in *Magical Quest*, a year later Goofy finds himself headlining in his own title. Based on a hit American cartoon series, *Goof Troop* is specifically aimed at the younger market. So who better to provide the in-depth review than our very own younger player, the one and only Mark "where's Pluto" Wynne?

A slideshow of pretty pictures sets the scene: whilst sailing the Pacific, Goofy's chums, Pete and PJ, are kidnapped by pirates led by Keelhaul Pete. Goofy promptly sets out to investigate, eventually tracing them to a small island infested with pirates, wild animals and masses of puzzles...

Usually puzzles bring to mind games like *Tetris* or *Lemmings*, but *Goof Troop* is more like a cut-down and simplified *Zelda*. Some of the puzzles don't only resemble *Zelda*, the actual graphics look near-identical – such as cracked walls concealing exits or platforms travelling on ropes. However, while in *Zelda* the puzzles sprawl over a massive scrolling map, here puzzles are confined to single, non-scrolling screens. Occasionally you'll need to bring a key or special item from another screen, but basically each room is a puzzle in itself.

This doesn't seem a problem at the start because the game is so easy and fun to pick up. There's even a great two-player mode, a second player joining in at any time and providing plenty of opportunity for co-operation. But be warned! – tempers soon get frayed as orders are loudly shouted between players! Quite often a single mistake makes completing a puzzle impossible, which sounds tough but exiting resets the screen to its original state. More irritating is when you die right at the end of a twenty screen section. Getting sent right back to the section's start is extremely annoying!

The actual puzzles aren't massively varied though, with lots of variations on covering up icons with stone blocks or standing on them in a special order. There's also a reasonable range of special objects, a personal favourite being a bell which, when rung, attracts the enemy to you – useful in two-player mode, not so useful in one player! But even though the puzzles aren't overly difficult, fleet-footed villains such as pirates and other villains keep the excitement level fairly high! Intelligent and tricky they're quite a handful, although in two player mode one of you can become decoy, whilst the other does the collecting!



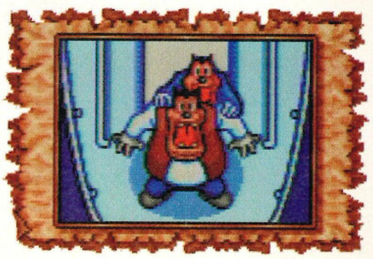
PRO tip

WHEN ON YOUR LAST LIFE IN ONE PLAYER GAMES, USE JOYPAD TWO TO BRING IN PLAYER TWO, AND PLAY ON USING HIS LIVES, DOUBLING YOUR GOES!

The toughest and often most imaginative challenges are posed by the mega-monster confrontations closing each section. These rely on brains as much as reflexes and are all quite imaginative. In fact, *Goof Troop* is generally an extremely nicely presented game. Although it lacks the mega-game finish of *Magical Quest*, in its more limited way it excels in graphic and sonic polish. The sprites are all nicely detailed and animated, while backdrops are often top-notch (particularly the ice world on level four). Busier screens unfortunately suffer from slow-down, which is disappointing, but the accompanying tunes are good and provide plenty of cheer.

Yet while young players will be entranced initially, *Goof Troop* lacks the depth to provide much lasting appeal for anyone. For veteran players the game will be soon finished, while novice players will find the closed structure frustrating – get stuck on one screen and you can't go off in another direction, as in *Zelda*. But in truth few players will find much challenge here, after all most kids cope with Mario with no problems at all. Obviously it would've been better if Capcom had copied Konami's *Tiny Toons*, doing a full game with a cut-down kid's version as an option. Memory problems rule that out, it's just 4MBit, which makes the £59.99 price all the more surprising. With passwords provided at the end of each section, most youngsters will complete this in days and motivation to replay the game is hard to come by.







Above, the story is lovingly illustrated by these delightful stills. Throughout, the presentation of *Goof Troop* is faultless.





Above, use the plank to get to the key. Left, level one features a fire throwing guardian.

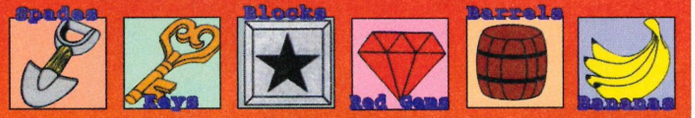


Get the spade to dig up fresh looking plots of land for gems, weapons and points.

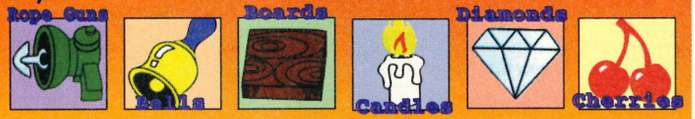




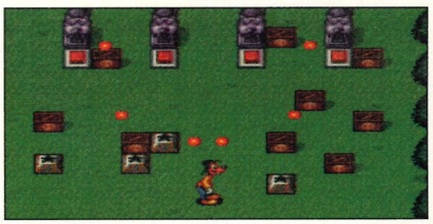
ESSENTIAL COLLECTABLES



Spades can be used to dig for treasure, keys to open doors, blocks must be kicked onto markers to open doors, red gems give extra lives, barrels can be thrown at baddies and bananas add two hearts to your health meter.



Rope guns can kill or stun baddies, or be fired across gaps to provide rope bridges, bells attract the attention of baddies, boards repair broken bridges, candles light your way, diamonds give continues and cherries increase your health by one.

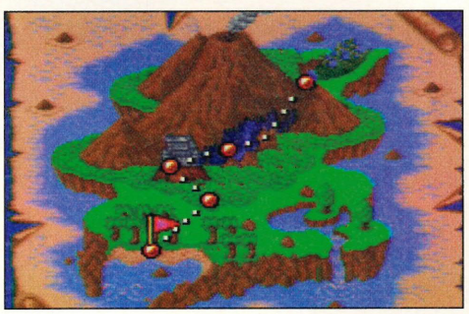


Plan how to kick the blocks onto the markers without trapping one in a corner (avoid the spitting gargoyles) to open the door which leads to more puzzles (below).



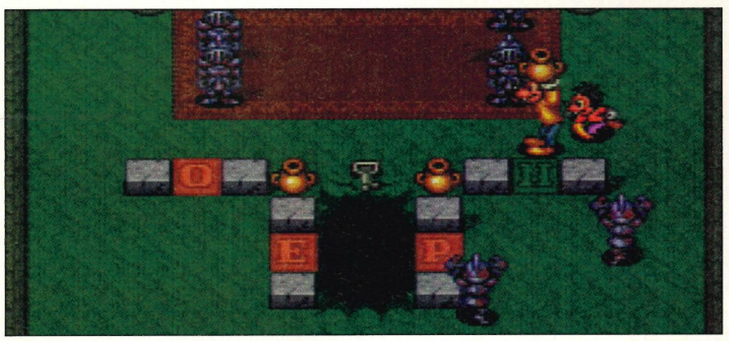


Spoonerville Island is split into five different sections, each with about twenty or thirty screens – almost every one with a puzzle or two. Your route through the screens is fairly straightforward, occasionally you get a choice which way to go but there's really only one way through the game.

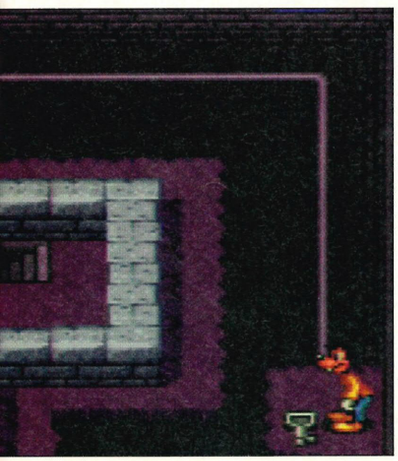


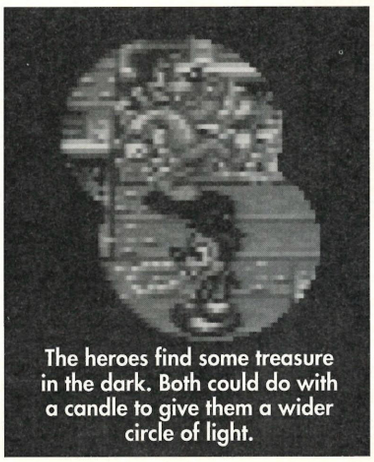




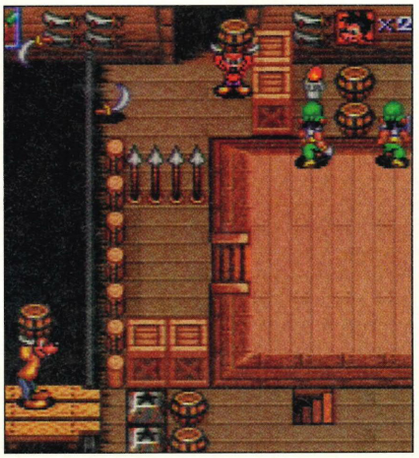


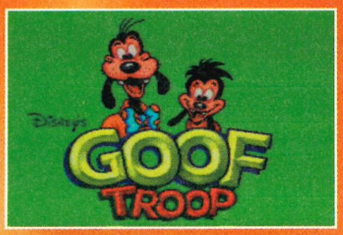
Above, a bit of successful shunting and kicking has resulted in the key being made available. Hurrah! Goofy waves his hands at the camera whilst Max whizzes to get the key. Below, things get a lot tougher on the pirate ship.





The heroes find some treasure in the dark. Both could do with a candle to give them a wider circle of light.





PUBLISHER: **CAPCOM**
DISTRIBUTER: **NINTENDO**
TEL: **0329 822565**
PRICE: **£49.99**
OUT: **November**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **4Mbit**
SAVE GAME: **PASSWORD**
FEATURES: **Simultaneous two-player.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: NO FUNCTION.
- Y: USE TOOL.
- A: NO FUNCTION.
- B: PICK UP/ THROW/ KICK/ HANDS UP.
- L: SWITCH TOOL SELECTION.
- R: NO FUNCTION.

PROS: Great two-player fun, enjoyable graphics and good presentation. A novel and quite distinctive game, with the password facility preventing boring repetition of levels.

CONS: But the overall challenge is far too small, with most gamesplayers finishing this in a couple of days.

GRAPHICS	82
SOUND	78
GAMEPLAY	90
LONGEVITY	62

PROSCORE
76
SCOREPRO

ORIGINAL BUT FAR TOO EASY (EVEN FOR ME!)

THANKS TO
ZAP VIDEO GAMES (0532 590077)
& VIDEO GAMES BOX (0425 616705)

MR NUTZ



PROGOLD SUPER PRO PROGOLD

If you have any misconceptions about *Mr Nutz* on the grounds that you've seen it, done it, bought the T-shirt... think again! Whereas *Mickey Mouse* covered only half the depth and *Bubsy* only half the gameplay, *Mr Nutz* offers the whole deal... a challenging, playable, and staggeringly attractive adventure Ryan "bushy-tailed, bright-eyed" Butt can't resist!

Mr Nutz is a big fluffy red squirrel who shares an exquisite taste, like myself, in colourful baseball caps and expensive trainers! Unfortunately for this toothy-chap, his usual diligent preparations for winter hibernation aren't going too well. Through the forest grapevine, he learns an evil Yeti is plotting to make the upcoming winter permanent! The prospect of never waking up obviously causes Mr Nutz's pointy nose to quiver a bit, so with a twitch of his bushy tail he sets off to teach Mr Yeti a lesson or two...



PRO tip

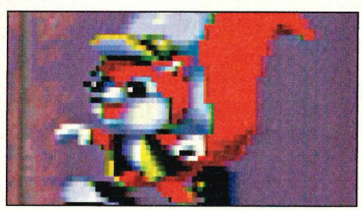
GO TO THE TOP OF THE STEEPEST HILL ON LEVEL 2, THEN BOUNCE ON A CREATURE. BOUNCE HIGH TO FIND LOTS OF BONUSES IN THE TREES!

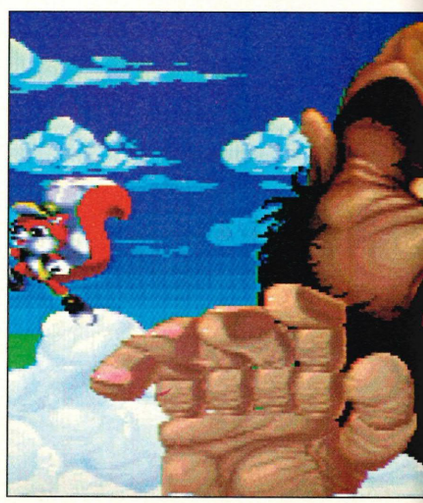
Mr Nutz's quest is not an easy one: the game is divided into six worlds, each consisting of five huge levels. There's a beautifully drawn forest, a witch's cottage, a volcano, spaced-out cloud kingdom and even a fun-fair (hmm, a bit reminiscent of *Bubsy* that one!). Each scenario is host to all kinds of weird and wonderful nasties, ranging from giant wasps to over-weight moles and scarecrows, all intent on killing our tree-climbing friend – despite his good intentions!

Mr Nutz can defend himself in three ways: firstly he can bounce on their heads which, when combined with the run button, gives extra height on jumps (vital for higher platforms and numerous, hidden sections). Secondly, you can pull down whilst pressing fire, making Mr Nutz swish his unfeasibly bushy tail to knock any assailants into next week! Thirdly, he can throw any nuts he's managed to collect. Nuts are scattered around each level, along with numerous gold coins. The latter provide Mr Nutz with insultingly large bonuses when the world is completed. In good platform tradition, there's loads of secret rooms and bonuses stashed away for you to find once you get the hang of the game, which I hasten to add, isn't easy. Even when you raise your lives and energy meters to maximum, the challenge is still breathtakingly difficult and will have even the most avid platform guru's pulling their hair out after a while! However, there's simply no way you're going to give up. Why? Well, because this is one of the most splendid looking games I've ever seen. Some of the guardians rival anything seen in a coin-op and, overall, this is one of those games that show just how brilliant the SNES is. *Mr Nutz* looks as good as most of the games down at Sega World, plays better than most and has far more challenge.

Take the graphics; Mr Nutz himself is large, exceedingly well animated and nicely detailed so that his billboard cuteness isn't lost on screen! Each landscape is lavishly coloured, and the use of parallax scrolling creates a 3D perspective which has never been achieved quite so effectively. At last, we've got a European development team whose quality matches the massed, coin-op resources of Capcom. In a similar vein, while the soundtrack starts off with some banal synthbop, after a few levels it really kicks into overdrive, especially in adventure park.

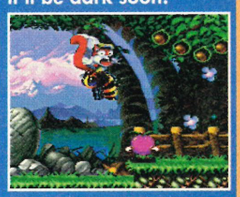
Mr Nutz is definitely the most playable platform game I've seen in a long time. Each and every aspect has been carefully thought out to suit the consumer's needs, from the visuals, right through to the lasting appeal. I certainly couldn't find much to moan about in this game...except that the high pitched squeak that the squirrel lets out when hit can get a wee bit tedious after several hours play! And, also, the fact you do *need* several hours play. Even if you know the game inside out, it'll still take you a few hours just to play the whole thing from start to finish – let alone fully explore the huge levels. Infinite continues mean the game is possible, but I preferred *Tiny Toons*' password system which at least let you play the game in hour-long bursts. Nevertheless, this is a truly classic game which is second only to *Mario All-Stars* in terms of challenge. And in my book, this guy's far more likable than the moustachioed one!





THE NUTZ 'N' BOLTZ OF... Mr NUTZ

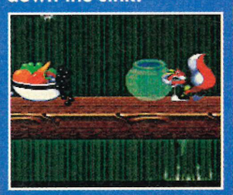
This is Woodland, Mr Nutz's natural habitat. However, he's now miles from home and lost in unknown territory, what's more it'll be dark soon!





In this jolly Adventure Park, Mr Nutz must first find three switches to open the underground passages, and then find a golden key to enter the house!

Inside the Witch's cottage, Mr Nutz must first get past the first three rooms before being shrunk to the size of a flea and escaping down the sink!





After being washed out of the pipes, Mr Nutz finds himself in hot water once again, except this time he's inside a massive Volcano!

Having escaped the volcano via the clouds, Mr Nutz must now overcome the hazards and hostile sideshows of the Fun Fair!





The temperature has dropped as Mr Nutz approaches Yeti territory. Your quest is nearly at an end, but don't rest on your laurels yet, as the final challenge awaits!



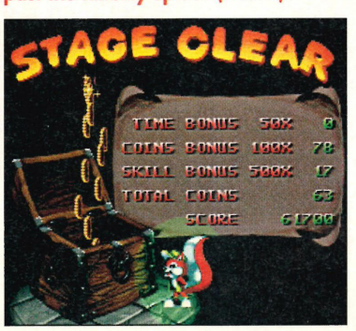


This picturesque cottage may look innocent from the outside, but great dangers lurk within (right)! Mr Nutz is a dead ringer for Tarzan when he swings from the ropes in the Adventure Park. Watch out for the giant moles as you land though (below)!





Having negotiated the Cloud Kingdom, our courageous hero must now brave the menacing giant (left). Mr Nutz has successfully reached the end of the forest, and must now get past the hillbilly spider (above)!





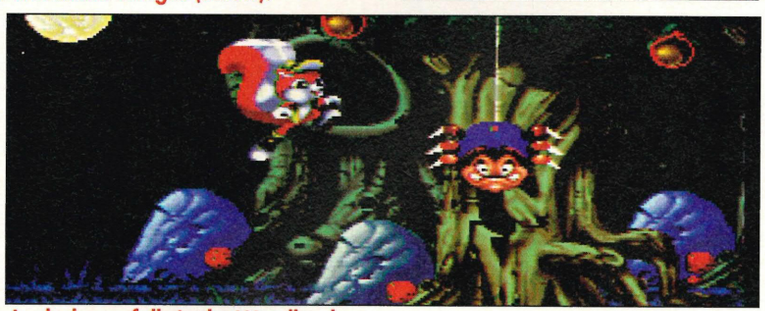


Beware of the huge weights that drop from the ceiling in the Volcano Underpass. If they land on you it's one life straight down the toilet!



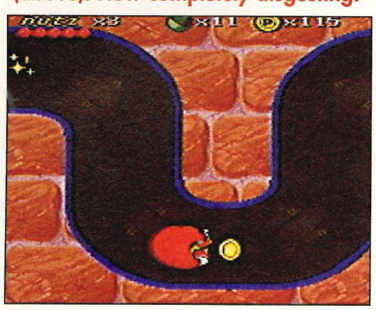
As well as having a face uglier than Dave's (surely not?!), the trees in Adventure Park will squash you with a huge mallet given half the chance. The trick is not to get too close (above). Our furry hero stumbles upon a hidden horde of valuable coins under one of the woodland bridges (below).

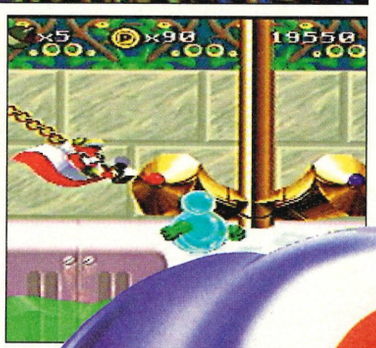




As darkness falls in the Woodland, a host of giant spiders come out to play (above). How completely disgusting!







There's an extra life up for grabs in the cottage loft, but you'll have to bounce on the odd-looking creatures to get it (above left)! Some of the pipeline sections are reminiscent of *Sonic*... only faster (above right)! Lurking at the end of the Fair is a guardian named Little Clown... nuff said (below)!







PUBLISHER: **OCEAN**
TEL: **061 832 6633**
PRICE: **TBA**
UK RELEASE: **Dec**

PLAYERS: **1**
SKILL LEVELS: **Variable lives and energy**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Infinite continues.**

CONTROLS

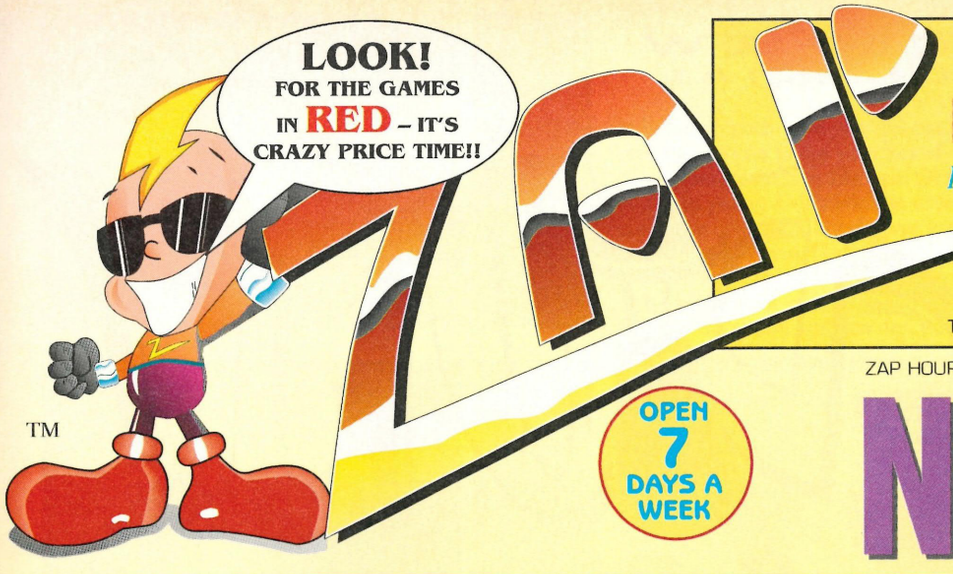
- MOVE UP.
- CROUCH.
- MOVE LEFT.
- MOVE RIGHT.
- X: RUN.
- Y: FIRE.
- A: JUMP.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Excellent graphics and sound, instantly compelling and challenging gameplay. Six huge worlds to explore.
CONS: No password system, so the game requires hours of dedication to reach the end. Infinite continues may spoil it for some. Not exactly the most original game around!

GRAPHICS	95
SOUND	91
GAMEPLAY	92
LONGEVITY	89

PROSCORE
93
SCOREPRO

YOU'D BE NUTZ TO MISS IT!



ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0532 590077

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am-7pm Mon-Fri • 9am-5pm Sat & Sun • FAX NO: 0532 586523

OPEN 7 DAYS A WEEK

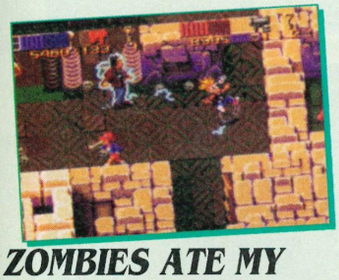
Nº 1 FOR SERVICE AND PRICE



US SUPER NES

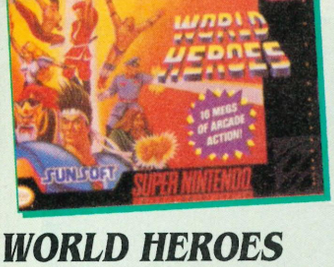
£120.00 (+P&P)

(INCLUDES 1 PAD, 1 UK PSU, 1 SCART LEAD)



ZOMBIES ATE MY NEIGHBOURS

£49.99 (+P&P)



WORLD HEROES

£59.99 (+P&P)



ROCK & ROLL RACING

£49.99 (+P&P)

US CALL

SUPER NES USA

WORLD HEROES	£59.99
ZOMBIES ATE MY NEIGHBOURS	£49.99
ROCK'N ROLL RACING	£49.99
MORTAL KOMBAT	£54.99
STREETFIGHTER TURBO	£69.99
COOL SPOT	£49.99
OPERATION LOGIC BOMB	£54.99
GOOF TROOP	£49.99
BOMBERMAN & MULTITAP	CALL
MARIO ALL STARS	£54.99
UTOPIA	£49.99
IREM SKINS (RE-RELEASE)	£49.99
WING COMMANDER 2	£49.99
ROCKY RODENT	£49.99
MVP FOOTBALL	£49.99
MECAROBOT GOLF	£49.99
TUFF E NUFF	£54.99
JURASSIC PARK	£54.99
BATTLE CARS	£49.99
OPERATION LOGIC BOMB	£54.99
EQUINOX	CALL
7TH SAGA (RPG)	£54.99
20/20 BASEBALL	£49.99
FOOTBALL FURY	£49.99
FINAL FIGHT II	£54.99
LOCK ON	£49.99
NFL – FOOTBALL	£49.99
E.V.O.	£49.99
DUNGEON MASTER	£54.99
SHADOWRUN	£49.99
LOST VIKINGS	£44.99
SUPER TURRICAN	£44.99
LEGEND OF THE MYSTICAL NINJA	£44.99
SOUL BLAZER	£44.99
FINAL FANTASY II	£49.99
ACTRAISER	£39.99
BATMAN RETURNS	£49.99
STAR WARS	£44.99
CYBERNATOR	£44.99
FATAL FURY	£44.99
STAR FOX	£49.99
TINY TOONS	£49.99
MICKEY MOUSE	£49.99
CONTRA III	£39.99
UN SQUADRON	£39.99
MARIO KART	£44.99
FAMILY DOG	£34.99
PEBBLE BEACH GOLF	£44.99
BATTLE TOADS	£49.99
NCAA BASKETBALL	£44.99
TAZMANIA	£44.99
ALIEN	£44.99
ROYAL RUMBLE	£54.99
ADDAMS FAMILY II	£39.99
BUBSY THE BOBCAT	£34.99
JOHN MADDEN 93	£24.99
SUPER HIGH IMPACT	£34.99
ROAD RUNNER	£29.99
CAPTAIN NOVALIN	£24.99
AMERICAN GLADIATORS	£24.99
OUTLANDER	£19.99
POWER MOVES	£24.99
COOL WORLD	£19.99
STRIKE GUNNER	£24.99
DRAGON'S LAIR	£24.99
SUPER VALIS IV	£24.99
CHESSMASTER	£19.99
SKULJAGGER	£24.99
BLAZE ON	£19.99
WARP SPEED	£19.99
WINGS II	£19.99
TOYS	£24.99
CALIFORNIA GAMES II	£24.99
PATRIOT PAD	£24.99
MORTAL KOMBAT PAD	£24.99
XE-6 JOYSTICK	£29.99
PAL-1 BOOSTER	£29.99
MULTITAP	£29.99
SCART LEAD	£15.00
ASCii PAD	£20.00
US PAD	£20.00
TOP FIGHTER JOYSTICK	£59.99
SMART CARD JOYSTICK	£65.00
XTERMINATOR – ACTION REPLAY	
CODE BUSTER	£39.99

Our premises are bulging with games, so if you don't see what you want do not despair Just call!
All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

SUPER NES USA

GAME GENIE	£44.99
NEW CONVERTER (TURBO & ALLSTARS COMPATIBLE)	£20.00

FAMICOM JAPAN

WORLD HEROES	£69.99
FINAL FIGHT II	£29.99
STREET FIGHER TURBO	£69.99
MARIO ALL STARS	£59.99
SUPER AIR DIVER	£54.99
BOMBERMAN	£59.99
BOMBERMAN & MULTITAP	£79.99
FORMATION SOCCER II	£29.99
SUPER FAMILY TENNIIS	£54.99
MARIO & WARIO	CALL
POP N TWIN BEE	£34.99
PRIME GOAL	CALL
ART OF FIGHTING	CALL
SOLSTICE II (EQUINOX)	CALL
SUPER FI CIRCUS II	CALL
KING OF RALLIES	£24.99
BATTLE GRAND PRIX	£24.99
FAMILY TENNIS & MULTITAP	£74.99
DARIUS FORCE	CALL
THUNDERBIRDS	CALL
SUZUKI 8 HOURS	CALL
ACTRAISER II	CALL
DESERT FIGHTER	CALL



THE STREET FIGHTER TURBO PAD HAS ARRIVED! A MUST FOR ALL YOU TURBO NUTTERS
THE PATRIOT PAD ENABLES YOU TO EXECUTE ALL THE SPECIAL MOVES FOR ALL THE CHARACTERS AT THE PRESS OF JUST ONE BUTTON. IT CAN ALSO BE USED AS A NORMAL PAD. TAKE IT FROM US IT'S AWESOME!

£24.99 + (£1.50 P&P)

MORTAL KOMBAT VERSION AVAILABLE TOO – SAME PRICE!

NEO-GEO UK

SAMURAI SHOWDOWN	£175.00
VIEWPOINT	£225.00
WORLD HEROES II	£175.00
ART OF FIGHTING II	CALL

NEO-GEO UK

SENGOKU II	£175.00
SIDE KICK SOCCER	£175.00
ART OF FIGHTING	£175.00
WORLD HEROES	£140.00
3 COUNT BOUT	£165.00
FATAL FURY II	£175.00
BASEBALL STARS II	£129.99
KING OF THE MONSTERS II	£129.99
NINJA COMMANDO	£129.99
MUTATION NATION	£129.99
LAST RESORT	£129.99
THRASH RALLY	£120.00
ROBO ARMY	£120.00
SENGOKU	£120.00
SOCCER BRAWL	£120.00
EIGHTMAN	£120.00
FATAL FURY	£120.00
ASO II	£95.00
GHOST PILOT	£95.00
SUPER SPY	£95.00
BURNING FIGHT	£95.00
CROSS SWORDS	£95.00
FOOTBALL FRENZY	£120.00
KING OF THE MONSTERS	£95.00
MAGICIAN LORD	£95.00
2020 BASEBALL	£95.00
NAM 75	£65.00
BLUES JOURNEY	£65.00
BASEBALL	£65.00
CYBERLIP	£65.00
LEAGUE BOWLING	£65.00
TOP PLAYERS GOLF	£65.00
JOY JOY KID	£65.00
JOY STICK	£50.00
MAGICIAN LORD II	SOON

NEO-GEO SYSTEM INC 1 STICK PSU & LEADS £300.00
MEMORY CARD £20.00
MANY USED GAMES IN STOCK – PLEASE CALL

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME *PLEASE NOTE THAT THE CONVERTER WE NOW STOCK PLAYS ALL GAMES INCLUDING STREET FIGHTER TURBO US & MARIO ALLSTARS. – THIS CONVERTER WILL BE NEEDED FOR MANY NEW RELEASES –

CUT HERE

ORDER FORM

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

Please rush me the following

ITEM	PRICE	POST/P	TOTAL
		GRAND TOTAL	

Please make cheques/PO's payable to ZAP

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Switchcards welcome
Please quote issue number for Switch

Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50



VEEDIOTS!

The Ren & Stimpy Show

Mega-stars of the American media scene, Chihuahua Ren and Fat Cat Stimpy are now bringing their surreal humour to the UK. Due early next year, the cartoon series has already caused huge controversy in the States. *Ren and Stimpy* is a cartoon like no other, wilder, wackier and weirder than all the rest. Can a SNES game really match it? David "cat's dinner" Westley finds out.

Ren and Stimpy begins like just another platform adventure – THQ's mediocre *Family Dog* in fact. You're in another side-scrolling living room, as big as any in a *Tom & Jerry* cartoon, with the objective being to get to the exit. But Ren and Stimpy aren't like any other cartoon characters and neither is their game. As you can see on the right, later levels are much more imaginative and original, but even level one betrays the difference. Orange blotches of colours meant to fill in the chairs wildly overspill their lines, the perspective is skewed and there's the characters themselves. Ren is as thin as a skeleton, his eyes bulging out of his pea sized cranium. This balding wreck, who gasps a surprised "Hurt me!" whenever hit, is a lot more involving than a Care Bear or plasticy, lead-free Smurf.

The weird, off-kilter graphics continue throughout the game and, after seeing a video of the US show, we can say they really do capture the show's spirit. But more importantly, gameplay almost matches the graphics for originality. As soon as you exit the first level – right into Stimpy's mouth – the game goes off on a suitably weird tangent. As you leap between Stimpy's grotty teeth, bubbles of halitosis drift about, raw nerves flicker angrily and a smelly sock gives you super-speed!

There are four sections to the game, each based on an episode of the cartoon. They're all as varied as the first, each containing something new. In The Army features Toastman, the world's most bizarre superhero, who drops helicopter hats for Ren to fly about with. In The Lab is more of a puzzle game than a platformer, while Marooned is the most varied of all, concluding with an *On The Ball* style level. None of these levels are easy, especially since there's always a clock ticking away at the top of the screen.

Unfortunately, all this variety seems to have exacted a high price. Playing *Ren and Stimpy* is a formidable challenge, it's tough, varied and thus the lack of passwords is frustrating. However, if you Action Replay the game then it doesn't take long to complete at all – set against *Mr Nutz, Scavenger Hunt* or *Bubsy* this is a distinctly small game.

There's nothing wrong with the program-ming team wanting to make a game last a little longer, but a better method than raising the difficulty level so high would have been to make the game a little bigger...

This *is* a very good little game, however. The graphics are inspired, off beat and wild, whilst gameplay's as varied as anything yet seen on the SNES. Most importantly of all however this game's got style, real style – charm transposed in pixel perfect form from the hugely successful Nickelodeon cartoon. *Veediots!: The Ren and Stimpy* deserves to be a minor hit, and to be awarded the golden log award!



PRO tip

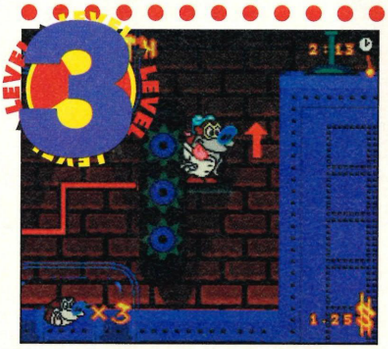
REMEMBER THAT YOU CAN SLAP OR LICK YOUR OPPONENTS INTO SUBMISSION!

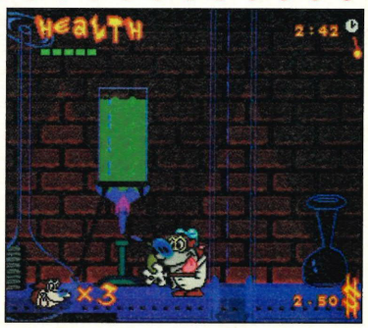










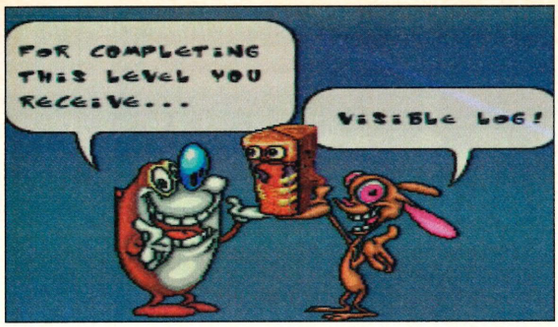




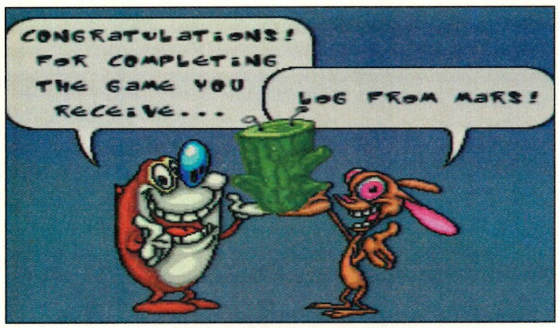
MAROONED

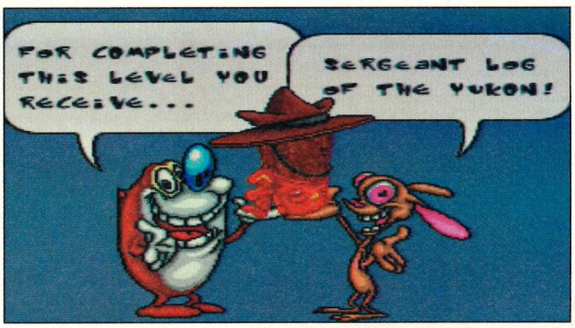
This is the most varied level of them all. You start with platforming action before being hurtled down a worm hole – much like that in *Battletoads*, beating off bubbly aliens that'll whizz past you before entering the final stage. This is like *On the Ball*, the background shifting and warping, forcing you into places you don't want to go. Your aim is to get to the centre where the final guardian awaits.

REVIEW
OFFICIAL



In between each level you get one of these pics, introducing you to the wonders of the 'log.' These are prized possessions in *Ren and Stimpy* land, objects of desire to young kiddy winkles everywhere: "You can roll it down the stairs, it'll knock over your neighbours' dog ... it's better than bad it's good!" If you read our magnificent preview in last month's ish you'll know there are a variety of types: logs for girls (log with wig) and the High Fashion Log For Girls, one you can nail your clothes to...









THE BOY WHO CRIED RAT

Get past the first, *Home Alone* style stage and you'll meet your first guardian – the 'tongue creature.' A bit like a beaver, this naughty chap sits on top of Stimpy's tongue, ordering it what to do. He could drip acidic saliva on you, knock the top of Stimpy's mouth to drop boulder like plaque, or perhaps just order the tongue to swipe at you! Hit him and he chirps angrily, fists flailing in the air. Not a very nice man at all!



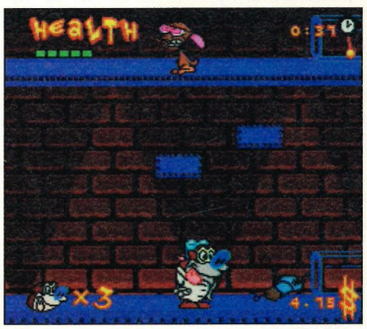
IN THE ARMY

This level features Toastman, who drops from the skies giving Ren helicopter hats so that he's able to fly. There are also cannons that Ren jumps into to reach otherwise inaccessible areas and an obese Sergeant for an end of level guardian! To kill him you've got to collect the grenades Fat Cat Stimpy drops, jump on the chopper and release them on the Sergeant's head.



IN THE LAB

Almost more of a puzzle game than a platformer Stimpy is made to make bombs by mixing up various chemicals; using balls to to flick switches, springs to reach sky high places and safes to do the same. Often, all these things have to be done in one enormous puzzle, under the constraints of a harsh time limit! It's tough, especially with the many deathly traps that await dumbo Stimps.













PUBLISHER: **THQ**
TEL: **0372 743744**
PRICE: **TBA**
OUT: **November**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Top graphics, and exceptionally varied gameplay.**

CONTROLS

- NO FUNCTION.
- CROUCH.
- MOVE LEFT.
- MOVE RIGHT.
- X: GRAB.
- Y: SWIPE.
- A: JUMP.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Graphics and animation are excellent whilst gameplay is very varied. Genuinely amusing to play. Absorbing.
CONS: The high difficulty level and lack of a password save is frustrating. The game isn't that big, while in-game music can be a little irritating.

GRAPHICS	85
SOUND	79
GAMEPLAY	75
LONGEVITY	74

PROSCORE **77** SCOREPRO

MUDSLAPPING GOOD FUN!

The Original, the Best, the BIGGEST!

THE Games Exchange

WANTED FOR CASH

The best prices paid for your used games and consoles. The better the condition the higher the price. Telephone the number below and get an immediate quote.

SUPER NES GAMES

The finest second user games and consoles at the cheapest possible prices.EG:

Addams Family	£32.99	F-Zero	£29.99	Spidermen& X-Men	£36.99	Super Smash TV	£32.99
Addams Family 2	£31.99	Krusty's Funhouse	£32.99	Starwing	£36.99	Super Soccer	£29.99
Alien 3	£38.99	Lemmings	£37.99	Streetfighter 2	£49.99	Super Star Wars	£37.99
Amazing Tennis	£36.99	Mickeys Magical Quest	£45.99	Striker	£36.99	Super Tennis	£29.99
Another World	£32.99	Mortal Kombat	£45.99	Super Ghouls n Ghosts	£29.99	Super WWF Wrestlemania	£32.99
Axelay	£32.99	Pebble Beach Golf	£37.99	Super Mario Kart	£29.99	Tiny Toons	£36.99
Batman Returns	£36.99	PGA Tour Golf	£32.99	Super Kick Off	£31.99	UN Squadron	£37.99
Bubsy Bobcat	£29.99	Pilot Wings	£29.99	Super Off Road	£33.99	WWF Royal Rumble	£47.99
Cybernator	£36.99	Road Runner	£37.99	Super Parodius	£37.99	Zelda 3	£29.99
Desert Strike	£32.99	Sim City	£29.99	Super Probotector	£32.99		

Please call for availability before ordering.Make cheques payable to the Games Exchange.Prices include P&P

0452 611550

The Games Exchange, 24 Langton Close, Hucclecote, Gloucester. GL3 3AZ

TEL/FAX (0708) 478932
(MAIL ORDER ONLY)
CHEAPEST PRICES AROUND!!

ALL GAMES BRAND NEW AT BARGAIN PRICES!
ORDER YOUR GAMES FOR XMAS NOW!

MJ DREAM CONSOLES

16 DIBAN AVENUE,
ELM PARK,
HORNCHURCH,
ESSEX.
RM12 4YE

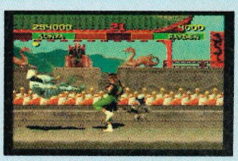
JAP.SNES GAMES

BATTLE SOCCER	£45.99	EXHAUST HEAT II	£42.99	SUPER PANG	£35.99
BLUES BROTHERS	£33.99	YOSHI'S ROAD HUNT	£42.99	SUPER STAR WARS	£38.99
CAMELTRY	£30.99	MICKEY MOUSE	£50.99	WORLD HEROES	£59.99
CONTRA SPIRITS	£30.99	PEBBLE BEACH GOLF	£38.99	JOE & MAC II	£37.99
FINAL FIGHT II	£29.99	POP N TWINBEE	£41.99	TETRIS II	£54.99
FIRST SAMURAI	£38.99	PRINCE OF PERSIA	£24.99	JACKI CRUSH	£32.99
HUMAN GRAND PRIX	£41.99	STREETFIGHTER II TURBO	£64.99	KIKI KAI KAI	£46.99
YOSHI'S COOKIE	£41.99	BOMBERMAN 93	£49.99	ALIEN 3	£43.99
FATAL FURY	£52.99	F1 CIRCUS LTD	£43.99	AXELAY	£34.99
BATMAN RETURNS	£29.99	FORMATION SOCER	£45.99	COMBATRIBES	£27.99
DEAD DANCE	£37.99	FORMATION SOCCER II	£45.99	HOOK	£29.99
		RUSHING BEAT RUN	£29.99	FATAL FURY II	CALL
		STARFOX	£42.99	FULL EJECT UNI.ADAPTOR	£13.99

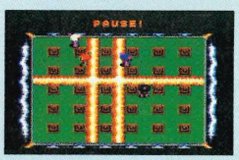
PLUS MANY MORE GAMES. WRITE, RING OR FAX FOR A FREE PRICE LIST. P+P £1.50 PER GAME. MAKE CHEQUES & P.O.S PAYABLE TO M.J. DREAM CONSOLES.



★ KRAZY KONSOLES ★ KRAZY PRICES ☎ 0422 -342 901★



MORTAL KOMBAT £53



SUPER BOMBERMAN £49



S/FIGHTER 2 TURBO FROM £60

UNIVERSAL ADAPTOR

★ The Universal Adaptor will allow you to play imported cartridges on a UK Snes.
★ Plays Mario Kart, Pilot Wings,and other Scart games!
★ Play PAL-UK Games on your JAP/USA Snes.
★ The Universal adaptor is a Top Quality product cased, with full instructions.

Only £9.00

UNIVERSAL PRO'

★ Plays ALL: Mario All Stars, Starfox, USA SFII - Turbo.....

Only £15.00

SUPER FAMICOM

2 JOYPADS. ALL LEADS,60HZ SCART UK POWER SUPPLY UNIT

ONLY £177
As above + Starfox £199
Plus Mario & Axelay £219

SUPER NES (US) + MARIO

2 JOYPADS. ALL LEADS , 60HZ SCART. TAKES JAP & USA CARTRIDGES.

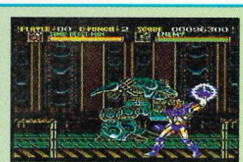
ONLY £159
Without Mario/1 pad £129

NB- SCART MACHINES RUN 17% FASTER WITH NO BORDER

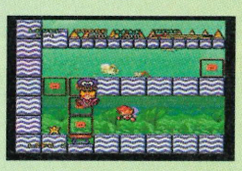
SFII SUPER DEFORMED MODELS (12 PIECE SET)	£39
APOLLO II STD JOYSTICK	£49
SNES SF MOUSE (SCART)	£20
SUPER MULTI - TAP 5 PLAYER PORT	£29

We also stock NEO GEO, SUPER FAMICOM,SNES,TURBO GRAFX 16, 3DO &ATARI JAGUAR

KRAZY KONSOLES
PO BOX 200HALIFAX
WEST YORKSHIRE HX1 3LY
TEL: 0422-342901
OFFICE HOURS: MON TO SAT 9-5.30PM CLOSED THURSDAY AM (STOCKTAKING)
TEL: 0422-367730
EVENINGS 5.30-10PM & ALL DAY SUNDAY



SONIC BLASTMAN £30



MARIO &WARIO CALL



ZOMBIES £49

OVER 25,000 SATISFIED CUSTOMERS!

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!



SUPER FAMICOM
2 JOYPADS ALL LEADS.
Only.....£177

SUPER FAMICOM JAP SOFTWARE!

ACTRAISER 2	£69
ART OF FIGHTING (16 M)	£69
ALL JAPAN PRO WRESTLING (16 M/4 PLAYER)	£59
BATMAN RETURNS	£39
COMBAT TRIBES (12 MEG)	£39
CONTRA SPIRIT/PROBOTECTOR	£35
DEAD DANCE (16 M)TUFF E-NUFF	£55
DEVILS COURSE GOLF (T&E SOFT)	£59
J. LEAGUE SOCCER PRIME GOAL	£55
MARIO & WARIO (MOUSE ONLY)	£59
NIGEL MANSELLS F1 CHALLENGE (SCART)	£44
PARODIUS	£39
SFII TURBO HYPER FIGHTING (20 M)	£59
SMASHBALL	£59
SUPER BOMBERMAN (4 PLAYER)	£49
SUPER FAMILY TENNIS(4 PLAYER)	£64
SUPER FORMATION SOCCER 2(4 PLAYER)	£49
SUPER MARIO ALL STARS COLLECTION (16M)	£64
SUPER NBA BASKETBALL(TECMO)	£49
SUPER TETRIS 2 & BOMBLISS	£59
TINY TOONS ADVENTURE	£39
WORLD HEROES (16 M)	£64
WORLD SOCCER (STRIKER)	£64

SUPER SPECIALS!!! -JAP

ALIENS VS PREDATOR	£35
AXELAY	£29
DINOSAURS	£32
F -1 EXHAUST HEAT	£25
GOLDEN FIGHTER (12 MEG)	£29
JAKI CRUSH-SUPER PINBALL	£35
JOE & MAC 2/CONGOS CAPER	£25
PHALANX - (SHOOT EM UP)	£19
PRINCE OF PERSIA	£35
RUSHING BEAT RUN/RIVAL TURF 2 (12M)	£35
SKY MISSION /WINGS 2 - ACES HIGH	£19
SONIC BLASTMAN	£30
SOUL BLADER	£19
STARFOX/STARWING (FX CHIP 3D)	ONLY £37
SUPER GHOULS N GHOSTS	£27
SUPER MARIO WORLD	£29
SUPER PANG/SUPER BUSTER BROS	£27
SUPER SMASH TV	£27
TURTLES IN TIME	£33
WWF SUPER WRESTLEMANIA	£25

SNES -USA- SOFTWARE

20/20 BASEBALL(12M)	£49
AERO THE ACROBAT (SUN SOFT)	£49
ALIEN 3 - UK PALI	£43
BATTLETOADS IN BATTLEMANIACS	£45
CLAYMATES	£47
COOL SPOT	£49
DUNGEON MASTER (3D-DSP CHIP)	£55
EYE OF THE BEHOLDER (CAPCOM)	£59
FATAL FURY(12 M)	£42
GOOF TROOP - CAPCOM	£49
JURASSIC PARK (16M)	£54
MARIO & WARIO	CALL
MORTAL KOMBAT (16M) - PAL VERSION AVAILABLE!	£53
NCAA BASKETBALL	£40
OPERATION LOGIC BOMB	£54
PUTTY	CALL
ROCK & ROLL RACING	£47
RUN SABER	£52
SHADOW RUN	£49
SENGOKU	£50
STREETFIGHTER 2 (16 MEG)	£45
SF II TURBO HYPER FIGHTING (20 M)	£60
SUPER BOMBERMAN & MULTITAP	£55
SUPER EMPIRE STRIKES BACK	NOV
SUPER MARIO "ALL STARS" (SCART/16M)	£55
SUPER STAR WARS	£43
TOP GEAR 2	£49

USA- SUPER SPECIALS

ZOMBIES ATE MY NEIGHBOURS	£49
BARTS NIGHTMARE (FEATURING THE SIMPSONS0	£35
CALIFORNIA GAMES II	£35
CHUCK ROCK	£35
COOL WORLD	£32
GODS	£35
GUNFORCE	£32
KRUSTYS SUPER FUNHOUSE	£35
ON THE BALL	£29
Q-BERT 3	£25
SPIIDERMAN & X-MEN	£35
SUPER OFF ROAD	£35
WING COMMANDER	£37
WARP SPEED	£29

KRAZY PRICES FROM KRAZY KONSOLES

DON'T JUST BUY ON PRICE IT'S CUSTOMER SERVICE THAT COUNTS!!!!

NEW GAMES ARRIVING DAILYIF YOU CAN'T SEE IT-CALL! PLEASE NOTE: WE ONLY STOCK NEW SOFTWARE

ORDER COUPON *PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO KRAZY KONSOLES.*

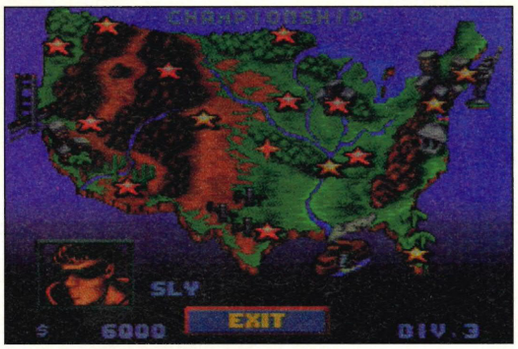
NAME .....
ADDRESS .....
.....
.....
TEL .....

P+P ADD £1.50 PER GAME FOR 1ST CLASS RECORDED DELIVERY. CONSOLES £10.00. 24 HR COURIER.

	COST	P+P
ITEMS.....		
.....		
.....		
.....		

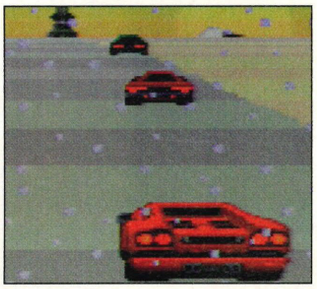
ALL CHEQUES REQUIRE A CURRENT GUARANTEE CARD NUMBER ON THE BACK. TOTAL.....

LAMBORGHINI AMERICAN CHALLENGE



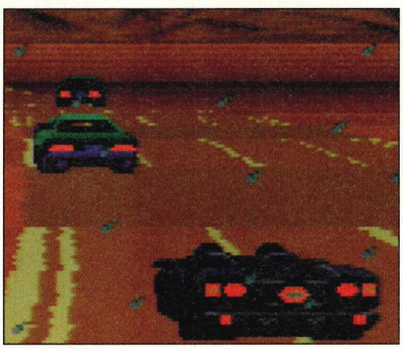


Two-player action is about the most fun you'll have with this game, but even that isn't very realistic!)



The blobs on the screen are supposed to represent snow! (left) All the competitors are small-time crims and boy does it show! (right)





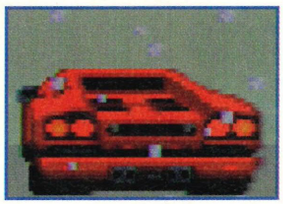


It's not often that the chance pops up to test drive a Lamborghini for a few hours. It's even more unlikely that you'll get the chance to participate in illegal car races. So, when someone told Sam "Morris Minor" Hickman she could be the most dangerous, illicit car driver on the road, what did she do? She threw her head back and cackled "Ha! Women drivers? I'll show them". Two weeks later she returned, fresh from the petrol fumes, to bring you this report.

As you'd expected from the title, *Lamborghini* is one of the fastest car games yet – hit the nitros and the scenery whizzes past. It also has one of the most original story-lines to appear on the SNES. As an illegal car racer, you don't only have to avoid the ever-heavy hand of the law, you must also build up cash any which way. By far the easiest way is to use your prize money to bet against other competitors. You can bet small or large amounts and, if you're feeling lucky, it's an excellent way to build up a pile of readies. The money can then be used to soup up your already amazingly fast car.

Although *Lamborghini* doesn't offer any other innovative gameplay techniques, at least there are lots of different races. Most of the tracks are very similar, but differ in either weather conditions or police protection. None of the conditions seem to make much difference when you're actually racing, but the night time tracks are noticeably more difficult to master. The icy tracks are also a bit tricky, but it's still practically impossible to wreck your car. It doesn't seem to matter how many times you crash into lamposts, drive off course or bump into other cars, your car will just carry on, oblivious to it all. It does suffer damage, but this is paid for after the race. Again, battling with the police will test your speed driving abilities, but as long as you're fairly competent at staying on the road, they're easy to get rid of.

All of this adds up to a reasonably playable race game. There's not a lot of challenge on division four, but later divisions are much more testing. The betting aspect also adds a lot more spice to races, putting your money on the line and knowing the faces of your rivals really boosts the atmosphere. So congratulations to Titus for a decent development of their *Crazy Cars 3* Amiga hit, and hopefully next time more realistic car handling and increased gameplay variety will finally give *Super Mario Kart* something to worry about.



PRO tip

IF YOU FEEL READY TO JUMP A DIVISION, DON'T BOTHER TO PARTICIPATE IN ALL OF THE RACES. SIMPLY COMPETE IN THE RACES MARKED BY THE BIGGER YELLOW STAR. IF YOU WIN, YOU'LL BE PROMOTED!



PUBLISHER: **TITUS**
TEL: **071 7002119**
PRICE: **£39.99**
OUT: **November**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **4Mbit**
SAVE GAME: **Password**
FEATURES: **Simultaneous two-player.**

CONTROLS

- ▲ FORWORD.
- ▼ NO FUNCTION.
- ◀ STEER LEFT.
- ▶ STEER RIGHT.
- X NO FUNCTION.
- Y BRAKE.
- A NITRO.
- B ACCELERATE.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Wickedly fast. Lots of levels to complete with increasingly difficult races. Betting on the races is a neat idea, which enhances atmosphere and addictivity. The two player mode is even more fun, as it offers more challenge.
CONS: Dated, unimaginative graphics, sluggish controls and repetitive gameplay.

GRAPHICS	70
SOUND	75
GAMEPLAY	70
LONGEVITY	85

PROSCORE
80
SCOREPRO

HERE TODAY, GONE TOMORROW!

MARIO & WARIO

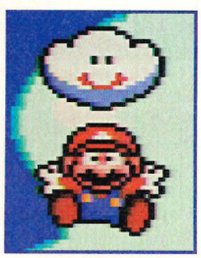


Last month it was *Yoshi's Safari* pushing the SuperScope, this month it's Mario and Wario trying to turn the Nintendo mouse into another 'essential' accessory. After trying the semi-educational route with *Mario Painting*, Nintendo have now gone for an arcade puzzler. Stuart "buckethead" Wynne examines the pros and cons of keeping rodents as pets.

Mario & Wario does what Sega must dream of doing every night – throwing a bucket over Nintendo's three most famous characters. At the start of each level Wario swoops down in his plane to throw a bucket, or some similar object, over your chosen character's head. Thus blinded, they're reliant on your mouse-controlled fairy to turn them left or right, zap various villains and manipulate a whole host of special platforms and objects by clicking on them.

The first world is so simple it seems like a freebie program for making sure your mouse is working, however it soon gets plenty tough. There are eight worlds, which you can attempt in any order, each with ten levels. Complete all of them and there's an additional 20 levels pitting Mario directly against evil twin, Wario.

As you'd expect of Nintendo, the game is very slickly presented and well thought out. Before each level begins, you can pan around it to see the exact layout of the test ahead. However, once you press a button and the action begins, you're limited to the area directly around your character and can't move ahead of him, or her, or it (in Yoshi's case!). This can make things rather fraught when you've forgotten what's coming up!



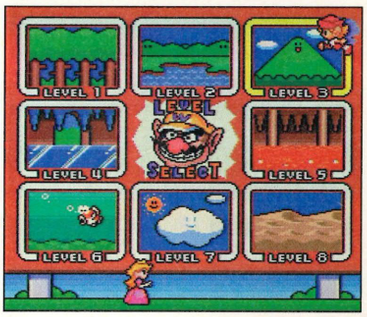
PRO tip

THE KEY TO THE GAME IS CAREFUL PLANNING. SCROLL ALL AROUND EACH LEVEL AND WORK OUT YOUR PLAN BEFORE STARTING!

Neat ideas and slick presentation don't, however, add up to another *Lemmings*. *Mario and Wario* simply isn't in the same league for imaginative and original thinking. As the levels progress, the puzzles get more complex and harder, while the graphics make the usual witty connections with the *Mario World* style – but despite all this the game never acquires an addictive bite. There's all sorts of boxes to click on, boxes which last only a few minutes, teensy tiny boxes, destructible boxes and on and on. But compared to the wit and originality of *Lemmings*, *Mario and Wario* seems very much like a game designed to push a product, rather than an inspired idea which just happens to need a mouse.



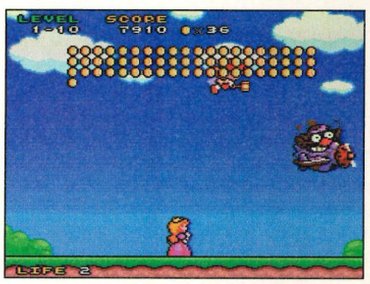
To begin with Princess Daisy is best, her slow pace giving you time to react. However, the faster hazards of later levels require Yoshi's galloping speed.



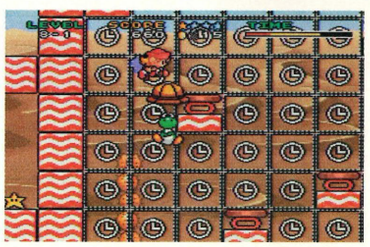
One of the best things about the game is how you can attack these eight worlds in whichever order you like. Then when you've completed them you get the final twenty levels.



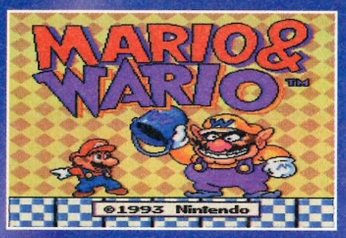
The first few levels are incredibly simple. All you have to do on this single screen level is click on five boxes, turning them into solid pink and white platforms.



At the end of each world, there's a bonus game where you must hit Wario's plane, forcing him to drop coins until he finally blows up!



Here you have to use springy platforms and short time limit platforms (with clock icons) to get Yoshi to the top. After that, there's many more puzzles on this sprawling level.



PUBLISHER: **NINTENDO**
SUPPLIER: **VIDEO GAMES BOX**
TEL: **0425 616705 & 0722 422522**
PRICE: **£54.99**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Battery back-up**
FEATURES: **Infinite continues.**

CONTROLS

MOUSE ONLY



PROS: Lots of levels, starting off ridiculously easy and soon progressing to the teeth-gnashingly huge and fiddly. The ability to make your own way through the eight worlds with battery back-up is a life saver.

CONS: Mouse-only which means few people will be able to play it. Whilst the linear game structure lacks the inspirational bite to get people hooked.

GRAPHICS	78
SOUND	77
GAMEPLAY	67
LONGEVITY	76

PROSCORE

68

SCOREPRO

MORE WARIO THAN WARIO!

ABSOLUTELY NO LOSERS

CHECK THIS it's the BIG WIN

FREE MULTI-FUNCTION Sports Watch TO EVERY QUESTION LINE CALLER

ALL CALLERS WIN A SUPER MULTI COLOUR SHOCK RESISTANT WATCH

MEGA DRIVE



2

THE QUESTION: What does the T stand for in T. Rex?

CALL 0336 411606

MEGA CD



1

THE QUESTION: Who directed the film Jurassic Park

CALL 0336 411607

SUPER NINTENDO



3

THE QUESTION: How many horns does the Triceretops have?

CALL 0336 411608

NO WAFFLE ONLY TIPS

GAME BUSTERS CODE CRACKING HOTLINE

For the latest tips on your mega drive call **0336 411609**

Discover the secrets of Super Nes on **0336 411617**

Wise up now on your game gear **0336 411616**

Don't forget to have a pen and paper ready!

FREE Sports Watch FOR EVERY TIP GIVEN.

WHY NOT GIVE US YOUR TIP?

Don't forget your name and address after your tip message

0336 411618

CHILDREN UNDER 18 MUST SEEK PARENTS' OR GUARDIANS' PERMISSION BEFORE TELEPHONING. NO CORRESPONDENCE. NO ALTERNATIVE PRIZES. THE JUDGES' DECISION IS FINAL. WINNERS WILL BE NOTIFIED BY POST. JUST ANSWER THE SIMPLE QUESTION ABOVE BY DIALLING THE NUMBER WITHIN FOUR WEEKS FROM THIS PUBLICATIONS DATE. TELMARK LTD., PO BOX 3121, LONDON NW6 1LF. NO RESPONSIBILITY CAN BE ACCEPTED FOR ENTRIES NOT PROPERLY RECORDED. CALLS ARE CHARGED AT 36P A MINUTE AT CHEAP RATE & 48P PER MINUTE AT ALL OTHER TIMES. AVERAGE COST OF CALL IS £1.80.

EXCHANGE YOUR GAME AT THE

GREAT Games EXCHANGE



Sega Mega Drive, Game Gear, Master System, Super Nintendo & Nintendo Gameboy.

ANOTHER GAME FOR ONLY £5 (Plus £1.95 P&P)

Just send £5 (plus £1.95 post & packing) with one of your existing games (make sure it's one you own) to the address on the coupon alongside and we will send you your new change of game. We are the UK's Top exchange service having hundreds of titles available.

We regret we cannot accept the following games for exchange:-

- Sonic 1, Altered Beast, World Cup Italia '90 (Sega Mega Drive)
- The Ninja (Sega Master System)
- Wrestlemania, Super R-Type (Super Nintendo)
- Tetris (Nintendo Game Boy)
- Columns (Sega Game Gear)

Allow up to 28 days for delivery

JOIN OUR EXCLUSIVE PLATINUM MEMBERSHIP CLUB FOR JUST £25

For 6 months membership you may use our exchange service for up to 10 exchanges. Once you are a member all you need to do is telephone our Platinum Members Hotline to reserve the game of your choice.

PLATINUM HOTLINE 0202 761676

Post To: Q&Q Ltd, Wilton House, Bournemouth, BH1 1DA SUP 12

Name _____ **Address** _____

_____

Signature of Guardian (if under 18) _____

My 1st Choice game is _____

My 2nd Choice game is _____

My 3rd Choice game is _____

Sega Mega Drive ❑ Game Gear ❑ Master System ❑ Super Nintendo ❑ Nintendo Gameboy ❑

I enclose cheque ❑ Postal Order ❑ Made payable to Q&Q ltd. for £6.95 (including postage and packing) and one of my existing games for my computer system. OR please enrol me for my Platinum membership at £25.

Or charge my Access ❑ or Visa ❑ No:____ ____ ____ _____ Expires __/__

Nintendo, Gameboy, Super Nintendo, Sega, Sega Mega Drive are registered trademarks of their respective companies. Q&Q Ltd. are not endorsed by or related to them.

JURASSIC PARK

While Sega decided to turn the decade's biggest movie into just another platformer – and a decidedly glitchy one at that! – Ocean went for easily their most ambitious title yet. A 16MBit cart with two distinct game-styles, one of which had never been seen before on the SNES. The result is one of the year's most exciting releases. Stuart "fractal" Wynne paid it a visit.





At one stage during *Jurassic Park*'s preproduction, Universal Studio execs actually considered building a 'real' Jurassic Park, its set and animatronic dinos forming the ultimate Hollywood ride. In the event the project was too costly, especially since so many of the effects were created by computers. So it's been left to Ocean to produce the world's first operating Jurassic Park. Their California-based developers have had to create a huge, sprawling island of tangled jungles, unstable mountains and fast-moving rivers. Numerous buildings have been built, their 3D interiors packed with miles of corridors and hundreds of rooms. And rather than a handful of dinosaurs used in set-piece confrontations, Ocean have provided thousands of oversize reptiles from eight species, all roaming free with specific attack patterns. It's an impressive achievement, a reminder of what video games should be about. Ocean's *Jurassic Park* is a mini-worldlet, a fabulous place you could otherwise visit only in your dreams...



PRO tip

TO FIND OUT HOW THE RAPTORS ARE GETTING INTO THE VISITORS' CENTRE, IT MIGHT BE BEST TO THINK ABOUT WHERE THEY'RE ALL COMING FROM!

As with the movie, the strongest point of the game is Michael Crichton's "high concept"; a theme park where living dinosaurs are the main attraction, until they become the main threat. Ocean's *Jurassic Park* is presented in two different ways. Inside the buildings you get a stunning, first person perspective. It's not quite as fast as *Wolfenstein*, but it's fast enough and the detail is absolutely stunning. Time and again you'll be surprised anew by what the graphic artists have done; a beautiful Jurassic Park logo etched into stone, a hi-tech science lab with flickering bunsen burners and bubbling test tubes. Then there's the dinos, just two types; the velociraptors and dilophosauri. The latter are seen just face-on, their heads tilted quizzically, exactly like the scene in the movie. Then their neck frills come up and they spit poison at you! The raptors are seen in two ways: side-on as they patrol back and forth, then face-on. In the latter aspect they can look quite innocuous until they come sprinting at you, jaws open and roaring!

Outside the buildings, the game adopts an overhead perspective which is the best ever seen on the SNES. It doesn't have the wit or scale of *Zelda*, but it's a truly 16-bit, 16Mbit landscape with masses of colour and detail. The buildings are big and imposing, the jungles and mountain ranges superbly rendered. Grant isn't brilliantly drawn, but he's well animated – I especially like how when he drowns, his hat is left floating. The dinosaurs are better drawn and animated, each with their own ways of attacking – you have to learn how to handle the different species accordingly!

Adding immeasurably to the sense of atmosphere is, quite simply, one of the best soundtracks ever. In Dolby Surround Sound, stereo or just plain mono it's brilliant. Once the game starts, you're treated to perfectly sampled jungle effects, exotic bird and wildlife calls, then the music builds up – a gorgeously detailed soundtrack which is impressive without ever being intrusively irritating. Of special note are the spine-tingling roars of attacking T-Rexs and velociraptors... not to mention the perfectly cheesy muzak for when you get in a lift!

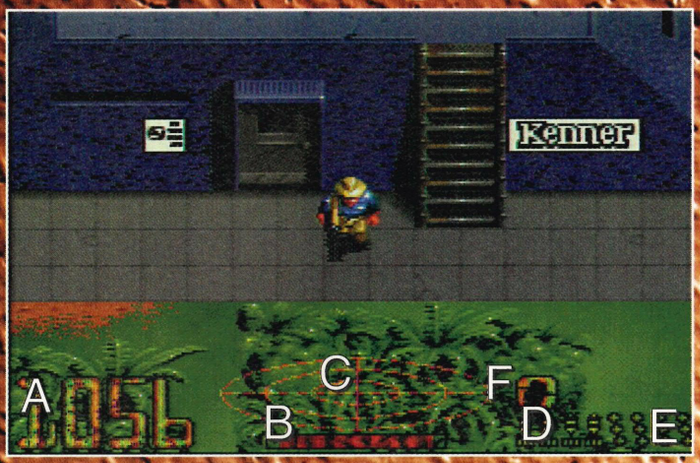
So it's top marks to the makers for the ambition and slick audio-visual presentation of their theme park, the next question being is it actually fun to visit? To start with, the answer is a simple 'yes'. Once you pick up the joypad you're not going to put it down for another couple of hours, at least. The thrill of exploring this sprawling theme park is simply irresistible. Wisely, the game structure doesn't betray the basic concept. Ocean have created this huge theme park and you're pretty much free to go where you want. There's no attempt to rigidly restrict your movements so you can only go to places when it's time. The ship may only be important for mission three, but you can go there straight away. Infinite continues mean there's never really a point when you get tired of the game... at first.

Sadly, Ocean's *Jurassic Park* has a flaw almost as big as Hammond's. While the game looks, and sounds far better than *Zelda*, its challenge is in no way comparable – it has just six missions. Probably because of this there's no save game, which makes the game both tougher and more irritating. After you've spent eight hours exploring and picking up objects, turning the SNES off is such a sickener you don't want to play again for quite some time. Moreover, while there are a few neat puzzles, the basic game structure is disappointingly simplistic. Most of the problems revolve around finding things – ID cards, dino eggs, nerve gas, computers and night-vision batteries – lost in mazes. There's jungle mazes, there's mountain mazes and, most frustrating of all, there's endless 3-D mazes. The latter are particularly irritating because it's so difficult to spot landmarks when the graphics are endlessly reused. Compared to the gameplay variety of *Zelda*, *Jurassic Park* is still in the prehistoric era. There were times wandering around the jungle when I was reminded of *Sabre Wulf* on the Spectrum!

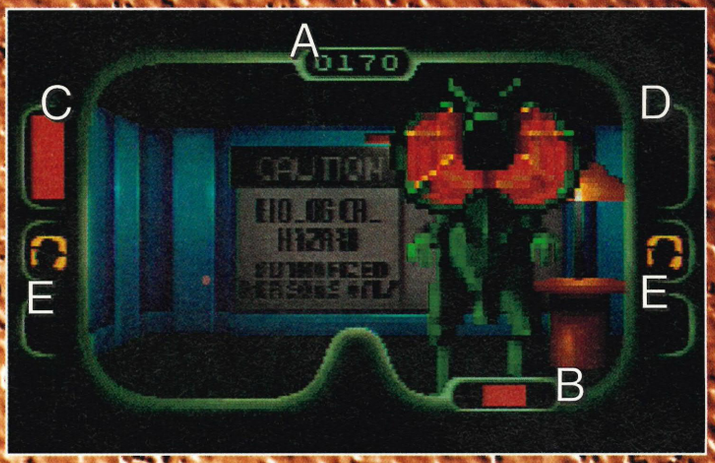
Of course, Ocean would argue it's unjust to compare their game with the more whimsical, fantasy based *Zelda*. And to be fair, *Zelda* can't compete with the sheer visceral tension of entering the 3-D raptor pens. *Jurassic Park* is by no means a bad game, it's one of the most ambitious and enjoyable movie licenses yet – it's also the closest a SNES game has got to replicating the actual idea of a movie, rather than simply the look. With so many regurgitated, uninspired clones of *SFII* and *Mario World* appearing on SNES, this deserves to be treated generously for its ambition and polish. So, albeit with some severe reservations, it gets a PROGOLD recommendation to anyone who fancies something a bit different.



IN PERSPECTIVE



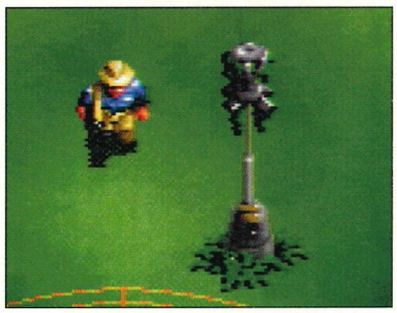
A: SCORE.
B: LIFE ENERGY.
C: MOTION DETECTOR.
D: PRIMARY WEAPON (LASER & ENERGY LEFT).
E: SECONDARY WEAPON (DARTS REMAINING).
F: LIVES REMAINING.



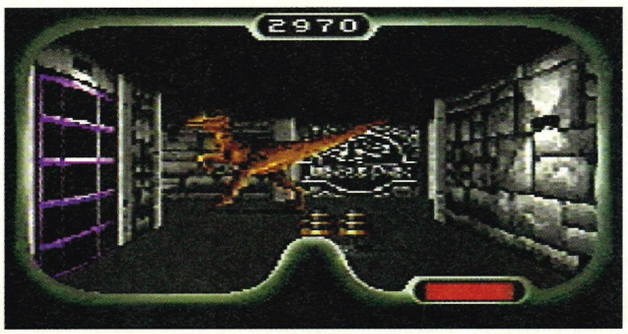
A: SCORE.
B: LIFE ENERGY.
C: PRIMARY WEAPON (ROCKETS).
D: SECONDARY WEAPON (GAS GRENADES).
E: LIVES REMAINING.

The blue raptor egg, below, nestles invitingly in a small, empty clearing which transforms into a raptor-toothed trap as soon as you go to pick the egg up!





On the left a Motion Detector sensor post. If you touch one, you get not only given your current mission, but also a restart point. If you die, you go back to the last one you touched. Below, a raptor patrols its volcanic nest.



DINOSAURS!



Compsognathus (Compy)
Small carnivores which only attack in packs. The Taser vapourises them fairly easily.

Dilophosaur (Spitter)
These four-foot high creatures seem quite harmless, until the neck frill goes up and they begin spitting poison! Needless to say they don't move that much.

Dino Dragonfly
This airborne bug seems quite harmless but its stinging attack drains more energy than you'd expect, while its attack path is swift and erratic.

Gallimimus (Ostrich)
Individually fairly harmless, these come in large herds which – despite what Tim says – stampede whether you shoot or not! These are the fastest creatures in the Park.

Pachycephalosaurus (Headbutter)
If you give them a wide berth these won't attack. However, if you do get close they charge at speed causing plenty of damage!

Velociraptor (Raptor)
Raptors can travel at 60mph and have 6-inch retractable claws. The smartest of the dinos, you rarely see them patrolling about. Normally, they spring from cover in hunting pairs!

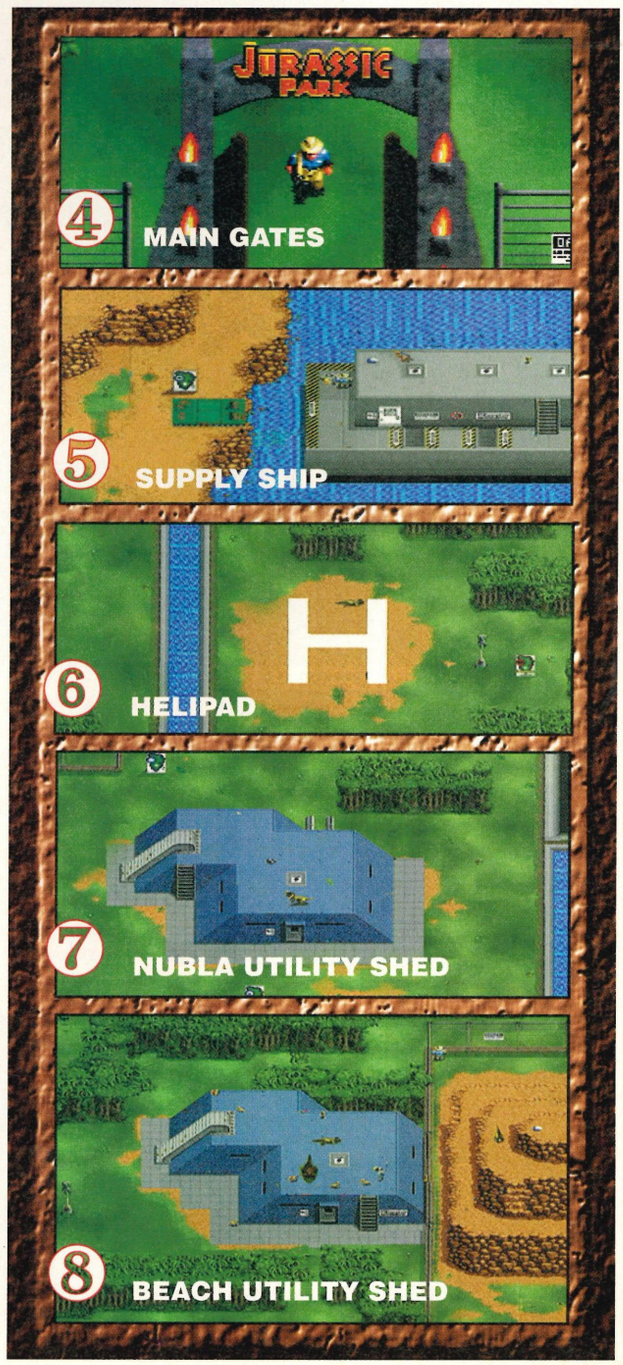
Tyrannosaurus Rex (T-Rex)
18 feet tall with a five-foot long head, this can eat you in a single gulp. The T-Rex can't be killed, but its roar warns you when it's near.

Triceratops
A colleague usually warns when you're nearing the narrow paths these run down. Like the T-Rex, the Triceratops can't be stopped – only avoided. Dash into undergrowth as you hear it coming.

DOWN IN THE PARK







OBJECTIVES

1. ACTIVATE MOTION SENSORS
All the Park's sensors are down, including your personal one. To get them working you must turn on the main generator, then find a terminal from which you can reboot the computer.

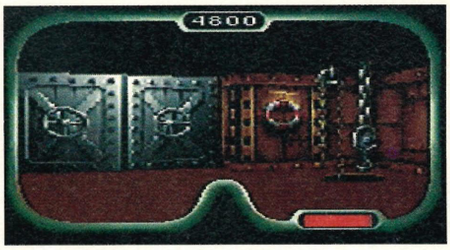
2. SECURE VISITORS' CENTRE
The Centre is seething with raptors. You must find out how they're getting in and stop them. Being pushy helps!

3. STOP ESCAPING RAPTORS
Raptors have stowed away aboard the supply ship. To stop them getting free in the outside world, you must search through the labrythine ship, exterminating them all.

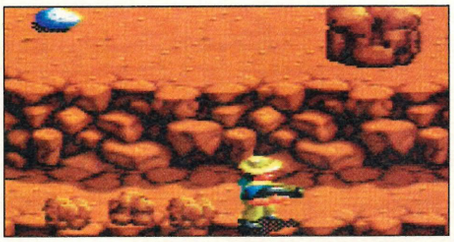
4. DESTROY RAPTOR NESTS
Despite elaborate precautions, the raptors have begun to breed. You must find their nests in gloomy volcanic caverns. Then use nerve gas bombs to destroy them. There are also 21 eggs scattered across the Park's exterior which must be collected.

5. RADIO FOR HELP
Now you've got the raptors almost under control, it's time to arrange your escape. Find the communications room and call for a helicopter.

6. REACH THE HELIPAD
And get a very short, disappointing end-game sequence!



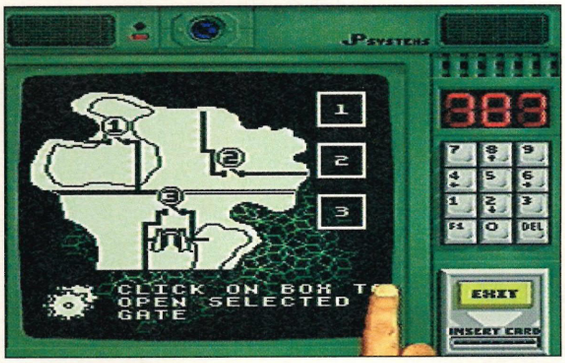
Above, the beautifully detailled but raptor-infested supply ship.


Searching for raptor eggs will take you to every corner of the island, from rockfall prone mountains to volcanic caverns.



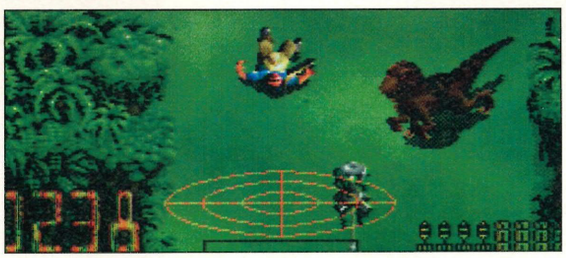


The computer (above) offers many important functions, when booted, but often you need to find specific terminals.

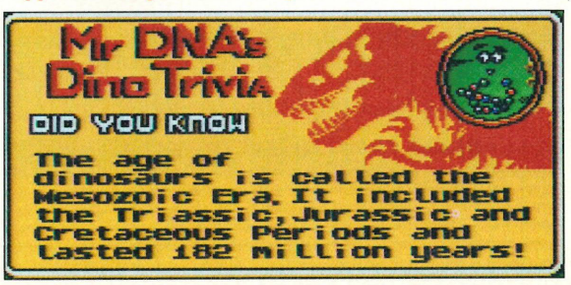


Jurassic Park is divided into three sectors by security gates, only one of which can be unlocked at a time.


Above, Dr Grant is knocked flying by a herd of stamp-eding Gallimimus. Below, one of the useful warning cards which appear along with digitised speech – "Alan!"


Above, Dr Grant's sad demise at the claws of a raptor. Below, one of the numerous Dino Trivia cards which appear when you leave the game alone for a while.







PUBLISHER: **OCEAN**
TEL: **061 8326633**
PRICE: **£54.99**
OUT: **October 22nd**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **16Mbit**
SAVE GAME: **No**
FEATURES: **Infinite continues.**

CONTROLS

INTERIOR MODE

- MOVE FORWARD.
- MOVE BACKWARD.
- ROTATE LEFT.
- ROTATE RIGHT.
- X: NO FUNCTION.
- Y: FIRE SECONDARY WEAPON.
- A: NO FUNCTION.
- B: FIRE PRIMARY WEAPON.
- L: ROTATE LEFT SLOWLY.
- R: ROTATE RIGHT SLOWLY.

PROS: A stunningly ambitious game concept delivers the world's first Jurassic Park to your SNES. The graphics are astonishing for both perspectives, whilst the Dolby soundtrack is one of the best yet. Extremely addictive shoot-'em-up cum exploration action.

CONS: No save game means that completingthe game's six missions has to be done in one mammoth play session. Far too much of your task is mundane mapping of massive mazes.

GRAPHICS	92
SOUND	93
GAMEPLAY	89
LONGEVITY	85

PROSCORE
90
SCOREPRO

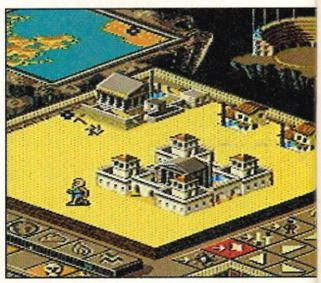
BETTER THAN THE REAL THING!

POPULOUS II

TRIALS OF THE OLYMPIAN GODS

Despite being over two thousand years old, Greek mythology still has tremendous power, its creatures crouching on the corners of public buildings, giving Cyclopean focus to numerous metaphors, and still stalking humans in numerous video games... Alan "The Greek" Bunker sets out to slay some powerful ancient myths.

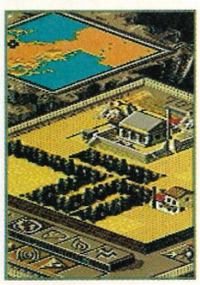




Above, you managed to reincarnate Helen Of Troy who happily meanders her way through enemy territory, mesmerising those she comes into contact with. The enemy people then gladly follow her to a watery grave. Above right, one of the most direct methods of destruction is to bring about a mass of cloud where lightning strikes down to kill people and damage land.

The original *Populous* made its SNES debut ten months ago, an extremely belated conversion of an old Amiga hit which crammed in add-on worlds such as Silly and Cake, but lost out in the playability stakes due to sluggish controls and repetitive gameplay. Thankfully, its sequel has gone through the conversion process a lot faster. *Populous II* was a big hit on the Amiga in 1992, so will the SNES version enjoy similar success in 1993?

As with the original, the basic idea is a theological conflict between you and another god, using the human herd as combatants. The quicker your worshippers can wipe out the other lot, the more points and the faster your progress through the numerous levels. You can't directly control your worshippers, but you can change their inclinations – from happy go-lucky family makers to Spartan warriors marching off to war at the earliest opportunity. You can also raise and lower land – flat land being ideal for your people to multiply and create buildings. However, what sets *Populous II* apart from its predecessor is your vastly increased range of godly powers...



PRO tip

CREATE A MARSH OR EARTHQUAKE NEAR YOUR OPPONENT'S PAPAL MAGNET TO CAUSE MASSES OF DAMAGE.

The more worshippers you have, the more energy you have for your Acts of God. As before, there's plenty of natural disasters such as earthquakes and floods, but they're better animated and there's more of them. Whereas before there were just five, there's now thirty including fire rain, whirlpools, thunderstorms with lethal lightning and much more. Each of the four elements – air, water, earth and fire – has its own menu of spells with the most dramatic ones bringing on gods such as Perseus and Adonis. These certainly make the game more fun. In fact, undoubtedly the best thing about *Populous II* is the revamped graphics. By sacrificing the variety of landscapes in the original, they've gone for a much finer level of detail. The various settlements are all brilliantly drawn, there's a more varied range of people and, of course, the gods themselves are great. Sadly sonics aren't quite so dramatic, a nice heartbeat effect is complemented by a varied range of spot FX, some quite puny, but for the major shows of power they're loud and satisfying. And the helpless cries of people as they fall into marshes and crevasses is always worth a smirk.

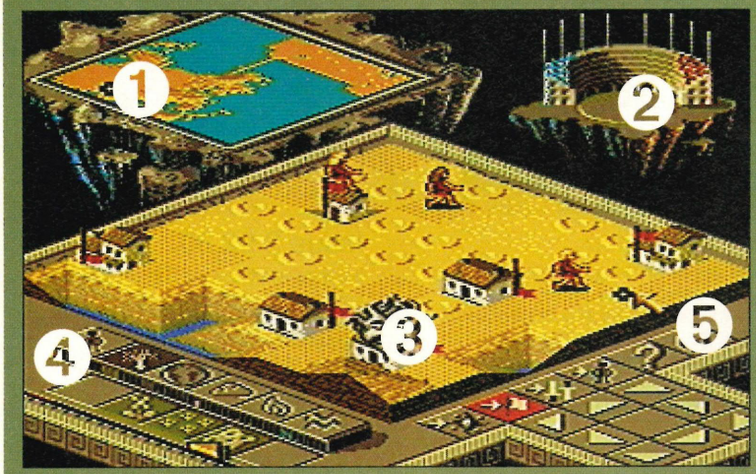
The main question, however, is inevitably gameplay. Terrain reformation becomes rather monotonous after a while and, as always, the first hundred levels provide almost no challenge at all. After that, the game toughens up and speeds up tremendously with both sides throwing Acts of God all over the place. Working out which spell to use when is crucial, should you go for a bit of fungal blight to spoil your opponent's land? Or should you hold off, building up manna for a more dramatic intervention? The actual sophistication of the underlying strategies is debatable, this is a fun and great-looking game with masses of stuff to entertain you. It doesn't start off that way, but later on it certainly provides plenty of challenge.





After the successful completion of a level (which isn't hard), you are rewarded with new powers to try out and bonus experience points. Bonus points can then be divided between the categories of powers to help you direct your abilities. See, being a god isn't as straightforward as many of you may think!

Creation of a Nation



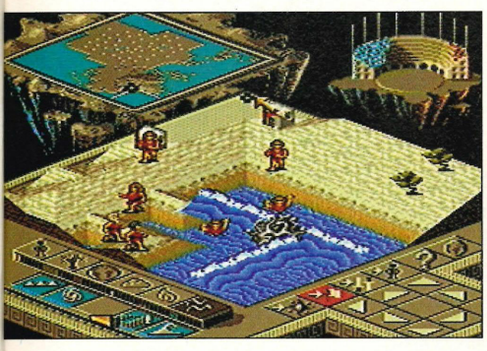
1 An overview of the map. As the level progresses, you'll witness the sea disappearing and the land expanding. Something to do with global cooling, isn't it? The pixels represent the people in the game.

2 A typical Roman construction where they forgot to finish the off. Still, the mass of red and blue indicates the strength of either side. Don't go for Armageddon until you vastly outnumber the enemy.

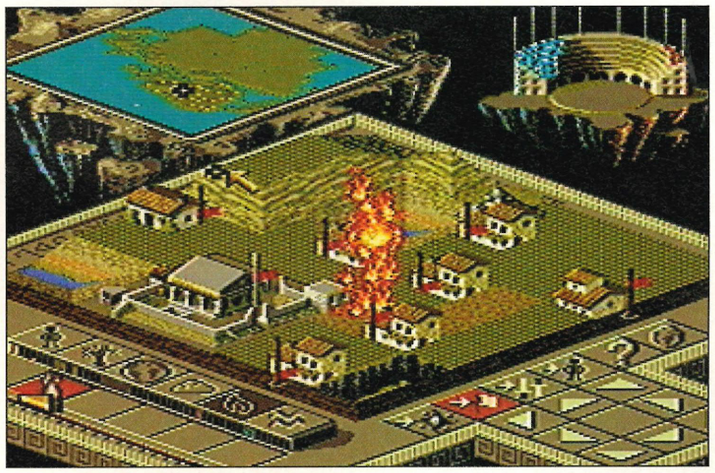
3 Restrict the growth of the enemy by transforming the land into a marshy bog. To overcome this problem, the enemy has to rebuild the land and then take it away again – tedious, eh?

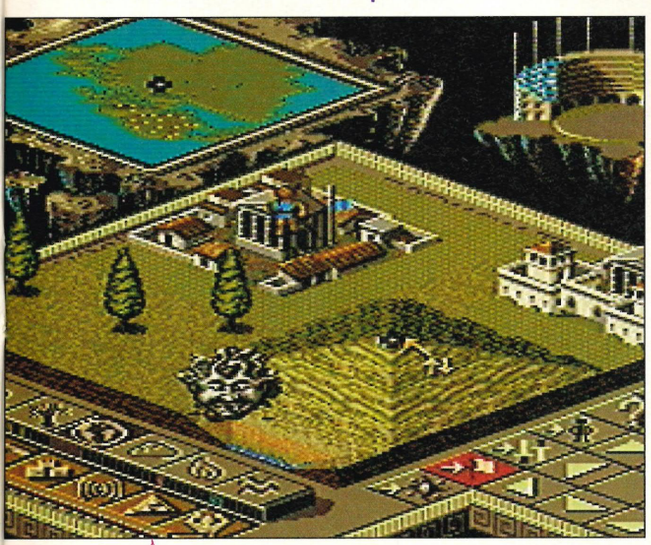
4 This array of icons illustrate your powers. Click on the field you want to access and then select the specific power to execute. By the way, the height of the banners on the flagpoles indicate how well populated that building is, ie; how much time they've spent in bed.

5 This is the main row of control icons. Influence all your people to build, fight, head for the Papal Magnet or wreak total havoc by going for Armageddon. The directional arrows scroll you about the map. In other words, without making use of these icons, you aren't going anywhere.



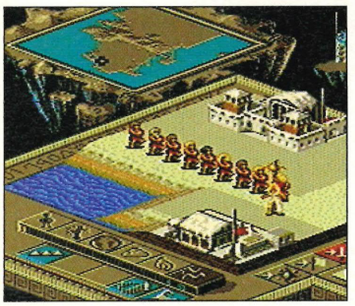
Above, the most pleasing power is the tidal wave. Beforehand, though, ensure your own people are on high ground and wearing their wellies. There's nothing worse than wet shoes and damp socks.

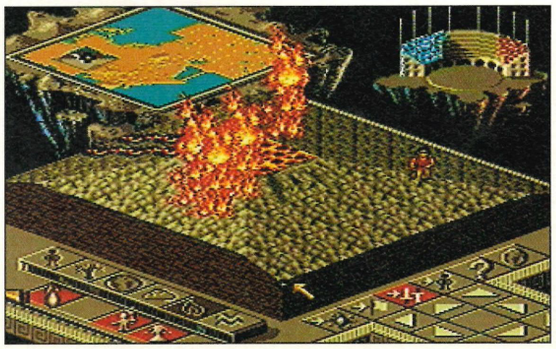


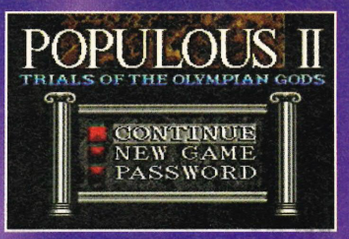


Above, flatten the land to make more space for buildings. But leave the trees because we all have to do our part for the environment. Not only this, but they encourage your people to grow even more which is exactly what you want. This way, you have more fighters for the final battle.

Above, towering flames engulf the enemies' homes. They now have to rebuild and patch over the scorched soils. Right, the cruel Winter sets in while below, where did that volcano come from? Run for it, lads!







PUBLISHER: **IMAGINEER**
DISTRIBUTER: **PLAYTIME**
TEL: **0274 532424**
PRICE: **TBA**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Powers for the people.**

CONTROLS

- SCROLL UP.
- SCROLL DOWN.
- SCROLL LEFT.
- SCROLL RIGHT.
- X: NO FUNCTION.
- Y: ACCESS COMMANDS PANEL.
- A: RAISE LAND / EXECUTE POWERS.
- B: LOWER LAND / DE-POPULATE HOUSE.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Good graphics increase desire to see what effect the stronger powers offer. Will harmlessly pass away a couple of spare hours without draining too much of your energy and without overloading the brain.

CONS: Some games can last a long time even though you've always got the upper hand and know you're going to win – this can be extremely irritating. Early levels are too easy and boring.

GRAPHICS	80
SOUND	68
GAMEPLAY	75
LONGEVITY	84

PROSCORE **81** SCOREPRO

GODLEY WITHOUT CREAM.

SUPER PRO

Back Issues

YOU CAN STILL GET BACK ISSUES OF BRITAIN'S BIGGEST AND BRIGHTEST READ FOR THE SUPER NES. HERE'S YOUR CHANCE TO GRAB THOSE FACT-PACKED ISSUES YOU MIGHT HAVE MISSED!

SuperPro Back Issues

Please send me the following back issues of SuperPro:

.....

.....

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Phone number .....

Method of payment ***please indicate your choice***

☐ **CHEQUE / POSTAL ORDER**
Please make payable to Paragon Publishing Ltd

☐ **CREDIT CARD**

Expiry date___/___/___

Card number _____/_____/_____/_____

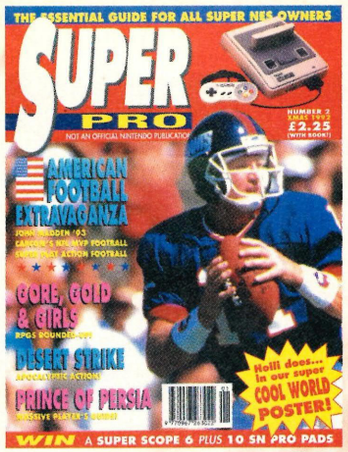
Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SuperPro Back Issues, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

***Please note prices quoted include 55p packing and postage. Sorry, but issues 4 and 6 of SuperPro are sold out.**



Issue 1 £2.50

Fabulous launch issue featuring 50 full reviews, including Another World, Bart's Nightmare, Blazing Skies, Kick Off, Sonic Blast Man, Super Star Wars, The Magical Quest, and World League Soccer. Also bundled with the magazine is an essential A-Z tips booklet covering every release up to that point.



Issue 2 £2.80

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



Issue 3 £2.50

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



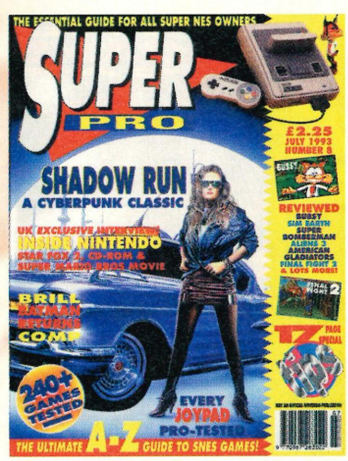
Issue 5 £3.50

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



Issue 7 £3.05

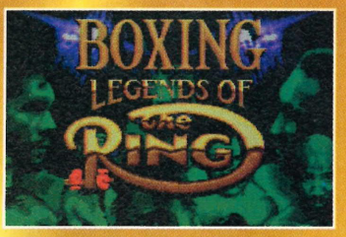
Corking issue crammed with essential reviews like Family Dog, Powermonger, Super James Pond, Taz-Mania, The Lost Vikings, Toys, Wayne's World, Tuff-E-Nuff, Uncharted Waters and Valis IV. Bundled with the issue is a 32-page guide to Super Mario World. Every level is fully mapped and every cheat is detailed!



Issue 8 £2.80

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

BOXING LEGENDS OF the RING



PUBLISHER: **ELECTRO BRAIN**
TEL: **(USA 0101) 801 531**
PRICE: **TBA**
OUT: **TBA**

PLAYERS: **1-2**
SKILL LEVELS: **5**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Three modes of play.**

All you boxing fanatics out there who managed to resist forking out for the abysmal *George Forman's KO Boxing*, start getting into shape for Electro Brain's ultimate rumbling experience! *Boxing Legends* not only displays the sharpest boxing graphics this side of Project Reality, it also puts you on the receiving end of the greatest boxers of all time! Ryan "c'mon mother*lovers*" Butt steps into the ring!

Boxing Legends opens in true hall of fame fashion, with the game's contenders given larger than life Hollywood razzmatazz treatment! If this isn't enough to make you quiver in your boots, vowing to join the nearest pacifist organisation, then you're made of tougher stuff than me!

The game is divided into three different modes of play, Exhibition, Career, and Battle of the Legends. Exhibition, as you may expect, allows you to face any one of the "Boxing Legends" over two to 12 rounds. This Clash of the Titans can be battled out against another player, or a computer controlled opponent. Battle of the Legends is similar to this mode, but it's played as a tournament.



PRO tip
ALWAYS VARY YOUR ATTACK PATTERNS, OTHERWISE YOUR OPPONENT WILL GET WISE AND CONTINUALLY BLOCK AND COUNTER ATTACK YOU!

Career mode allows you to design your own boxing contender. There are three distinct fighting styles to choose from (Street, Military and Olympic), and three individual aspects in which they differ. For example, a street fighter will have a more powerful punch, a military fighter will have a stronger chin and an Olympic fighter greater stamina! Once the style and appearance of your fighter has been selected, you're allocated 10 power points to beef-up the three strength categories mentioned above, then a further 30 to allocate to your boxer's arsenal of punches. You must then fight your way up through the ranks of the greats to ultimately become number one!

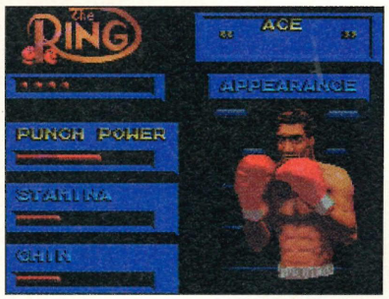
The fights themselves are frighteningly realistic with blood, sweat and bodies hitting the canvas more often than not! In one player mode, vision begins to cloud if you get hit too many times in the face, which brings an added hint of realism. All the usual head and body blows are included to give the player freedom when constructing their own attack combinations, and there are many authentic touches to bring the game alive. A snotty referee breaks up the nancy hugging and mug shots at the top of the screen gradually become more battered and bruised as time elapses!

This is undoubtedly a very detailed and gripping boxing sim – graphically, it's the bees-knees with huge sprites, fluid movements and frame upon frame of life-like animation. Like most boxing games, the music fails to convey any of the tense build-up, but the bone-crunching effects are highly atmospheric and realistic.

Although this is the best boxing game on the SNES, there's not much competition!, *Boxing Legends* would have benefited from more strategic qualities, such as training sessions and additional modes. It's fun and highly atmospheric, but there's not enough here to keep strategic, as opposed to all-out frenzied fighters going for very long! SP

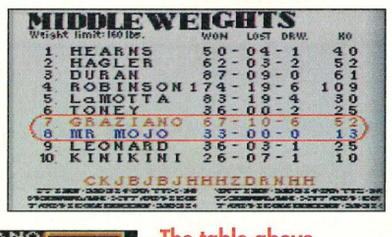


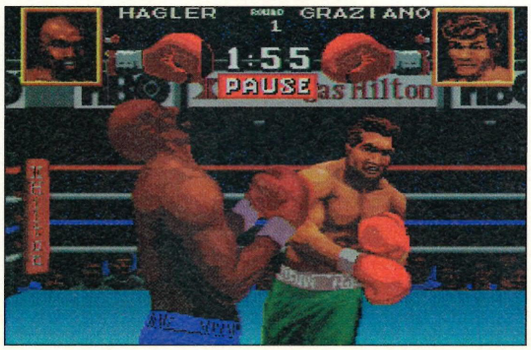
Both fighters stare deep into each others eyes, relishing the tension before that first blow (above)!



Below we see the partially clad pin-up girl prancing around the ring!







The table above shows which fighter you're most likely to step into the ring with next. To the left we see the great Graziano delivering a powerful hook to Hagler's jaw. However, judging by the mug shots above, Graziano looks like he's come off worse!

CONTROLS

- ▲ WITH BUTTONS TO PUNCH.
- ▼ WITH BUTTONS TO PUNCH.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X NO FUNCTION.
- Y LEFT HOOK/ UPPER-CUT/ BODY BLOW
- A RIGHT HOOK/ UPPER-CUT/ BODY BLOW
- B DUCK AND DIVE.
- L GRAPPLE.
- R GRAPPLE.

PROS: Highly detailed graphics with huge main sprites, tactical gameplay, plenty of moves, realistic sound effects and highly challenging.
CONS: Perhaps too limited, ultimately, for many players.

GRAPHICS	85
SOUND	79
GAMEPLAY	78
LONGEVITY	84

PROSCORE
81
SCOREPRO

EVEN MORE OTT THAN ROCKY!

RANMA 1/2

In the old days, anyone caught fighting at school, would be sent to the headmaster for a good old-fashioned thrashing. However, times have changed and in the "caring" nineties, some teachers have abandoned social discipline altogether. In fact, they often hold competitions to find out who the hardest kid is! The prize? A paltry credit for the exam of your choice. Somehow, we don't think this justifies getting a severe beating. So, what did we do about it? We sent Sam " Pay attention" Hickman down to Ranma's school to watch – sorry, investigate.

Not being the violent type, I can't help being a bit shocked when a game like *Ranma 1/2* appears on my desk. Ranma is a young hermaphrodite who will do anything to get out of school work. Fortunately, the school is run by a corrupt principal: if Ranma can defeat eight of the hardest kids in the school, he/she will be allowed to skip exams. Not an ordeal to be scoffed at – the opponents are equipped with weapons that range from metal spades to huge plasma balls...



PRO tip

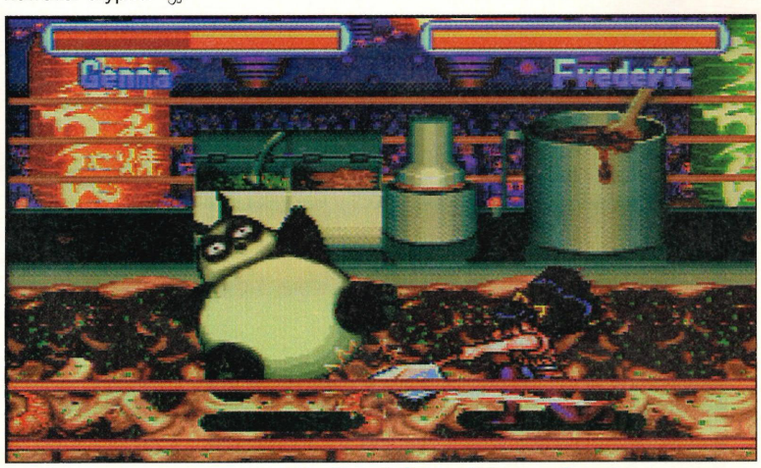
WHEN FIGHTING WITH RANMA, MOST OPPONENTS CAN BE DEFEATED BY USING A LOW KICK FOLLOWED BY A HAND SLAP FROM THE OTHER SIDE.

As you've guessed, *Ranma* is a Japanese game and Ocean are playing on its unique whimsy rather than trying to Westernize it. Ranma is a star of the Manga scene and all the comic's bizarre humour has been retained, if not always explained!

In either one or two player mode, you can choose your fighter from ten of the weirdest characters ever to appear on a SNES. There's a brilliant giant panda, a regrettable Paul Daniels-type trickster and Ranma his/herself can appear in both male and female form. You also have two boss characters which appear after all ten competitors have been defeated. Another way to see these guys is in Team Mode. In this, each player selects five fighters (including one boss character each) and a mini-tournament is played through. This could have been brilliant if two players could play on the same side in a tag team option, but as it stands, it's basically the same as standard two-player mode.

Although this obviously isn't going to challenge *SFII Turbo*, it's still a bit more than just a good joke. Each character has up to three special moves and unlike other beat-'em-ups, they arevery easy to carry out. The moves aren't that spectacular, but with such a wild bunch of characters playing about with them is certainly good fun – for a while.

Sadly, after the novelty value has worn off the game's lack of depth is all too apparent. Even on difficult level, it won't take more than a couple of days to finish. There simply aren't enough moves or opponents, and it just isn't fast enough. However, it is fun and weird and different, so congratulations to Ocean for keeping all that, while hard core anime fans who missed the import version will have to get this one. In fact, many who got the original might be tempted just for the English text – however cryptic!



Pandas were never renowned for their fighting skills, so when they're up against girls armed with spades, it's not surprising that they don't do too well. The best move this overgrown teddy has is squashing his opponents!



This (above) is about as spectacular as the special moves get. It's also the most effective way of defeating opponents!





A guitar playing principal wearing fake Ray Bans and a poncho? No wonder the kids are so strange (below)!





PUBLISHER: **OCEAN**
TEL: **061 8326633**
PRICE: **TBA**
OUT: **November**

PLAYERS: **1-2**
SKILL LEVELS: **3**
CART SIZE: **12Mbit**
SAVE GAME: **No**
FEATURES: **Simultaneous two-player.**

CONTROLS

- ▲ USED FOR SPECIAL MOVES
- ▼ CROUCH
- ◀ LEFT
- ▶ RIGHT
- X JUMP.
- Y NORMAL ATTACK.
- A NO FUNCTION.
- B POWER ATTACK.
- L BLOCK.
- R BLOCK.

PROS: All the characters are true to their animie counterparts, which will please fans. Strange humour may leave you puzzled, but as a novelty beat-'em-up, it works well and should raise a few laughs.

CONS: After the novelty has worn off, you're left with a very mediocre beat-'em-up, with shallow gameplay and not much challenge for a 12Mbit cart.

GRAPHICS	80
SOUND	75
GAMEPLAY	65
LONGEVITY	60

PROSCORE
68
SCOREPRO

A CULT HERO (INE) & PROUD OF IT.

ZAP X SSORY RANGE

OPEN 7 DAYS

ZAP COMPUTER GAMES
TECHNO HOUSE, LOW LANE, HORSFORTH,
LEEDS LS18 4DF
0532 590077
FAX No: 0532 586523
SEE OUR FULL PAGE SOFTWARE AD ELSEWHERE IN THIS ISSUE
ZAP HOURS: 9am-7pm Mon-Fri • 9am-5pm Sat & Sun

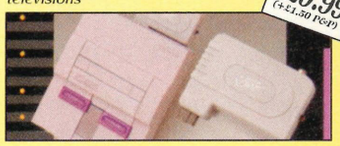
NEW GENERATION CONVERTER
Plays all games including Street Fighter Turbo & Mario All Stars
£19.99 (+£1.50 P&P)



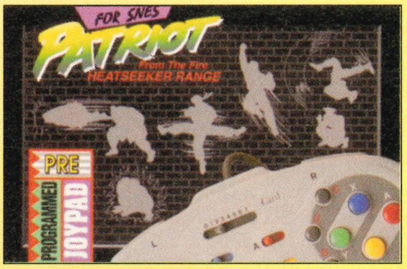
MULTITAP
Compatible with UK, US & Jap machines
£29.99 (+£1.50 P&P)



PAL 1 – BOOSTER
Play scart machines on non scart televisions
£29.99 (+£1.50 P&P)



Attention *Street Turbo owners.* *The Patriot Pad. £24.99 +£1.50 P&P*



WARNING! THIS PAD WILL SERIOUSLY DAMAGE YOUR OPPONENTS HEALTH!!

- *You've got the Game, now get the Pad.*
- *Are you fumbling with your **Fire Balls?***
- *Delaying your **Dragon Punch?***
- *or Simply making a hash of your Hurricane Kick?*

Then the Patriot is the pad for you!

Create all your favourite moves on the incredible Streetfighter Turbo game with the press of just one button.

- *Compatible with all the Turbo Characters*
- *Simply flick the switch to the warrior you desire.*
- *Four different special moves for each character.*
- *or simply use as a normal pad.*

TOP FIGHTER JOYSTICK
£59.99 (+£5.00 P&P)



XE-6 JOYSTICK
£29.99 (+£5.00 P&P)



IMMORTILISER
Like the Patriot but for Mortal Kombat
£24.99 (+£1.50 P&P)



ALSO AVAILABLE

SCART LEAD .....£15.00 +£1.50 P&P
JOYCARD .....£15.00 +£1.50 P&P
US PAD .....£17.50 +£1.50 P&P
CAPCOM FIGHTING STICK.....£75.00 +£5.00 P&P
SNES MOUSE.....£ CALL
SMART CARD JOYSTICK (INCREDIBLE).....£65.00 +£5.00 P&P
MEGADRIVE 6 BUTTON PAD .....£17.50 +£1.50 P&P
TRISTAR (NES TO SNES CONVERTER)...£45.00 +£1.50 P&P
X-TERMINATOR (CODE BUSTER ACTION REPLAY COMPATIBLE) .....£39.99 +£1.50 P&P

SKYTEK SOFTWARE

10 ELIZABETH PLACE, ST. HELIER, JERSEY TEL: 0534 601032
TEL/FAX: 0534 280980 OR TEL: 0850 342488. (All enquires welcome.)
ORDER HOTLINE OPEN 8AM-9PM 7 DAYS A WEEK.
P&P ADD £1 PER TITLE, £6.50 FOR CONSOLES.
ALL GOODS SENT RECORDED DELIVERY. *TRADE ORDERS WELCOME.*
JERSEY IS EXCLUSIVE OF VAT BUT YOU MAY BE ASKED TO PAY VAT BY U.K.CUSTOMS.

SNES TITLES

ACTION REPLAY.....UK. 37.99	F1 EXHAUST HEAT.....JAP. 33.99	ROCK N ROLL RACING.....CALL
ALIEN 3.....UK. 39.99	F1 CIRCUS.....JAP. 33.99	ROCKY RODENT.....CALL
AM.GLADIATORS.....USA. 42.99	FACEBALL 2000.....USA. 35.99	ROYAL RUMBLE.....UK. 48.99
AXELAY.....USA. 37.99	FATAL FURY.....USA. 44.99	SPANKYS QUEST.....USA. 35.99
THE BAJA.....CALL	GUNFORCE.....USA. 35.99	SPIDERMAN & X-MEN..USA. 35.99
BARTS NIGHTMARE.....USA.35.99	HIT THE ICE.....USA. 37.99	STARFOX.....USA. 46.99
BATMAN RETURNS.....UK.39.99	JAMES BOND JNR.....USA. 31.99	STREET COMBAT.....USA. 37.99
BATTLE GRAND PRIX.....USA. 41.99	JAMES POND II.....UK. 37.99	STRIKER.....UK. 37.99
BATTLETOADS.....USA. 41.99	JOHN MADDEN 93.....USA 37.99	SF.II TURBO.....USA. 58.99
B.O.B.....UK.37.99	JURASSIC PARK.....CALL	SUPER AIRDIVER.....CALL
BOMBERMAN 94.....CALL	KRUSTYS FUN HOUSE....USA. 35.99	SUPER BATTLETANK.....USA. 35.99
BUBSY BOBCAT.....USA. 46.99	MARIO ALL STARS.....USA 47.99	SUPER NES (SCART)....USA. 105.00
CLUE.....USA. 37.99	MECH WARRIOR.....USA. 42.99	INC. 2 PADS & GAME USA. 130.00
CONTRA III.....USA. 37.99	MORTAL KOMBAT.....USA. 47.99	SUPER STAR WARS.....USA. 46.99
COOL SPOT.....CALL	NBA ALL S.CHALLENGE....USA. 35.99	SUPER STRIKE EAGLE....USA. 41.99
COOL WORLD.....31.99	NHLPA HOCKEY 93.....USA. 37.99	TECHMO SUPER NBA. .USA. 42.99
DEATH VALLEY RALLY...USA. 35.99	POP N TWINBEE.....CALL	TINY TOONS.....USA. 44.99
DINOSAURS (IREM).....JAP 35.99	PRINCE OF PERSIA.....USA.37.99	TOM & JERRY.....USA. 37.99
DUNGEON MASTER.....USA. CALL	PSYCHO DREAM.....JAP. 37.99	WINGS 2.....USA. 35.99
EXHAUST HEAT II.....US. CALL	RAMPART.....USA. 35.99	WING COMANDER.....USA. 39.99
	RIVAL TURF.....USA. 37.99	X-ZONE.....USA. 38.99
	ROAD RIOT.....USA. 31.99	YOSHI'S COOKIE.....USA. 42.99

GAME GEAR

AXE BATTLER.....21.00	FANTASY ZONE.....21.00	MORTAL KOMBAT.....28.00
BART VS SPACE MUTANTS.....21.00	GEORGE FOREMANS K.O....21.00	PREDATOR II.....21.00
CASTLE OF ILLUSION.....21.00	JURASSIC PARK.....26.00	PRINCE OF PERSIA.....21.00
CHUCK ROCK.....21.00	LEMMINGS.....21.00	SUPER SMASH T.V.....21.00
	MARBLE MADNESS.....21.00	TAZMANIA.....21.00
	MICKEY MOUSE.....21.00	WIMBLEDON TENNIS.....21.00

16 BIT CONVERTOR.....7.99
DATEL UNI ADAPTOR (STARFOX).....14.99
MEGA CD PLAYER & 7 GAMES.....220.00
CDX CONVERTOR.....32.00

WE BUY AND SELL USED GAMES AND CONSOLES. PHONE FOR DETAILS OF OUR MEGA CD GAMES. JOYSTICKS & PADS

Orion Computer Supplies Ltd.

Office Hours: Mon - Fri 9am - 5.30 pm
Sat - Sun 9am - 4.30 pm. After office hours: 5.30pm -10pm (ring 0850 799702)

TEL: 0472 362236 or 0850 799702 Fax: 0472 362166 (24 hours)

AMAZING,RIDICULOUS,STUPENDOUS,SILLY,CRAZY CHEAP PRICES

No.1 .. FOR THE LATEST US & JAP SNES IMPORTS.FOR CUSTOMER CARE - IF YOUR'E HAPPY - WE ARE!! WE ALSO BUY AND SELL 2ND HAND GAMES. PLEASE CALL FOR DETAILS.

USA SNES.JAP SNES.USA SNES.JAP SNES.

CONSOLES
USA SNES (SCART)
1 PAD, ALLLEADS,TAKES USA/JAP CARTRIDGES.
ONLY £108.50
SUPER FAMICOM (SCART)
1 PAD, ALL LEADS, ENGLISH INSTRUCTONS, UK PSU.
ONLY £150.00
N.B. Scart machines are 17.5% faster than U.K. PAL.SNES and also give a full screen of vision! NO BORDERS!!

UNIVERSAL ADAPTOR
.PLAYS US/JAP GAMES ON YOUR UK. SNES.
.BEST QUALITY ADAPTOR ON THE MARKET
.PLAYS ALL DSP & SFX GAMES (MARIO KART,STARFOX)
.ALLOWS YOU TO PLAY ANY GAME ON ANY MACHINE. ONLY £11.00

USA(SNES) -price list

ALIEN 3	£36.99
BATTLETOADS	
IN BATTLEMANIACS	£44.99
BLUES BROTHERS	£45.99
20/20 BASEBALL	£46.99
CYBERNATOR	£43.99
COOL SPOT	£43.99
CACOMA KNIGHT	
IN BIZYLAND	£38.99
DOUBLE DRAGON	£41.95
DESERT STRIKE	£39.99
DUNGEON MASTER	£48.99
DIG N SPIKE VOLLEYBALL	CALL
E.V.O	£48.99
FINAL FIGHT 2	£44.99
FAMILY FEUD	£48.99
FATAL FURY	£44.99
GOOF TROOP	£48.99
HOME ALONE 2	£28.99
JURASSIC PARK	£49.99
LOST VIKINGS	£42.99
MARIO ALL STAR	£52.99
MECAROBOT GULF	£44.95
MORTAL KOMBAT	£53.95
N.MANSELL W/C RACING	£49.99
NFL FOOTBALL	£45.99
NCAA BASKETBALL	£41.99
OPERATION LOGIC BOMB	£48.95
PTO	£53.95
SUPER WIDGET	£45.99
SUPER SLAPSHOT	£43.99
ST.FIGHTER 2 TURBO ED	£58.99
SUPER OFF ROAD/BAJA	£44.99
SUPER HIGH IMPACT	£42.99
TECMO NBA BASKETBALL	£48.99
TUFF ENUFF	£48.99
UTOPIA	CALL
WHERE WORLD C.S DIEGO	£48.99
WOLF CHILD	£45.99
YOSHIE'S COOKIE	£43.99
ZOMBIE ATE MY NEIGHBOURS	CALL

NEW GAMES ARRIVING DAILY!!!

JAP(FAMICOM) - price list

COMBATRIBES	£34.99
DRACULA	£38.99
DEAD DANCE	£57.99
POP N TWINBEE	£49.99
S.FORMATION SOCCER 2	£55.99
SUPER BOMBERMAN	£53.99
TETRIS 2	£55.99
RUSHING BEAT RUN	£45.99
PARODIUS	£38.99

Super Multi-tap 5 player adaptor (for games like Super Bomberman, Super Formation Soccer 2 etc.) ONLY£25.99

NEW GAMES ARRVING DAILY!!!

WE ARE CHEAP - CALL TODAY FOR FRIENDLY SERVICE AND ADVICE!

CAPCOM JOYSTICK ONLY £59.00

SCART LEAD ONLY £9.50

SUPER ADVANTAGE ONLY £39.00

PAL BOOSTER ONLY £25.99

PRICE MATCHING GIVE US A TRY! WE CAN USUALLY BEAT OTHER SUPPLIERS PRICES.

IF YOU CAN'T FIND SOMETHING THEN PLEASE GIVE US A CALL!

SEND TO:ORION COMPUTER SUPPLIES LTD, FREE POST DC1332 (NO STAMP REQ.), GRIMSBY, SOUTH HUMBERSIDE,DN31 1BR
PLEASE RUSH ME THE FOLLOWING:

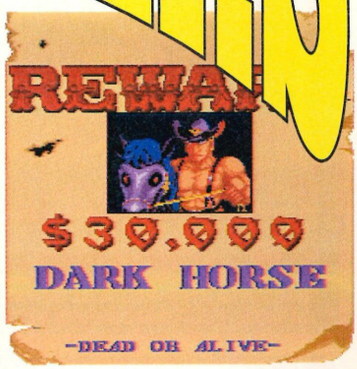
ITEM	PRICE	P&P	TOTAL
		GRANDTOTAL	

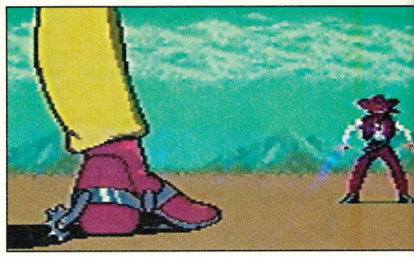
YOUR NAME.....
YOUR ADDRESS.....
.....
YOUR TEL. NO. .....
CREDIT CARD NO.....EXP. DATE.....
ISSUE NO.(SWITCH).....SIGNATURE.....
CHEQUE ☐ PO ☐ CREDIT CARD ☐ CARD TYPE.....

Please make cheques payable to: Orion Computer Supplies Ltd. P&P add £1.50/game.£7.50/machine or £10/24 hr courier service.Overseas customers welcome -Please call for details. We reserve the right to change prices without prior notice.E&OE

SUNSETRIDERS

Anyone who hung around the arcades a couple of years ago will have no doubt stumbled across Konami's sizzling Wild West shoot-'em-up, *Sunset Riders*. This highly addictive game featured stunning graphics, subtle humour and non-stop madcap action! Needless to say it captivated our own resident gun-slinger, Ryan "Tequila Slammer" Butt, for many a college hour. Now the SNES version is here, he saddles up again to see if it too is worth missing lectures for!





Below, the simple, yet mindlessly enjoyable bonus stage. Below that, the cattle stampede. Great graphics as the whole screen trembles!





Sunset Riders is one of those games that I'd always hoped would make it onto the SNES, mainly for the sheer pleasure of playing it without having to tumble countless ten p's into the slot! Unlike the Mega Drive version, *Sunset Riders* is virtually coin-op perfect on the SNES, with every level stunningly recreated, if scaled down somewhat! The dusty badlands of the Wild West have become over-populated with law breakers, so the Sheriff has strung together a posse of four hardened bounty hunters to flush them out! You and a friend can choose two of the trigger-happy gunslingers to capture the ring leaders of various gangs. Huge amounts of bounty money are up for grabs and there's no sharing – whoever causes the most damage to a ringleader gets all the reward money!



PRO tip

SLIDING IS THE ONLY WAY TO DODGE ALL THOSE BULLETS FROM THE BOSSES!

There are eight bosses in all, each with their own level, and one of the best things about the game is its variety of play. As you can see on the right, the game is jam-packed with different game-styles, each with masses of neat, imaginative touches. On the side-scrolling levels where you're on foot you can collect power-ups by entering open doors – you disappear for a second, then emerge either swigging tequila or joined at the hip with a very friendly young lady!

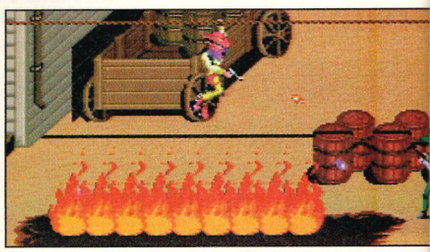
The game is also crammed with power-ups, antique Colt .45 Peace-makers soon spitting out more bullets than an M-16! Yet, even on the excellent horse-riding levels, where you're galloping beside a locomotive, leaping over obstacles and blasting henchmen, there's not a flicker of slow-down. This is simply another amazing Konami coin-op conversion. Graphically, you might just as well be playing the arcade machine as the differences are few and far between. However, with my hawk-like vision I did manage to pick up on a few! The most obvious being that some levels, such as Injun territory, have been scaled down – probably due to memory restrictions. This makes the game quite a bit shorter and easier. Also cut back is the amount of background animation and interaction with on-screen objects. In the coin-op you could walk into rakes and shoot sticks of dynamite!

Your character sprites, though, are very true to their coin-op counterpart, and the animation is smooth with some nice touches thrown in. When a level is complete your heroes twirl their pistols, or let out a rebel yell! I also liked the slick intro, perfectly setting the rootin', tootin' atmosphere for the game with a catchy tune. It's a shame the in-game tunes and effects don't maintain the same high standard with instantly forgettable tunes, a few nice but limited spot effects and to cap it all, some hideous western dialogue – "arrre yoooouu allllrreeet maaammm?!"

There's no denying that *Sunset Riders* is a highly addictive and compelling game, and Konami have done wonders in converting their arcade masterpiece. However, the challenge doesn't hold up for long and you'll find yourself getting to the end in very little time at all. But on the other hand I completed the coin-op 20 times before I started to get bored and the SNES version has three difficulty settings to tangle with. So I don't see Clint fans throwing down their guns all that quickly!

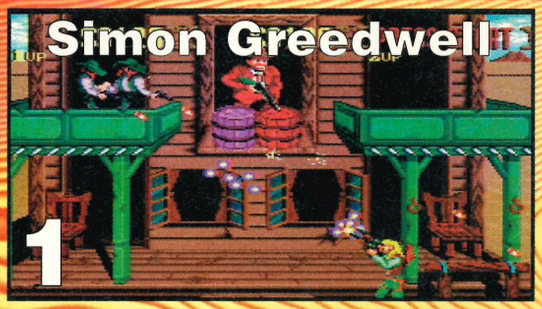






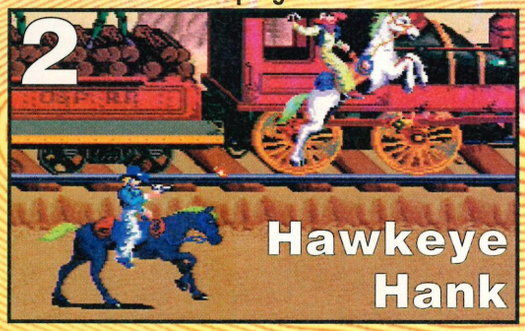


This troop of trigger-happy gunslingers consists of two Colt .45 wielding cowboys named Steve and Billy (the kid), and two shotgun heavies named Bob and Cormano! The Colt is both fast and accurate, while the shotgun is slightly slower, but the pellets pan out, killing anything even remotely in their path!



Set in a typical Wild West town, there are all sorts of hazards to avoid, such as stampeding cattle, burning hay and numerous gun-toting bad guys. Ex-banker Simon Greedwell appears at the balcony of his secluded hideaway for the last stand!

Saddle-up because Poco Loco, the notorious train robber is about to hijack the Cannonball Express! You must chase alongside and pick off his evil gang members before intercepting him at the station!





Oh heck! Another town is being taken over by villains. This is similar to the first level, except that there are more henchmen to take out. Dark Horse will be waiting at the end, so try and power-up beforehand!

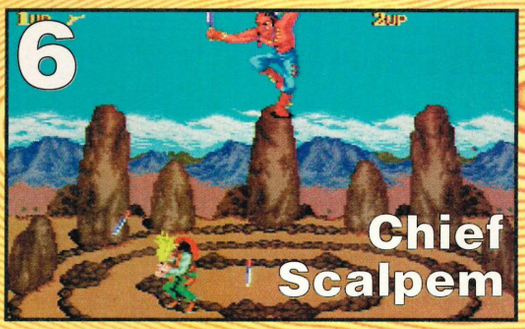
This pair of psychotic siblings are raising hell in the casino. The best way of defeating them is to stand on top of the chandelier and shoot the one on the left. The second one isn't quite as dangerous!





Shucks, another train robber. This is the first member of Richard Rose's evil gang. You must fight each one in turn before confronting Mr Big himself!

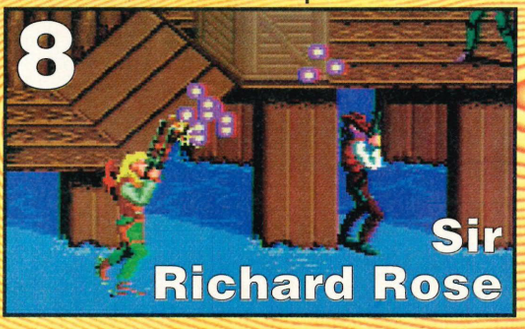
Deep within a mountainous rock face lurks this mystical Indian. You must first brave the narrow paths and hazardous rock-slides before joining him in his sacred circle!

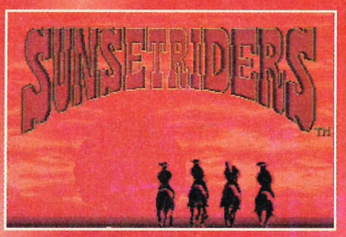




It's time to saddle up once again as you ride through a perilous forest avoiding wagons and mounted villains. You'll then dismount and continue the final trek to the boss on foot. Watch out, 'cause this guy's tough!

With guns blazing, it's time to go in and apprehend Sir Richard himself. This final confrontation is the toughest yet, but don't hang up yours guns too soon, as he has one last ace tucked up his sleeve!





PUBLISHER: **KONAMI**
TEL: **081 4292446**
PRICE: **£49.99**
OUT: **12 October**

PLAYERS: **1-2**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Simultaneous two-player, variable meters and lives meters.**

CONTROLS

- ▲ WITH JUMP TO JUMP HIGHER.
- ▼ DUCK.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X NO FUNCTION.
- Y FIRE.
- A SLIDE.
- B JUMP.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: A faithful conversion, boasting great graphics, highly addictive gameplay, responsive controls. Not a game you could put down in a hurry!
CONS: Perhaps too easy for prolonged enjoyment. The sound is a little uninspired in places.

GRAPHICS	87
SOUND	78
GAMEPLAY	85
LONGEVITY	80

PROSCORE
81
SCOREPRO

MORE BOOZE AND GIRLS THAN A JIM MORRISON BIO!

MEGA-LO-

Sensible Software have a reputation that most other developers can only dream about. *Wizball* is one of the best shoot-'em-ups ever, *MicroProse Soccer* and *Sensible Soccer* two of the best footie games ever. But between those last two games they produced an arcade-strategy game called *Mega-lo-Mania*. Of course it was a star game, but does it still shine two years on? And just what is the game about anyway? Dave "prosey" Westley finds out.

Imagineer have quite a production line for turning novel, British computer games into SNES carts and *Mega-lo-Mania* is perhaps their most ambitious effort yet. Rather than simply porting the code over, they've actually revamped and prettified the control method. The result is a brilliantly whizzy bit of user friendly design – the game landed on my desk with no manual and yet within ten minutes of play I'd already delved deep into game with no fiddly 'what do I do next?' problems.

The basic story-line is that there are four gods locked in battle over the Earth. They all have their own unique characteristics, so it's worth studying them before choosing which divinity you want to be. Initially, you'll face your fellow gods only one-on-one, but eventually there'll be full four-way contests with the possibility of forming alliances!



PRO tip

IF YOU'RE HAVING PARTICULAR PROBLEMS WITH A GOD, RESTART AND CHOOSE HIM AS YOUR CHARACTER!

Inevitably, this theological contest doesn't get settled in a few months – it runs for many millennia. The game is thus split into several different eras, beginning in the Stone Age and going all the way to the far future for the Mother of all Battles! It's a big challenge, with each era containing three war zones. They can be attempted in any order, but all must be completed before you progress.

The first war zone is a single island made up of two squares, later zones are much bigger and can contain several islands. The basic gameplay remains the same though, you've got to tell your men what to do: defend, attack, mine, produce and invent – summer hols aren't an option! Defend and attack are fairly obvious, but invention is the heart of the game. Your first weapons are simple, quickly invented and needing little resources. Later on inventions require three or four minerals, all in different ratios. Mines have to be organised so they're producing the right quantities, production lines given the right number of men to keep ticking over. Moreover, some inventions can't even be invented unless you've found the right minerals. It all sounds rather serious, but the icons are cute and imaginative.

As a whole the game varies in style considerably. Initially it's quite simple and war-fighting is most important. Later on, the production process becomes critical, which isn't as boring as it sounds when you're desperately researching a jet fighter to blitz the enemy with! Then, towards the end, nuclear missiles appear and arcade speed is all important.

In short, you're getting a fairly in-depth war game with some arcade-style panache. However, it's not without its drawbacks. Take the main screen with all those pretty graphics. It looks great, but interaction is limited to placing troops. The real heart of the game is in the small little control menus which keep sliding in. Maybe the game would've been better if they'd assumed centre stage with action scenes popping up as occasional illustrations. Also, as with *Populous* the game starts off very slowly and mundanely – you have to persevere to get to the interesting stuff.

So if you've got an interest in a game with a bit more depth, *Mega-lo-Mania* provides plenty, sugar-coated with arcade-speed and lots of pretty graphics. But having said that, arcade-heads are still going to find it a bit hard-going, while strategy fiends could well get irked by the oddball style. Personally, I could appreciate the game's developing depth without, sadly, getting much enjoyment. Too much of the game is repetitive but vital manufacturing processes, too little of it is imaginative problem-solving. With Namco's 12MBit monster of a game, *Metal Marines*, looming on the horizon, all those whizzy new icons can't stop *Mega-lo-Mania* feeling rather dated.



Entering the game is a two stage process. First, you must choose which one of the three war zones on offer you want to tackle. These usually vary with how large they are, and how many other armies there are staking a claim on it. Secondly, you must choose how many men you want to send. This is a difficult decision because your 100 men must last for all three zones. Thus the number of men sent must match the difficulty level of an island almost exactly – certainly it would be silly to send 90 men out on the easiest mission, leaving just 10 to do all of the hard work.

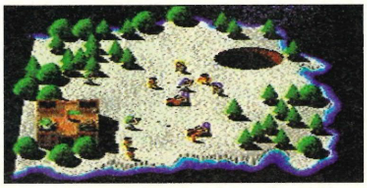






Nasty greens attacking lovely reds (above). Fortunately, the latter had built up their defences beautifully, had archers in every turret and managed to defend themselves. In a counter offensive red then marched into green territory, and wiped them out completely. Tee hee!





It's highly advantageous when two rival armies clash (left) because both will be significantly weakened for a while afterwards. If you have any bold plans against either of them, implement them immediately after an event such as this.

MEGA lo MANIA

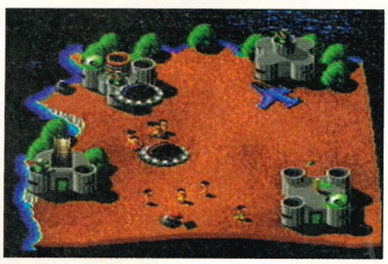


In later levels of *Mega-lo-Mania* you get to invent all sorts of hi-tech pieces of equipment. Not only these whizzy looking planes (right) but flying saucers that hover effortlessly over your opponents, shooting madly.











The bar at the side of the central screenshot is the engine terminal of this game, where you enter your godly commands to be carried out by the humans. Click on one of the options and a sub-directory will appear with a further range of commands for you to enter. These include attack, defend, invent, build and mine and have been printed around the main inventory. So, for example, if you wanted to mine you'd click on Mine (4) and that sub-directory will appear in place of the main one. You'd then enter which particular mine you wanted to develop, followed by how many men you wanted working on it. Easy Peasy!















PUBLISHER: **IMAGINEER**
DISTRIBUTER: **PLAY TIME**
TEL: **0274 532424**
PRICE: **TBA**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **N/A**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Lots of digitised speech.**

CONTROLS

- MOVE CURSOR UP.
- MOVE CURSOR DOWN.
- MOVE CURSOR LEFT.
- MOVE CURSOR RIGHT.
- X: NO FUNCTION.
- Y: MOVE CURSOR.
- A: AFFIRM/ADD ONE.
- B: TAKE ONE AWAY.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Arcade-style presentation for an illustrated tour of military history. Excellent control system makes it easy to understand, while sound FX are good and graphics fun.
CONS: Starts off slow and samey and remains that way. Even Sensible can't turn running factory production lines and mines into a thrilling console game!

GRAPHICS	83
SOUND	78
GAMEPLAY	65
LONGEVITY	68

PROSCORE **69** SCOREPRO

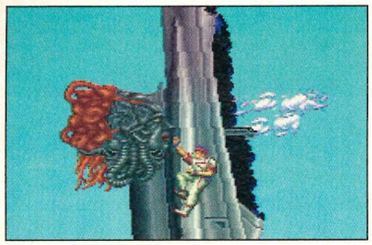
FOR THE POWER MAD ONLY!



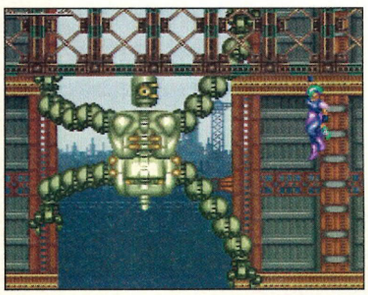
One of the best things about *Run Sabre* are the numerous and very impressive mega-guardians. On the left, the female character uses her special weapon against a bio-mechanical dragon. On the right, a Giger-inspired monster scores a direct hit! Below, the game's final guardian (below) sends a swarm of creatures to kill you!







Above the SNES's Mode 7 is put to excellent effect as an F16 takes to the skies, whizzes around and around, before returning to terra firma with a rather nifty explosion.





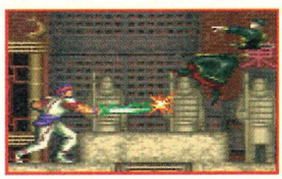
Stickier than sticky back plastic and more dangerous than Super Glue, Atlus's new super heroes throw themselves around with reckless abandon. Yet however far they fall, they always find something to splat onto, athletic superstars to make even Schwarzenegger gasp! Dave "chronic" Westley struggles to keep up.

RUN SABER

A highly charged, hugely atmospheric intro starts the game in true coin-op style. It's alien invasion time again folks, this bunch possibly the ugliest yet, and it's your job to sort them out! If you want you can have a friend join in for simultaneous play, but either way the challenge isn't overwhelming. After all, your characters aren't short of abilities – they can cling on to anything and every-thing, from tumbling F-16s to towering sky-scrapers. And to complete the *Strider* look, they also have flashing laser swords which can be powered-up by collect-ing lots of little blue marbles!

Unlike *Strider*, both characters have special weapons – pretty blue diamonds filling the screen for the woman and a huge snakey dragon for the man. They're fun effects, best saved for the guardians, and in truth gameplay is a little simplistic. Running, jumping, sticking and slashing doesn't require too many brains, but it's fast and frenetic fun. There are more than enough aliens to combat, more than enough impressive guardians to keep your jaw firmly dropped. Backdrops are very impressive, detailed and imaginative, although sometimes a bit pallid, washed out against the often incredibly colourful foreground sprites.

So a top game then? Well no, not really. *Run Saber* suffers from two serious problems. One, it's too easy and two, it's too short. On the easiest setting you'll finish the game the first time you play, on the hardest probably about the third. The main reason for this is that as soon as you get into any trouble, all you have to do is unleash one of your special weapons. And you don't have to worry about how many of these you use because they're in such abundance. Even if the game were harder, it would still be too short with a mere five levels – and that's including the secret level which appears when you've completed the others! If this had been a budget game, it might have been acceptable. But for a full price game it's obviously a lot more dubious.



PRO tip

DON'T WORRY ABOUT USING YOUR SPECIAL WEAPONS – POWER-UPS ARE FOUND EVERYWHERE.



PUBLISHER: **ATLUS**
DISTRIBUTER: **PLAYTIME**
TEL: **0274 532424**
PRICE: **TBA**
OUT: **December**

PLAYERS: **1-2**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Two player simultaneous non-stop action.**

CONTROLS

- ▲ CARTWHEEL.
- ▼ CROUCH.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X SPECIAL WEAPON.
- Y SLASH.
- A NO FUNCTION.
- B SLASH.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Non-stop action, good sound FX and really quite good graphics...
CONS: While they last. This game is far too short and far too easy. It'll be over within the hour on the easiest setting, and not much longer on the hardest.

GRAPHICS	71
SOUND	70
GAMEPLAY	69
LONGEVITY	17

PROSCORE
60
SCOREPRO

FLASHY FUN BUT TOO SHORT!

IT'S HERE

ONE OF THE LARGEST IMPORTERS IN THE UK GOES RETAIL

JUST LOOK AT THESE SAVINGS

ROCK & ROLL RACING	£47.95	STREETFIGHTER 2 TURBO	£60.00
MARIO ALL STARS	£53.75	MORTAL KOMBAT	£53.75
ZOMBIES ATE MY NEIGHBOURS	£47.95	SEVENTH SAGA	£53.75
JURASSIC PARK	£47.95	SUPER BOMBERMAN	£44.95
SUPER EMPIRE STRIKES BACK	CALL	ALADDIN	CALL

HUNDREDS MORE TITLES IN STOCK ALL WITH HUGE DISCOUNTS

0244 370396

Gamesmagic.

ENTERPRISE HOUSE,7 CANBERRA WAY, CHESTER, CH1 5TG.TRADE ENQUIRIES WELCOME

X-TRA Console Games

OPEN 9AM - 8PM

EXCHANGE WELCOME

PLEASE ADD £1.50 P+P ON ALL GAMES

WE ALSO SELL MEGADRIVE, MEGA CD, AMIGA CD32, NEO GEO AND HAND HELDS

AERO THE ACROBAT	CALL
ALIEN 3	£43.00
ASTERIX	£40.00
BACK TO THE FUTURE 2	£49.00
BATMAN RETURNS	£45.00
BATTLETOADS	£46.00
B.O.B.	£47.00
CLAYFIGHTER	CALL
CLAYMATES	CALL
CYBERNATOR	£44.00
DESERT FIGHTER	CALL
DRACULA	£40.00
DUNGEON MASTER	£57.00
EQINOX	CALL
FINAL FIGHT	£32.00
HUMAN GRAND PRIX	£49.00
JUNGLE STRIKE	CALL
JURASSIC PARK	£45.00
GP1	CALL
KING ARTHURS WORLD	£47.00
LEMMINGS	£40.00
LOST VIKINGS	£45.00
LAST SAMURAI	£46.00
MARIO ALL STARS	£48.00
MARIO & WARIO	£65.00
MARIO IS MISSING	£46.00
MARIO KART	£39.00
MORTAL KOMBAT	£54.00
NHLPA HOCKEY 94	CALL
ROCK N ROLL RACING	£47.00
SHADOWRUN	£50.00
STARFOX	£47.00
STARWARS	£47.00
S.FIGHTER 2 TURBO	£58.00
STRIKER	£40.00
SUPER AIR DIVER	£48.00
S.BOMBERMAN + MT	£52.00
SUPER FX TRACK	CALL
SUPER R-TYPE	£28.00
SUPER TENNIS	£35.00
SUPER VALIS 4	£45.00
TAZ-MANIA	£45.00
TUFF ENUFF	CALL
WORLD HEROES	£72.00
WWF II	£49.00
ZELDA 3	£35.00
ZOMBIES ATE MY NEIGH.	£48.00
ZOOL	CALL
MANGA VIDEOS	£10.99

US SUPER NINTENDO ...£125.00
UK MARIO ALL STARS ...£127.00

ACTION REPLAY CART £39.99
CONVERTOR PLAYS S/FX ALSO PLAYS SFII TURBO £14.00

SORRY! BUT PRICE MAY CHANGE DUE TO FLUCTUATION OF THE POUND

IF YOU DON'T SEE WHAT YOU WANT ....PHONE FOR A PRICE!

ASK FOR A DEAL ON A CONVERTOR WHEN YOU BUY ANY GAME!

PLEASE MAKE ALL CHEQUES/ POSTAL ORDERS PAYABLE TO: X-TRA

WIN A FREE GAME FOR XMAS!

0702 333-449

82a London Road, Southend, Essex SS1 1PG

MicroMania GAME ZONE

STOCK TITLES

AXELAY	£38.95
ALIEN 3	£44.95
BARTS NIGHTMARE	£29.95
BATMAN RETURNS	£42.95
B.O.B	£39.95
BUBSY	£53.95
CASTLEVANIA	£39.95
CHUCK ROCK	£38.95
CONTRA 3	£34.95
COOL WORLD	£29.95
CYBERNATOR	£42.95
DESERT STRIKE	£39.95
DRAGONS LAIR	£38.95
DUNGEON MASTER	£57.95
EXHAUST HEAT	£37.95
FATAL FURY	£44.95
FINAL FIGHT	£39.95
F-ZERO	£34.95
F1-ROC	£34.95
GODS	£39.95
GOAL	£39.95
HARLEYS HUMUNGOUS	£29.95
HIT THE ICE	£44.95
J.CONNERS TENNIS	£34.95
JOHN MADDEN 93	£44.95
KRUSTYS FUNHOUSE	£29.95
LEMINGS	£38.95
MARIO WORLD	£34.95
MAGICAL QUEST	£39.95
MARIO KART	£37.95
MECH WARRIOR	£47.95
NHLPA HOCKEY	£39.95
NCAA BASKETBALL	£39.95
OUT OF THIS WORLD	£38.95
PUSHOVER	£34.95
PEBBLE BEACH GOLF	£44.95
PGA GOLF TOUR	£39.95
PUGSLEYS SCAV. HUNT	£38.95
PILOT WINGS	£38.95
Q-BERT	£38.95
ROBOCOP 3	£34.95
RIVAL TURF	£38.95
ROAD RUNNER	£38.95
ROYAL RUMBLE	£53.95
SUPER OFF ROAD	£29.95
SUPER BOWLING	£34.95
SUPER GHOULS/GHOSTS	£37.95
SMASH TV	£29.95
SUPER D.DRAGON	£34.95
SUPER SOCCER	£36.95
SUPER TENNIS	£36.95
SUPER JAMES POND	£37.95
STREETFIGHTER II	£44.99
STARWING	£46.95
SUPER PROBOTECTOR	£34.95
SUPER SWIV	£37.95
SUPER PANG	£37.95
SIM CITY	£38.95
SUPER ALESTE	£38.95
STAR WARS	£46.95
TECMO NBA BASKETBALL	£44.95
TINY TOON ADV.	£38.95
TERMINATOR	£44.95
TOP GEAR	£38.95
TURTLES 4	£34.95
UN SQUADRON	£34.95
WWF WRESTLEMANIA	£38.95
WING COMMANDER	£42.95
ZELDA	£38.95

COMING SOON

BATTLETOADS	£52.95
SPELLCRAFT	CALL
SUPER WIDGET	£52.95
AQUATIC GAMES	CALL
ROCK & ROLL RACING	CALL
EQUINOX	CALL
TERMINATOR II	CALL
SUPER TURRICAN	CALL
FIRST SAMURAI	CALL
2020 BASEBALL	£49.95
MORTAL KOMBAT	£49.95
SHADOW RUN	£52.95
TUFF ENUFF	£52.95
LOST VIKINGS	CALL
ST.FIGHTER II (TURBO)	£62.95
EXHAUST HEAT II	CALL
SUPER PUTTY	CALL
STRIKER	£39.95
MARIO ALL STARS	£44.95
CHUCK ROCK II	CALL
JURASSIC PARK	CALL
FLASHBACK	CALL
COOL SPOT	£52.95
ASTERIX	CALL
CLAYMATES	CALL
CRASH DUMMIES	CALL
OUT TO LUNCH	CALL
TRODDLERS	CALL

GAMES EXCHANGE

EXCHANGE YOUR GAMES FOR NEW ONES PHONE OR WRITE FOR DETAILS

WANTED

WHY NOT GET CASH FOR YOUR UNWANTED GAMES PHONE FOR A QUOTE

GAMES MUST BE BOXED WITH MANUALS

CASH PAID

WE RESERVE THE RIGHT TO REFUSE GAMES

ACCESSORIES

GAME COMMANDER JOYPAD	£14.95
COMPETITION PRO JOYPAD	£16.95
SAITEK JOYPAD	£12.95
SN PROPAD (CLEAR)	£14.95
INVADER 2 JOYPAD	£14.95
MAVERIK 2B JOYSTICK	£14.95
MEGA MASTER JOYSTICK	£27.95
UK-USA/JAP CONVERTOR (STARFOX COMPATIBLE)	£9.95
SNES DUST COVER	£3.50
SUPER AD. JOYSTICK	£44.95
SNES ACTION REPLAY	£42.95
USA SNES TO SCART CABLE	£12.95
UK SNES TO SCART CABLE	£12.95
UK SNES TO HI-FI CABLE	£12.95

WE WELCOME PART EXCHANGE

PHONE NOW FOR THE BEST DEALS

WE RESERVE THE RIGHT TO REFUSE ANY PART EXCHANGE

IF YOU CANT SEE IT LISTED THEN CALL!!

WHY NOT VISIT OUR RETAIL OUTLET AND SEE OUR VAST RANGE FOR YOURSELF

TEL: 021 559 3343

CHEQUES/PO'S TO ;-
GAME ZONE
74, OLDBURY ROAD
ROWLEY REGIS, WARLEY,
WEST MIDLANDS, B65 OJS

CHEAPEST IN THE MIDLANDS

USED GAMES

WE HAVE A LARGE SELECTION OF QUALITY USED GAMES IN STOCK AT ALL TIMES CALL FOR PRICE/AVAILABILITY

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE. ALL OFFERS SUBJECT TO AVAILABILITY. E& O.E.

PLEASE REMEMBER TO ADD 95P FOR POSTAGE & PACKAGING

ZOMBIES ATE MY NEIGHBOURS



Above, the hugely fat, bad tempered baby that can't hold his drink. Keep shooting him and eventually he shrinks, revealing a toothless, hairless little nipper that not only looks like I will one day, but also earns you a cool 700 points.

As *Super Empire Strikes Backs* stomps toward its Xmas release, LucasArts have still found time to whip up another movie-inspired SNES game. A whole host of classic B-movies have provided the cast of characters for this mad, mutating MoNsTeR of a game. Dave "bump" Westley investigates.

This is a story about things that go bump in the night; a story about things that bop about quite a bit during the day; a story about mad shaky things leaping around, making a nuisance of themselves, eating your neighbours – on a 24-hour, round-the-clock basis. There's no rest for the wicked here then, and not much for you either. You are the chosen one (or two) who must save the world from the body snatchers, the mutant slime, the zombies and the swamp beasts in just another, regular day for the heroic SNES gamer.

Level One places you in the heart of American suburbia. The crisp green lawns and neat little homes, once the seat of all things normal, are now occupied by the paranormal – eking out and eating the few remaining humans. It's your job to get to them first. If you don't, it's game over, man!

Gameplay, obviously owes much to Atari's classic *Gauntlet* – it's much the same style with each level a sprawling maze, locked doors and keys at the maximum distance from each other, while marching monsters keep the adrenaline pumping. The difference is the size of things. *Gauntlet*'s puny sprites have tripled in size to provide a gorgeous, visual feast. Varied landscapes include crypts, pyramids, shopping malls and swampland.

Another difference is that instead of searching for the exit, finding survivors is your objective. Unlike our preview cart, there's now just a handful of survivors on each level – this makes things a *lot* harder. Now you've really got to be quick, working your way through the mazes like a hungry mole. This gameplay tweak is much appreciated as the earlier version seemed a bit samey, due to its easiness. Now that speed is so important you don't notice the gameplay's limitations quite so much.

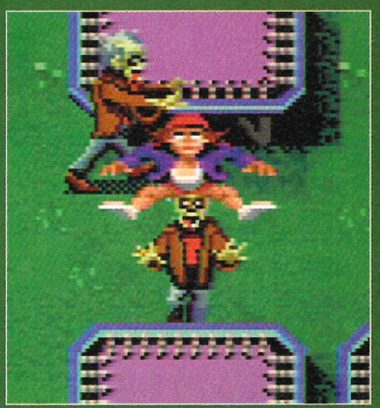
The boost to the difficulty level also makes worthwhile the plethora of special weapons: Martian ray guns, bazookas, plates, knives and forks mix with the more bizarre – magic potions which turn you into a muscley werewolf, or an invincible water morph. It's fun working out which weapon to use against which monsters. There's body snatchers, werewolves wailing for their demon lovers, masses of zombies, chainsaw killers – even Dracula and Frankenstein make a show. Every now and then you'll also be 'rewarded' with mega guardians – a huge fat baby or a gigantic tarantula!

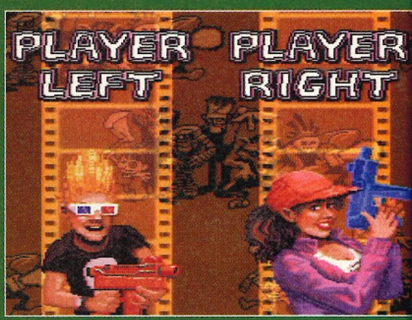
Confronting a mega-guardian is when you'll most appreciate a second player, but the game as a whole obviously plays much better with a friend to scream at! Occasionally, one of you will get trapped in a corner so you have to backtrack, but generally it's very slick. If the slightly strange is your thing, then *Zombies* will be as well. It doesn't generate quite the same, frenzied aggression as *Total Carnage*, nor the intrigue of *Operation Logic Bomb* – but for its true, cheesy style and its vast challenge *Zombies* just can't be beaten. Play it with a friend for the most fun you've had this year. SP



PRO tip

IF YOU SEE A SHADOW ON PART OF A WALL IN A PYRAMID OR CRYPT, IT MARKS THE ENTRANCE TO A SECRET TUNNEL.

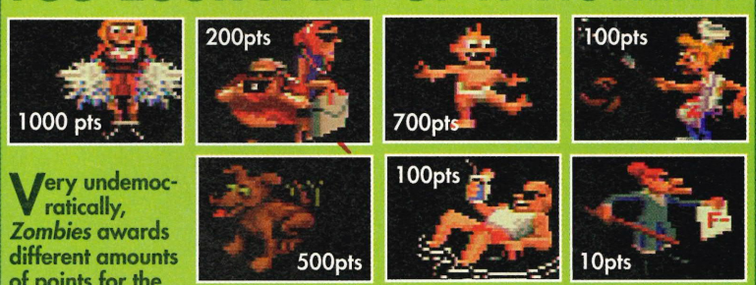




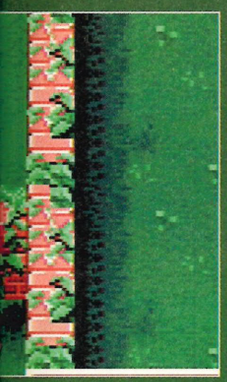
Above, pick your player (I know which I'd like to play with) and below, meet Dr Frankenstein!



YOU LOOK A BIT OF A VICTIM...



Very undemocratically, *Zombies* awards different amounts of points for the various types of humans that you must save. The mardy old hag of a school teacher, who fails you every time you save her, is apparently worth less than the beautiful, blond, pert, pom-pom waving cheer leader. What can the programmers have been thinking of? Haven't they read Locke, Berkely, Mill or Hume? The age of nihilism must be upon us. Ho hum. *(Aargh!!! – Ed.)*





The mummies (above and below) are some of the toughest foes you'll encounter, taking a lot of hits before they disappear.





Above, the invasion of the blobs! These things are beautifully animated, but totally impossible to kill. Watch out for for their projectiles.



The yellow dot on your scanner (right) is telling you that you're very near to a human. Unfortunately there doesn't seem to be a way of getting to him/her.

USE DUE FORCE!



Clowns act as decoys.



Destroys poison plants.



Use the plates as bullets.



Extinguishers freeze baddies.



Bazookas' blast holes in walls!



Fat bombs – use at distance.



Normal whizzy shooter. Shoots.



Chests destroy everything!



Below, two big guardians, a giant sandworm and a huge tarantula. The tarantula out grossed the sand worm by far, wriggling about quite disgustingly whilst spitting glue!. Left... *(gerroff! – Ed)*.





NEIGHBOURHOOD WATCH



This rather marvellous map of the whole of the first level shows, roughly, how each following level will be laid out. Remember that you'll only see a tiny fragment of this at any one time *(well pointed out Dave, you Tips Buster in waiting)*, so knowing where to go next won't be immediately apparent. Here the humans are concentrated at the top. But alas, it won't always be so easy!



PUBLISHER: **KONAMI**
TEL: **081 4292446**
PRICE: **£49.99**
OUT: **November**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Oodles of ghouls and ghosts!**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X — USE WEAPON.
- Y — USE SPECIAL WEAPON.
- A — ROTATE THROUGH SPECIAL WEAPONS.
- B — ROTATE THROUGH SPECIAL WEAPONS.
- L — SCANNER.
- R — SCANNER.

PROS: Innovative game design and play makes for a particularly fresh, amusing challenge. The use of B-movie characters is inspired, whilst the music is both funny and spooky. Non-stop action!

CONS: But there isn't a great deal of variety and the puzzles are disappointingly few and far between.

GRAPHICS	88
SOUND	89
GAMEPLAY	87
LONGEVITY	89

PROSCORE
87
SCOREPRO

SCARY GOOD FUN!

SUPER S

JOYPADS



SN PRO PAD.....16.99
See-through casing, six independent auto-fire buttons, dual auto-fire mode and slow motion.



TRAILBLAZER 29.99
Joystick Includes auto fire, arcade buttons, slow motion and turbo speed.



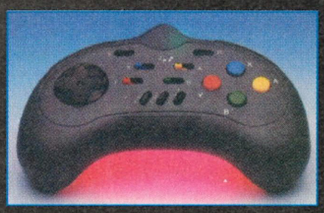
QUICK FIRE 14.99
Detachable mini-stick, 8 directional and highly accurate control capabillity.



SUPER JO JO 42.99
Fully compatible with SNES, Super FAMICOM & Sega Mega Drive System.

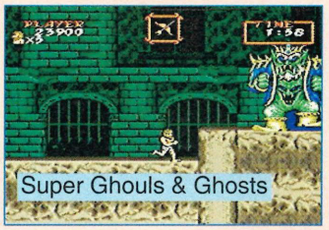


COMPETITION PRO ...16.50
The Super 16 features auto fire, turbo fire, slow motion and an eight-way super switch.

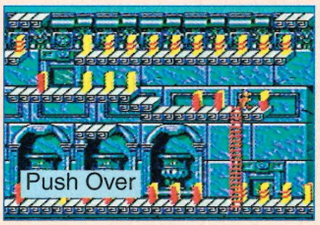


QUEST JOYPAD.....14.99
Light weight joypad which includes slow motion and turbo fire.

SNES CARTS



CASTLEVANIA 4.....£42.99
POPULOUS £42.99
POWER MONGER £44.99



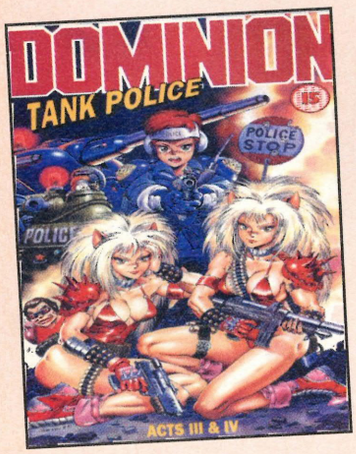
PUSH OVER £39.99
SIM CITY £38.99
STAR WING £44.99



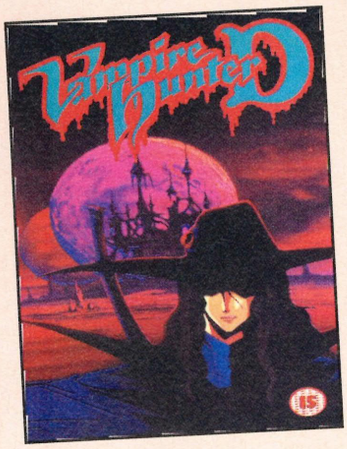
SUPER TENNIS.....£38.99
SUPER GHOULS & GHOSTS ..£39.99
ZELDA III £42.99



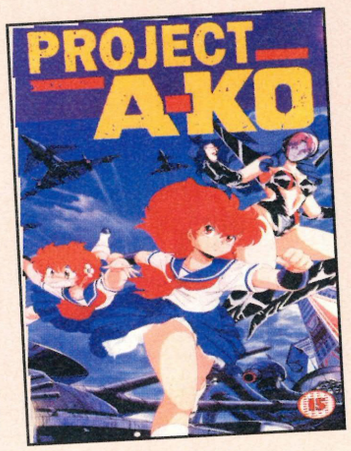
NEW MANGA VIDEOS



DOMINION TANK POLICE £12.50



VAMPIRE HUNTER £12.50



PROJECT A-KO £12.50

SAVERS

MISCELLANEOUS



PRO ACTION REPLAY FOR THE:

SUPER NES £45.99
NES.....£30.99
GAME BOY.....£30.99

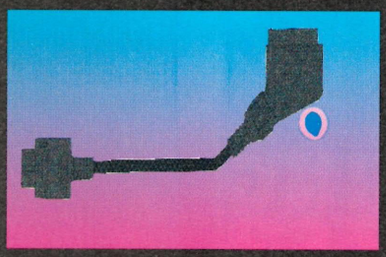


GAME GENIE FOR THE:

SUPER NES £43.99
NES.....£38.99
GAME BOY.....£28.99



GAMES MASTER CONVERTOR
Lets you play American SNES Games on European Nintendo £14.50



AUDIO VIDEO LEAD.....£12.50

SNES ACTION CASE £19.50
Portable organiser for your Super Nintendo and 8 games. This case also holds joypads and power pack.

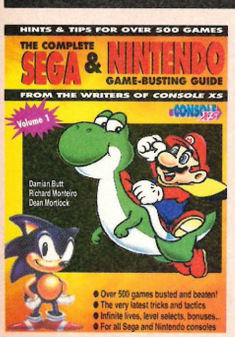
SUPER PRO BINDER.....£4.95
Keep your precious Super Pro collection dust free in a sensational taylor made binder. The binder holds up to 12 issues, and comes in black and gold. It's the perfect solution to keeping Super Pro safe.

SUPER PRO T-SHIRT £6.99
One size fits all

GAME BOY CARRY CASES £14.50
Available small (£14.50) and large (£19.50)

UNIVERSAL ADAPTOR £14.99
Allows you to play American and Japanese cartridges on your UK console.

SCART LEAD FOR SNES.....£14.50



THE COMPLETE SEGA & NINTENDO GAME-BUSTING GUIDE £3.50

Fabulous collection of hints, tips and dodges for all the biggest titles on Sega and Nintendo consoles. The fact-packed read features tricks and tactics to over 500 top titles. Infinite lives, level selects, power-ups and more...

ORDER FORM

I would like to order the following:

ITEM	MACHINE	PRICE

Enclose a total of £
Please add £1 p&p for games & £1.50 for accessories
Please Allow up to 28 Days for delivery

Method of payment (please circle)
Cheque • Postal Order • Access •Visa

Credit Card No
_____/_____/_____/_____

Expiry date __/__/__

Name .....

Address .....

.....

.....

Postcode .....

Telephone .....

Signature .....

SEND THIS FORM TO:
Super Pro Savers
Paragon Publishing
FREEPOST (BH 1255)
BOURNEMOUTH
BH1 1BR

Or telephone our Mail Order Hotline on
0202 299900
Or fax your order on
0202 299955

Please make all cheques payable in pounds Sterling to Paragon Publishing Limited

NOW FEATURES AN ESSENTIAL 20 PAGES OF SUPER NES, GAME BOY AND NES REVIEWS! ONLY THE BEST TITLES COVERED!



REACH THE END...

For the very latest hints, tips and complete playing solutions for all the top Nintendo games, plug into SUPER XS.

No other magazine regularly gives you 164 power packed pages crammed with full game maps, massive solutions and exclusive game busters.

SUPER XS is the only magazine aimed at games playing winners. It provides you with the techniques and tactics necessary to win at all the major games.

There's nothing like it...

The next 164-page issue of SUPER XS is available from all good newsagents from Thursday October 28. Don't miss it!

REACH FOR SUPER XS!

If you're having difficulty obtaining a copy of Super XS, or you wish to place a regular order for it, hand this form to your local newsagent.

Dear Newsagent

Please reserve me a copy of Britain's only dedicated Nintendo tips guide, *SUPER XS*. It's a fat 164-page publication crammed with the latest hints & tips, mapped solutions and game busters for the Game Boy, NES and Super NES.

SUPER XS is available the fourth Thursday of alternate months and is priced £2.95.

SUPER XS is distributed by Seymour Press Ltd (081 6791899) and is published by Paragon Publishing Ltd (0202 299900). It is fully SOR.

Please reserve me a regular copy of Super XS

Name .....

Address .....

.....

.....

Postcode .....Phone nº .....

SUPER PRO

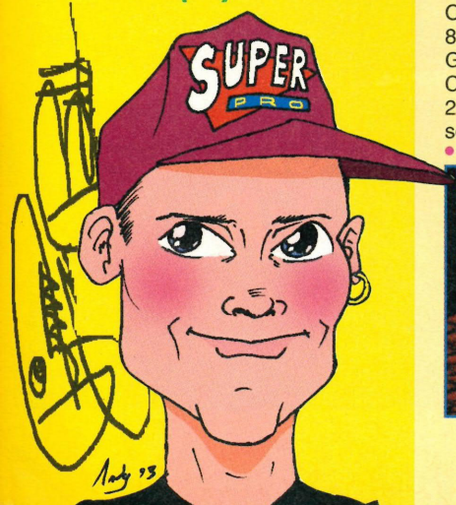
TIPS

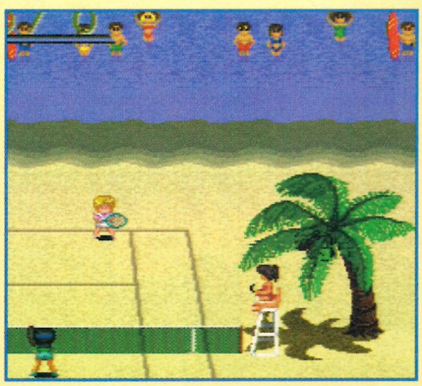
RYAN'S SNAPPY SHORTS

TIPS INDEX

SHORTS	69
S F II TURBO	70
MORTAL KOMBAT	79
GAME BUSTERS	82
CHEAT CARTS	84

Those of you out there who actually bother to read my pointless intros will be aware that last month I promised to print full guides to *Street Fighter II Turbo*, and *Mortal Kombat*. Those that know me intimately will vouch that I rarely disappoint, so splattered over the following pages are all the hottest tactics for the ultimate beat-'em-ups! However, rather than print my favourite combos for *Mortal Kombat*, I thought it more appropriate (seeing as Acclaim saw fit to exclude them from the instructions!) to print the special moves. Hope you like them!





SUPER FAMILY TENNIS

Stuck on *Super Family Tennis*? Here's the passwords for the ultra tricky Namcot Theatre! To get to this sentimental story, simply press SELECT five times on the title screen, then press START. Okay, on with the codes!

Game 1 – BABABAXY.
Game 2 – YXXAAXXY.
Game 3 – AAAABBBB.
Game 4 – BBBXYAAA.
Game 5 – XYYXABBA.
Game 6 – YABAYABA.
Final Game – AXBXXXYX.

MARIO IS MISSING

Thanks to Steven Allen from Tadworth for sending me these excellent passwords. If these don't get you through to the end of the game... nothing will!

KYNYW4W	6W1K6XK
*M53XXZ	X18GMCJ
1QW4BYO	6TH65BX
3V4LGLO	*SKR4VY
OPY1N4J	YBXF3*M
ODGMY4K	PXP3L1Q
85M9BCZ	PD463HY
GPM85Y1	2241L8Q
CX1M3LK	

296SPIR –To view end-game sequence.





BATTLETOADS

As this game is notorious for its difficulty, I thought that a cheat for five lives and five continues would be highly appropriate! When the Tradewest title screen appears, hold DOWN, A and B. Keep these held down and press START. When the next screen is displayed, the flag should momentarily flash red indicating that the cheat has worked. You can now go into battle with a healthy stash of lives!



POCKY AND ROCKY

To get a stage select, go to the player selection screen, then hold down the X and Y buttons on controller 1. Keeping them held down, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You should hear a sound, indicating whether the cheat has worked. Now choose your player and press START. The stage select screen should now be displayed, allowing you to start on any level – including the final one!

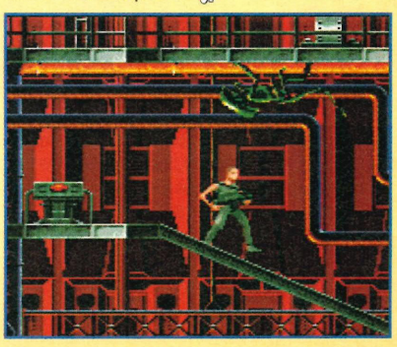


SUPER TURRICAN

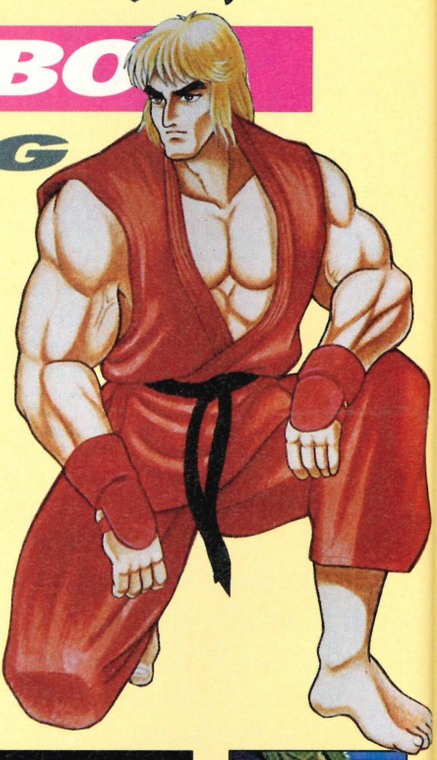
This frantic shoot-'em-up recieved a rave review from Stu a couple of months ago, that is after he spent most of the day trying to get to the end for screen shots. Ha Ha! – imagine his pained expression when I plonked this level select cheat under his nose! At any stage in the game, simply press pause followed by: RIGHT, LEFT, DOWN, RIGHT, A, and START. Different music will indicate that the cheat has worked, then the next level will appear on screen. The cheat can be repeated on any level.

ALIEN 3

This game can be frustratingly tricky in places, so these cheats should definitely come in handy. At any point in the game, press A, B, Y and X on controller 2. Then press A on controller 1 to toggle invincibility, B to toggle damage and X to toggle unlimited weapons.



STREET FIGHTER II TURBO
HYPER FIGHTING



PLAYERS TIPS

Most of you will no doubt be aware that I covered practically all of the special moves in the September issue. However, not being one to do things by half, I thought I'd print my favourite fighting combinations for each character. This petite tactical guide may encourage a lot of you to incorporate a few extra moves into your existing fighting patterns, but on the other hand, it may cause you to have spontaneous laughing fits as you see my reputation as the Street Fighting King go rapidly down the plug-hole! These combinations work exceedingly well in versus mode, but they can also be used to great effect against computer rivals.

GENERAL

1 Thanks to Mark Grady from Bromley for phoning in the method for Vega's Defensive Backward Roll. To execute it, hold down all three punch buttons and press in the direction of your opponent.

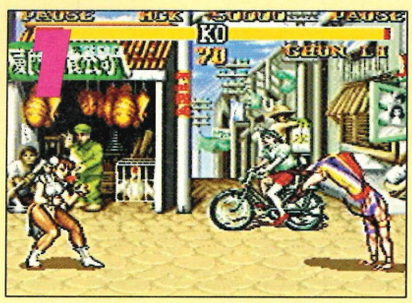
2 To prevent the character introduction screen switching to a demo after the first two characters, hold down L and R on controller two whilst on the title screen. You should now view the character introductions only.

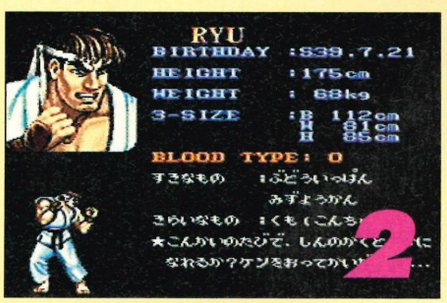
3 To make Chun-Li stop in mid-air whilst performing a Spinning Bird Kick, go to VS in TURBO mode, choose Chun-Li and execute the aforementioned special move. Then whilst she's flying along, go through the motions of the move again and watch in amazement as she stops in mid-flight and floats completely motionless over to the other side of the screen!

4 This cheat allows you to charge-up Balrog's deadly turning punch with the greatest of ease. Go to the button configuration screen and blank out button L. This will mean that you only have to press Y and X to charge up a punch! Alternatively, blank out Y and X to make life even easier. By doing this you'll have the awesome Turning Punch at the touch of a button (i.e. L)!

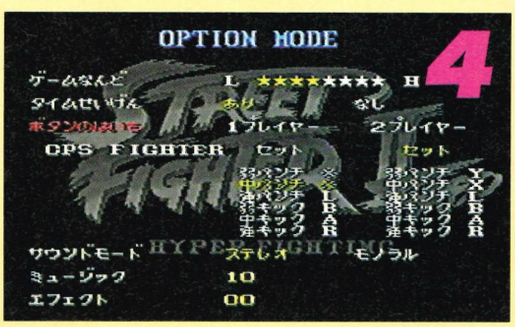
5 To take out all the special moves, input the following code as the Capcom logo is displayed: DOWN, L, UP, R, Y, B, X, A. This will increase the challenge of the game no end!

6 To increase the TURBO level up to ten stars, enter the same code as above on controller two when the word "TURBO" scrolls across the screen. If you have trouble getting it to work, enter the code repeatedly when you switch the game on!













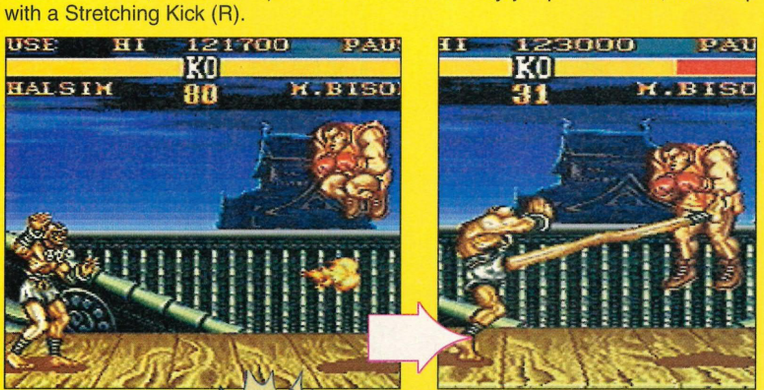


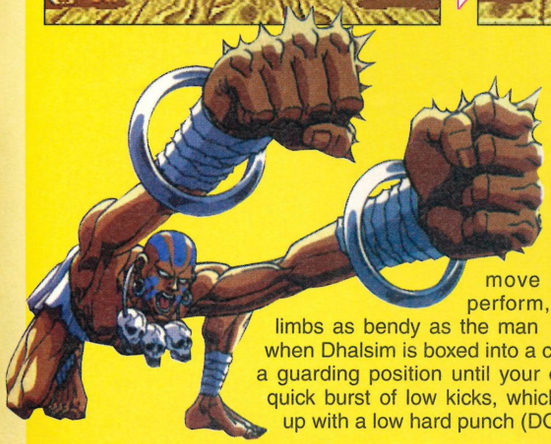
DHALSIM

1 As the bout begins, immediately jump up and execute a Yoga Spear or Yoga Mummy (press UP followed by L, or R and DOWN). Then, as your opponent is knocked back, move in and perform a Double Head-Butt (get in close and press R). With any luck, this devastating blow should stun them, giving you an ideal opportunity to carry out a Yoga Nudgie (get in close and press X). As you're knocking seven bells out of your opponent, prepare to charge-up a Yoga Flame (LEFT, DOWN LEFT, DOWN, DOWN RIGHT, RIGHT + P). Then, as they reel back, flame their worthless hide!



2 Another technique is to stand about a half screen distance away from your opponent, then send a quick barrage of Yoga Fires (DOWN, DOWN RIGHT, RIGHT + P) in their direction. If they jump over them, follow-up with a Stretching Kick (R).

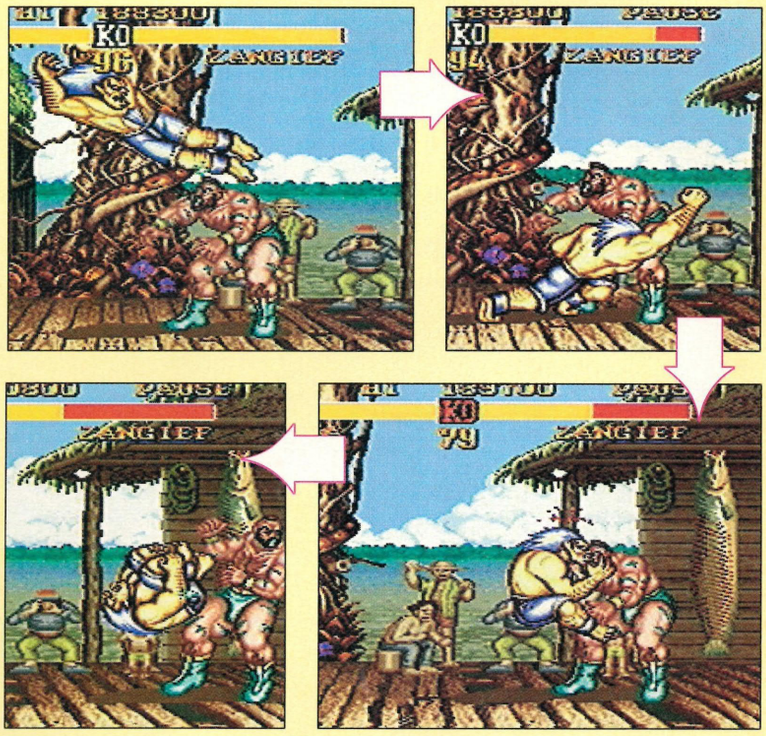




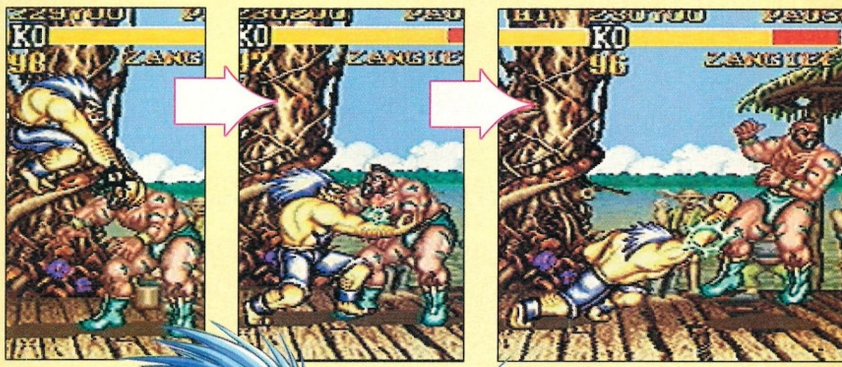
3 Perhaps the most obvious method of getting this Yoga-obsessed bloke out of a corner is to use his Yoga Teleport (RIGHT, DOWN, RIGHT DOWN + 3 punch buttons). However, this move is incredibly difficult to perform, in fact only people with limbs as bendy as the man himself can access it! So when Dhalsim is boxed into a corner, it's best to crouch in a guarding position until your opponent is in range of a quick burst of low kicks, which should then be followed up with a low hard punch (DOWN + L).

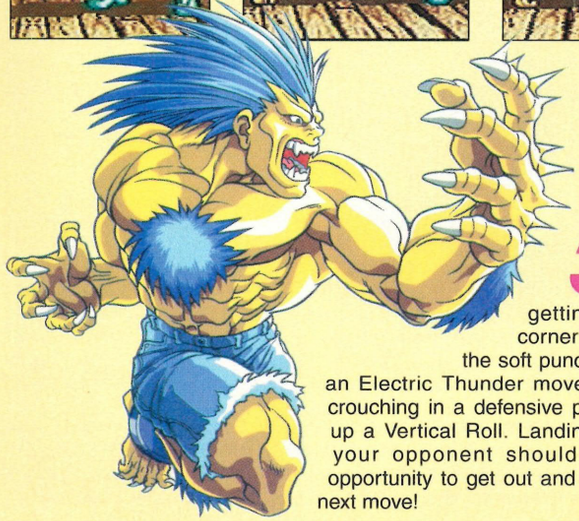
BLANKA

1 Due to Blanka's immense strength, the following combo is a sure-fire way of crushing your opponents into the ground! Start off by alternating between strong flying kicks (UP + R), and uppercuts (DOWN + L), then when your opponent is stunned, go in for a Face Bite (LEFT + L). As Blanka lunges for the jugular, charge up a Rolling Attack (pull back for 2 seconds, then forward + L) and let loose as your opponent jumps back!



2 Blanka's strong punch can be used as an awesome triple-hit combo to rip open your opponent's defence! Start off by attacking in the air with a flying strong punch (UP + L). Then, as you land let loose a normal strong punch (L). Finally to daze your rival, knock them off their feet with a fierce uppercut (DOWN + L). By combining this combination with the above method of following up a Face Bite with a Rolling Attack, you've got a virtually unstoppable attack pattern!

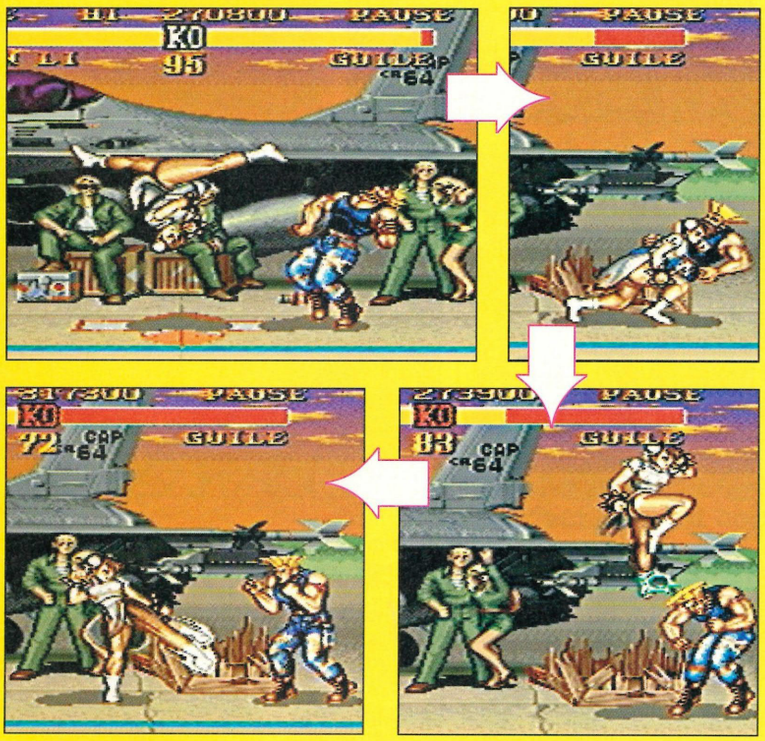




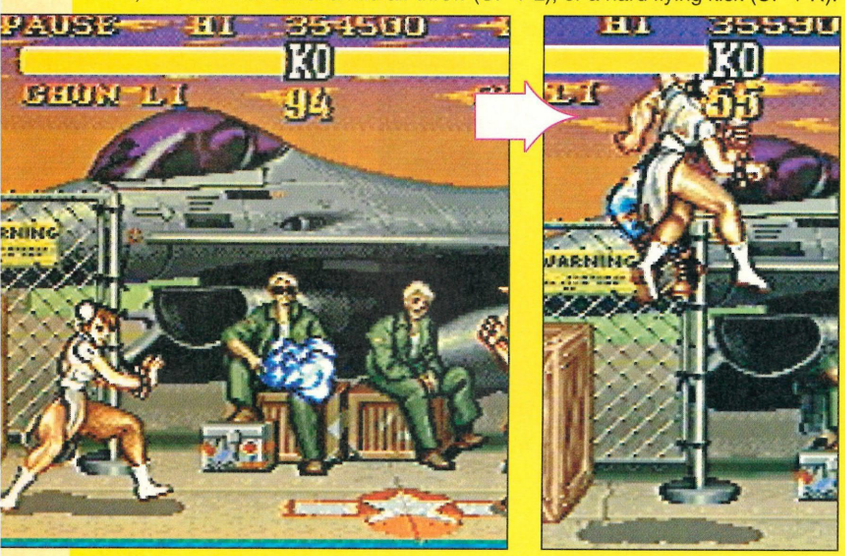
3 By far the most effective way of getting Blanka out of a corner is to rapidly press the soft punch button, activating an Electric Thunder move. Alternatively, try crouching in a defensive position and charge up a Vertical Roll. Landing one of these on your opponent should give you ample opportunity to get out and follow up with your next move!

CHUN-LI

1 The effectiveness of this first combination greatly depends on your opponent's opening move. However, when you do get an opportunity to pull it off, your opponent won't stand a chance! As the fight is announced, start charging up a Flying Bird Kick, and then let loose as soon as the fight begins. This should surprise your opponent, knocking them to the ground in a daze. Now you have an ideal opportunity to go in with a Shoulder Throw (RIGHT + L). As your opponent hits the deck, jump up and perform a Head Stomp (UP, DOWN + A). When you land, keep tapping B to let loose a quick burst of kicks which will then merge into a death-dealing Lightning Kick!



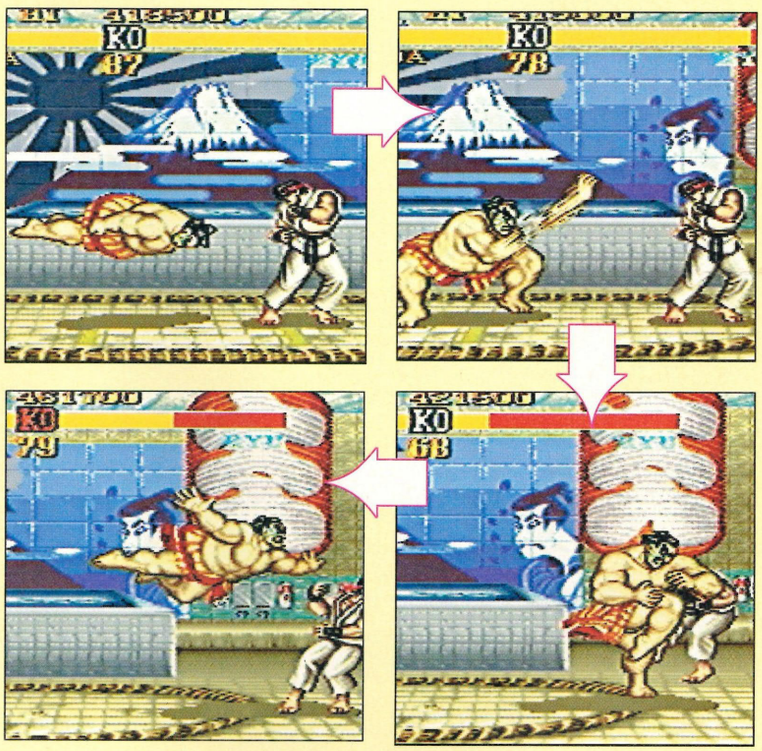
2 This trick is more of a cop-out than an actual combo! Stand at the back of the screen and let loose a barrage of fireballs (LEFT, DOWN LEFT, DOWN, DOWN RIGHT, RIGHT + PUNCH). As your opponent jumps them, hit them with either a mid-air throw (UP + L), or a hard flying kick (UP + R).



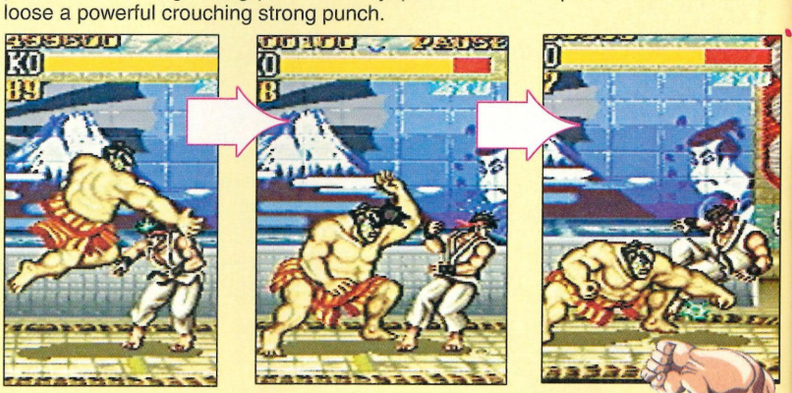
3 If Chun-Li becomes trapped in a corner, crouch in a defensive position, then when you see a gap in your opponent's defence, rapidly press B to perform a Lightning Kick. If possible, follow this move up with a Spinning Bird Kick (DOWN for 2 seconds, then UP + KICK) for maximum effectiveness!

E. HONDA

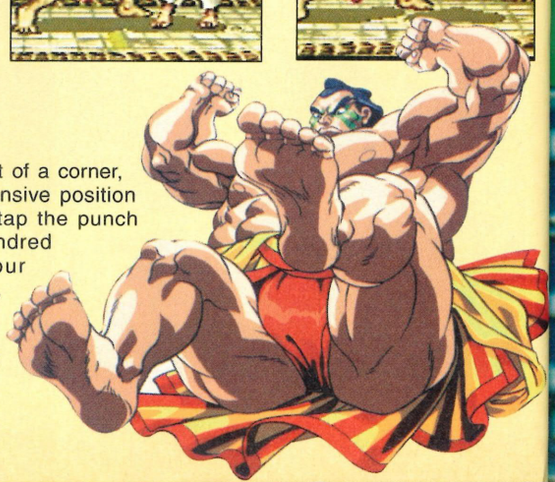
1 Begin the round by performing a Sumo Torpedo (back for 2 seconds, then forward + L). Now immediately go into a Hundred Hand Slap (press PUNCH repeatedly) to stun your opponent. Next, move in and perform a rapid knee jab (get close and press R). As your opponent is locked into this move, start charging up a Sumo Torpedo, or a Super Heavy Weight Drop (DOWN for 2 seconds, then UP + R). Let them rip as soon as your opponent jumps away!



2 As Honda's abilities are pretty much the same as Blanka, the triple-hit punch routine is always a safe bet! Jump towards your opponent and press L to perform a flying strong punch, then as you land, hit L again to perform a standing strong punch. Finally, pull down and tap L a third time to let loose a powerful crouching strong punch.



3 To get Honda out of a corner, crouch in a defensive position and repeatedly tap the punch button to perform a Hundred Hand Slap. As your opponent moves out, follow them across the screen with your fists blazing to inflict vast amounts of damage!



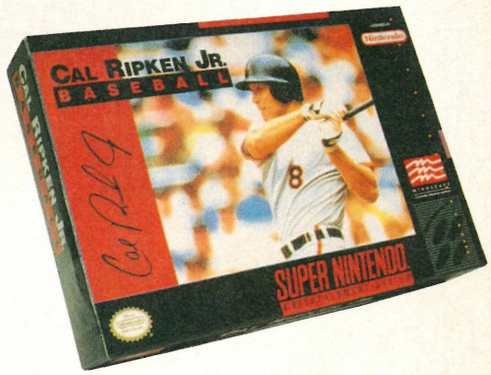
WE CHALLENGE YOU TO SPOT THE BALL!

WHERE DID THE BALL LAND?



MANY PRIZES TO BE WON!
BASEBALL GLOVES!
BASEBALLS!
GAMES!

To enter this great competition - just indicate where you thought the ball landed by placing a cross anywhere on the green baseball field. Then post the whole page to the address below.



CAL RIPKEN JR. BASEBALL™

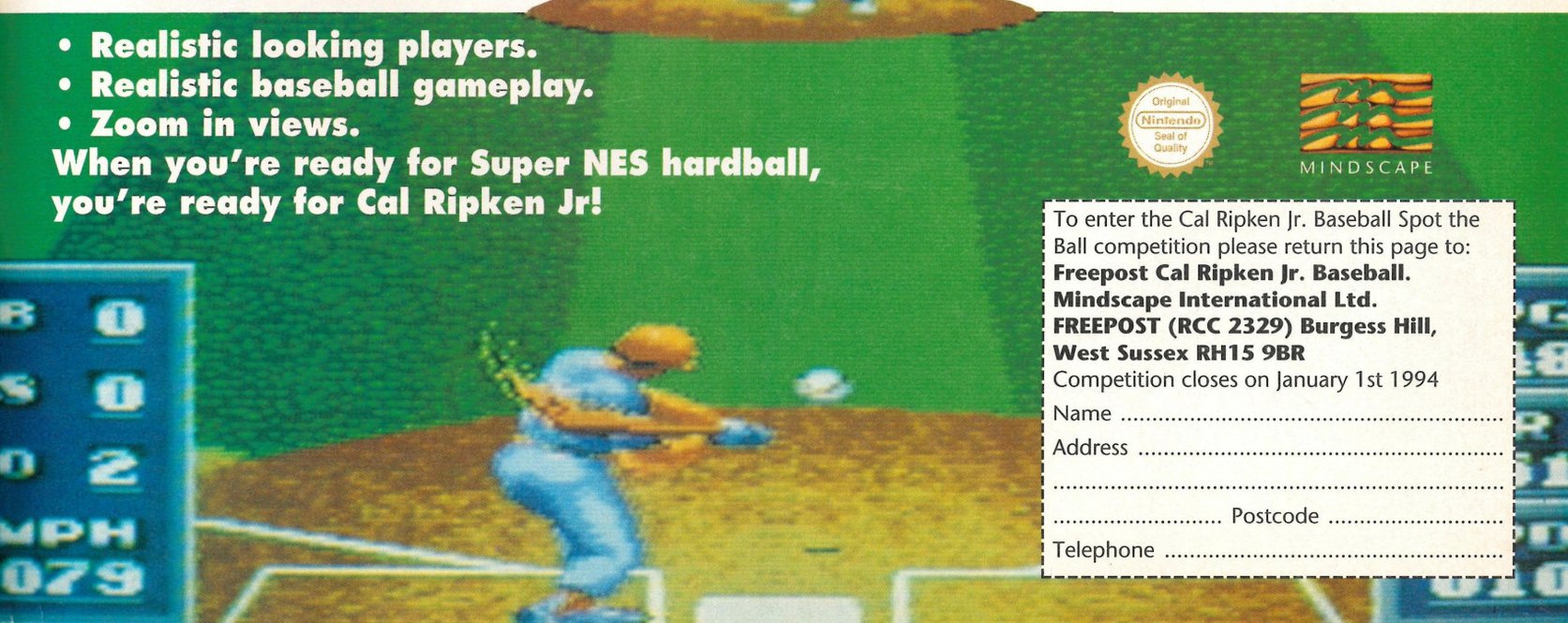
GIVES YOU:

- **Realistic looking players.**
- **Realistic baseball gameplay.**
- **Zoom in views.**

When you're ready for Super NES hardball, you're ready for Cal Ripken Jr!

Original Nintendo Seal of Quality

MINDSCAPE



To enter the Cal Ripken Jr. Baseball Spot the Ball competition please return this page to:
Freepost Cal Ripken Jr. Baseball.
Mindscape International Ltd.
FREEPOST (RCC 2329) Burgess Hill,
West Sussex RH15 9BR
Competition closes on January 1st 1994

Name .....

Address .....

.....

..... Postcode .....

Telephone .....

The Complete A-Z of Super NES Games...

An authoritative guide to every Super NES game ever released. Every game fully reviewed and rated. Unmissable, invaluable, essential, comprehensive. Coming soon...



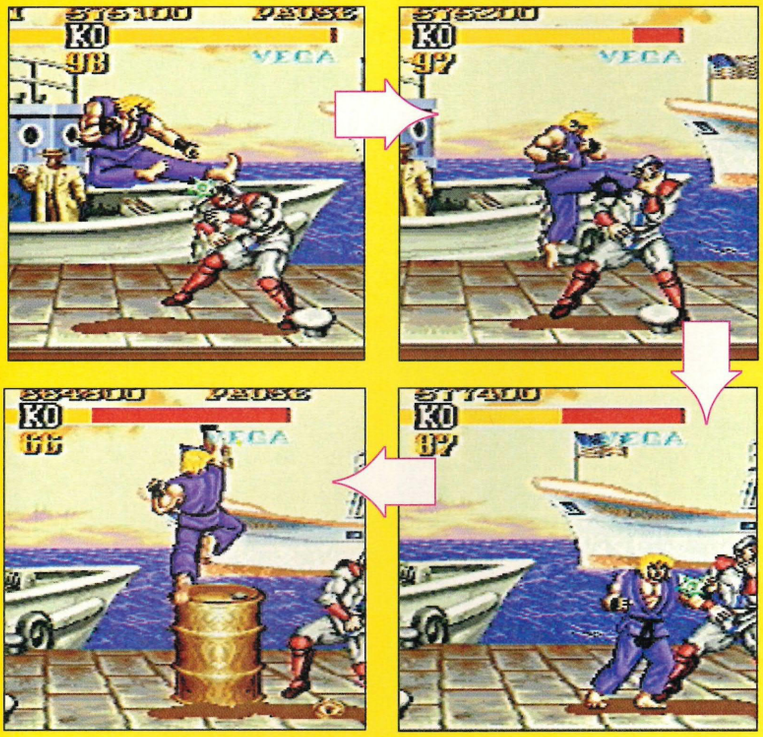
PLAYERS GUIDE

STREET FIGHTER II

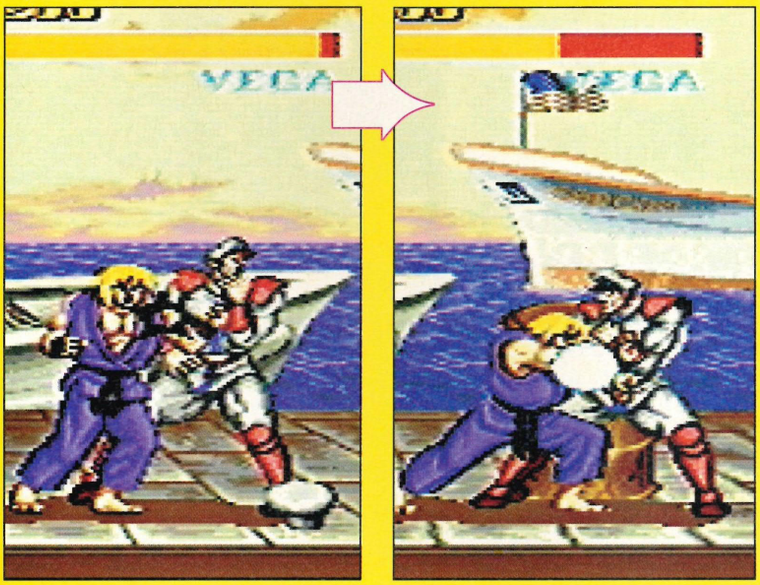
TURBO

KEN

1 Due to his double-hit Dragon Punch, the possibilities for Ken's combos are limitless! However, this first one, when timed correctly is particularly devastating. Jump towards your opponent and perform a flying kick (Up + L) then as soon as you land, go into a Hurricane Kick (DOWN, DOWN LEFT, LEFT + KICK). With any luck, your opponent should now be dazed. Move in close and execute a hard straight jab (L). This should immediately be followed by a Dragon Punch (RIGHT, DOWN, DOWN RIGHT + PUNCH), inflicting three fatal hits on your unsuspecting opponent!



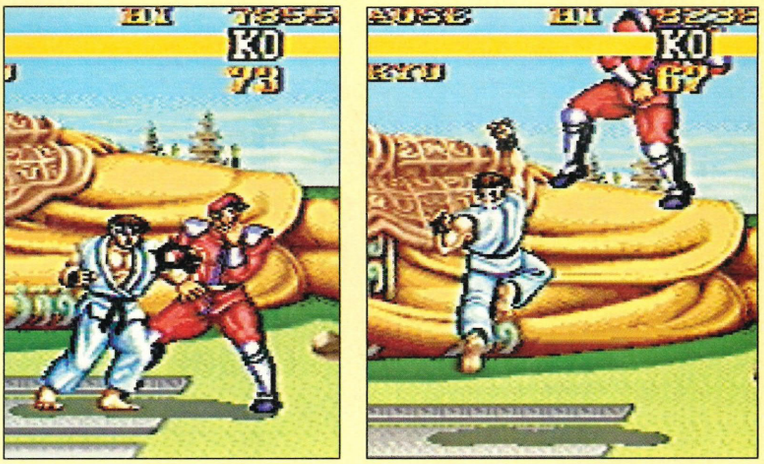
2 This quick combo should be used in close proximity to your opponent, preferably immediately after attacking from the air. Get close, then execute a strong jab followed by a fireball. When timed correctly, these two moves merge into each other making an unbeatable attack pattern that is impossible to block!



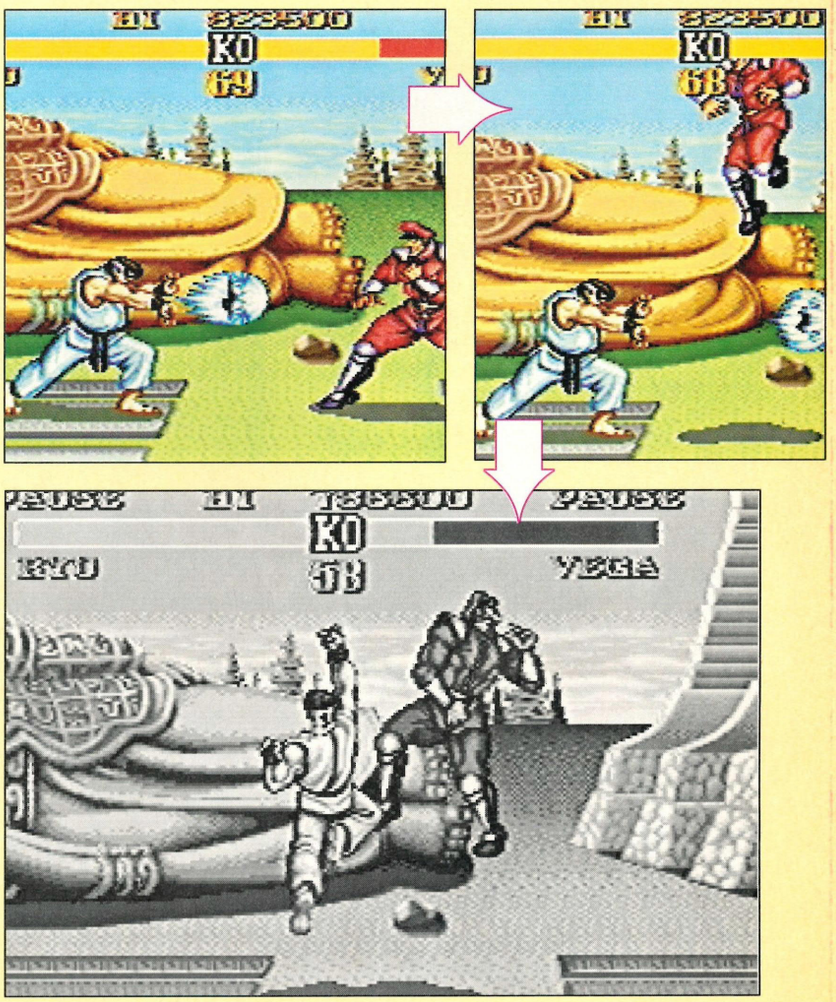
3 Any one of Ken's special moves can be used to break out of a corner, but the most effective way is to crouch in a defensive position. Then perform a Dragon Punch when you see an opening!

RYU

1 Unlike Ken, Ryu can only inflict a single hit with one of his Dragon Punches, but when combined with a strong jab, two devastating blows can be achieved!



2 Stand away from your opponent and let off a barrage of fireballs (DOWN, DOWN LEFT, LEFT + PUNCH). Then as they jump over them, execute a Dragon Punch to hit them in the air.



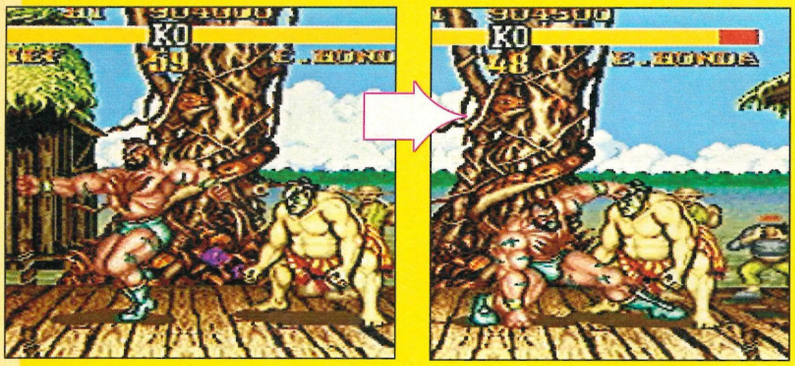
3 When boxed into a corner, rapidly tap the soft kick button whilst in a crouched position. You should be able to hit your opponent with four quick blows before they get out of range. When they do, follow up your low kicks with a strong Hurricane Kick.

PLAYERS GUIDE

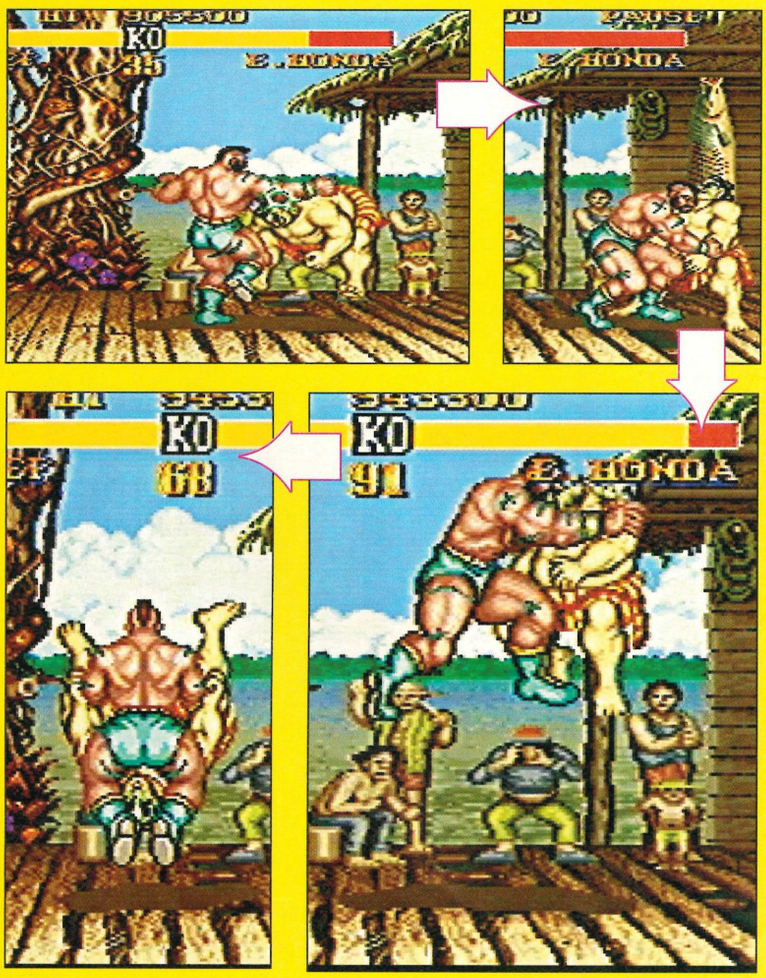
STREET FIGHTER II TURBO

ZANGIEF

1 He may be slow but this Russian powerhouse possesses the strength of five men! The toggled turbo wrestler is now a more worthy opponent to his more agile competitors and his highly effective combos reflect his ultra-new abilities! First perform a high speed Double Lariat (all three KICK buttons + RIGHT), then immediately after, drop down and execute a low strong kick (DOWN + R).



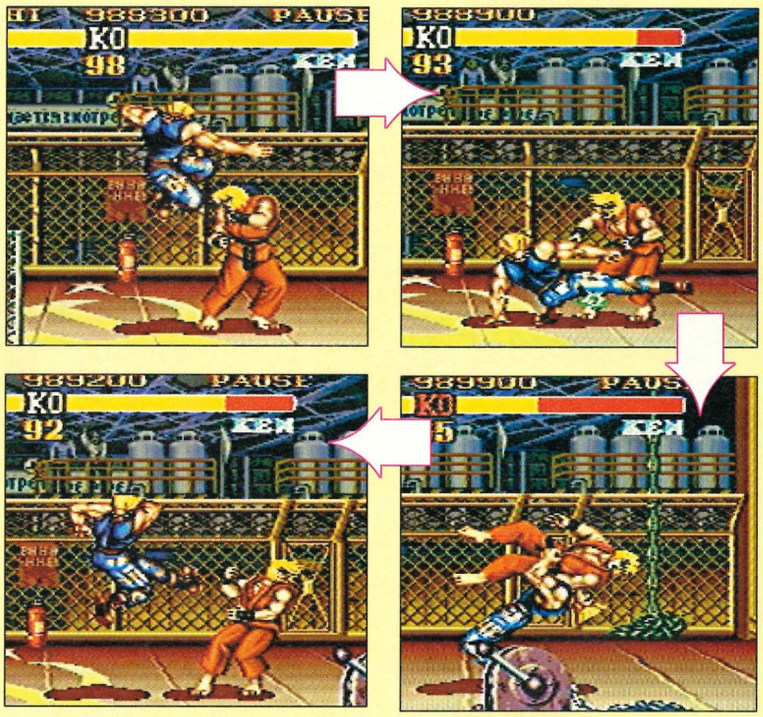
2 This combo is rather difficult to perform, but once perfected will put Zangief amongst the top fighters! Start off with a high speed Double Lariat, then when your opponent is knocked back, go straight into a Spinning Pile Driver (rotate the pad 360 degrees towards your opponent and press PUNCH).



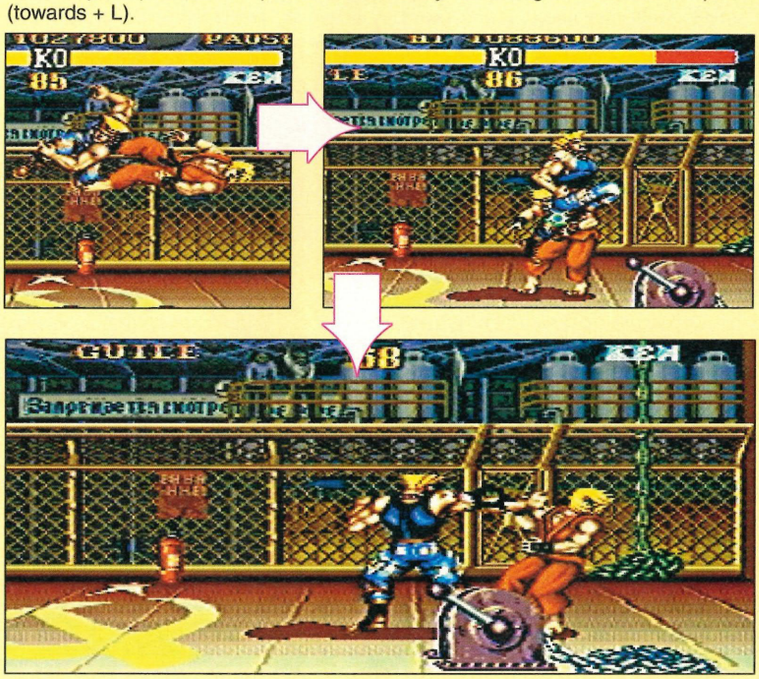
3 Should Zangief get trapped in a corner, a sure fire way to get out is by once again using the high speed Double Lariat, as this move makes him invulnerable to most forms of attack. Alternatively, try crouching in a defensive position and executing a low hard kick.

GUILE

1 This American jock's improved double-hit Flash Kick is an excellent move to incorporate into a normal fighting pattern – it can be used to great effect against unworthy opponents. Start off by performing a mid-air hard punch, then as you land, duck down and follow up with two low soft kicks, whilst charging up a Flash Kick. Finally, push UP and hard kick to perform the awesome Double Flash Kick. This should stun your opponent, giving you time to move in with an overhead throw.



2 This combo is rather complicated as it greatly depends on the movements of your opponent. It involves jumping towards them and performing a mid-air throw (UP + L). As you land, move in with a series of knee jabs (towards + A), then finish off by executing a reverse hard punch (towards + L).



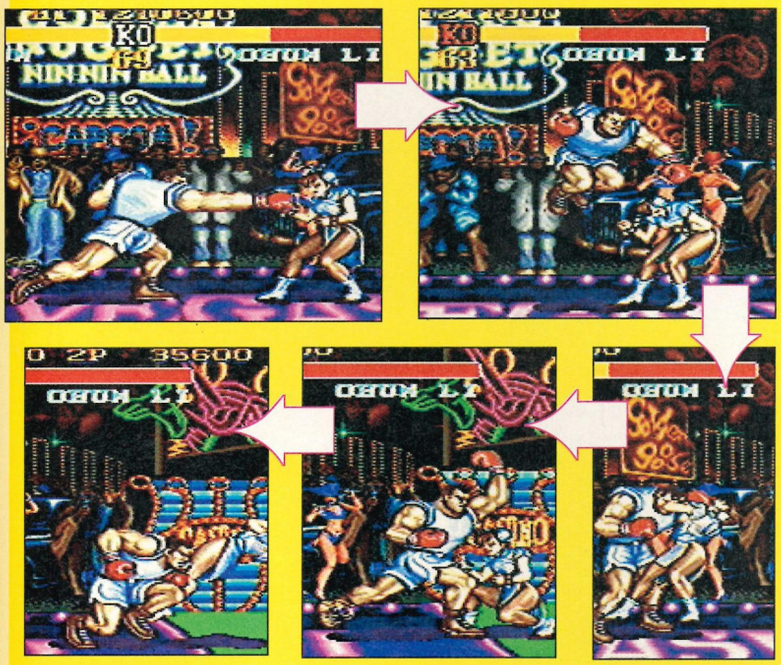
3 When Guile becomes boxed in, crouch down and rapidly tap the soft kick button. Then push UP to perform a soft Flash Kick to clear the path!

PLAYERS GUIDE

STREET FIGHTER II' TURBO

BALROG

1 Start off by performing a Dashing Jab (back for 2 seconds, then forward + L). Follow up with a flying hook which should stun your opponent. As they stand dazed, go in with a Head Butt (towards + L) whilst at the same time pulling back. As you release your opponent, push forward and R to execute a Dashing Uppercut, and then finish them off with a low uppercut (DOWN + L).



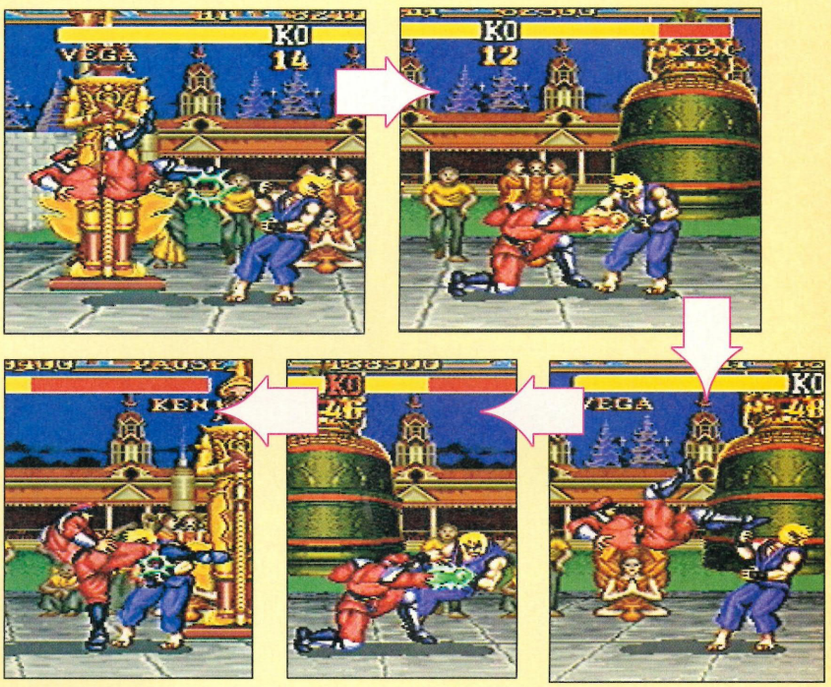
2 As Balrog relies solely on his fists as a form of attack, the punching combinations are endless! This triple hit combination is a sure fire method of stunning your opponent. Start off by jumping towards them and execute a Flying Hook (UP + L). When you land, hit them with a straight jab (L). Then finally, to knock them senseless, duck down and perform a hard jab (DOWN + R).



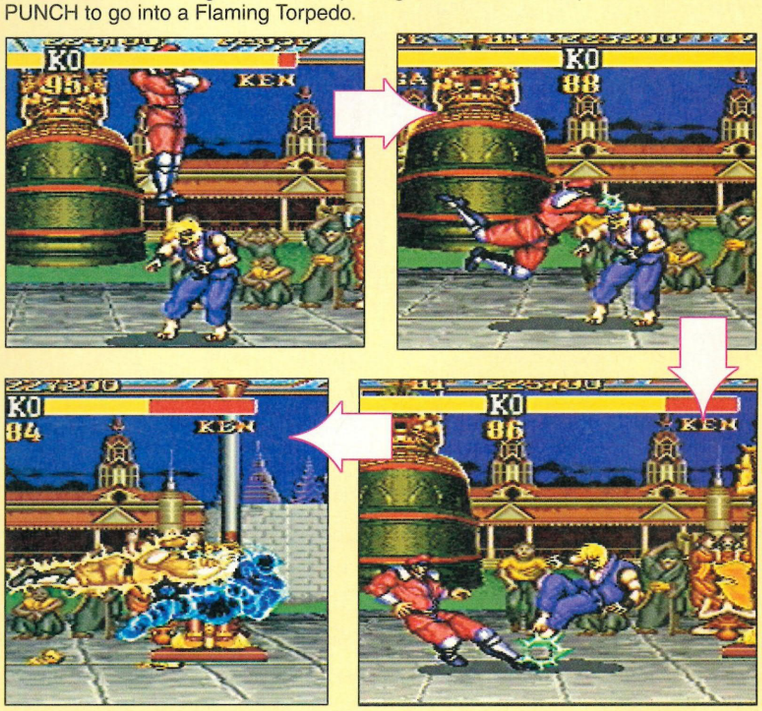
3 To get Balrog out of a corner, crouch down pressing diagonally away from your opponent. Then keep tapping B to let loose a barrage of quick punches. Finally, push forward and R to demolish them with a Dashing Uppercut!

M. BISON

1 Although Bison's notorious seven-hit combo is mind-blowingly hard to perfect, it's worth persevering for, as the devastating results are truly amazing. Start off with a hard Scissor Kick (pull back for 2 seconds, then forward + KICK), then follow it up with two low jabs. Now hit them with a standing jab whilst charging-up another Scissor Kick (press forward and KICK to execute it). Finally, finish off with a low strong punch and either a sliding kick or a standing hard kick!



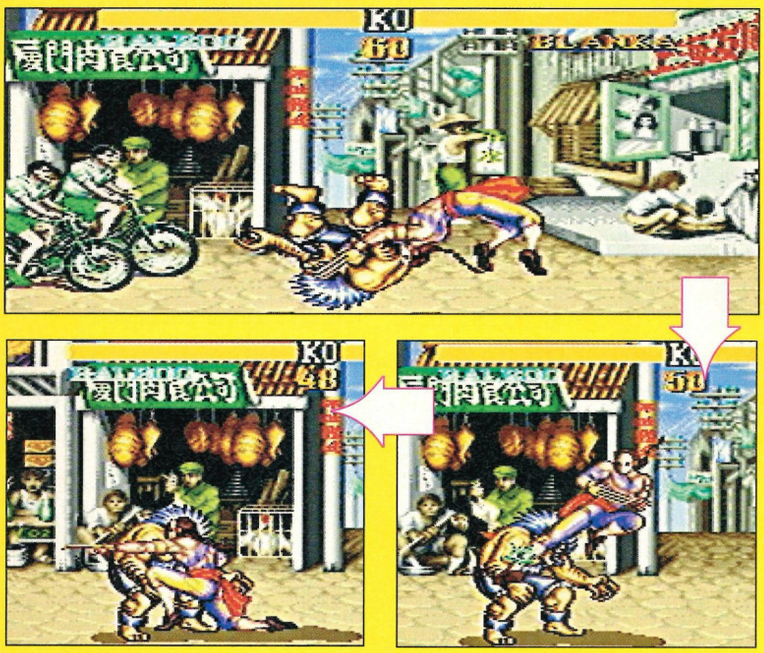
2 Start off with a Head Stomp (DOWN for 2 seconds, then UP + KICK), then press RIGHT + PUNCH for a second blow. As you land, go straight into a sliding kick whilst pulling back, and then push forward and PUNCH to go into a Flaming Torpedo.



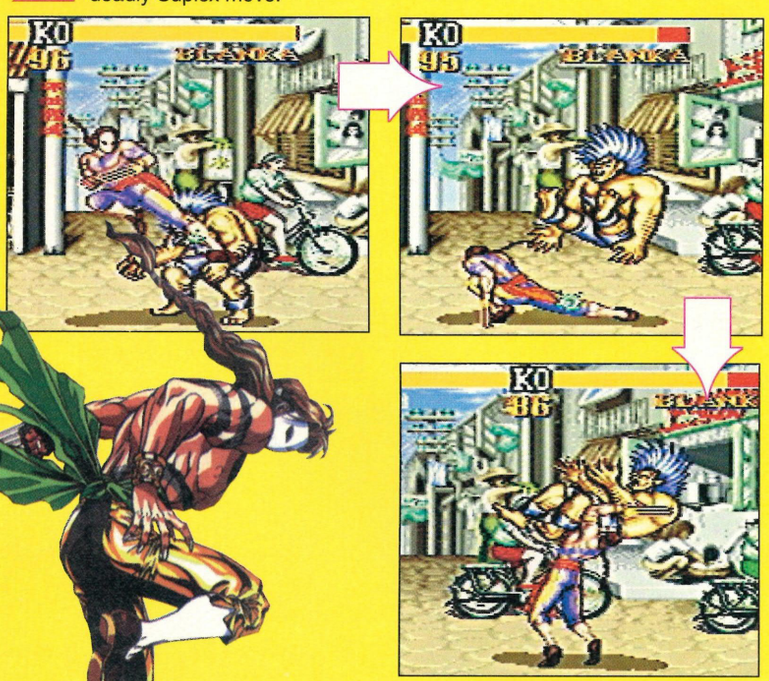
3 To get out of a corner, try pressing UP and PUNCH to perform a flying punch, or failing that, try hitting out with low jabs followed by a sliding kick!

VEGA

1 The most spectacular opening move for this clawed fiend is the devastating Izna Drop. This move, when timed correctly, will take a sizeable chunk off of your opponent's energy bar! To perform the move, pull DOWN for 2 seconds, then push UP and KICK. This will send Vega up into the air. As you drop down towards your opponent, push in the opposite direction and press PUNCH to hurl them into the ground! This move should be followed up with a flying kick and a series of quick jabs.



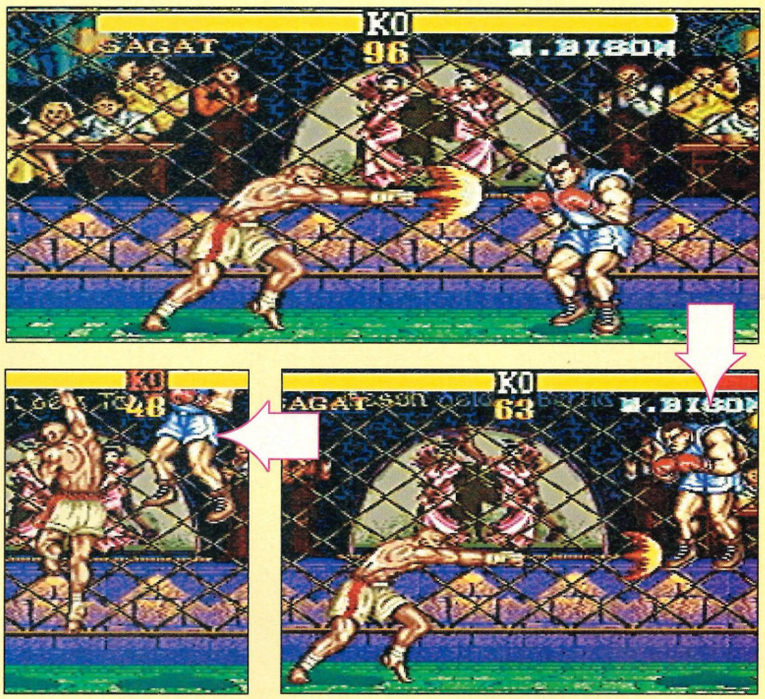
2 Start off with a flying hard kick, then follow with a hard sliding kick. As your opponent is knocked back, get close and press L to perform the deadly Suplex move.



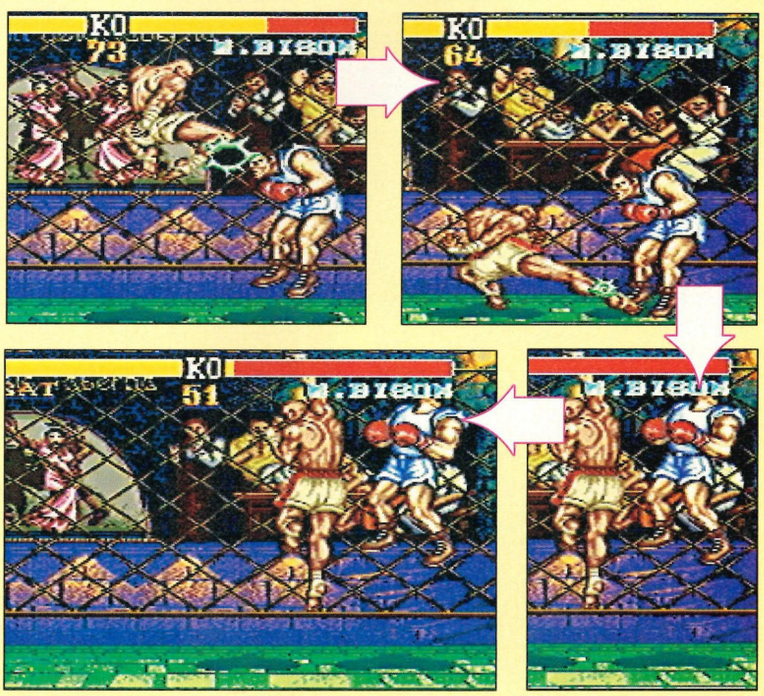
3 If Vega becomes trapped in a tight situation, crouch in the defensive position (i.e. pushing diagonally away from your opponent). Next, rapidly press the soft punch button to unleash a quick burst of body jabs. Now finish off by pushing forward and L to perform the Rolling Crystal Crash!

SAGAT

1 Due to his wide range of attack moves, Sagat is perhaps one of the hardest fighters to overcome! Probably the most straightforward combination is to fire off a quick barrage of high and low Tiger Shots (DOWN, DOWN RIGHT, RIGHT + PUNCH or KICK). As your opponent jumps over them, launch a fierce Tiger Uppercut (RIGHT, DOWN, DOWN RIGHT + PUNCH) to knock them out of the air!



2 Alternatively, attack your opponent with a Tiger Knee (DOWN, DOWN RIGHT, RIGHT, UP RIGHT + KICK), then duck down and perform two low soft kicks. To finish the combo, launch into a fierce Tiger Uppercut.



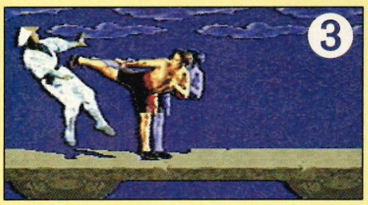
3 To get out of a corner, try using the Tiger Knee move, as this is extremely fast and is very hard to block. Alternatively, crouch in the defensive position and fire off a couple of low Tiger Shots followed by a Tiger Uppercut.

MORTAL KOMBAT

JOHNNY CAGE





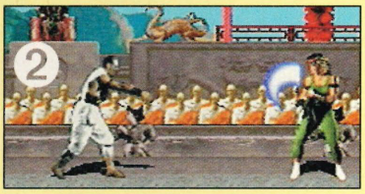


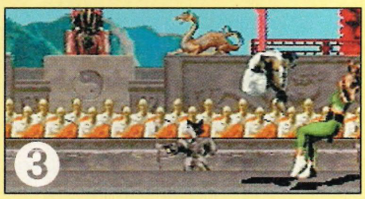
1. Deathblow, push forward 3 times followed by Y.
2. Energy Bolt, push away, forward, and B.
3. Shadow Kick, push away, forward and A.

KANO

1. Deathblow, push down, down forward, foward and B.
2. Spinning Knife, hold block, then push away, then forward.
3. Super Spin, hold block, rotate the pad, and then release block.



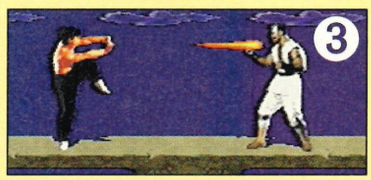




LIU KANG







1. Flying Kick, push forward, forward, and X.
2. Death blow, hold block and roate the pad towards your opponent.
3. Energy Bolt, push forward, forward and Y.

RAIDEN

1. Deathblow, push forward, forward, away, away, away and Y.
2. Raidentricity, push down, down forward, forward and B.
3. Teleport, push down, down, up.

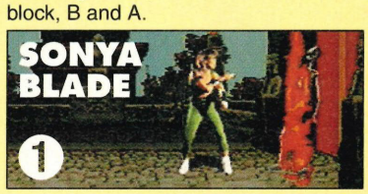


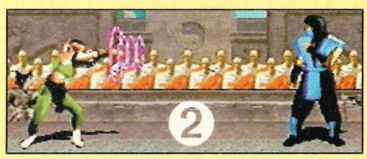


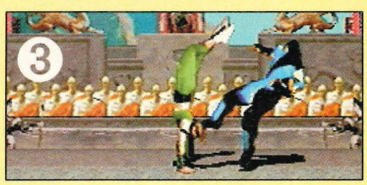


SONYA BLADE

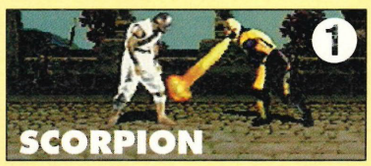
1. Deathblow, push forward, forward, away, away, then block.
2. Force Wave, push forward, away and B.
3. Leg Toss, push down, then hold block, B and A.

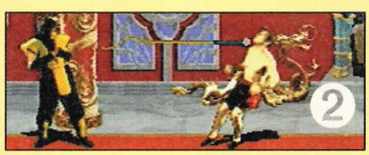






SCORPION

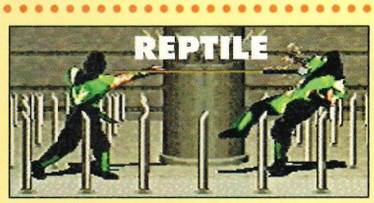






1. Deathblow, hold block, then push up twice.
2. Spear Punch, push away, away, and B.
3. Teleport Punch, push down, down away, away and Y.

REPTILE

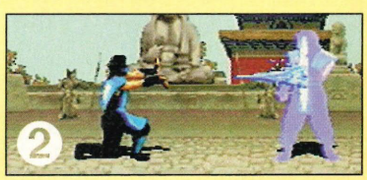


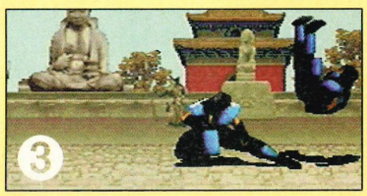
To fight against Reptile, you must achieve a Double Flawless Victory and perform the Deathblow when fighting at "The Pit". Do this and you should join the green one amongst the spikes.

SUB-ZERO

1. Deathblow, push forward, down, forward and Y.
2. Ice Shot, push down, down forward, forward and B.
3. Slide Kick, push down, then hold block, B and A.







DIAL-A-TIP
HINTS N' TIPS N' CHEATS N' POKES
• THE ORIGINAL AND THE BEST •
CHEATS GALORE
(SAY'YES' FOR NINTENDO)
0891 101 234
LAST WEEKS CHEATS 0891 101235
NINTENDO CHEATS'N'TIPS 0891 445913
CONSOLE CHEATS'N'TIPS 0891 445991
CONSOLE HOTLINE 0891 445990
ULTIMATE QUEST (COMPETITION) 0891 101255
ALL CHEAT LINES UPDATED EVERY WEEK
GAMERS GUIDES
DESERT STRIKE:JUNGLE STRIKE 0891 445953
MORTAL KOMBAT 0891 445987
SUPER MARIO WORLD 0891 445924
THE IMMORTAL/RODLAND 0891 445928
ST.FIGHTER 2 WORLD WARRIOR/TURBO0891 445927
FIRST SAMURAI 0891 445926
FOR FULL INFORMATION ON ALL OUR OTHER SERVICES
DIAL 0891 445 904
IF YOU'RE STUCK IN A GAME WE WILL TRY TO HELP YOU, FOR A PERSONNAL ANSWER TO YOUR PROBLEM:
DIAL 0891 668 012
GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
For full competition rules send s.a.e. Calls cost 36p a min at 'cheap rate' and 48p a min at all other times. Please get permission if you dont pay the bill. Maximum call charge £3.60

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

THE GAME CAR

MORE LEVELS
ENERGY
LIVES
POWER

UNLIMITED SPECIAL EFFECTS

SPECIAL FX™ SYSTEM



FOR THE SUPER NES™

£49.99

▶ Action Replay even works as an adaptor so you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console.



FOR THE GAME BOY™

£34.99

"NINTENDO", "GAMEBOY", "SUPER NES" & "NES" ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

★ IMPORTANT
ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

ULTIMATE BUSTING TRIDGE

WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!!!!

"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"
TOTAL! 94%

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your SUPER NES™, NES™ and GAME BOY™ Console.

So easy to use...if you can play the game you already know how to use Action Replay. Simply input any of the thousands of codes and bust your games wide open!!!

INFINITE GAME BUSTING CODES WITH BUILT-IN CODE GENERATOR!!

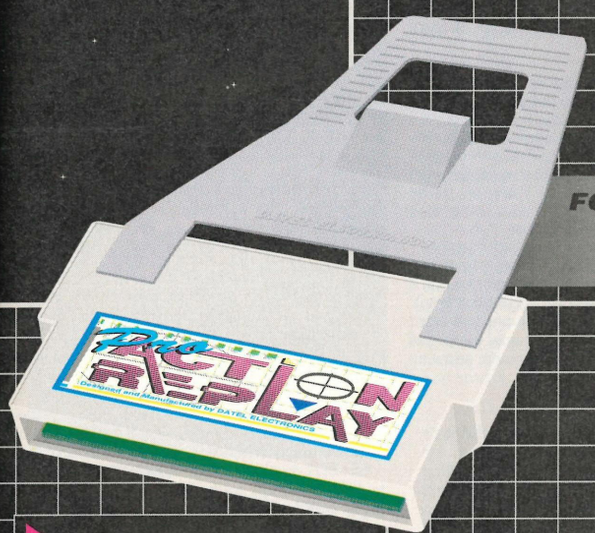
With its unique built-in "CODE GENERATOR", you can actually find and create your own cheats. No need wait for code updates. With this unique feature you have the ability to crack the latest games as they are released. No other product can offer this!



Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use.

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES
0782 745990 for the SUPER NES™
0782 745991 for the GAME BOY™
0782 745992 for the NES™
line open 9.am - 5.30pm Mon-Fri.
9.30am - 1.30pm Sat.



FOR THE NES™ £34.99

Action Replay even works as an adaptor so you can now choose from the huge range of US software and play it on your UK NES Console.



FOR THE SUPER NES™ £14.99

With Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console.

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

ALSO AVAILABLE FROM ALL GOOD GAMES STORES INCLUDING:
Virgin GAME CENTRES
WH SMITH
TOYS 'R' US
WOOLWORTHS

DATEL Electronics LIMITED

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

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.

ADVENTURE ISLAND
LEVEL SELECT
Press R, R, X and START on the title screen.

ALIEN 3
PASSWORDS
Stage 2 - QUESTION
Stage 3 - MASTERED
Stage 4 - MOTORWAY
Stage 5 - CABINETS
Stage 6 - SQUIRREL
End Sequence - OVERGAME

ASSAULT SUIT VALKEN
INFINITE CONTINUES
When the title screen appears, hold down L, R, and UP while pressing START.

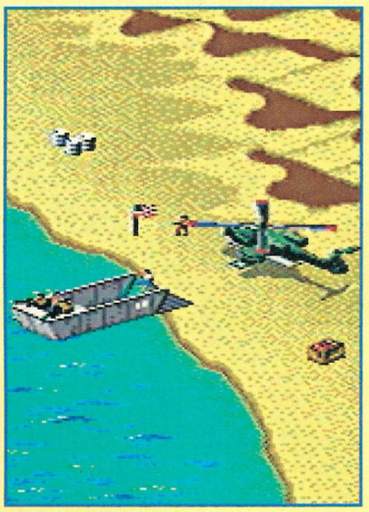
AXELAY
INFINITE LIVES
To gain an unlimited supply of ships, pause the game, unpause, then pause again. Now press SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X. Now unpause the game. If the cheat has worked, the word "Mutek" will have appeared where the score used to be.

BATMAN RETURNS
LIVES CHEAT
During the title screen, move the bat down to the options and press START. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. Tones of music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST." Your life count will now increase to nine.

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, then go to "End".

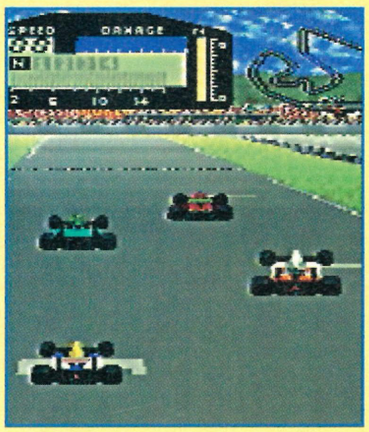
BLUES BROS
99 LIVES
At Denver, collect the 11 extra lives available, then commit hari-kari. Repeat the process until you have accumulated all the 99 lives possible.

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!

FATAL FURY
CHARACTERS
Pressing DOWN on controller two whilst in the character select screen, will allow you to play the Bosses.

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.

GODS
PASSWORDS
Temple - SD1
Labyrinth - MGB
Underworld - BMH

GRADIUS III
SUPER POWER-UPS
In order to get missiles, full options and shields, simply pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A then restart.
EXTRA LIVES
For 30 lives, hold left on the title screen, press A three times 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 then hammer the Y button eight times for a level select.
EVADE THE ENEMY
Hold down A and B, while pressing UP and DOWN. You can now make yourself soundless 25 times.

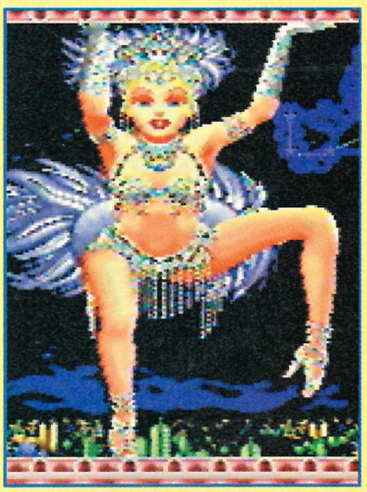
NHLPA HOCKEY '93
FINAL CODEY
Enter the following code to go straight into the final between Los Angeles and Boston:
C42BWBG00P37LV9J

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.

OUTLANDER
INFINITE ENERGY
Pressing UP, L, R, UP, B, and A during the game will give you infinite energy.

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.

TIPS

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

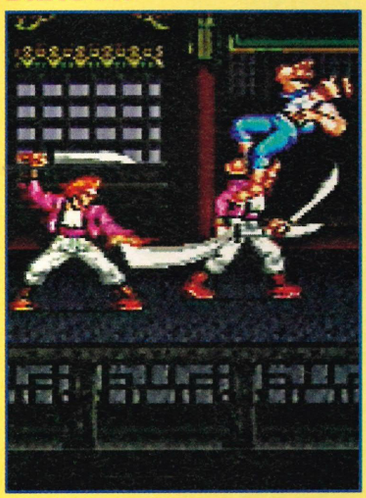
To sneak a look at the good character endings without playing on level 7, enter the championship mode, then set the difficulty level to 2. After you've gone through the game and beaten Bison, press START and R simultaneously before the screen fades to view the endings.

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, then hold down L and START on the second controller. Now 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.

EASY PENALITIES

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

SAME TEAMS

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

SUPER STAR WARS

SUPER CHEAT

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

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

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

DEBUG MENUS

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

SUPER SWIV



LEVEL SKIP

Pause and enter the following to skip a level.
Level 1 - R, L, R, R, L, L, R, L, R, R, L, L.
Level 2 - R, L, R, R, L, L, R, R, R, L, R, R.
Level 3 - L, R, L, L, R, R, L, L, L, R, R, R, L.
Level 4 - R, R, R, L, L, L, R, R, L, L, R, L, R, L.
Level 5 - R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.
Level 6 - L, L, L, L, L, R, L, L, L, L, L, L, L, R.

SUPER TENNIS

BETTER PLAYER

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

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.

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.

WAYNE'S WORLD

LEVEL SELECT

On the title screen, hold down X, Y, B, L, R, and DOWN. Then press UP. A level select will appear in the bottom of the screen. Press SELECT to advance through the various stages.

WINGS 2: ACES HIGH

LEVEL CODES

If this war-time blaster is proving to be too tough for you, try entering the following level codes:
6m!CQG!NCGGL8
sZG7owW6HBF
HMdMJ6C!brG!v!
!4!FIGCwPQk8Y
7dz12G8MwR!Z
Finally, the code BBHnwLL13CB!r will take you to the final stage.

WING COMMANDER

HIDDEN OPTIONS

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

ZELDA 3



EXTRA LIVES

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



RYAN'S

ACTION REPLAY CODES

B.O.B.
7E022D02 – Infinite lives.
7E022130 – Infinite energy.

CASTLEVANIA 1V
7E055D00 – Big jumps.
7E00BD81 – Magic potion.

FATAL FURY
7E060685 – Infinite time.

HOME ALONE 2
7E148803 – Infinite lives.

MYSTICAL NINJA
7E1AAF90 – Infinite money for player 2.
7E1B5F90 – Infinite money for player 1.
7E1AAA99 – Infinite power for player 2.
7E1B5A99 – Infinite power for player 1.
7E1AB299 – Infinite energy for player 2.
7E1ABA99 – Infinite bombs for player 2.
7E1AB699 – Infinite bombs for player 1.
7E1AB602 – Infinite yokoham yoyo for player 2.
7E1B6602 – Infinite party whistle for player 1.
7E1B000A – Infinite sandals X10 (player 2).
7E1BB00A – Infinite sandals X10 (player 1).

MORTAL KOMBAT
Thanks to John Patterson and Marc Verbruggen for sending in a selection of the following codes.
7E02C101 – Enables player 1 to fight as Reptile.
7E02C102 – Enables player 2 to fight as Reptile.
7E02C103 – Enables both players to fight as Reptile.
7E02C102 – Use with below code to fight against Reptile.
7E00DEFF – Use with above code to fight against Reptile.
7E00080X – Replace X with 0-6 to permanently fight against the various scenarios.
7E00420X – Replace X with 0-B to choose the fight. For example, 6 for mirror match, 7 for endurance etc.
7E03F200 – Player 1 is stunned.
7E03F400 – Player 2 is stunned.
7E04B901 – Player 1 is dead with one hit.
7E04BB01 – Player 2 is dead with one hit.
7E004801 – Turns off the music.
7E04B958 – Infinite energy for player 1.
7E03B023 – Fight in slow motion (enable switch once game has started).
7E196E02 – Player 1 only needs one win to go through to next stage.

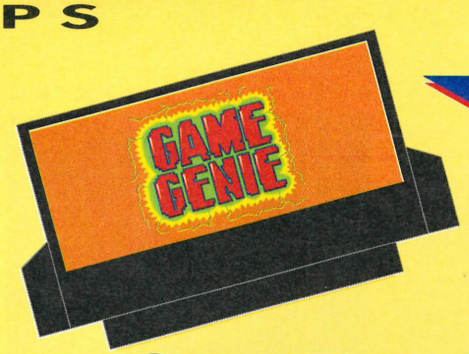
SHADOWRUN
7E3C113B – Infinite karma points.
7E3C0F14 – Infinite money.
7E3C3063 – Gives armour value of 99.

SFII TURBO
7E052FB0 – Throw player into the air.
7E09A001 – If player 1 starts bleeding, it never stops...urrgh!
7E18AB01 – You see end of game after level 1.
7E188E0X – Replace X with 0-E for level select.

STRIKER
00B51880 – Use with the below code to enable the game to work on US and Japanese machines.
00BB6E00 – Use with the above code to enable the game to work on US and Japanese machines.

SUPER SOCCER
7E184499 – Improves your running.
7E183E99 – Improves your attack.

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



RYAN'S

GAME GENIE CODES

BUBSY
766C1766 – Numbered T-shirts worth 1 more.
DDB1175C – Infinite lives.
FD601FD6 – Each yarn worth 10.
BB694F6C – Crate of yarn holds 99.
DF6D472A – Start on chapter 2.
D46D472A – Start on chapter 3.
D76D472A – Start on chapter 4.
D06D472A – Start on chapter 5.
D96D472A – Start on chapter 6.
D16D472A – Start on chapter 7.
D66D472A – Start on chapter 8.
DC6D472A – Start on chapter 9.
DA6D472A – Start on chapter 10.
D26D472A – Start on chapter 11.
D36D472A – Start on chapter 12.
DE6D472A – Start on chapter 13.
FD6D472A – Start on chapter 14.
FF6D472A – Start on chapter 15.
F46D472A – Start on chapter 16.
71681D8B – Jump higher.
436B1D8B – Jump super high!
DDB43404 – Infinite time.

MARIO ALL-STARS (US VERSION)
SUPER MARIO BROS
17DFFAAD – Start FILE A game with 100 lives.
C2C1D4AA – Infinite lives.
6D84DF03 – Infinite time.
D5DFFADD – Allows you to select any world for FILE A.
9D2F6DAE – Longer invincibility The Lost Levels
17DFFEDD – Start FILE A game with 100 lives.
C2B6A455 – Infinite lives.
6D820F79 – Infinite time.
DADFF30D+D7DFF36D – Allows you to select any world or level for FILE.
SUPER MARIO BROS 2
176105D0 – 99 lives after continuing.
C26ED5A6 – Infinite lives.
DD326966 – Never lose hearts.
D1D4FA0D – Allows you to select any world for FILE A.
SUPER MARIO BROS 3
DDAFA8A3 – Fly at any time (meter is always full)
E1A3D60A – Start and continue as Big Mario.
17BBDBAF – 99 lives after continuing.
82BB0C6D – Infinite lives.
D93E6819 – You only need 5 coins for an extra life.
AD3F6801 – Power jumps.
C63E6801 – Ultra power jumps.
DDA9A603 – Skywalker.
6D3D6619 – Infinite time.

MORTAL KOMBAT (US VERSION)
C9B217AF – Infinite time.
CBBA394F+D5BA391F – Always fight Goro (don't use Kano's or Johnny's death moves)
D16114DD – Start on Mirror Match.
D56114DD – Start on Endurance 1.
D66114DD – Start on Endurance 2.
DB6114DD – Start on Endurance 3.
DC6114DD – Start against Goro.
D86114DD – Start against Shang.
6D683D67 – Always get "Flawless Victory" bonus.
DD8C370F – First hit wins round.

TAZ-MANIA
DD3BC540 – Infinite time.
C9354540 – Infinite health.
17341140 – Start with 99 continues.
E882309C – Each Kiwi is worth 7.
6082309C – Advance to next level after collecting 1 kiwi.
D930C530 – Red bird worth 50 seconds.

TOYS
C2613D7B – Infinite lives.
C2B63F5C+C2A43F8C – Protection from most hazards.
1EB54D34+EEB5440F – More toys in boxes.

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

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

BE A WINNER! GET THE MOST OUT OF YOUR SUPER NES GAMES WITH

AWESOME SUPER NINTENDO SECRETS II

AVAILABLE NOW FROM ALL GOOD BOOKSTORES PRICED JUST £9.99

Awesome Super Nintendo Secrets 2 features over 320 pages crammed with exclusive game busters, playing guides, hints and tips, strategies and secrets. It's a fantastically comprehensive collection of tricks and tactics aimed at games playing winners.

Awesome Super Nintendo Secrets 2 has essential playing guides to many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. The playing guides will get you through to the end when everything else fails.

Awesome Super Nintendo Secrets 2 is the most accurate and fact-packed guide to winning Super NES games. Over 100 games busted and beaten! You'll discover secrets buried within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, programmer access codes, even games within games.

Awesome Super Nintendo Secrets 2 comes with hints and tips, playing guides and game busters for the following games:

Actraiser, The Addams Family, Aliens vs Predator, Another World, Arcana, Axelay, Batman Returns, Battle Blaze, Battleclash, Best of the Best, Blazing Skies, Blues Bros, Bubsy the Bobcat, Bulls vs Blazers, Contra 3, Combat Tribes, Cybernator, D-Force, Darius, Desert Strike, Dinosaurs, Dino City, Dragon's Lair, Equinox, F1 Exhaust Heat, F1 ROC, Faceball 2000, Fatal Fury, Final Fantasy II, Final Fight, Firepower 2000, Flying Hero, F-Zero, Gradius 3, Harley's Humongous Adventure, Hole in One, Hook, Human GP, Jacki Crush, James Bond Jr, Joe & Mac, John Madden Football, Krusty's Super Fun House, Legend of the Mystical Ninja, Legend of Zelda III, Lemmings, The Lost Vikings, Magic Sword, Magical Quest, Marie Paint, NHPLA Hockey '93, On the Ball, Paperboy 2, Parodius, Phalanx, Pilotwings, Prince of Persia, Push-Over, Q*Bert 3, Rampart, Ranma 1/2, Rival Turf, Robocop 3, Rocketeer, Run Saber, Sim City, Skullagger, Smart Ball, Soul Blazer, Sonic Blast Man, Space Football, Spanky's Quest, Spindizzy Worlds, Star Wing, Street Fighter II, Street Fighter II: Turbo Edition, Super Adventure Island, Super Battletank, Super Buster Bros, Super Double Dragon, Super EDF, Super Fire Pro Wrestling, Super Ghouls 'n Ghosts, Super Mario Kart, Super Mario World, Super Off Road, Super Pang, Super Probotector, Super R-Type, Super Smash TV, Super Soccer, Super Star Wars, Super Tennis, Super Valis IV, Thunderprints, Thunder Spirits, Tiny Toon Adventures, Top Gear, Top Racer, True Golf Classics, Tuff E Nutt, Turtles IV: Turtles in Time, Ultraman, UN Squadron, Warp Speed, Wayne's World, Wing Commander, Wings 2



"The ultimate winners' handbook for SNES owners – indispensable, indepth, up-to-date, concise, clear!" **Damian Butt, editor Super XS magazine**

"An amazing book, packed with comprehensive tips on a huge range of brilliant games. Without doubt the best tips book I've seen." **Stuart Wynne, editor SuperPro magazine**

OUT NOW! JUST £9.99

- OVER 320 PACKED PAGES
- FULLY ILLUSTRATED WITH 500-PLUS PICTURES
- ESSENTIAL TRICKS AND TACTICS TO OVER 100 GAMES
- FULL PLAYING SOLUTIONS FOR 30-PLUS SNES GAMES
- GAME BUSTERS FOR MORE THAN 80 TITLES

AWESOME SUPER NINTENDO SECRETS 2 IS AVAILABLE NOW FROM ALL GOOD BOOKSHOPS PRICED JUST £9.99.

IT CAN BE PURCHASED DIRECT FROM THE PUBLISHERS USING THE FORM TO THE RIGHT.

IF YOUR LOCAL BOOKSTORE DOESN'T STOCK THE TITLE, SIMPLY GIVE THEM THE FOLLOWING DETAILS AND THEY WILL BE ABLE TO ORDER IT FOR YOU.

Title: Awesome Super Nintendo Secrets 2
Authors: Meston & Arnold
ISBN: 1 873650 02 7
Price: £9.99
Publisher: Paragon Publishing Ltd

Paragon Publishing Ltd
Durham House
124 Old Christchurch Rd
Bournemouth BH1 1NF
Tel: 0202 299900
Fax: 0202 299955

Book Order Form

Please rush me a copy of *Awesome Super Nintendo Secrets 2* for £9.99 which includes postage and packing:

Name .....Signature.....

Address .....

.....

Postcode .....Phone nº.....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

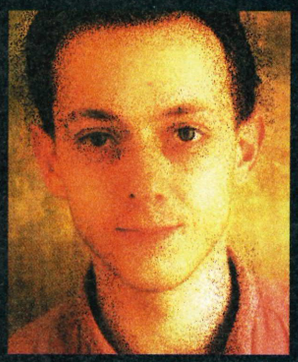
Card number_____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Book Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

NB: *Awesome Super Nintendo Secrets 2* is published by Paragon Publishing Ltd, an independent publishing company. The book is not published, authorised by, endorsed, or associated in any way with Nintendo of America Inc. or Nintendo Co. Ltd. The book is not related and should not be confused with any publication that is printed or distributed by Nintendo of America Inc. or Nintendo Co. Ltd. Nintendo® is a registered trademark.

MARK'S MAIL

I'm back! With enough pills to knock out a horse, and my negatively-charged perception of life coloured by many new psychosomatic illnesses! Nevertheless, I'm ready to wade through a huge wodge of unopened parcels and letters. I'd like to take this opportunity to thank Master Westley for his skilful, nay witty, handling of this department last month, and I'm sure you'll all join me in congratulating him on his incisive responses and selfless request for chocolates from all you readers. And, if you'll excuse my directness, where are they?! Chocolates have not rained on the office yet, so get a move on, please. I'm in need of comfort food. But enough of me. No, really, I'm paying a rather plump man dedicated to personality disorders to babble to, whereas I know that you lot just want to know whether your letters have been printed! Selfish boots, the lot of you I fear, but then we all tend to be selfish when hurt, rejection and pain are so easily come by. Ho hum.



IF YOU'VE NOTHING GOOD TO SAY...

Dear Mark,

I've been desperate to find something to write about so that I can win a totally bodicious prize. I noticed in your *Bubsy* review, on page 84 of issue eight, a classic mistake. What does "You can also look out of circling arrows which give continues" mean? I think it's supposed to say, "You can also look out for circling arrows which give continues." Please send me a mag or I'll stop reading your mag, which will be worse for me than you, so maybe I won't do anything that drastic. So please don't make any mistakes more, eh, I mean any more mistakes.

Cheers mates,

Matt, Hants

(Big thanks with cherries on top and cream.)

PS. I didn't mean that I'll stop reading your mag. It's too brill.

PPS If I do win, could I have *Bubsy* or *Tiny Toons Adventures*? Cheers again.

Now I must take issue, at this point, with the trend of rather cynical letters that I've been receiving. What an horrendously bored person you seem to be, Matt, to be so short of ideas and to have so much time to pick out such iddy biddy faults in our quality magazine. Thank you for pointing out that little error in our* Bubsy *review, and, lo and behold, who was responsible for checking that page but little ol' me. I apologise profusely. Your own letter was, however, not without fault, dear Matt, for where you write "If I do win, could I have* Bubsy *or* Tiny Toons Adventures*?" I think what you actually meant to say was "I'm a complete dweeb to fault your top magazine before asking for a free cart, and I humbly realise that I will receive nothing from Mr. Wynne's pressie bag. Ho hum, what a fool I am." Sound better Matt? Cheers.

NEW SENSATION

Dear SUPERPRO,

To be honest, before I got my SNES, my life was pretty boring. So when I got my SNES last Christmas I was pretty chuffed (as you'd expect), especially so as I was in hospital the three days before Christmas, stuck only with a Master System and *Alex Kidd*, *The Ninja* and *Operation Wolf*. Oh, and a video of *Home Alone*.

When I had my SNES, it entertained me for about two months before I got bored again. I ended up getting a Game Gear, subscribing to *Sega* **** and then came up with the crazy idea of selling my SNES. However, I decided to buy a SNES mag first, and seeing as yours had the best cover (amazingly attractive), I bought it. As I read it, a most amazing sensation came over me – my faith in the SNES was completely restored. However, I still haven't got a new game yet (I spent all my Christmas money and recent allowance on videos and birthday presents) and I won't be able to for another four months now, but I send off to every competition and keep my fingers crossed, although I haven't won anything yet.

Can you please answer these questions for me?

1 - Is there a fan club for SUPERPRO?

2 - Do you still give away games to Star Letters? ***(Subtle!)***

3 - Is there going to be a game made of my favourite film, *Army of Darkness*, or *Evil Dead 1* or *2*?

4 - Do you have any spare games demos lying around as I would really like a new game to play on?

Nes Clough, Manchester.

PS Your mag is the best SNES mag around, with the best reviewing system, but could you include a long term appeal box leading from a day to a year, as once I've completed a game, I never play it again.

I think your letter must have been collecting dust in my drawer for a while, with all your whining about last Christmas. You, Nes, are a self-centred and greedy bod. You've been through nearly every home entertainment system invented, and you're still on the scrounge. What a tight pea! Answers to questions are, however, free, when you're as giving a person as myself.

1 - Yes there is. Each member buys 200 copies of each issue and donates all their chocolates to me to become a member.

2 - Do sheep baa?

3 - No, but I do like how you move from compliments, to subtle hints to understated menace – eg I'm a pyscho* Evil Dead *fan, gimme or you die!

4 - All spare game demos are confiscated by myself, for extensive play testing and research... Sorry.

And from someone with too may game systems, to a poor bod with not enough...

PARENT PROBLEMS

Dear Mark,

I though I'd write to you because I'm suffering from a condition called Severeicus Holbordicus. Let me tell you of my woes. It all started at the end of July. My mum and dad had just given our 28 inch Nicam, twin SCART telly back to the rental company. "Buggery!" I thought. That meant I couldn't use my US SNES on anything! My fears were temporarily put to rest by my dad, who said we'd be getting a new telly soon. I breathed a sigh of relief.

Now, that was at the end of July. It is now the end of August. Practically the end of the hols. Every night I've dreamed of what it would be like to again press those purple buttons, to hear brilliant music being pumped out of those speakers.

But now we have a telly. So what's the problem I hear you ask? Well, the problem is that my dad said he couldn't afford a SCART telly, and if I wanted one, I'd have to pitch in. Dismayed, I went to my local second hand dealer and sold all my SNES games, so now I'm back to square one. It took me all of last week to draw the Ryu picture enclosed (because I'm such a naff artist) in an attempt to win the cart for best drawing. So if I win, please give me the US version of *Street Fighter II Turbo*. Oh, what the hell, I'll even settle for *Home Alone* I'm so bored. Help!

Yours, extremely hopefully,

Mathew Potter, Lincs.

Yet another selfish sausage. Think of your poor dad, scraping away trying to stretch those pennies, whilst you write to national magazines to bleat because he's sold your telly! I'll send you a SUPERPRO T-shirt out of the kindness of my heart, but don't flog that as well!

Your drawing was, I agree, rather poor. The next reader was rather more insightful as to their artistic abilities...

STOP SCORING?

Dear Mark,

I haven't sent a picture because it would be about as interesting as reading *Super A***** or *&**.

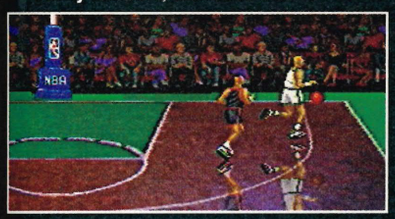
Sports sims are definitely my cup of tea and I would like to give a useful

tip to any *Super Soccer* players – BUY *STRIKER*!! *Super Tennis*, *Super Soccer* and *Striker* are my main sports sims, and I would happily spend all of my time playing them, but, unfortunately, I have to go to work in-between scoring goals and volleying match winners.

The reason I am writing is because in issue three, you did a rave review of *Super NBA Basketball* (import). Do you know the official UK release date of the PAL version? Have you seen any forthcoming sports releases that might make my mouth water?

Like you boys at SUPERPRO, I can't stop playing *Striker*. My main difficulty however, is effectively controlling the half-asleep goalkeeper. Have you got any tips?

Vinny Ellison, Lancashire.



***Tecmo's* NBA Basketball *is now available officially and well worth checking out – no other basketball sim comes close in our opinion. As for future games, obviously Nintendo's* NHL Stanley Cup *ice hockey sim is looking very promising, mixing realism and Mode 7 wizardry. Before then there's Accolade's 16MBit* Brett Hull Ice Hockey, *while possibly the most eagerly anticipated game of them all is* Sensible Soccer. *Coming from Sony this is due toward the end of the year, promising considerably more depth than the still quite excellent* Striker.

NO TINY QUEST

Dear SUPERPRO,

In issue six of your wicked mag, I saw an advert on the back for *Tiny Toons* on the SNES. It had a few screenshots of the game and in the bottom right hand corner of the ad it had a picture of the box which the game comes in. When I looked closer at this pic, I saw that it had written on it, underneath the words Super Nintendo, PAL version. Then I remembered that in issue three of SUPERPRO, I had seen the review for this game as an import. I was puzzled at this so I checked the A-Z in the back of your mag. This also had *Tiny Toons* down as an import game with no UK version. I had also seen *Tiny Toons* for sale on mail order, but only as American or Japanese versions, not official.

Please could you tell me if there's a UK version of this game and where I can get it from?

Andrew Humphrey, Hants.

Andrew, we're a bit out of date aren't we? Still pondering over our May issue when, in the very next issue, the A-Z duly recorded* Tiny Toon*'s UK release with a official UK release line appearing under its title. The game has now been on release for quite some time, available everywhere from Boots to WH Smiths to, of course, independent shops. Nevertheless, it made me so depressed reading your letter, Andrew, that I've decided to send you* Tiny Toons, *just because your plight struck a chord in my own impulsive, neurotic nature. Your letter was also the most long winded and slyly subliminal plea for a game I've ever had! Well done.

Oh, and as for your query about* Chuck Rock, *I tentatively appealed to Buster Butt for tips on the level that has flummoxed you, only to be sternly informed that we haven't got a copy of the prehistoric puzzler in the office, and thus tips would be in short supply from the guru himself. Sorry, Andrew!

TO THE POINT

Hello there muckers,

This is my third time writing to you, so here's hoping you could answer my questions.

1 - After having had *Street Fighter II* for about a year, do you think the new *Turbo* version is worth buying?

2 - Why is there a secret hidden fighter on the SNES *Mortal Kombat* who isn't in the arcade game?

3 - Is there any blood on *Mortal Kombat* and if not, will there be any codes to restore it or even play as the secret fighter?

4 - Will Capcom's *Captain Commando* ever come out on the SNES?

5 - Do you think *The Empire Strikes Back* will be any good?

6 - Why is the Mega-CD so cack?

7 - Can you please, please, please loan me a copy of *Super Star Wars*? I promise to give it back.

I'll write soon, so keep up the good work.

Yours faithfully,

Mark Findlay, Renfrewshire.

PS It was my 18th birthday last week.

1 - It's very much an individual choice, Mark. Personally, I wasn't that impressed by* Turbo *when it first came into the office, but I've played it quite a bit lately and am now of the opinion that it is far superior to it's predecessor, with the new baddies and increased speed, as well as significantly improved graphics making it a very seductive package. On the other hand, it seems a shame the game was rushed out to compete with the belated Sega version. Surely it would've been better to wait and do a conversion of* Super Street Fighter II: The Tournament Battle *and really justify the huge cost. Swings and roundabouts, eh?

2 - Because there is. Ryan will be revealing an exhaustive and quite wonderful* Mortal Kombat *players guide this month so I expect there will be lots more exciting info featured then.

3 - No and probably not.

4 - Again, probably not as we remember it as a rather obscure and not particularly good game.

5 - I'm rather excited about the prospect of it myself, although its lack of game playing originality or innovation is a tad disappointing. Still, I'm sure we'll all fall in love with it instantly.



6 - Why are peas green?

7 - I fear not, for I can see the length of your beak from Bournemouth. Console yourself, by taking your beady eye to the gallery section though...

LOOPO

Dear Mark,

With this letter I have enclosed a picture of Guile **(five actually, you loop)**, and I would be chuffed and happy if you would put it in your most excellent magazine, along with this letter (here comes the begging part), so please, please, please will you put it in your magazine because I think that it's great (suck, suck). ***(Thank you very much.)*** Oh, and for a prize, I'd like *Tiny Toons*, if that is okay, but it would be just great if you put it in your magazine.

Now for some questions.

1 - I have *StarWing* (which I think is great) and I can get to the Black Hole and Out Of This Dimension, but I was wondering if there are any more bonus levels.

2 - Besides *FX Trax*, are there any more FX games coming out on the SNES in the near future?

3 - I have *Super Star Wars*, but none of the cheats work on it. What should I do?

4 - When will *Super Empire Strikes Back* come out? Will it be worth buying?

5 - When will *Cool Spot* and *Prince Of Persia II* come out on the SNES?

6 - Will *SFII Turbo* still be £100 when it comes out in Britain?

7 - Will there be a *StarWing 2* do you think?

8 - Will *FX Trax* be any good?

Please put my picture and letter in your magazine, I beg you.

Michael Velley, Shropshire.

PS Sorry about the begging.

I've not printed your picture, Michael, following my better instincts. The collective opinion in the office, after opening five envelopes from you each with an identical, hand-written letter and drawing, is that you are completely devoid of marbles. Hopefully, by not printing your piccie, other potential loopo's won't be encouraged.

1 - Not as far as we know.

2 - Argonaut have at least two games in development for early 1994, while Nintendo are rumoured to have two other games including a 3D adventure.

3 - They do! Try again!

4 - It's due out in November Stateside and it's bound to be a hit, even though most of the levels seem set on Hoth!

5 -* Cool Spot *should be out on import by the time you read this, with the UK version due in December.* Prince of Persia II *is more problematic, we've heard no plans for its conversion as yet.

6 - No, £60-65 is the expected price for its November release.

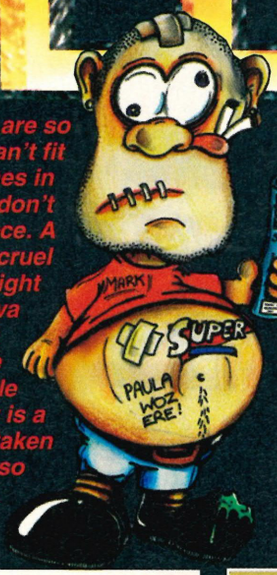
7 - Yes, one is well under way already!

8 - I don't doubt it for a minute. Oh and Michael, get help, soon.

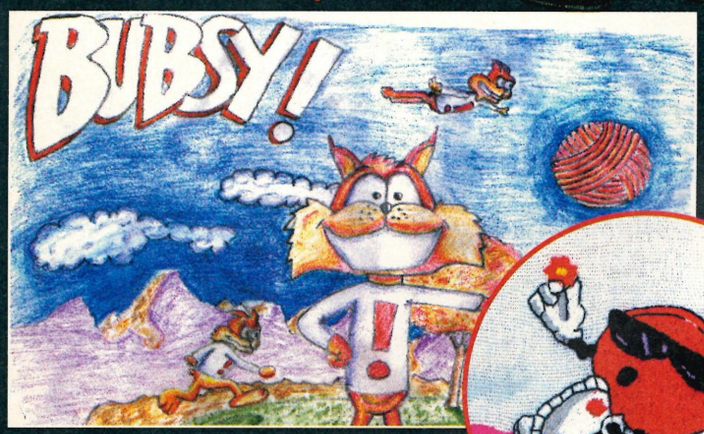
That's your lot. Keep writing to MARK'S LETTERS, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF. SP

GALLERY

My only regret this month is that there are so many more superb pictures that I simply can't fit them all in, but I do keep back all the best ones in case I have room in future issues, so don't despair if you can't see your masterpiece. A special thanks to Woody for his rather cruel caricature of my good self (right), but outright winner of a cart this month has to be Ava Duffy for her astonishingly embroided picture, much admired throughout the building. I hope the excellent quality is visible in our reproduction, because it really is a fantastic piece of work that must have taken weeks of work. Please get in touch Ava, so you can let me know what prizes you'd like, and a super comfy, SUPERPRO T-shirt to the rest of you. well done!



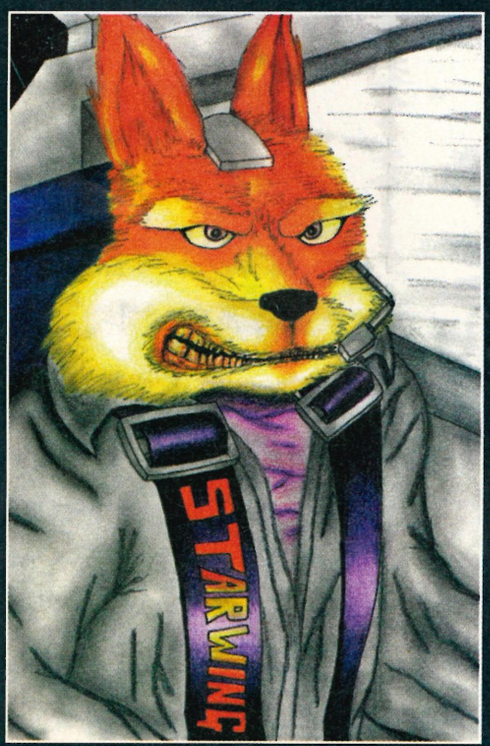


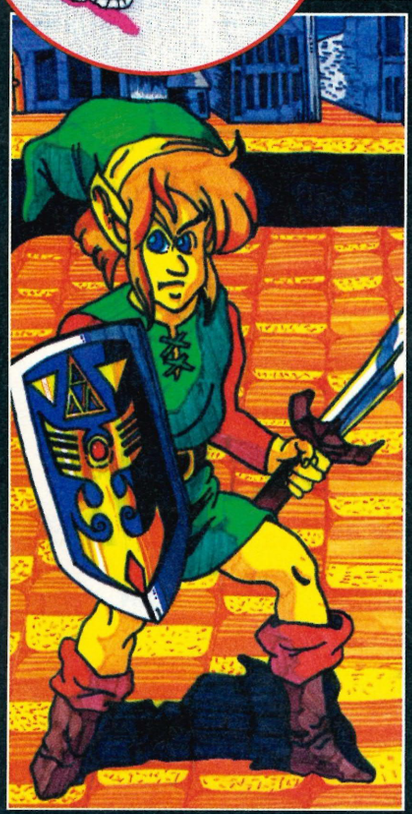




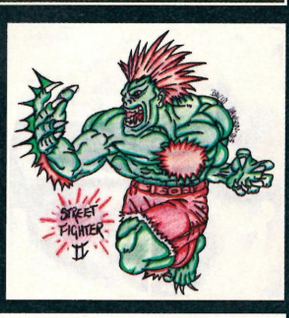


Top right, war mongering Brian Francis from Heartfordshire, above, James Springham from Mildenhall follows the fur and right, Birmingham's Ava Duffey takes the glory as Star Picture this month. Super.





Far left, Andrew Jones from West Sussex keeps the flag flying for *StarWing* and, left, Richard Maloney, from sunny Northwhich (avoid) sent in this tribute to *Zelda*.
Below is David Woods' second rendition of SUPERPRO members, and is equally unflattering. Right, just space to fit in Blanka, from David Dawson in Essex





THE Games Exchange

The Original,the Best,the BIGGEST

SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE.

BEATS PAYING £40 OR MORE FOR A NEW ONE

WE **DO NOT** CHARGE EXTRA FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES,**BUT WE DO DELIVER BY 1ST CLASS RECORDED POST!!** WE CHARGE ONLY £4.50 (TOTAL) PER GAME EXCHANGED.WE CARRY A LARGE UPTO DATE STOCK OF GAMES,TOO MANY TO LIST. OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL ABOVE 1000! MAKE YOUR PREFERRED CHOICES OF A SIMILAR SUPERPRO RATING AND VALUE AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OR A SEPERATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON OPPOSITE. GAMES ARE USUALLY DESPATCHED BY RETURN OF POST, BUT PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED.

WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES

SUPER NES, NES, GAMEBOY

POST TO: THE GAMES EXCHANGE, 24 LANGTON CLOSE, HUCCLECOTE, GLOUCESTER,GL3 3AZ.
TEL: 0452 611550

NAME .....
ADDRESS .....
.....
SIGNATURE OF GUARDIAN
(IF UNDER 18)
1ST CHOICE .....
2ND CHOICE .....
3RD CHOICE .....
4TH CHOICE .....
GAME ENCLOSED .....
AMOUNT ENCLOSED £ .....

£4.50 (TOTAL)

PLEASE MAKE CHEQUES-P.O.s PAYABLE TO '
THE GAMES EXCHANGE'

ESTABLISHED SINCE 1990

VASTLIGHT

INCORPORATED IN HONG KONG

THE NO.1 FOR ADD-ONS.MAIL ORDER RETAIL
CALL NICKY LEE, 51 PREMIER ST,OLD TRAFFORD,MANCHESTER, ENGLAND.

0850 902276

TRADE (SEND £3.00 P.O FOR PRICE LIST)
SHOP:B1A,MEI WAH BUILDING, WAN TAO ST, TAI PO,NT,HONG KONG.
TEL: 6758751 FAX: 6757919

SEE OUR OTHER ADVERTS IN EUROPE FOR MORE DETAILS.

C.A.GAMES

SCOTLAND'S LEADING CONSOLE CHAIN
GAMES FROM ALL OVER THE WORLD

SEGA + NINTENDO

COME IN AND SEE US AT:

GLASGOW	STIRLING	PERTH
DE COURCYS ARCADE CRESSWELL LANE OFF BYRES ROAD	6 THE ARCADE MURRAY PLACE	KIRKGATE CENTRE 61-63 SOUTH STREET
041 3343901	0786 447470	0738 440669

INARCADIA

WHOLESALERS and IMPORTERS of
NEO-GEO
SNES
MEGADRIVE
MEGA CD
PC ENGINE
SUPERGUN
REPAIR SERVICE ALSO AVAILABLE ON ALL CONSOLES.

****

TEL: 071 404 2338
FAX: 071 404 2668

****

15 GREVILLE ST.
LONDON EC1N 8SQ

B✦✳✧★☆★S!!

THAT'S WHAT OUR COMPETITORS SAID WHEN THEY SAW OUR PRICES!!

MORTAL KOMBAT	£54.00
STREETFIGHTER 2 TURBO	£60.00
MARIO ALL STARS	£59.00
JURASSIC PARK & FREE MUG	£49.00
SUPER BOMBERMAN	£50.00
ROCK N ROLL RACING	£49.00
WORLD HEROES	£60.00
ZOMBIES ATE MY NEIGHBOURS	£49.00
COOL SPOT	£50.00
DUNGEON MASTER	£55.00
GOOF TROOP	£49.00
BATTLE CARS	£49.00
BATMAN RETURNS	£49.00
EQUINOX	CALL

CALL TODAY!

0925 266844

CONSOLE RIOT

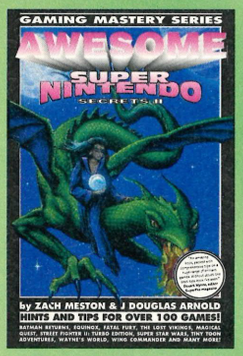
PLEASE MAKE CHEQUES PAYABLE TO CONSOLE RIOT
PO.BOX.386,WARRINGTON, CHESHIRE WA4 2BD

LOADS MORE BARGAINS IN STOCK

POST & PACKAGE: £1.50 CARTS, £7.50 CONSOLES.
CASH ON DELIVERY AVAILABLE: £5.00 CARTS, £12.00 CONSOLES

AWESOME SUPER NINTENDO SECRETS II

This massive 320-page guide comes crammed with hints, tips and game-busting solutions to over 100 top Super Nintendo games. Furthermore it comes fully illustrated with over 500 pictures. The Awesome Super Nintendo Secrets II has an RRP of £9.99, but it's absolutely free when you take out a 12-month subscription to SuperPro!



FREE WHEN YOU SUBSCRIBE TO SUPERPRO!

SUPERPRO SUBSCRIPTION FORM

Yes, yes, yes! I wanna be in the know... that's why I'm plugging into SuperPro! Please rush me the following:

OPTION 1 ☛ 12-MONTH SUBS PLUS *AWESOME SUPER NINTENDO SECRETS II* FREE!
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £27 ☐ Europe £37 ☐ Rest of World £47

OPTION 2 ☛ 15-MONTH SUBS FOR THE PRICE OF A 12-MONTH SUB.
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £27 ☐ Europe £37 ☐ Rest of World £47

YOUR DETAILS ☛
I would like the subscription to start from issue number ....

If you are either taking out a subscription for yourself or giving a subscription to SuperPro as a gift, please fill in your details below:

Name .....Signature.....

Address .....

Postcode .....Phone number.....

Method of payment please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

If you are giving a subscription to SuperPro as a gift to someone, please fill in the recipient's details below:

Name .....

Address .....

Postcode .....Phone number.....

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SuperPro Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

FORM011NOV

Subscribe now and become a PRO!

Get 12 issues of your favourite Super NES read and receive a copy of *Awsome Nintendo Secrets II* (the unbeatable guide to winning at every SNES game ever released) worth £9.99 absolutley FREE!





SuperPro is Britain's leading independent Super NES magazine. With 100-plus pages every month it's not surprising that SuperPro carries more reviews, more entertainment, more excitement – in fact, a whole lot more for your money.

Full colour throughout SuperPro means you get the full picture. You're not left in the dark as far as Super NES games and hardware go. Furthermore, the hints and tips section is second to none. With expansive playing guides and exclusive game-busters, you're always the winner.

In SuperPro you get authoritative, information-filled reviews of the very latest Super NES games. Plus exclusive news of the very latest Nintendo developments from around the world!

By subscribing to SuperPro, you're not only guaranteed trouble-free delivery to your door every month of the top Super NES magazine and a considerable saving on news-stand prices, but also special offers on games and hardware, a regular newsletter providing you with exclusive information on Nintendo developments and membership to a nation-wide Super NES club.

SUPERPRO: THE ULTIMATE SUPER NES READ!

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 Jap version is murder without English text and the American version is too easy. Go official with this one!
ProScore 91% **(Issue 2)**

AEROBIZ (KOEI)
This puts you in charge of 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, being more of a very clever, but still limited platformer. 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 at least perfectly capture the look of the comic strip.
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)**

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%



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)**

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%

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)**

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.**

SS: Superscope only.

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)

BEST OF THE BEST (LORICIEL)
A huge number of moves, a big champion-ship 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)

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 it an innovative and addictive platformer.
ProScore 83% (Issue 6)

BOMBUZAL
See *Ka-Blooey.*

BRAWL BROS
American version of *Rushing Beat 2.*



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

BULLS VS BLAZERS *(EA)*
An extremely comprehensive basketball sim with 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 AMERICA & THE AVENGERS *(MINDSCAPE)*
Great characters, shame about the game. Small-ish sprites battle through alternating beat-'em-up and shoot-'em-up levels.
ProScore 49% (Issue 11)

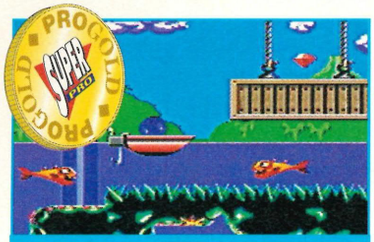
CAPTAIN NOVOLIN (RAYA)
A game teaching kids about diabetes is good in theory, incredibly poor in execution.
ProScore 26% (Issue 8)

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)



CLAYMATES *(INTERPLAY)*
The claymation sprites are fun, but more importantly gameplay is too. Levels are big, mega-monsters impressive, sub-games numerous. It is a little easy though.
ProScore 90% (Issue 11)

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.*

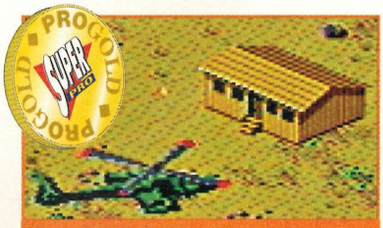
COOL WORLD *(OCEAN)*
A very odd film makes a very odd game. The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficultly level is set excessively high.
ProScore 76% (Issue 6)

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.

EVO (ENIX)
A truly bizarre game which has you evolving from a tiny fish to a human being. Novel and fun, although repetitive in places.
ProScore 75% (Issue 11)

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)

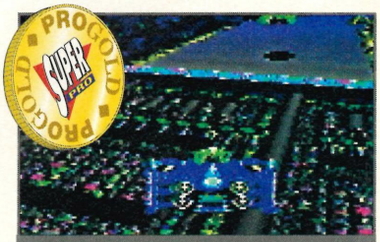
EXTRA INNINGS (SONY)
A baseball sim with cutesy graphics. Batting is easy, fielding is not, so it can be frustrat-ing. AKA: *Ganba League.*
ProScore 61%

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)



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)

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)

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

A-Z OF GAMES

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)

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.*

FIRST SAMURAI *(KEMCO)*
A novel and pretty platformer, but later levels are disappointing.
ProScore 79% (Issue 11)

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 not 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 pinball 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

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)



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

A-Z OF GAMES

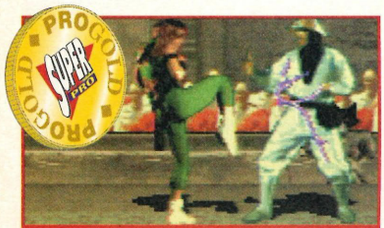
MAGIC SWORD *(CAPCOM)*
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 67% (Issue 5)



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

METAL JACKET (ATLUS)
There aren't that many truly dreadful platform games on the SNES, but this is certainly a member of that group.
ProScore 05%

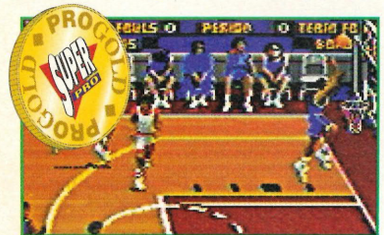
MONOPOLY (PARKER BRO)
The classic boardgame makes a surprisingly good SNES game. Quite playable with plenty of options and some graphical sequences.
ProScore 78%



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)

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*.

NFL FOOTBALL (KONAMI)
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
ProScore 62% (Issue 11)

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 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)

OUT TO LUNCH *(MINDSCAPE)*
The sprites may be small, but the detail is stunning – as is the overly hard difficulty level.
ProScore 76% (Issue 11)

PAC-ATTACK (NAMCO) puzzle
An enjoyable but limited cross between *Pac-Man* and *Tetris*, with the emphasis on the latter.
ProScore 70% (Issue 11)

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)

PRIME GOAL (NAMCO)
A side-view footie game with a wide range of kicks to choose from. A bit slow though and ball control is unrealistic.
ProScore 67% (Issue 11)

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)



ROCK 'N' ROLL RACING *(INTERPLAY)*
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets (!). A bit repetitive in one-player though.
ProScore 90% (Issue 11)

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 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)

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

A-Z OF GAMES

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 very 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)
From the same people who developed the outstanding *Actraiser* this is 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%

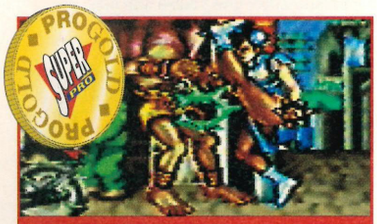
SPIDERMAN AND THE X-MEN *(ACCLAIM)*
A whole host of superheroes make this a must-have for any comics fan. It gets off to a poor start with Spidey leaping about a dull city. Once this is completed though, you're given the option of attempting various sub-games, two for each character. Gameplay is varied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



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)

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

STREET 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)



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

SUPER 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 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 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 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 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 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 MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! Good in one-player mode, unmissable in two-player mode.
ProScore 94% (Issue 2, 4)



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

SUPER NINJA BOY (CULTURE BRAIN)
A wacky Japanese scenario, simultaneous two-player mode and password save all sound promising, but combat is overly frequent and unenjoyable. Extremely irritating. AKA: *Super Chinese World.*
ProScore 54% (SuperPro 9)

SUPER OFF-ROAD RACING *(TRADEWEST)*
Mode 7 provides some incredibly hilly off-road scaling. Control is a bit rough and ready, which suits the game. Pity there aren't more tracks.
ProScore 79% (Issue 11)

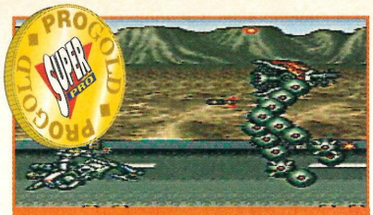
SUPER PANG *(CAPCOM)*
Bursting balloons may not sound fun but this is fiendishly addictive. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

SUPER PIPEDREAM (BPS)
A novel puzzle-game which isn't bad, just overpriced considering graphical dullness and repetitiveness. Fun two-player mode.
ProScore 60% (Issue 3)

SUPER PLAY ACTION FOOTBALL (NINTENDO)
This looks good, plays well and is great for two players. Its options are comprehensive, with 28 NFC teams, loads of high school and college teams, different NFC players and loads of moves.
ProScore 70% (Issue 2)

SUPER PRO BASEBALL (JALECO)
It's strange with so many baseball sims on the SNES that no-one has yet captured the atmosphere of the American sport – probably because all the games are programmed by Japanese people. *(Also known as: Super Bases Loaded.)*
ProScore 36%

SUPER PRO BASEBALL II (JALECO)
No improvements here, just new players with up-to-date stats. Not worth bothering with either game. *(Also known as: Super Bases Loaded II.)*
ProScore 40%



SUPER PROBOTECTOR *(KONAMI)*
Each of the thrilling levels hold different surprises; platform side on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game. Amazingly there's even a simultaneous two-player mode. AKA: *Contra Spirits* (Japan) and *Contra III* (US).
ProScore 90% (Issue 1)

SUPER R-TYPE *(IREM)*
It looks brilliant and plays well but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
ProScore 78% (Issue 1)

SUPER SLAP SHOT (VIRGIN)
Nice graphics, masses of options and plenty of violence in this ice hockey sim. Unfortunately, programming glitches ruin playability.
ProScore 59% (Issue 11)

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)

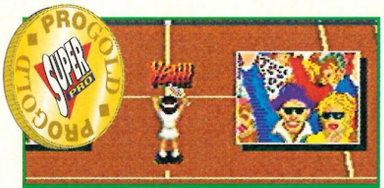


SUPER STAR WARS *(JVC)*
The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
ProScore 95% (Issue 1)

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)



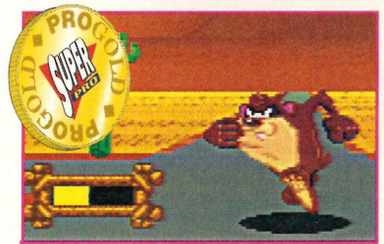
SUPER TENNIS *(NINTENDO)*
Slices, top spins, lobs, volleys and smashes are all here, perfectly implemented. You can choose from 20 players, evenly divided between the sexes, enter a world circuit (with massive passcodes) and even play doubles with or against a friend!
ProScore 91% (Issue 1)

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 extra 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)

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)

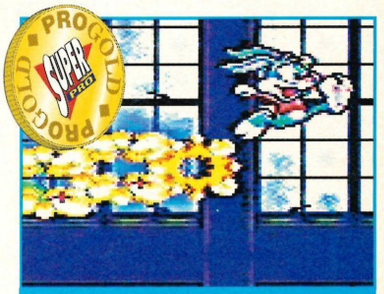


THE MAGICAL QUEST (CAPCOM)
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. A bit easy with infinite continues but still extremely playable.
ProScore 94% (Issue 1)

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%



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)

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

A-Z OF GAMES

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much. AKA: *World Championship Boxing.*
ProScore 47%

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

***TOP GEAR* (KEMCO)**
An easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. Good fun and some people love it, although we found its 'feel' a little unrealistic. Plenty of levels though and a password system.
ProScore 69% (Issue 1, 4)

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

***TRODDLERS* (SALES CURVE)**
Although neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with good co-operative and competitive two-player modes.
ProScore 71% (SuperPro 9)

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

TURRICAN (SEIKA)
As much a platformer as a blast-'em-up, this boasts 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)



***TURTLES IV: TURTLES IN TIME* (KONAMI)**
This is an excellent game, a beat-them-till-they-bleed all action thriller with superb graphics and impressive audio. Nine large and very varied stages will keep you going for quite a while, although it's not that difficult.
ProScore 90% (Issue 1)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
ProScore 33%

ULTRA BASEBALL
Jap version of *Baseball Simulator 1000.*

ULTRA BASEBALL II (CULTURE BRAIN)
The sequel to *Ultra Baseball/Baseball Simulator 1000* which doesn't actually improve on the original 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)

***WE'RE BACK* (HI-TECH)**
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
ProScore 71% (Issue 11)

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



WING COMMANDER (MINDSCAPE)
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships. Excellent atmosphere and good gameplay.
ProScore 90% (Issue 3)

WOLFCHILD (VIRGIN)
Nice soundtrack, pity about unimaginative graphics, weak gameplay and lastability.
ProScore 53% (Issue 9)

WORDTRIS (SPECTRUM HOLOBYTE)
As the name suggests it's *Tetris*, only now you have to form words with falling letters.
ProScore 39% (Issue 3)

WORLD CHAMPIONSHIP BOXING (SOFTEL)
Slick presentation can hide a lot of things, but poor gameplay isn't one of them.
ProScore 20%

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

***WORLD HEROES* (SUNSOFT)**
A good *SFII* challenger with an imaginative set of characters but not enough moves or challenge.
ProScore 72% (Issue 11)

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)
*S*imilar to *Super Probotector* and the graphics very impressive. Although not quite as smooth or frantic, it's still worth a gander!
ProScore 76%

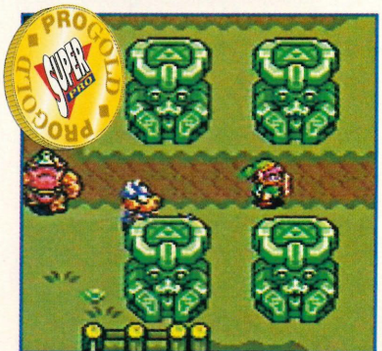
X-ZONE (KEMCO) SS
SUPER SCOPE ONLY
The best SuperScope game yet, with lots of action as you try and penetrate the defences of a mad computer. It's almost worth buying a SuperScope just to play.
ProScore: 79% (Issue 3)

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)

YOSHI'S SAFARI (NINTENDO) SS
A very pretty and playable light gun blast-'em-up aimed at youngsters – with a difficulty level to match.
ProScore 80% (Issue 11)

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)

NEXT MONTH

SUPER PRO

COMING SOON

AERO THE ACROBAT ➤ CLAYFIGHTER ➤ PLOK
ART OF FIGHTING ➤ CLIFFHANGER ➤ ZOOL
PTO ➤ SUPER BATTLETANK 2 ➤ UTOPIA
THE JOURNEY HOME ➤ EYE OF THE BEHOLDER
MIGHT & MAGIC II ➤ THE JOURNEY HOME
SENSIBLE SOCCER ➤ FLASHBACK
TOTAL CARNAGE ➤ CHAMPIONSHIP POOL

Fire Dog: Argonaut's latest mega-hit
Inside Sony: The true story behind gaming's new software giant!
plus all the tips, cheats and goodies you'd expect from your fave SNES read!

ON SALE THURSDAY NOVEMBER 18

PRIME PURCHASE

UK RELEASE DATES

OCTOBER	
BATTLETOADS IN BATTLEMANIA	NINTENDO
BIOMETAL	ACTIVISION
BUBSY	NINTENDO
CAPTAIN AMERICA	MINDSCAPE
CLAYMATES	INTERPLAY
GOOF TROOP	NINTENDO
GP-1	ATLUS
JURASSIC PARK	OCEAN
MECH WARRIOR	ACTIVISION
MR NUTZ	OCEAN
MYSTIC QUEST	NINTENDO
OUT TO LUNCH	MINDSCAPE
LAGOON	KEMCO
ROCK 'N' ROLL RACING	INTERPLAY
SUPER AIR DIVER	SUNSOFT
SUPER BOMBERMAN	SONY
SUPER PUTTY	SYSTEM 3
THE LOST VIKINGS	NINTENDO
TUFF E NUFF	BANDAI
VEGAS STAKES	NINTENDO
WING COMMANDER:SECRET MISSIONS	MINDSCAPE
WIZ 'N' LIZ	PYSGNOSIS
YOSHI'S COOKIE	NINTENDO
NOVEMBER	
AERO THE ACRO-BAT	MARUBENI
CHUCK ROCK	SONY
CLIFFHANGER	SONY
DRACULA	SONY
DAFFY DUCK	MARUBENI
EQUINOX	SONY
FLASHBACK	SONY
HOOK	SONY
LAMBORGHINI	TITUS
LAST ACTION HERO	SONY
MEGA-LO-MANIA	IMAGINEER
MIGHT AND MAGIC 2	ELITE
POOL	MINDSCAPE
POPULOUS II	PLAYTIME
PUGGSY	PSYGNOSIS
RANMA 1/2	OCEAN
REN & STIMPY	THQ
RUNES OF VIRTUE	EA
SHADOWRUN	BANDAI
STREET FIGHTER II TURBO	CAPCOM
SUPER OFF ROAD: THE BAJA	IMAGINEER
SUPER PUTTY	SYSTEM 3
SUPER Q BERT	SYSTEM 3
TOP GEAR 2	MARUBENI
TURTLES IV	KONAMI
WOLFENSTEIN	PLAYTIME
WORLD HEROES	MARUBENI
X -ZONE	MARUBENI
ZOMBIES	KONAMI

OFFICIAL RELEASES

The Christmas rush has started! Yes, believe it or not, most major software houses are already stepping up their profile to get major titles in the shops before December. Gameswise, October is a brilliant month, with many high profile releases appearing. Puzzle fans will be pleased to see *Lost Vikings* finally hit the shelves, while platform freaks will love the humour and brilliant animation of *Claymates*. But for fans of rock music the undoubted highlight is *Rock 'n' Roll Racing* . One player mode may be a little repetitive over the long-term, but in two-player mode it's a great blast while the soundtrack pushes the SNES's Sony sound chip to new heights!

November's line up is looking even more impressive than October's, with many previously import-only titles appearing officially. Perhaps the most anticipated release is the highly acclaimed *Shadowrun* – a feast of cyberpunk culture and shady goings-on. *Super Bomberman* is also being officially released through Sony, so anyone who missed it the first time round will get another chance to purchase this fantastic four-player (so-so two-player) game.

System 3 finally make their SNES debut with *Super Putty*, one of the best Amiga arcade puzzle games out, now having been heavily reworked to exploit the SNES. Also likely to be a big hit is Konami's *Turtles IV*, almost certainly the best *SFII* clone yet – well, except *SFII Turbo*!

THE BLUES BROTHERS™

2 PLAYER ACTION

Nintendo ENTERTAINMENT SYSTEM®

OFFICIAL GAME BOY® GAME PAK

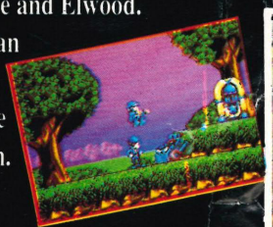
Original Nintendo Qualitäts-Siegel™

SUPER NINTENDO ENTERTAINMENT SYSTEM

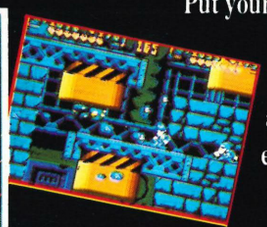


OUT NOW!

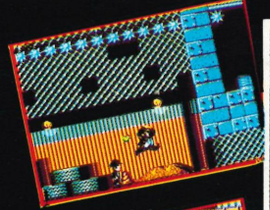
Instant recognition with Jake and Elwood. A pair of musicians who mean good fun and great music. Jake and Elwood now hit the Nintendo 16 bit Video screen.



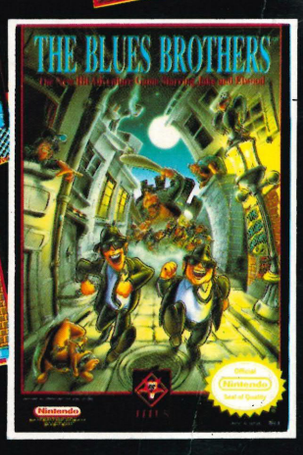


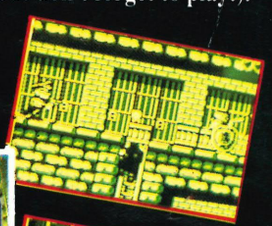


Put your walkman back on the shelf.... The Blues Brothers are on GameBoy! Cruise with Jake and Elwood to the beat of that excellent Blues Brothers music (but don't forget to play!).















TITUS LTD. UNITED HOUSE, NORTH ROAD, LONDON N7 9DP PHONE : 071 700 2119

Super Nintendo Entertainment System, Nintendo Entertainment System and Game Boy are registered trademarks of Nintendo of America Inc.

The Blues Brothers copyrights and trademarks are owned by Broadway Video Inc. and / or NBC Inc. All rights reserved - Titus the Fox, Titus and the Titus logo are registered trademarks of Titus. All rights reserved. Screenshots are only intended to be illustrative of the games and not of the screen graphics which may vary in quality and appearance and are subject to modifications without notice - Copyright Titus 1993.



CHALK YOUR CUE FOR CHAMPIONSHIP POOL

IT'S YOUR BREAK! Championship Pool is THE state of the art in Pool Gaming. Take on the best players in the Tournament to qualify in the World Championship Tournament.

NEVER BEFORE HAS THERE BEEN A FANTASTIC POOL GAME LIKE THIS!

* Pit yourself against the computer.
* Choose from Multiple viewing angles and zoom in screens.
* Play 8 ball, 9 ball, straight pool or over 15 different games.

'The ultimate in chill out entertainment, looks absolutely amazing. ...it plays like a dream!'

'Silky smooth graphics and bags of gameplay...'

'The first of it's kind to hit the SNES'

'Pool is, not wanting to beat about the bush, an excellent game...'

Original Nintendo Seal of Quality

MINDSCAPE

**MINDSCAPE INTERNATIONAL LTD.
PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL,
WEST SUSSEX RH15 9PQ**



MINDSCAPE