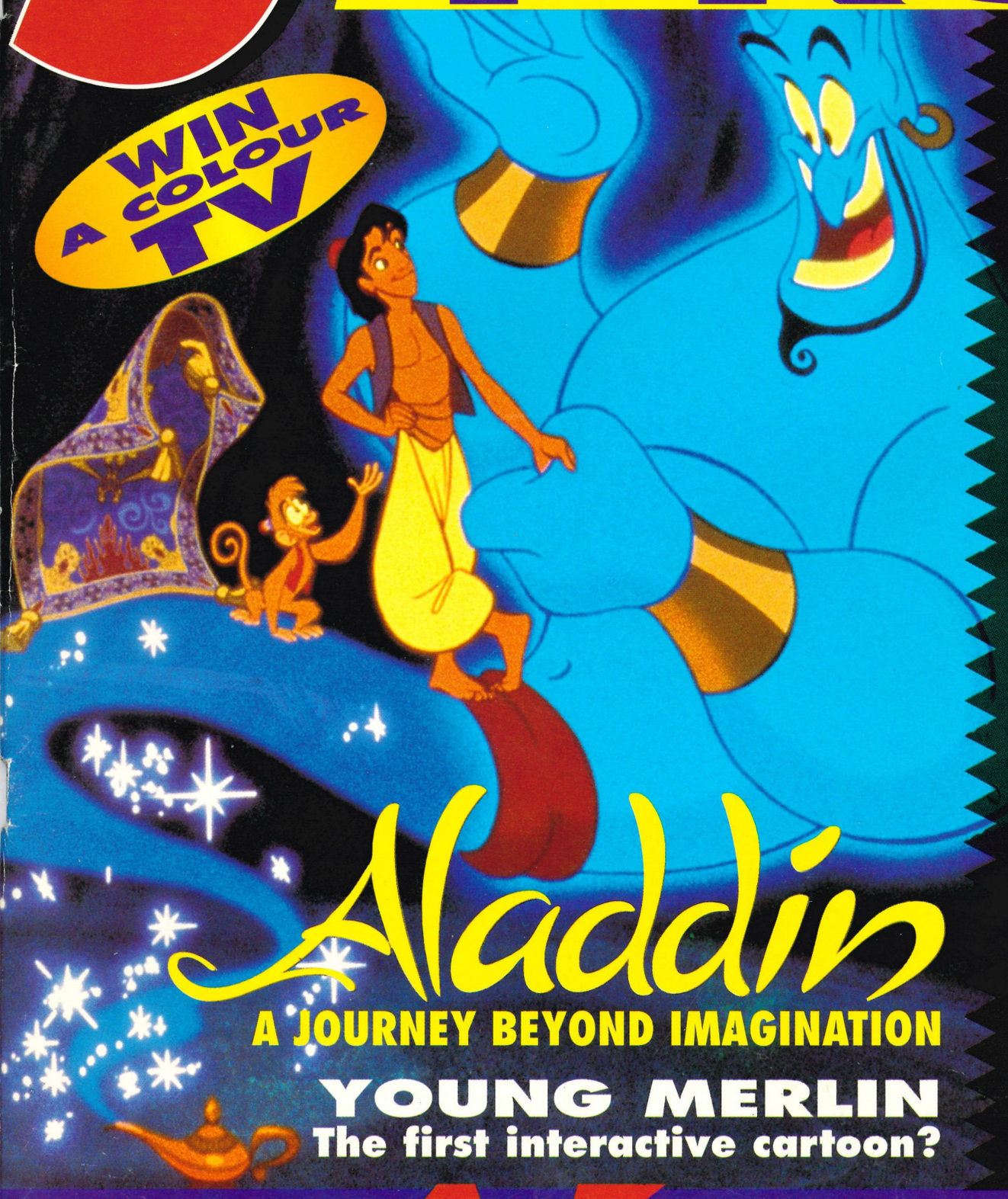
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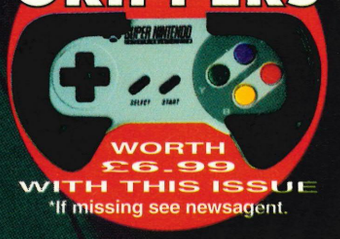


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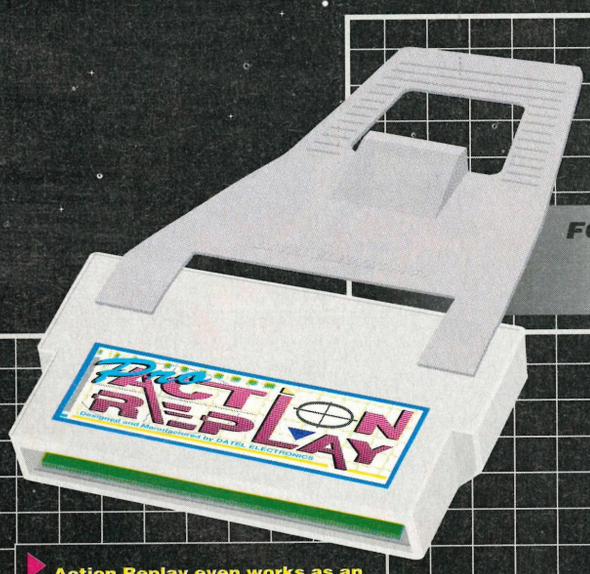
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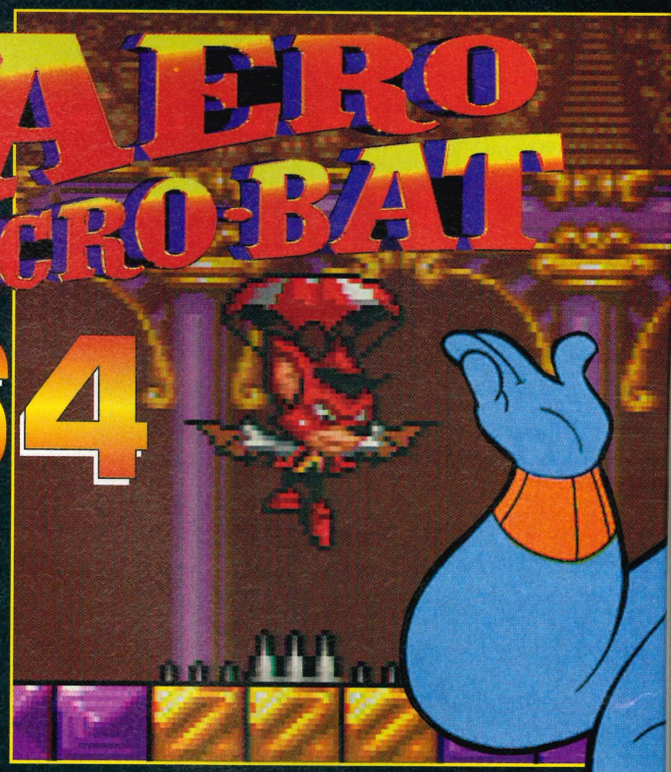
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AERO ACRO-BAT 64



Sunsoft pull out a biggy for Christmas, with the cutest bat I've ever seen on a console. True, it's also the only one, but this imaginative platformer won out hardest heart over, none other than Sam's!

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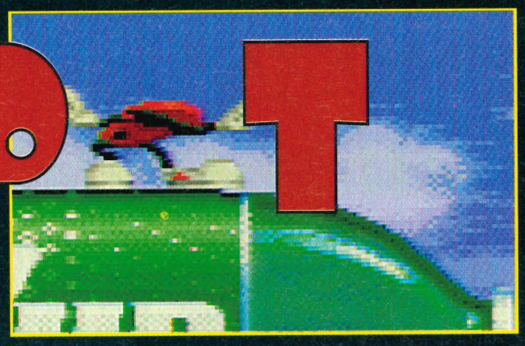


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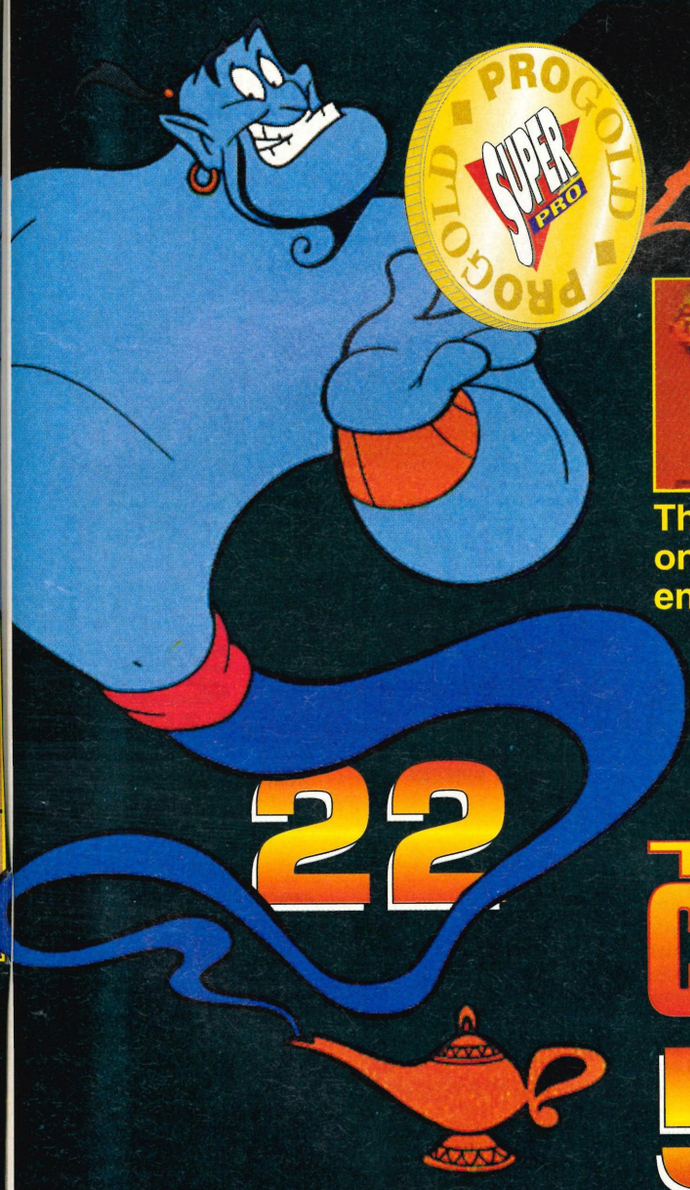
Namco deliver the rarest of experiences – a strategy game with attitude and excitement. Superb action in this brilliant smash.

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38 COOL SPOT



The most famous Spot in console circles goes down a storm. Cool? Essential.

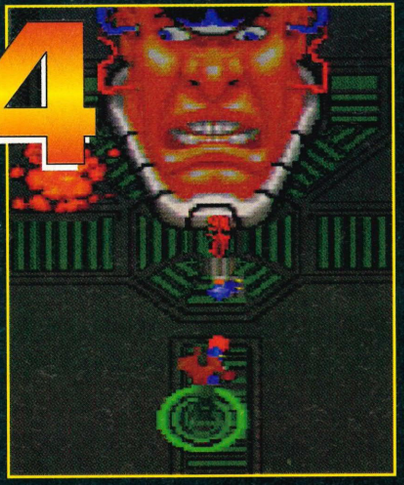


22 Aladdin



The best animated character yet on the SNES? The most engaging gameplay ever? Capcom's *Aladdin* gets the full run down from Ryan Butt, who can't believe his eyes.

54 TOTAL CARNAGE



It may not be the sophisticated of games, but it's as fast and furious as it gets, with even more sprites per square inch than its precursor, *Super Smash TV*. Dave Westley sends us a parting review and goes out with a bang!

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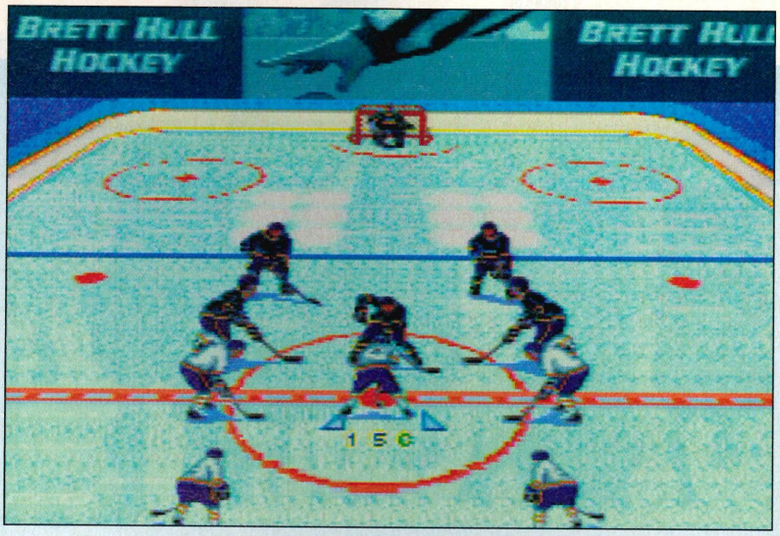
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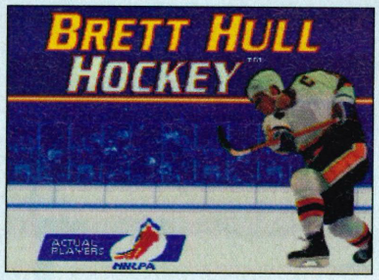
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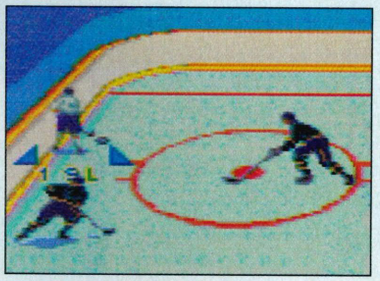


Brrr! It's been getting very chilly in the SUPERPRO offices lately. Winter is finally beginning to set in here at Sunny Bournemouth, and boy are we starting to feel it. Still, the snowy months are some way off yet, even if a couple of software houses are already beginning to plug their ice-frosted releases. To ensure a full measure of wind chill for ice-bound play, both are 16Mbit carts, with US Gold seeking a gold medal for versatility with *Lillehammer '94: Winter Olympics.* This features no less than ten sports sims, including the bob-sleigh, speed skating and downhill skiing. Considering the fact there's barely one successful SNES sport sim on ice – the slushy *NHLPA Hockey* – then you can grasp just how ambitious US Gold are in attempting to do ten! However, real athletes have app-arently been filmed for some natty roto-scoped sprites, while both opening and closing ceremonies will top and tail potentially multi-player games. If the company lives up to its aims the cart should certainly provide plenty of value for money!



And speaking of money, more openly professional sportsmanship appears in Accolade's latest sports sim. *Brett Hull Hockey* has been a year in development and it includes all the usual gameplay options (a la *NHLPA '93),* although we think that it has far more playability. The sprites move at impressive speed and Mode 7 has been utilised for better pitch scaling. A comprehensive league provides plenty of long-term challenge, while presentation is thorough with digitised footage of real players on the intro and in-game commentary by Al Michaels. This provides a stunningly comprehensive accompaniment to every passing shot, goal attempt and so on (but can still be turned off!). Many such slick touches were on the verge of being chopped due to high cart prices, but fortunately the recent pricing changes by Nintendo mean Accolade have dropped plans for an 8Mbit game. The full 16Mbit game will now be released, all ready to provide stiff competition for Nintendo's own, Mode 7 ice hockey sim: *NHL Stanley Cup.*

● ***Winter Olympics* is due for release in December. *Brett Hull Hockey* is due in February.**



CODE BREAK IN

Another titanic legal battle appears to be brewing with the revelation that Codemasters have almost completed several Super NES games – without a Nintendo licence or any intention to get one. Apparently, the company has found a way to bypass the SNES's security chips which they claim is entirely legal. The company is understandibly reluctant to say when, or even if, the games will be released but have promised they'll appear first in the UK, "so Nintendo will have to fight us on home ground."

While the company made its name as a budget house, games such as *Micro Machines* for NES and Sega have won broad critical acclaim. When the company does start marketing its SNES games this should leave Nintendo in a bit of a pickle. Hopefully, it will encourage them to get their act together by allowing more third party developers and encouraging a fuller UK release schedule.

WHEELY SILLY

Conoisseurs of novelty products will be glad to know Spectravideo have at last decided to do a SNES version of their notorious Freewheel peripheral. Out in December for £34.99, this gorgeous gizmo is a steering wheel without a steering column. So how does it work? Mercury switches, that's how. As you move the wheel, the electricity-conducting mercury oozes about, making the relevant contacts. A neat idea which actually worked quite well on the Amiga, albeit mainly with *Mansell* which had a special control option programmed in to cope with the Freewheel. How well the system will cope with *Mario Kart* is a question we hope to answer next issue, alongside a review of Acclaim's Dual Turbo Remote Controllers. These really rather snazzy peripherals were previewed in SUPERPRO 9's CES feature. They're being released here this December, priced £49.99 for two controllers and a receiver unit. They're effective at a range of up to 25 feet and offer all the usual slow-mo and autofire options.



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XMAS DUCK

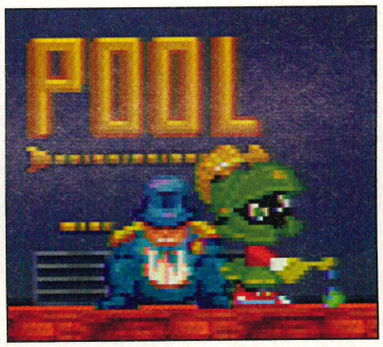
Why bother with boring old turkey when you could have a nice scrumptious duck? That's what Marubeni are saying, readying the plump *Daffy Duck In Marvin Missions* for an early December release. This 8Mbit cart features yet another Warner Bros toon hero being turned into a platform game, with no less than five level-packed worlds to defeat. The plot line has Marvin the Martian kidnapping five ambassadors and holding them hostage in five different worlds. Sounds fine to us, but Daffy is in need of some excitment and sets out on a rescue mission...





On first impressions, the game seems like the perfect mix, Sunsoft's brilliant toon-style graphics (as seen in *Roadrunner*) and masses of platform levels, with the added promise of huge mega-guardians. Daffy is a bit difficult to control, but it's possible that Marubeni will iron out any playability errors for the final version. Anyway, look out for the full review in our next issue.

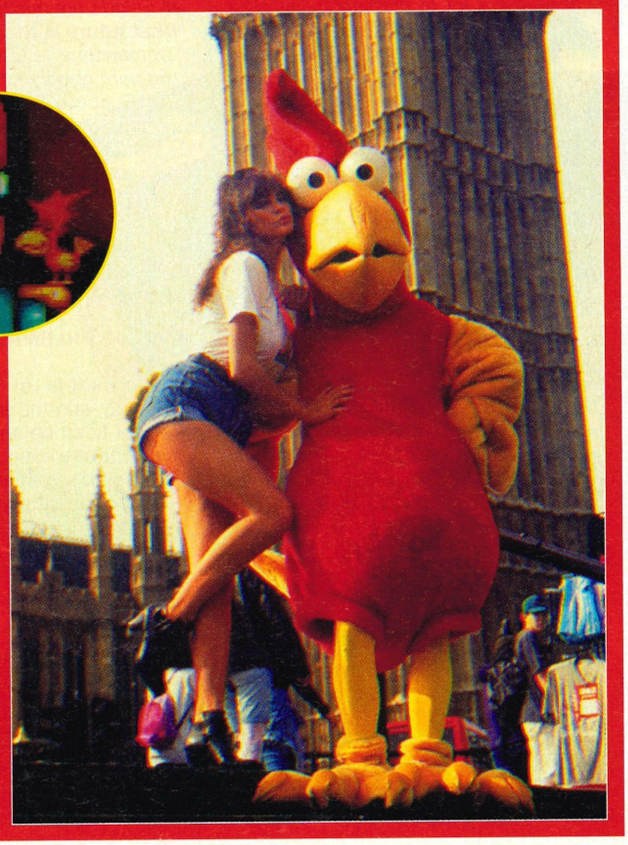




CHICKEN FEED

We're all in seventh heaven after the visit we had from the Mindscape man (looking as furtive as ever). No, not because we got to play the latest release from that illustrious company, the famed *Alfred Chicken*, but because he brought us hundreds of transparencies of some fool in a chicken suit frolicking about with page three starlet Donna Ewin (who doesn't look a day under forty). Pointless? Exploitative? Crass? Possibly, but never mind the game, the PR works wonders for my wandering mind. *Alfred Chicken* is your conventional, scrolly, jumpy Marioesque platformer, with 21 levels and squillions of eggs, and it looks completely decent. It'll be out in the shops in January, at a measly £44.99, and we'll have a full review ever so soon. *SP*







PROBITS

▼ The tech spec of Sega's next generation, 32-bit RISC chip console continue to be the subject of wild speculation with everything from recordable CDs to upgradeable hardware being discussed. What is certain is that it will be heavily marketed in the UK. Sega has announced a strategic alliance with Hitachi to speed up the production of the chipset, aiming for a winter 1994 release in Japan. In addition, both JVC and Yamaha have signed up to help with distribution. *Virtua Racing* will be one of the first releases, which is stunning news now but by late '94 Namco's texture-mapped *Ridge Racer* coin-op will have established the standards to aim for. And for that you probably need 64-bit technology such as Nintendo's Project Reality...

▼ Link, the star of Nintendo's smash-hit *Zelda* RPG series, has made his debut on a competitor system, namely, Philip's 16-bit CDI. The game was started way back when Nintendo and Philips were co-operating on a SNES CD-ROM Drive with limited CDI compatibility. Although the SNES Drive was scrapped, Philips kept the rights to develop *Link: The Faces of Evil*. As you'd expect of a CD-ROM game the sound is excellent, while graphics aren't bad either using a side-on perspective. However, even the official CDI magazine admits that gameplay leaves much to be desired. This goes for most of the CDI market which, despite some slick new ads, remains desperately under-supported with the basic hardware now seeming very dated.

▼ Where your money goes: part VII: For the last fiscal year Acclaim has announced a 52% rise in sales to no less than $327 million, with profits hitting $28 million as compared to last year's £13 million. "We are extremely pleased," said company president Robert Holmes. Yeah, right.

▼ Game Genie may have only been available in the UK for a few months, but already an improved version is on the way. Codemasters have developed a new, enhanced version of the original cheat cart which will allow users to find cheat codes themselves, in much the same way as Datel's Pro Action Replay. Once again, US toy giant Galoob are looking at manufacturing the device, at the beginning of 1994. The new device will join Fire & Ice's own Action Replay clone in the battle for the ultimate cheat cart, but Datel themselves are already rumoured to be developing a radical update for their market leader.

▼ Gametek have picked up a couple of interesting licences for 1994, namely *Tarzan* and the *Harlem Globetrotters*! The jungle-set platformer and ambitious basketball sim are both in very early development, but we hope to have more news soon!

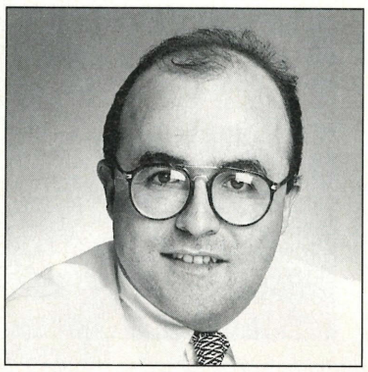
PROBITS

SUMMER DREAMS

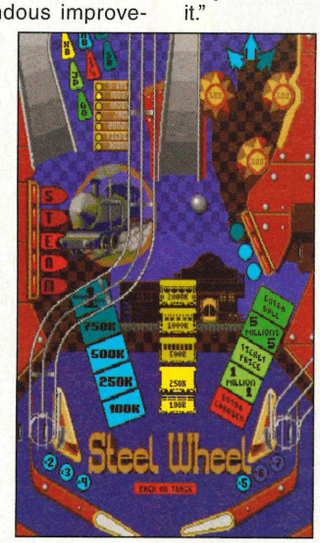
Kelly Sumner is one of the biggest names in the UK games industry, joining Commodore in 1979 and swiftly rising to the position of sales manager then president. Helping preside over the Amiga's long domination of the UK market, Sumner's defection to Gametek was a major blow to Commodore. Relatively unknown over here, Gametek has big financial resources and plenty of ambition. Stuart Wynne spoke to Sumner about future plans.

What's your opinion of the current hardware scene?
"It's very confused, there's all these new formats. No-one knows what's going to happen. If you did, you could just sit back and become a millionaire."

What do you think of the Amiga now?
"The Amiga technology is fantastic. It was startling five years ago and is still pretty good now. It's probably still the most competitive graphics chipset for workstation stuff. It's just a shame we stopped developing the Amiga. Suddenly we decided to do the next generation and there were just a lot of people sitting around the table discussing what they wanted. I'm sure we'll have a RISC based Amiga late next year and it'll be 50 times faster than CD32. The Motorola 68000 doesn't show tremendous improvements and RISC chips are cheaper! With the sheer demands on processor speed, for Full Motion Video effects and so on, you need the power to do it. Most haven't got it unless you put in a £200 MPEG add-on, which is silly, you should be able to do it in software with standard hardware."



How to you rate the SNES?
"It's a good product, aggressively priced, with tremendous software support. When you think there's 140 titles coming out this side of Xmas, it's incredible. The carts, are a little overpriced but speaking from a hardware background, I have to ask why shouldn't they take the lion's share [of the profits]? They took all the initial risk. As software publishers, we're riding on their success."



You're impressed by Nintendo?
"Oh yes. Sega are fighting back now, but basically they had world domination from a product which didn't set the world alight. The NES wasn't that advanced technically. But they put a lot of marketing behind it, they had total belief in it, and they did it."

Do you see a bright future for video-games?
"I think it's good. As long as people don't keep bringing out more of the same. If they look to appeal to new audiences and there's aggressive pricing, it'll keep growing."

***Spectre* is a shoot-'em-up, but it's a very unusual game for the SNES.**
"Yes. It's a cult Apple Mac game and all the journalists are really keen on it. I've seen our version working with very, very fast sprites. It hasn't got all the options of the Mac version, but I still think people who've played the original version will enjoy it. People who haven't seen the original will be absolutely ecstatic! It's been developed by Synergistics, American developers, and they've done a very good job."

Originally you were going to use the Special FX chip.
"Yes, but using the chip raises prices so dramatically. You have to consider when a cart is costing three-quarters of the cost of the hardware, people become a bit reluctant to pay for it! We've found a way to do it with sprites and the game should be out in March."

You're also considering *Elite*?
"Yes, we're negotiating over that. I'm very keen on it but while *Elite* was huge in Europe, it hasn't much profile in America and Gametek is a worldwide operation."

***Pinball Dreams* is another high profile conversion?**
"Yes, before I moved to Gametek I was speaking to Andrew Hewson and he said they hadn't signed away the cart rights. So one of the first things I did when I joined Gametek was getting someone to sign that up. Pinball machines have been around forever and this is the best computer game version. Spidersoft are doing the conversion and I think it's going to be a great SNES version."

There's also *Nick Faldo Golf*.
"That's being done by Images. You've got this great golfer, his name on the package, and of course the Amiga game was great. I can promise you, next year Gametek will have its full quota of ten SNES products but it's not right to discuss them all now. After all *Faldo*'s not due to out until July."

What future is there for the SNES?
"Tremendous year this year, obviously, and very good next year. I'm sure the SNES could be going for at least another four or five years. The C64 lasted for twelve years with good pricing and marketing. At Commodore we used to say it took three years to get down to the bare bones of what a machine could do. With the SNES we're just now getting down to that and maybe there's still quite a bit more to see yet."

What do you think of Project Reality?
"If you think of the size of the company and the stature, you'd be a fool not to sit up and listen. There's a few unanswered questions, like whether it's cart of CD-based, but you'd still be stupid not to get excited by it." SP













GAMETEK PROFILE

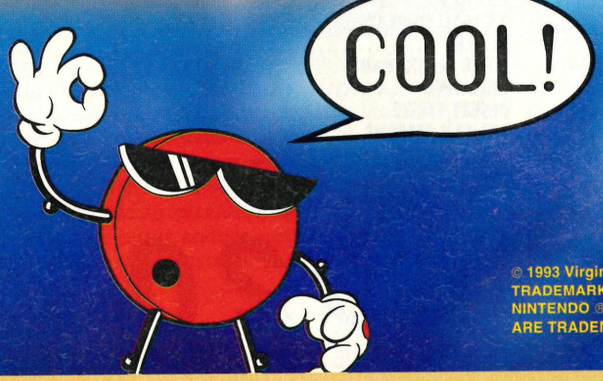
Like so many SNES publishers, a relatively unknown name turns out to have big backers. In this case Gabco, a 17-year-old sell-through video distributor which was once the second biggest operation in America. Gametek itself was set up in 1987 to produce Nintendo games and became one of the first American licencees. To begin with it specialised in gameshow licences such as *Jeopardy* and *Wheel of Fortune*. However, in 1991 Bruce Lowery came aboard – a founding member of Nintendo of America and ex-president of Sega of America. Subsequently, the company has begun rapidly expanding in both the types of games it produces and the countries it goes into. A UK operation was set up in May 1993, with German and French offices to follow.

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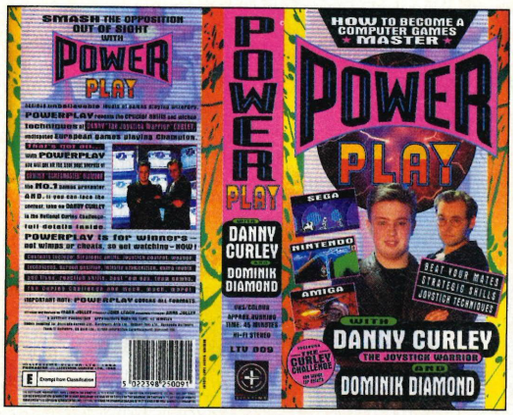


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THE POWER OF TWO!

Question; how do you master the vital skills and techniques required to beat the most challenging games around without of course referring to Ryan's unbeatable tips section... easy, simply sneak a look at *Power Play*. This is a whizzy new video designed with the sole purpose of improving your console skills and giving you an insight in how to bust open the taxing games you'd long since given up on!

Power Play is presented by the UK and European Games Playing Champion Danny "The Joystick Warrior" Curley, and your friend, my friend, the great Dominik Diamond! Despite having a dubious pink cover, the video is well put together so as to appeal to all corners of the computer games spectrum, and includes over forty minutes of humorous chit-chat, strategic skills, joypad control, screen positioning and weapon techniques. There's no denying that some of the areas covered are a little obvious to say the least, but at £10.99 it's good value and we've already bought James a copy!



Power Play will be hitting the shelves on 25th October, but SUPERPRO in association with Lifetime Vision Ltd have got free copies up for grabs to the first twenty lucky readers out of the sack who can correctly answer the following question:

What was the name of the excellent games program that Dominik Diamond used to present?

A) THE TUBE.
B) GAMESMASTER.
C) CYBER ZONE.

Jot your answers down on a postcard and send them to the usual address, entries must arrive no later than 30th December.

B'STARD TACTICS!

After losing last year's 16-bit war with Sega, Nintendo took over their own distribution (from Bandai), bought in a new PR company and brought in lots of third-party games. Now the winter season has finally arrived, the old *Mario Kart* and *Starwing* ads have finally been dropped for a new and more hip campaign. The ads are undoubtedly aimed at poaching an more older and sophisticated audience by portraying Rik Mayall in a very slick and laid-back role similar to that seen in *The New Statesman*, as opposed to his wacky adolescent image in *The Young Ones*!



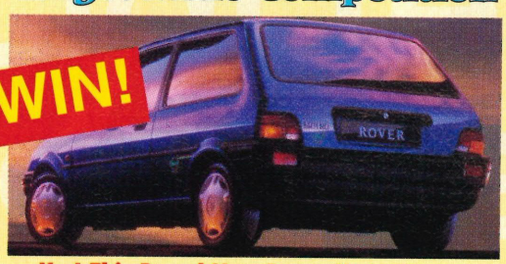


The Big N is also hitching a ride on Disney's *Aladdin* hype-fest. The movie is Disney's most successful to date, raking in over $200 million, and is due for a December 3rd release here. To cash in on its success the SNES game has been brought forward from the New Year and will even be bundled with a new £129.99 hardware pack, replacing the old *Starwing* pack.

32-BIT SONY!

Sony have at long last confirmed they will be launching a console. A new company has been set up, Sony Computer Entertainment, and it aims to have the CD-based machine in Japanese shops by winter 1994, European shops by early 1995. Sony has in the past closely collaborated with both Philips and Nintendo, but the new machine will be independent of both. According to Sony the machine will have 24-bit true colour and a 32-bit CPU. The selling point is "sheer horsepower" with a Sony designed custom chipset providing power far in excess of any existing system, and [they claim] comparable with anything so far announced – including Nintendo's 64-bit Project Reality.

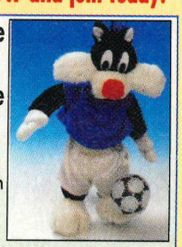
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Special Reserve Super Pro Comp 3, PO Box 847, Harlow, CM21 9PH.

WHAT'S THE NAME OF THE BIRD WHO IS SYLVESTER'S SIDEKICK

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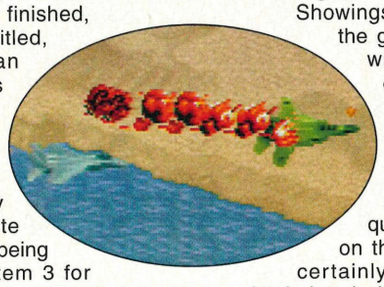
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GOING DOWN A STORM

Whoever wins the war, writes the history... and the videogame. EA's *Desert Strike* rode the Desert Storm to top the charts, and while their SNES sequel is MIA, System 3 have stepped in with *Desert Fighter*. It's the same perspective, it's the same war, but this time round, the aircraft are jets and gameplay custom-built for the SNES. Stuart "Redeye" Wynne hits the combat zone.

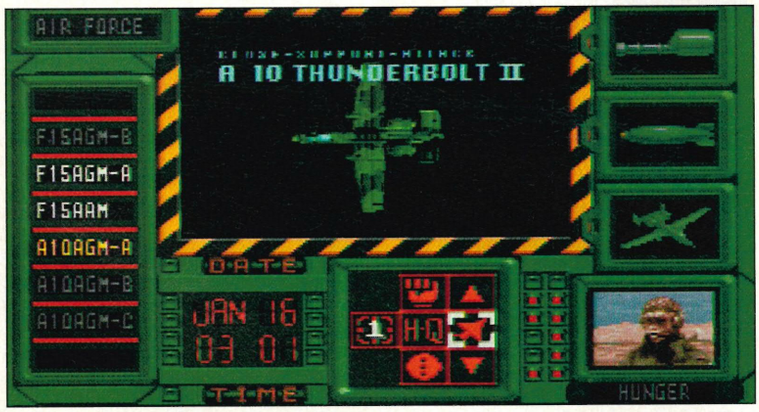
People complaining – rightly – about how long it takes for Japanese games to get converted to PAL will be pleased with System 3. Long before Seta's *Desert Fighter* game was finished, or even properly titled, company chairman Mark Cale was jetting over to Japan to sign it up. And as the Japanese programmers feverishly worked to complete it, EPROMs were being couriered to System 3 for their comments, and English text cour-iered back for the PAL version.



Mark Cale has been in video games from the start, developing titles for the first Atari consoles, right through to the C64, Amiga, NES and now, of course, SNES. The company's stylish logo was possibly the most respected in the entire C64 market, so you could say Cale knows his games. *Desert Fighter* is an obvious hit, but even he's been taken aback by the interest generated over here. Showings at the CES gave the game a high profile with British journos, ensuring a frantic scrambling for a look at the EPROMS.

Naturally enough, SUPERPRO was quick to lay its hands on the game and we're certainly impressed. Although obviously inspired by *Desert Strike*, this is no cheap clone. In fact, the game seems certain to surpass EA's in numerous departments...

● **Desert Fighter *will be released in January for £49.99.***

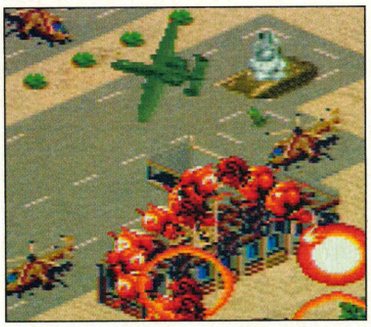


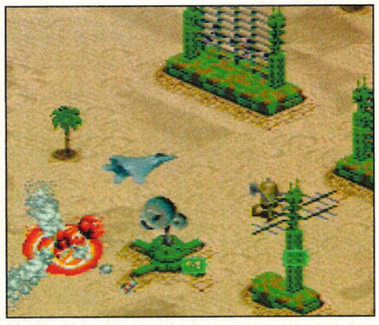
The stylish control panel buzzes with life. A small window provides tiny, FMV-style animation of BNN news reports. It also allows you to examine in detail satellite maps of enemy defences and compare numerous stats. Budgets are tightly monitored, each missile and plane being costed. If you constantly use the highly expensive F-15 with its costly guided missiles, the whole operation might be cancelled! Another factor is politics. If your bombs stray, laying waste to civilian housing, then the political climate will turn against you – again endangering the operation. This makes the battery back-up save option essential with nine war zones to operate in, including night missions.

The McDonnell Douglas F-15 Eagle is the only aircraft with air-to-air capability. On the more difficult missions it's best to send out the interceptor version first, establishing air superiority by taking out the MiGs. The best all-rounder is the ground-attack F-15. This carries guided air-to-ground missiles, but retains air-to-air capability with its M61 cannon. It also has an afterburner option which is useful for missions with a tight time limit, enabling it to outrun enemy aircraft.



The Gruman A-10 Thunderbolt II has no air-to-air capability, its powerful Avenger cannon is angled downwards so it can chew apart soft ground targets such as jeeps and tents. It can also use unguided bombs which are harder to use, but cheaper. Above, the green A-10 is being harassed by a MiG-23 as it uses laser-guided Mavericks against an enemy airfield.







The amount of detail is quite astonishing, tiny targeting cursors flick up on targets, the missiles fall away on a realistic arc before a dramatic explosion leaves a satisfyingly charred wreck. Despite the fact there's no DSP chip, the game moves quickly enough, and there's some excellent sampled effects, including crackly radio talk!

MAKING MERLIN MAGICAL

VIVA LAS VEGAS!

On 22 October, Virgin Interactive Entertainment took 25 European journalists to Las Vegas, USA for five days of shows, spectacular tours and lots of gambling. Why Las Vegas? Well, in 1991 Virgin bought Westwood Associates, a development company who just happen to be based in the gambling centre of the world. Their first SNES title, *Young Merlin* is due to debut in January and while the rest of the journos were crying into their champagne after losing yet another dollar, Sam "workaholic" Hickman was slaving away to bring you this report.

After being wined, dined and dazzled by Virgin for five glorious days, it was certainly a shock to be back in the cold, wintry climes of the UK again. After being back in the UK for less than eight hours, Stuart was already complaining that the *Young Merlin* article should have been finished two days ago. Ah, the life of a journalist eh, all work and no play...

Westwood themselves are definitely a play hard, work hard company. It started out, in 1985, in a sweltering hot garage where they slaved over conversions of games no-one thought could possibly be converted. Westwood proved them wrong enough times to afford custom-built offices, a staff of over sixty people and, nowadays, a proud determination never to convert anything unless they think the new version will better the previous one!

On the PC, Mega Drive and a host of other machines the Westwood name is already well known. In fact, one of their biggest PC hits – the AD&D game *Eye of The Beholder* – is currently being converted to SNES by mighty Capcom! Originally Westwood's own first SNES game was going to be a PC conversion, but after six months intensive development it wasn't working. Games designer and company vice-president Louis Castle went back to scratch, determined to make a game which would be more appropriate to the SNES.

Zelda III was one obvious influence on the new game – Castle had played the original Japanese version to the final boss. He also liked the graphic-style of *Toejam and Earl*, while other inspiration came from movies such as *Indiana Jones* (the mine cart level), the book *Alice in Wonderland* (all round originality) and of course Arthurian legend.



Westwood's expansive new offices are a big improvement on where the company started – in the Castles's garage.



The *Young Merlin* team, starting on the left with Joseph B. Hewitt IV (designer and artist); Louis Castle (producer and designer); Milo Ballan (programmer); E.M. Louise Sandoval (artist); and Barry Green (producer and designer).

MAGIC KINGDOM

Despite being a huge fan of King Arthur mythology, Castle didn't originally envisage his first SNES game as starring Merlin. The original name was *Elvin Hollow*, under which title the game was all but finished before the team decided on the change. Castle then went through the game increasing the water imagery – according to the myth, Merlin was ultimately entrapped in a oak hollow by a water nymph!

The game now opens with Merlin awoken by the cries of an apparently drowning maiden. Without a moments thought, he dives in after her, only to be swept away by the current. To rescue the maiden and restore good to the kingdom, he will have to develop his wizardry skills to a high level.

Although *Young Merlin* is clearly an adventure, Castle was keen to make it one anyone could enjoy. "In many RPGs you end up wandering around for hours just killing things to get money or experience. We wanted to steer clear of that approach and offer the player a fun adventure which includes many different types of gameplay. In *Young Merlin*, you'll find the gameplay constantly changes between puzzles, arcade action and combat scenes. This helps hold the player's attention and gives a more rounded feel to the adventure."

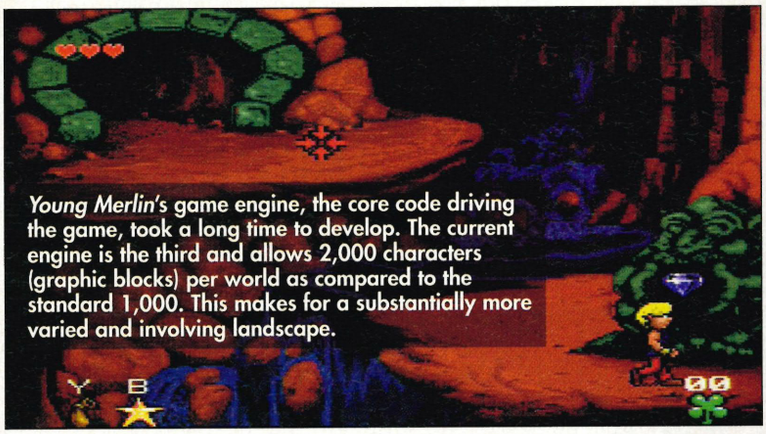
Another element of traditional RPGs Castle wanted to avoid was the use of text. "All too often, RPGs have far too much text. as well as boring the player, it also makes releasing it in foreign countries very time consuming. In *Young Merlin* there's no text at all, all the clues are given through pictures. Seeing images in a game is much more exciting than reading text, especially when you



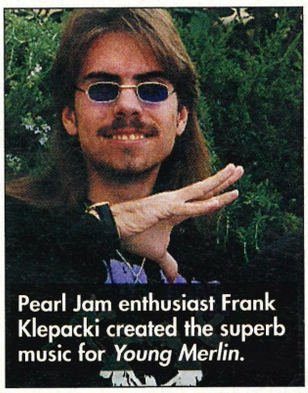
consider the nature of games. The only word we had to use was "meanwhile" – which couldn't be represented pictorially."

MEETING MILO

Although Castle started out as a programmer, on *Young Merlin* he had little involvement with coding. Westwood's 14,000 square foot offices are split into dedicated design, audio, programming and playtesting departments. When Castle had a firm idea of what he wanted the game to look like, he called on the programming department to make it happen. Milo Ballan and Barry Green are heavy duty technical guys and were pleasantly surprised by the SNES; "I was very prepared to be disappointed with the SNES," Green admits, "the CPU is basically the same as with the Apple IIGS. There a 2.68Mhz clockspeed is just pitiful, unacceptable. But it's fine on the SNES, it does the job just fine. The SNES chip uses pipelining to accomplish more with every cycle. It's more like a RISC processor than a conventional chip."



Young Merlin's game engine, the core code driving the game, took a long time to develop. The current engine is the third and allows 2,000 characters (graphic blocks) per world as compared to the standard 1,000. This makes for a substantially more varied and involving landscape.



Pearl Jam enthusiast Frank Klepacki created the superb music for *Young Merlin*.

Both programmers claimed to be very happy concentrating on the code, leaving design chores to Castle and Joseph Hewitt. Of course, there were some disagreements. "A big conflict was over reusing stuff. We thought we could provide more hours of gameplay by reusing stuff we'd already done, but Louis was against that. Another problem was over the level of difficulty. We thought one of Louis's puzzles was just brutal, really frustrating, there was no way anyone could do it. Then we brought some kids in and they'd blow it in minutes, something which would take us, the people who programmed it, four hours to do! That taught us a little humility about the audience we're aiming at."

Castle himself insists, "I'd rather give people four hours of absolute joy rather than six weeks of mundane entertainment..." But with over 25Mbytes of source code, Castle's refusal to reuse old graphics still leaves a formidable challenge.

4MEG JAM

From the start Castle had been extremely ambitious and a big, 16Mbit cart was always intended. No less than 4Mbits was set aside for sound, enough memory for an entire game such as *Super Turrican*! Musician Frank Klepacki may be a Soundgarden fan, but for *Young Merlin* he's created a wonderful orchestral soundtrack. Several channels are used for a single instrument, just to get the right fades. Also, a custom development system was used to get around the Sony sound chip's memory limitations – usually a SNES game will only have one, fairly short soundtrack per level because it's difficult to get new code into the chip while a game's running. *Young Merlin* sneakily dripfeeds code into the chip, making for much more sonic variety.

The company's technical know-how also shines through in the save system. "We've used battery back-up before but it's always a problem, with games such as *Young Merlin* you expect a long shelf life. We couldn't take the risk of releasing a game when the batteries could run out in two years." As it is at each level's end you get a password, after which there's a short animated sequence introducing the next level.

Now the game's complete, Westwood have few doubts about its quality. They employ dedicated games testers, a popular T-shirt being "Playtesters never die – They just restart!" This Japanese-style thoroughness shines through in the finished game which sailed through Nintendo of America's testing in a near-record ten days, incidentally scoring the highest approval rating of any game in NOA's history! And after playing the finished game for more than a few late nights, back in chilly England, I have to say it's a lot more fun than putting your last few dollars on black and watching some dumb, stupid little silver ball fall on red...

● ***Young Merlin will be released in January and reviewed in our next issue.***



Young Merlin 2 is already on the drawing boards – literally – with design sketches of a slightly more mature Merlin almost finished!

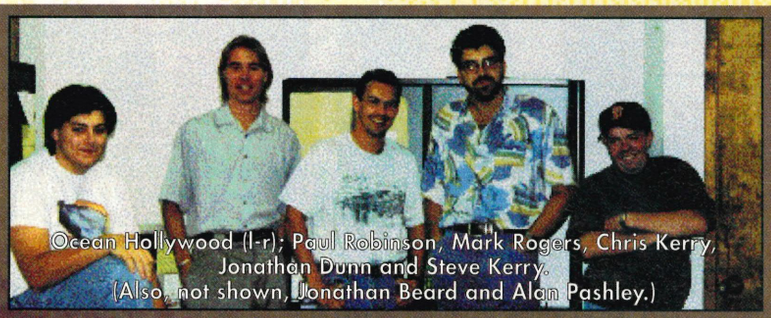


Originally called Elvin Hollow, the main character went through many name changes – including Matt, Carl and Axel! – before Merlin was settled on.



JURASSIC PARK:

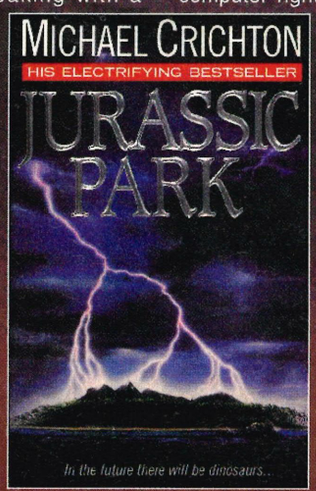
THE INSIDE STORY



Ocean Hollywood (l-r); Paul Robinson, Mark Rogers, Chris Kerry, Jonathan Dunn and Steve Kerry. (Also, not shown, Jonathan Beard and Alan Pashley.)

The most expensive license in videogame history, the first European-produced 16Mbit cart and a pioneer of SNES 3D, *Jurassic Park* is by far Ocean's most ambitious Nintendo project to date. Last month its launch won near-universal acclaim as one of the best movie-to-game conversions yet. But just three months before its release, the whole project was on the verge of disaster. Stuart Wynne brings you the inside story.

Ocean's involvement with *Jurassic Park* began before the book was even finished – thanks to software development manager Gary Bracey. Speaking with a distinct Mancunian accent, Bracey's bluntness is legen-dary – he adds a direct "I sh*t myself!" to the usual selection of bland PR quotes for the movie's brilliance! Bracey has been in the video game industry from the start and as Ocean celebrates its tenth anniversary, he can claim a fair share of the credit for seeing it through, pioneering license deals with chart-toppers such as *RoboCop*, *Total Recall* and *Batman*.



So, it's no surprise to discover that Bracey was the first to begin pursuing the *JP* licence. Even in the initial research stages, the project seemed huge. Writer Michael Crichton has been close to Hollywood since the filming of his excellent debut novel, *Andromeda Strain*. In fact, Spielberg himself encouraged Crichton to direct films, with *Westworld*, *Looker*, *The Terminal Man* and *The Great Train Robbery* all achieving reasonable success. However, recently Crichton has concentrated on writing bestsellers, his undersea alien encounter *Sphere* allegedly inspiring *The Abyss*. Crichton actually began writing the *JP* script in 1983, but it was abandoned before the Park concept inspired him to turn it into a novel. As the story developed, Crichton began to joke about *JP* being the most expensive movie ever. Spielberg took him seriously though (eventually paying $2 million for the rights), and the news made the Hollywood trade papers Bracey routinely reads.

"We approached MCA Universal in 1991," Bracey recalls, "but subsequently the *JP* profile kept growing. People read the bestselling book, then Spielberg signed on for the film." Bracey had negotiated big licenses before, but they were mainly for home computer rights – small potatoes set against the lucrative console market. He was after arguably the decade's biggest license for all formats (except Sega), including consoles. The biggest players in the international video game market were all trying to sign it up.

"Negotiation was murder," Bracey admits. "But we won it because of three things. Firstly, we had a good relationship with MCA. Secondly, the bid itself – well in excess of seven figures! Thirdly, MCA felt we could do a good job. They were really interested in doing a groundbreaking game to compare with the film itself."

It was a bid Bracey had to sell to David Ward, his boss, as much as MCA. "You can't really call *Jurassic Park* expensive. You might get the rights to *Rain Man* for £10, but you're not going to get anything out of it. By that measure you can say almost anything paid for *Jurassic Park* is reasonable. It's all relative. *JP* has a q-rating approaching 100%. Everyone knows what it is."

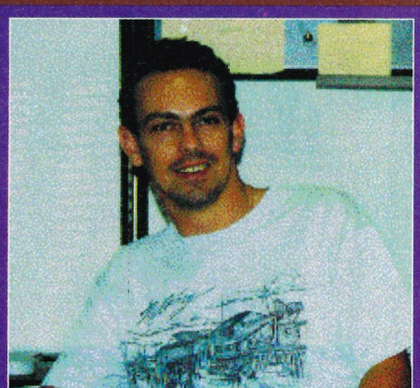
Eventually, Bracey had his way and was soon wandering about the Universal studios backlot, enjoying a few chats with Mr Spielberg himself. But having won the monster-sized license, Ocean now had to develop a game to do justice to one of the most spectacular films ever...

OCEAN HOLLYWOOD

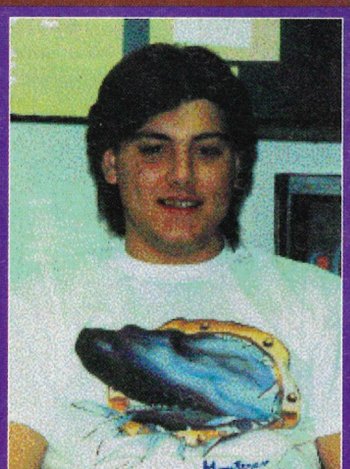
Ocean have long had an office in California, simply to handle the promotion of its imported product. But by 1992 the cost of constantly flying programmers over to walk around Hollywood sets was proving to be a headache. Their San Jose office was perfectly sited between the movie studios and the special effects houses of Silicon Valley, so it made sense to set up a development team there.

Veteran developers Painting By Numbers worked on both *RoboCop 2* and *Hook* for NES and Game Boy, and enjoyed many of those expensive Hollywood trips. Ocean soon approached them to form the nucleus of the American team. Unfortunately, their first SNES game, *Cool World*, was a painful learning experience. "That was a very strange game," admits lead programmer Chris Kerry. "It wasn't perhaps the best of products, we had many problems and a lot of headaches. The film studio gave us a lot of hassle and the film wasn't really that good. We tried to do something different, a real cartoon look, but deadlines were very tight."

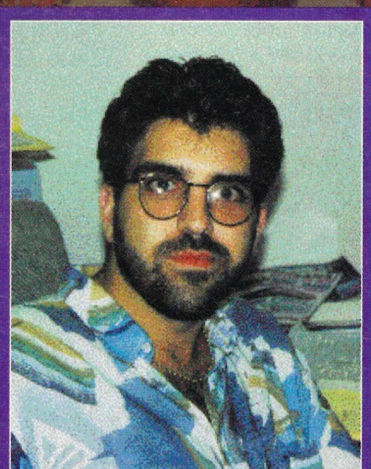
Time was also an intervening factor with *JP* and on top of that, Bracey had in mind Ocean's most innovative SNES release to date. "A lot of preparation went into portrayal of the dinosaurs," Bracey recalls. "We thought about a side-on perspective, but that would be just another platformer. So we went for an overhead view to better portray these huge dinosaurs. Another one of the guys [Paul Robinson] had already been working on a 3D routine that could be used. It was rather effective and we knew it was definitely do-able."



Chris Kerry has been programming since 1983. For a time he worked at Gremlin Graphics, working on classic games like *Way Of The Tiger*, *Bounder*, *Monty Is Innocent*, *Trailblazer*. For *JP* he did practically everything but the 3D.



Paul Robinson is responsible for *Jurassic Park*'s pioneering 3D perspective.



Jonathan Dunn has produced many Ocean soundtracks and *JP*'s Dolby music is perhaps his best.

Time was already tight though. "By the time the licence was signed, most of the sets had been taken down," Chris Kerry notes. "However, we visited Winston Studios – the place were the animatronic dinosaurs were made, and we saw a lot of footage there too. ILM weren't very friendly though, as *Jurassic Park* was on the cutting edge of computer programming. They were very wary of letting other computer people see their techniques!"

WOLF IN THE FOLD

JP's programming began in December of 1992 with a core team of two programmers and two graphic artists, plus a programmer, artist and musician on call to help out. Compared to Japanese teams, this was fairly small, especially considering that the 3D perspective had never been seen on SNES. "It was based a little on the PC's *Wolfenstein*," Chris admits. "We thought it had a really good view which would look very impressive on the Nintendo."

Getting the view right took longer than expected – nine months in all, according to Kerry. Halfway through that development time, hype was building over *Star Fox* and its wondrous Super FX chip – custom-built to provide 3D graphics. For a time the team wondered if all their work might suddenly seem obsolete.

"Fortunately, in the event *Star Fox* was completely different, the polygon graphics were very clean. It would be nice to use the Super FX, but it adds to the price of the cart. You can't just jump in there and use it, not when the normal SNES could do something similar. Anyway, I like the detail we get with our system"

JP's development certainly had Kerry inside the SNES's hardware. "There are all those Modes, and within the Modes there's different things you can do, lots of options which haven't been utilised yet. We're still trying to find what the various features could be used for. The product on the market still isn't pushing it."

One way in which *JP* stretches the limits, is with its gorgeous Dolby surround sound. In addition to Jonathan Dunn's excellent original music, there's plenty of great FX – "The movie studio were great, they put everything they had on a DAT tape and sent it over to us."

CHICAGO SHENANIGANS

Although getting the game out close to the movie's release was critical, there were other deadlines to worry about. America's Consumer Electronics Show (CES) is the world's biggest showcase for videogames and Ocean were determined to show off their flagship product. Unfortunately, the unfinished product impressed no one. Magazines like SUPERPRO reported the game looked dire, competitor publishers rejoiced and there were serious repercussions within Ocean.

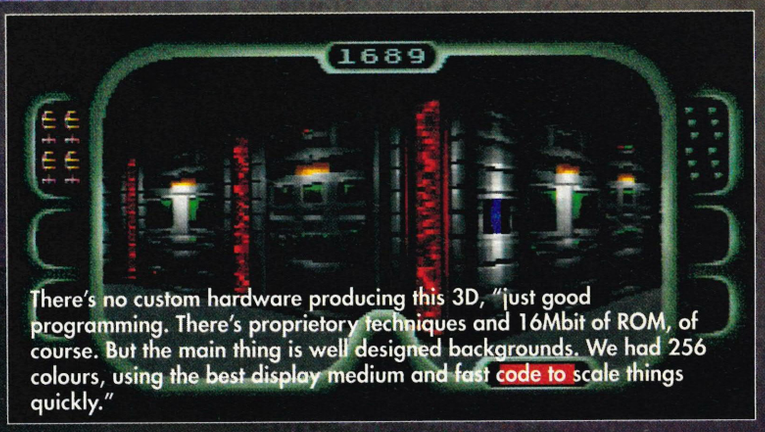
Gary Bracey describes showing *JP* at the CES as his biggest mistake. "We were caught between the devil and the deep blue sea. We had a large demo area so we knocked together something we could show. It was very far from being finished product. I've said this before, and I'll say it now; what we showed at the CES was crap. Ocean's MD and chairman weren't happy either. They thought we had a real disaster on our hands. But the finished game is substantially different, even since three months ago. Shows what can be changed."

However, those changes were not easy. "The last three months were absolutely horrific," Kerry says. "We were working seven days a week, at least fourteen hours a day, and more towards the end. I was working round the clock, I had one 36 hour stint, then I collapsed. Paul Robinson did a three day, non-stop programming spree – I don't know how he did it."

The backlash at the CES forced deep changes. "Everyone at the show expected to see the finished game and there was a poor reaction to the graphics, especially on the inside. So we bowed to the criticism, we made the dinosaurs bigger and some guys in the UK helped out. The T-Rex and the Triceratops were produced in the UK. They also changed the Raptor, but the graphics needed even more enhancement to make made things more dramatic. It was hard, a lot of extra work, but it was worth it in the end."

Even then, getting the game out in time for its worldwide, October 22nd dino-day release date required some heavy string-pulling by Ocean to shorten the usually lengthy production process. And, of course, Nintendo wanted changes. "They were irritating," Kerry remarks. "For instance, when the T-Rex eats you, we had a nice scream and the sound of bones being crunched up! But Nintendo thought that was a bit strong, so we had to take it out! That was frustrating."

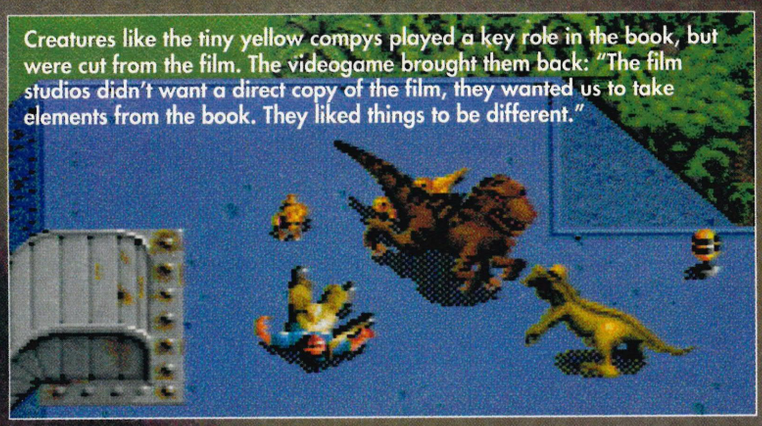
By then, *JP* had more than lived up to everyone's predictions taking $600 million worldwide. By the time you read this Ocean will have accomplished their biggest ever ship-out – over half a million units, 150,000 of them for SNES. Already there's talk of sequels. But Kerry, busy developing a new big movie licence, is unsure whether he'll work on it. "I'm absolutely fed up of seeing dinosaurs!" SP



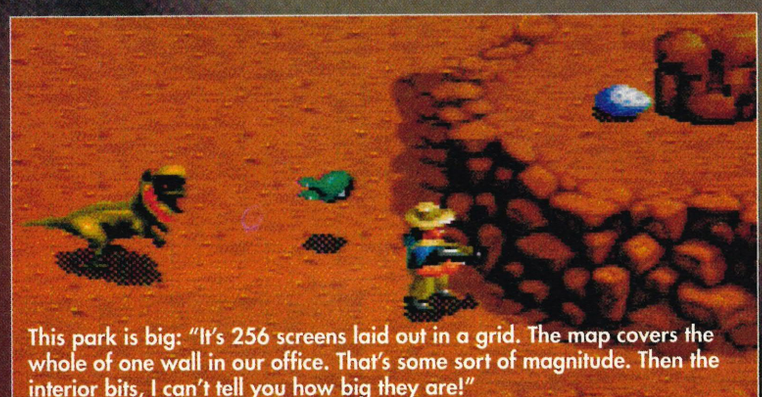
There's no custom hardware producing this 3D, "just good programming. There's proprietory techniques and 16Mbit of ROM, of course. But the main thing is well designed backgrounds. We had 256 colours, using the best display medium and fast code to scale things quickly."



One of the key elements of the book is Chaos Theory, an element of which are intricate patterns called Fractals. In the film, Chaos Theory was cut to a mumbled sentence or two. The game includes a special fractal program, producing images like our Mandelbrot Set backdrop!



Creatures like the tiny yellow compys played a key role in the book, but were cut from the film. The videogame brought them back: "The film studios didn't want a direct copy of the film, they wanted us to take elements from the book. They liked things to be different."

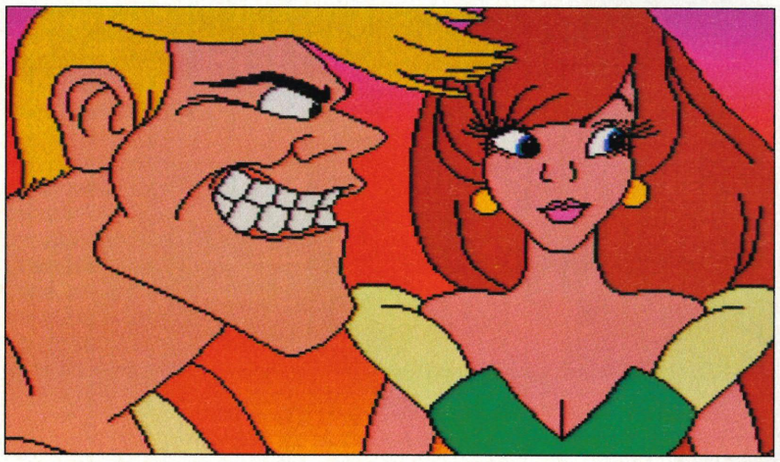


This park is big: "It's 256 screens laid out in a grid. The map covers the whole of one wall in our office. That's some sort of magnitude. Then the interior bits, I can't tell you how big they are!"



SPACED OUT!

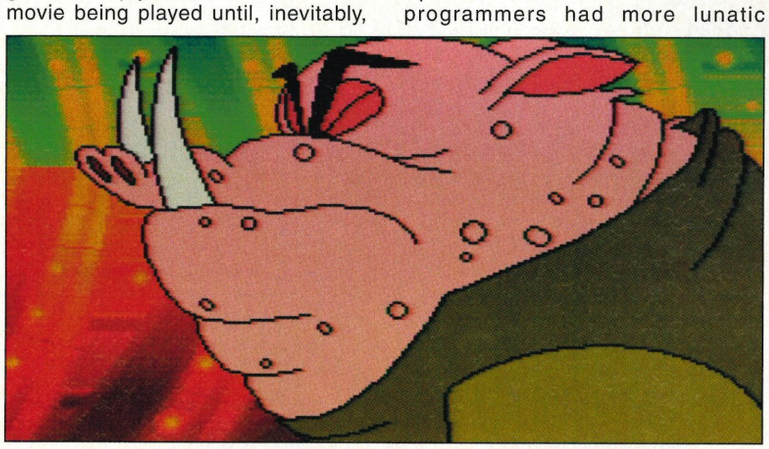
Don Bluth's *Space Ace* was a Disney-quality animated movie, cleverly presented on laserdisc as an interactive coin-op. It looked like a dream and played like a nightmare, but one person loved it enough to cram it all into a single 8Mbit cart. Stuart Wynne spoke to Adrian Barritt about it.





Oxford Digital Enterprises get all moody and atmospheric for some PR pics. The company was established in 1983, its first project being an adventure based on Shakespeare's *Macbeth*. Adrian joined in 1991 and is second from the left on this pic.

Dragon's Lair and *Space Ace* gave Don Bluth's team of renegade, ex-Disney animators a key place in the development of CD gaming. Yet the games simply consisted of a Bluth movie being played until, inevitably, you messed up your occasional joystick movements. Then the movie would pause and the laser would whizz across the disc to play a death sequence.



When Elite decided to do *Dragon's Lair* on SNES they promptly threw away the game, preferring to marry the wondrous graphic style to a conventional platformer. However, when Empire won the license for *Space Ace* one of their new programmers had more lunatic ambitions...

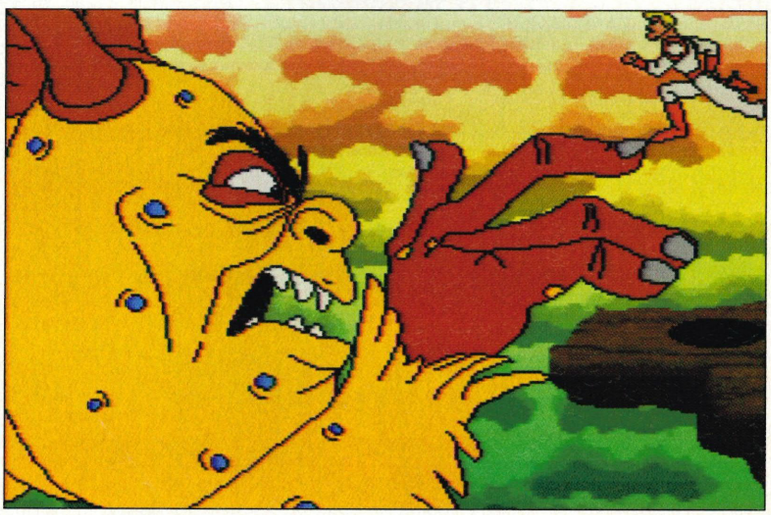
Adrian Barritt is so tall, so thin, so long-haired that he could only ever be a programmer. The sort of person who wears a worrying violent Death Metal T-shirt, but thinks along such cool, mathematically precise lines that a screen full of code induces joy rather than horror. The Amiga's *Volfied*. *Space Ace* was not only his first SNES game, but actually his first solo-game ever. Adrian began *Space Ace* well over a year ago, and quite a large chunk of that was spent not only sussing the SNES out, but debugging a modified development system as well!

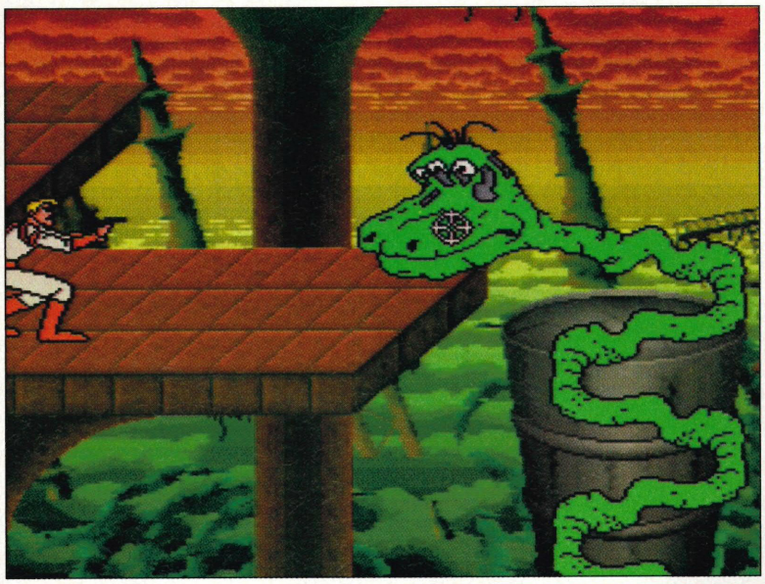
MODE ZERO

Off-hand it's hard to think of a more difficult game to convert. *Space Ace* was never a videogame in the conventional sense. Its graphics were conventionally produced film animation, as wild and off-kilter as the animators could imagine. To recreate the coin-op Adrian had to explore every last trick of the SNES. Besides Mode 7, of course, there's Mode 1 effects (the usual display mode for games) and Mode 0 which has severe colour limitations, but allows for enormous animated creatures. The exact look of the coin-op couldn't be recreated, but every level is skillfully reimagined as a more conventional videogame genre – platformer, race game, shoot-'em-up... "Most games are just the same thing over and over," Adrian argues, "*Space Ace* is lots of different games in one."



The game's structure copies the coin-op very closely. Level One is the Mountain Side with Dirk Daring leaping across chasms while pursued by evil robots. Then it's the Space



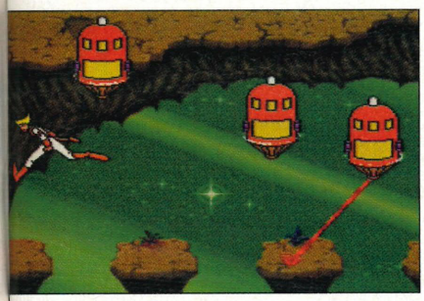


Maze, an overhead-view shoot-'em-up which contains the entrances to six more levels. Then there's the Fighter Chase Escape which leads on to the



Rocket Skate Maze with three more selectable levels before show down!

Completing the game is a massive



challenge, but Adrian saw little reason for making the SNES game any easier than the coin-op. There's no continues but, as a compromise, he invented a disk system – each one you collect gives you the chance to replay a level when you die.

GAMES MASTERS?

Upon finally finishing his massive programming challenge, Adrian found there were still a few more obstacles to overcome. Nintendo's legendary approval process had few problems with gameplay – ODE had already brought in schoolchildren to tweak that – but morally it was found wanting! Dirk's digitised cries of "Fwaa!" were judged a little too close to a more commonly used exclamation. Also, the infant baby at the



game's end was judged to be showing a little too much bare bottom. The sprite had to be redone with a nappy!

Even before these changes had been made, the TV show *GamesMaster* had come calling. Although the game wasn't due out for many months, the prospect of TV coverage had Empire hastily mailing out the eprom. Unfortunately, *Space Ace* isn't an easy game to play and the *GamesMaster* format means that while the reviewers are often experienced, they rarely have more than fifteen minutes to play a game before making their filmed comments. *Space Ace* didn't go down well.

After spending a day with the game, for preview, the *GamesMaster* reviews seem a little harsh. *Space Ace* is tough and there's usually only one way to complete a level. However, the amount of control you have is massively increased over the coin-op.

For the future, Adrian is enthusiastic about a new project, which he can't reveal but involves programming techniques never before seen on SNES. He's also very excited about Nintendo's Project Reality. "The SNES is undoubtedly the best

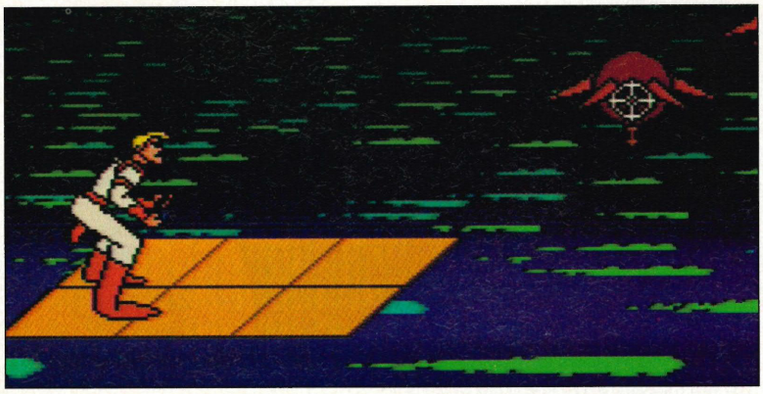


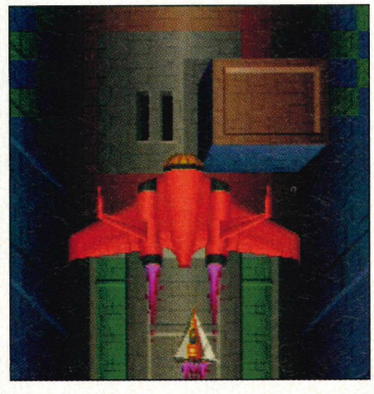
machine for sprite handling, and for some race games using Mode 7. But the future is vector graphics. Sprites have to be redrawn for every frame of animation. With vector graphics you draw the object once and that's it. Project Reality really does come pretty close to everyone's dream machine spec. But it's still two years away and announcing it now seems a bit unfair on new launches by other manufacturers. Didn't IBM get sued for doing something similar...?"

● ***Space Ace* is to be released in the UK in January 1994.**

SPACE ACE CREDITS

GRAPHICS: Saul Marchese.
WATCH ANIMATIONS: Graham Rice.
MUSIC: George Vilires
PROGRAMMER: Adrian Barritt.





EMPIRE BUILT







Also due for early in the New Year are *Empire Soccer* and *Yogi Bear*. The former has been developed by the legendary Graftgold team and features numerous arcade touches. *Yogi Bear* is obviously aimed at kids, with ridiculously fluffy bunnies and other cute creatures hopping about. In fact, it's so darn cute and slick it's hard to see anyone resisting it.

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SUPER PRO

REVIEW
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PROreviews

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

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

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









PROfile

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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Aladdin



This Christmas sees the long-awaited release of Disney's Stateside mega-hit *Aladdin*. And who better to scale-down the action and bundle it into a sizzlingly playable cart than Capcom? Last year their first SNES Disney game, *Magical Quest*, set stunning new standards for platforming action, if not lastability. Now they're back with a huge 12Mbit cart, oozing quality and playability. Ryan "Jafar me not" Butt hops on his carpet to bring you his in-depth opinions!



Aladdin opens in spectacular Disney fashion with soft Arabian chords striking-up a delicate tune to accompany the intro, a series of very pretty pictures perfectly setting the scene. In fact, the game follows the plot of the film quite closely, the interlevel intros helping convey a strong sense of being involved in a dramatic story-line. The basic plot is simple but entertaining; boy finds lamp, boy gets girl, boy loses lamp, boy loses girl, boy gets lamp again, and yes you've guessed it!



PRO tip

KEEP YOUR FINGER PERMANENTLY ON THAT RUN BUTTON TO GET PAST THOSE TRICKY JUMPS.

The action begins in Aladdin's home town of Agrabah where he must avoid the likes of prowling palace guards, archers and strange, potted-birds! In the Mega Drive version Aladdin has a rather nifty sword, but on SNES our hero just has his gymnastic skills and they're exploited to the full: he can trampoline off canvas shop awnings, swing on poles and vault off posts to not only bop the hostile guards, but also to get to higher levels and hidden platforms.

Aladdin's quest then continues on through enchanted gold-filled caves, spaced-out lamp landscapes, ancient Pyramids, and finally the showdown with the evil Jaffar inside his Arabian palace. The sprites, Aladdin's in particular, are stunningly detailed with ultra-smooth fluid animation similar to that seen in *Prince of Persia* and *Another World*. Like them, and the actual Disney movie, rotoscoping was used with human actors being filmed to provide material for the animators to work from. The effect is truly stunning – undoubtedly of the you-have-to-see-to-believe-it variety. And one of the best features of the game is the way in which our hero can interact with his surroundings, using any nearby platform or pole to launch himself to new heights. And just watching the animation as Aladdin does so is a jaw-dropping experience within itself!

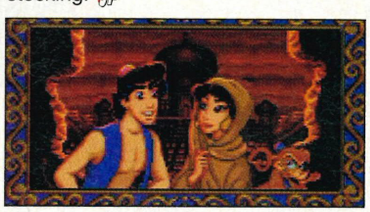
Another excellent feature is the inclusion of Aladdin's monkey sidekick. This hairy little chap will follow his master through the action-packed levels, enthusiastically pointing to hidden rooms, or indeed any items of value, and best of all, egging our fearless hero on through his numerous hair-raising confrontations!

The soundtrack, like the graphics, is also very close to the film and uses the same score. This includes that soppy ballad which was gracing the music charts a few weeks back! The quality of the tunes and sound effects really is exceptional, even if I was a little disappointing there were no samples of Robin William's voice-over.

Also a little disappointing is the lack of innovation within the gameplay. *Aladdin* plays more or less like any other platform game, especially *Magical Quest* in the sense that you can throw apples to stun your opponents, or vanquish them by bouncing on their heads. Apart from some novel inclusions, such as when Aladdin escapes over the side of a building using some poor chap's linen as a dead-slide, the levels are all very similar and the skills required to complete them soon becomes second nature which of course throws the question of lasting appeal into the picture! Unlike *Mickey Mouse*, the continues aren't infinite, however a simplistic password system means that even if you do use up your regular quota of lives, you can instantly return to your place of death and attempt the challenge as many times as it takes to reach your next password! Another wee niggle is the fact that you'll only encounter three real guardians throughout your quest.

Like the Disney films, I think this game is very much aimed at the pre-teen market. I was certainly instantly, and completely hooked by the game but that only served to keep my playing until I finished it – which took just a couple of hours! However, the hidden objects and rooms will ensure that you'll have something to go back to time and time again.

With the exception of *Mr Nutz*, *Aladdin* is definitely one of the most playable platform games I've played since... well since *Magical Quest*, and if you liked that, you're certainly not going to be disappointed if this little gem winds-up in your Christmas stocking!







The caves display some very Disney-esque backdrops such as the spiral staircase pictured above. Aladdin must once again use his acrobatic skills to twirl off stalactites in order to get through in one piece.

TURKISH DELIGHTS



1-UP



APPLE



BREAD



CANVAS



CHEST

The 1-up lamp will award you with an extra chance of saving the princess. The apples can be used to stun the palace guards. The bread will restore 1 energy point. The canvas can be used like a parachute to float slowly through the air. The chests are littered throughout the various levels, jump on them to release useful objects.



GEM



HEART



GEM



SCARAB



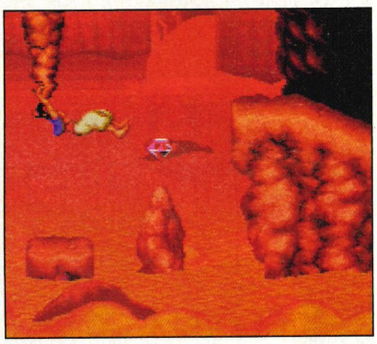
VASE

You'll be awarded with an extra heart of energy if you collect 100 Green Gems. Hearts give you 1 extra energy point. Release the Scarab, then recapture it to go to the bonus level. Knock over the vases to gain extra objects.









The action packed flying carpet sections are by far the most visually pleasing aspect of the game (above). Contrary to what you may believe at first, your monkey side-kick is more than just a hindrance, see here as he enthusiastically points to the cavern of gold that awaits (below)!

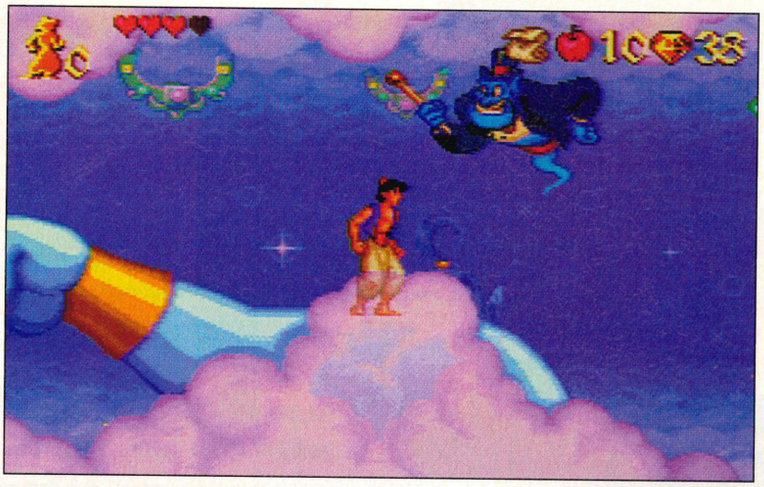
A LAD INSANE

To show you just how spectacular the levels are, here is the first, completely mapped for you to savour. This is Aladdin's home town of Agrabah on market day. The streets are littered with various street traders. Make good use of the canvas parachute to float around the higher platforms collecting the gems. To activate it, simply press jump and then hold down R. The canvas is located at the top of the second building, to get there you must swing on the pole at the bottom, then propel yourself up to the first platform. Now, when the old man pokes his head out of the window, jump onto it and catapult yourself up to where the canvas is.

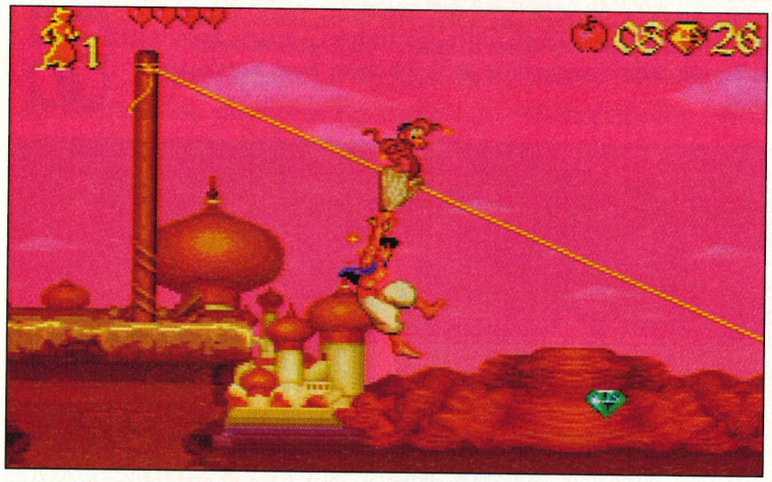








One of Aladdin's many attack moves is to swing on the posts and knock the dim-witted palace guards for six (above). Aladdin makes a typical Hollywood getaway by sliding down a washing line (below).



Trapped inside the magical world of the lamp, Aladdin must escape by following the Genie's path (above). These brutal Arabian street merchants have no manners. Fancy picking on the Princess just for stealing a poxy apple (below)!





By capturing the Scarab, Aladdin will be warped onto the special bonus game once the level has been completed. This game consists of a wheel-of-fortune which the Genie will spin and then stop on one of the prizes. The stars will award you with an extra continue, but don't ask what the Genie's head does!

The second part of the lamp level is even more spaced out than the first. Our hero must dangle from balloons, vault over lamp-posts and swing from seemingly unreachable posts. The jumps become more insane as the level progress, so make good use of the dash button to get a good run-up (below).

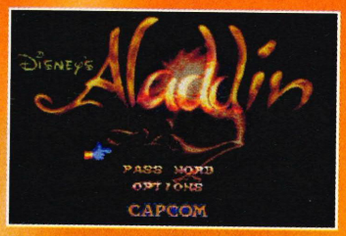








The interlude pictures, such as the one above, crop up between levels to fill you in on the story. Aladdin finds himself in a sticky situation (right) with the lava burning his toes, and an archer shooting at him!



PUBLISHER: **CAPCOM**
DISTRIBUTER: **NINTENDO**
TEL: **0329 822565**
PRICE: **TBA**
OUT: **NOV**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **12Mbit**
SAVE GAME: **Password**
FEATURES: **Your jolly monkey chum to guide the way!**

CONTROLS

- CLIMB UP.
- CROUCH.
- RUN LEFT.
- RUN RIGHT.
- X — NO FUNCTION.
- Y — RUN.
- A — THROW.
- B — JUMP.
- L — NO FUNCTION.
- R — USE CANVAS TO FLOAT.

PROS: Displays some of the finest graphics seen on the SNES – and sound is equally good, with mind-blowing tunes and effects. Gameplay is highly addictive whilst presentation is ultra-slick.

CONS: Far too easy for experienced players. In large part this is due to the fact that there's so little variety, with only the magic carpet sections offering anything vaguely new.

GRAPHICS	95
SOUND	90
GAMEPLAY	91
LONGEVITY	75

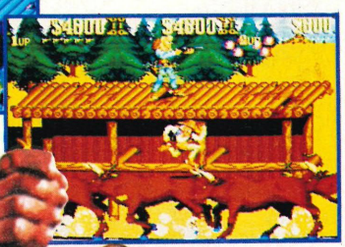
PROSCORE
90
SCOREPRO

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After spreading the Black Death and killing over 50 million people, it's fair to say rats have not been regarded with over much affection. Look up the word 'rat' in a dictionary and 'cute' is unlikely to appear next to it. But Rocky the Rodent isn't a normal rat, he's a rat with an attitude or, to be more precise, a hairstyle with an attitude. This Stray Cats lookalike has but one mission in life, to eat as much as he can and keep his hairdo intact. Sam "Harmony" Hickman grabs a can of mousse and asks whether this is one rat that doesn't deserve stomping on.

Rocky RODENT

For a rat, Rocky is worryingly large. In fact, he's positively human-sized which, upon further reflection, isn't that worrying knowing some of the people I know! And, to give a rat a fair chance, this is a rat with a mission. You see a local restaurant owner has had his daughter kidnapped and, in desperation, he turned to Rocky for help. If his daughter is saved, Rocky gets to feed his face for free which, to a rodent's way of thinking, is a pretty good deal.



PRO tip

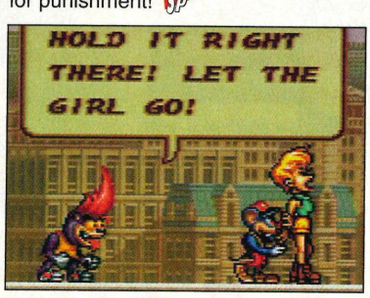
WHENEVER YOU SEE A PRESENT BOX, JUMP ON IT, AS IT CONTAINS HAIRSPRAY. THEY'RE FEW AND FAR BETWEEN!

Sadly, although Rocky's name conjures up images of heroic strongmen, our twitchy-nosed hero is a bit of a wimp, armed only with his quiff! This spectacular demonstration of the power of hairspray gives Rocky super-strength and the ability to lever himself up walls. Without it he's completely useless, with it he can sustain just one attack before he keels over and dies. A bad start if ever there was one.

Unfortunately, it's also an entirely appropriate start as this is a game to make anyone ratty. It is, in fact, a really rather good example of how not to produce a game. The backgrounds are appallingly plain, the gameplay is dull and Rocky himself is totally sluggish. There's just one power up to find – the hairspray – and it's only dished out on very rare occasions.

Nor do things get any better once you get off the amazingly easy opening level. No, they actually get worse. A tediously protracted intro shows the kidnappers bundling the daughter into a car. As soon as they zoom off, the rest of the motorists make a determined effort to squish Rocky and his Mohican hairdo. Leaping over the cars begins as good fun, unfortunately what should have stayed as a short little level, breaking up the platforming action, goes on and on!

And so it continues. This wouldn't be half as bad if there was just a bit more variety in he gameplay and the graphics were slightly more modern. As it stands, it has a distinct late-eighties appearance and the gameplay sucks. Stay away unless you're a complete glutton for punishment! SP







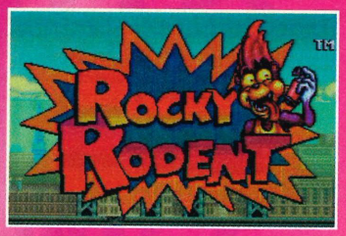
Above, Rocky struggles along the top of a flame-spouting tanker, in the most annoying section of the game. Below, on the same level, Rocky finds time for a new hair do, atop a speeding car.





Above, slavering Rocky goes for the nosh. Below left, his girlfriend is abducted by a rat! How undignified. Below, another speech bubble slows the action down even more.





PUBLISHER: **IREM**
SUPPLIER: **VIDEO GAMES BOX**
TEL: **0425 616705**
PRICE: **£49.99**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Errh...**

CONTROLS

- ▲ NO FUNCTION.
- ▼ CROUCH.
- ◀ WALK LEFT.
- ▶ WALK RIGHT.
- X NO FUNCTION.
- Y JUMP.
- A NO FUNCTION.
- B NO FUNCTION.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: It's very difficult to find anything of worth to comment on. The graphics are reasonable, and play, initially, is quite good fun.

CONS: But the graphics don't get any better after repeated viewing, the sound is terrible and the gameplay dull. The whole game has a very dated feel to it, with gameplay far too shallow to be rewarding.

GRAPHICS	60
SOUND	41
GAMEPLAY	48
LONGEVITY	43

PROSCORE
44
SCOREPRO

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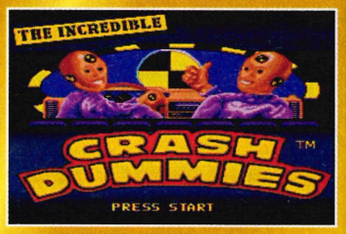
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CRASH DUMMIES



PUBLISHER: **ACCLAIM**
TEL: **071 344 5000**
PRICE: **£49.99**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **16 levels of crash related mayhem!**

Even if originality is often severely lacking in the SNES gameplay department, the themes and spaced-out story-lines never cease to get stranger. The game of the toy of the TV ad of the government testing program is, without doubt, Jennifer Lynch-time weird. Seeing a limb-less torso frantically wriggle about colourful platform levels is more than a little disturbing. Ryan "Hooper" Butt examines the debris.

Okay, there's these three dummies sitting in a lab. Two are just your normal, average everyday walking, talking dummies – called Spin and Slick – and one's your 'intelligent' dummy. The latter is Dr Zub, a bespectacled dummy with wispy grey hair (not unlike our dear editor!) who's invented the ultra-efficient T9000 torso. So valuable is this invention that before you can say 'clichéd plot contrivance', in bursts the evil Junkman to kidnap Dr Zub in the hope of forcing the blueprints from him.

So, while one dummy guards the lab the other goes in search of Junkman. Slick, for it is he, is faced with a 16 level platform/-shoot-'em-up. Slick has two methods of attacking the onslaught of mechanical menaces; he can jump on them, or throw spanners which can be picked up throughout the level. The basic aim of each level is to get to the exit as quickly as possible, which is no easy task due to the legion of hazards which seem to appear out of thin air. This means your best technique is to run along, continuously chucking spanners in every direction – just in a case an enemy is about to appear there!

The only original aspect of the game is when Slick sustains a hit. There's none of the usual energy bar nonsense; when you're hit you'll lose a leg, then the other leg, followed by both arms! So once Slick has been caught four times, all that remains is a limb-less body that merrily bounces along the ground – a distinctly gruesome effect reminiscent of the famous 'flesh wound' Monty Python joke!

Luckily for Slick, apart from spanners littering the levels, there are also limb-replenishing screwdrivers, extra lives, bonus point-pods and even special tokens which, when collected, inflate our hero like a balloon and allow him to hover around high platforms and danger areas.

Graphically, *Crash Dummies* is fairly unremarkable, the main sprite is detailed, nicely animated and amusing as are the enemies, but the level backdrops are bland and offer little variety. Apart from the interesting bonus levels, gameplay is very repetitive and at times very frustrating. After every three levels you do get mega-guardians, enjoyably bizarre designs which are painfully simple to beat!

The music is similarly dire, although it is often drowned out by the excellent and entirely over-the-top spot effects. I particularly liked the screeching brake noise when you slide along the ground. Nice, but hardly enough to save a remarkably sub-standard platformer. Initially, the fast, frantic gameplay is fairly playable, but the novelty soon wears off, leaving a frustrating game which is unlikely to keep you coming back for more. SP



PRO tip
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After numerous collisions, our hero (above) only has one limb left with which to fend off enemies. Two more hits and he's history!



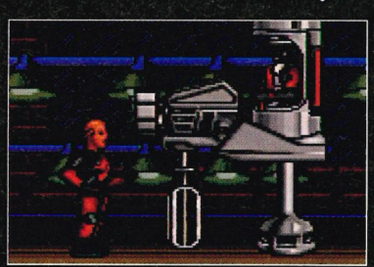
Above we see one of the comical car collisions, complete with scattered limbs! The second bonus stage (below) consists of ramming a JCB into a brick wall. Don't try this one at home!





The first guardian (left) is a kind of motorised egg-whisk! Despite its frightening appearance, it is in fact an absolute doddle to kill, unlike later baddie monster doobries.





CONTROLS

▲	NO FUNCTION.
▼	DUCK (FALL APART!).
◀	MOVE LEFT.
▶	MOVE RIGHT.
X	NO FUNCTION.
Y	FIRE.
A	NO FUNCTION.
B	JUMP.
L	NO FUNCTION.
R	NO FUNCTION.

PROS: Highly original energy meter, great sound effects and very (very) challenging gameplay. The overall presentation is impressive with amusing graphical interludes inbetween zones.
CONS: But gameplay can become acutely frustrating after a while, especially with no continues or passwords. The tunes are ear grinding.

GRAPHICS	65
SOUND	60
GAMEPLAY	64
LONGEVITY	62

PROSCORE
63
SCOREPRO

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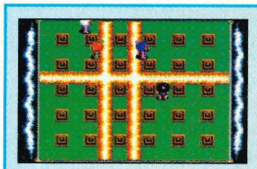
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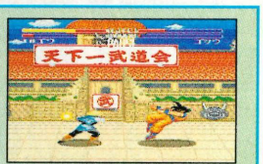
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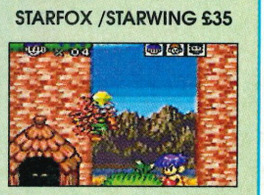
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P.T.O.
PACIFIC THEATER OF OPERATIONS

Although everyone over here remembers the big, European tank battles of WWII, the Pacific campaign is often forgotten. This was undoubtedly the most ferocious theatre of war, both sides fighting down to the last man on dozens of tiny Pacific islands. It was also a conflict which pioneered the use of naval air power, with Pearl Harbour being perhaps the most infamous example of its devastating potential. Damien Butt examines whether Japan's KOEI have done justice to this titanic battle.

The seriousness of KOEI's ambition is immediately evident from the 64-page manual and map pinpointing the game's nine huge battles. However, the actual text is much less impressive – providing hardly any help with starting the game. There's no explanation of naval manoeuvres or how to command a fleet of 20 ships – surely not a task for beginners!



In-game, most of the options are easily accessible from the menus and the range of possibilities is awesome. You can go to conferences for deciding arms expenditures, have a banquet to improve morale, or simply launch a massive offensive against the peaceful farmers of Nanking! The options are impressive, but they're too limited and difficult to carry out. For example, the main map screen depicts the Pacific area, but often the action is only in one corner – so you end up squinting at a tiny cluster of islands, trying to guess which one is Iwo Jima! It would have been much better if the game zoomed in automatically. As it is, the only way to find out which island you're bombing is to got to the orders screen and pretend to change the orders so that a map appears – this is incredibly frustrating.

PRO tip

DON'T PLAY THE ALLIES! THE ODDS ARE STACKED WITH THE JAPANESE, WITH PEARL HARBOUR BEING A PARTICULARLY EASY EXERCISE IN MILITARY MIGHT.

The battles themselves are endlessly protracted. Watching ten assorted blobs trading shots is very tedious and your participation is limited as you only control battles involving the number one fleet. Of course, you can turn off the limited graphics but text reports still churn on. In a similar vein, the unimpressive combination of dirges, pipey sea shanties even Hawaiian guitar tunes are soon turned off. Obviously, there's some kind of flaw in game design if most of the slick presentation is automatically axed.

Obviously, if you've got the patience, there's enough in *PTO* to keep you playing for months. There's plenty of depth and lots of scope for the strategy fan. However, after several days intensive play, I have to say I was all too happy to see the back of it!



The various maps have an authentic look but trying to decipher all the initials and tiny icons is irritatingly difficult. Okay, it's a WWII sim, but does that really mean the controls have be so prehistoric in their look and feel! Some slick zoom-in options would've been much appreciated!

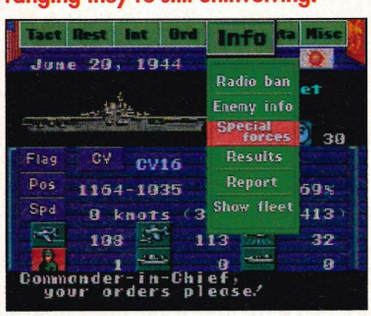


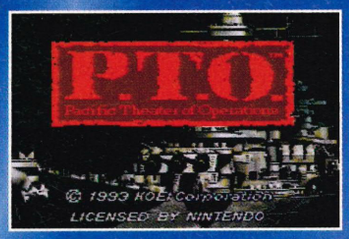


Above, Saipan falls to Allied Forces. The attractive reward mini-screen is one of the few bits of presentation that you won't have to turn off.



Below, the control bar offers all the option in a relatively straightforward and easily accessible fashion. Sadly, although the options are wide-ranging they're still uninvolving.





PUBLISHER: **KOEI**
DISTRIBUTER: **ZAP COMPUTER GAMES**
TEL: **0532 590077**
PRICE: **£54.99**

PLAYERS: **1-2**
SKILL LEVELS: **10**
CART SIZE: **8Mbit**
SAVE GAME: **Battery back-up**
FEATURES: **Optional animation sequences.**

CONTROLS

- CURSOR UP.
- CURSOR DOWN.
- CURSOR LEFT.
- CURSOR RIGHT.
- X: NO FUNCTION.
- Y: NO FUNCTION.
- A: IMPUT COMMANDS.
- B: CANCEL COMMANDS.
- L: ACCESS MAP.
- R: ACCESS MAP.

PROS: An ambitious attempt to recreate one of the most intense and interesting theatres of war in human history. The amount of detail is impressive, with masses of options and factors to consider.

CONS: In-game graphics are small and indistinct, whilst sonics are banal. This may be expected of a strategy game, but the slow pace and detatched feeling kill it off.

GRAPHICS	42
SOUND	48
GAMEPLAY	59
LONGEVITY	67

PROSCORE
62
SCOREPRO

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GOOOAALL!

SCORE WITH KEVIN KEEGAN & WIN...

A 14inch colour portable TV, with five signed and ten unsigned Newcastle shirts as runners up prizes!

With *Kevin Keegan's Player Manager* disappearing off the shelves at an alarming rate, we weren't going to pass up the chance of tie-in competition with Anco. Oh no. If you've already bought the brilliant *Player Manager*, then why not enter our compo to win a portable TV to play it on! If you haven't got it, what are you waiting for? This is only footie management game on the SNES and it plays a pretty mean match too!

Anyway, the TV is no cheap monitor rubbish, you can even use it to watch Newcastle as they battle it out for their place in the premier league! If you're wondering what all these Newcastle references are for, don't forget that Kevin Keegan is Newcastle's current manager. That's why we're offering five signed and ten unsigned Newcastle footie shirts as runners-up prizes. Yes, for the price of a first class stamp (or second if you're really that hard up) you could be swanking around in the latest Newcastle apparel, completely free of charge! You'd be a fool not to enter, especially when we has such a hard time getting Stuart to cough up for the prizes. Anyway...







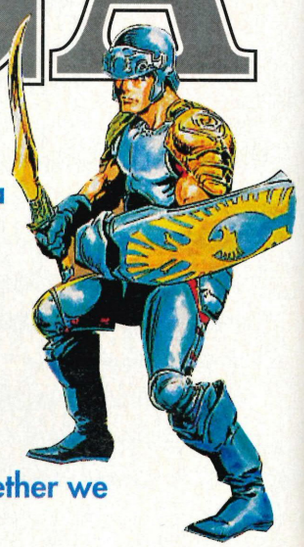
If you want to win either a TV or a Newcastle shirt, all you have to do is answer these simple questions and identify the games from which the three distorted piccies on the right come from. The quessies are:

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2: Who won the last World Cup?
3: Whose home ground is Old Trafford?

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THE 7TH SAGA

Although Japan is awash with SNES RPGs, in the West the genre seems much less healthy with only a handful available. Moreover, new RPGs such as *Young Merlin* and *7th Saga*, make much play about being entirely different from all the rest. According to the box, *7th Saga* "is not your ordinary RPG," it is in fact "The REAL future of RPGs." Sam "elf" Hickman investigates whether we should believe the hype.



When *Shadowrun* was released on import, it shocked the console world, proving that, yes, RPGs can be as fun and action-packed as any other genre, if not more so. Personally, I was hoping that many developers would take a leaf out of Beam's book, providing more involving story-lines and brain-aching action. *7th Saga* certainly wants you think it's one of these new, exciting RPGs. In fact, *7th Saga* makes many claims on its packaging: "You won't be embarrassed to use your own name; you'll be proud" being just one of them. Hmm, a game that apologises for itself before you've even had a chance to play it? I can't help but think that there's something slightly fishy going on here.

Open up the manual and the plot turns out to be even more dodgy than the box's blurb. Guess what? Ticondera used to be a harmonious little world, until someone stole the seven sacred runes. Now, King Lemele wants six warriors to participate in a competition to get them back. Whoever recovers all six runes first will rule the kingdom. Well, we haven't heard that one before, have we?



PRO tip

STICK AROUND AFTER YOU'VE DEFEATED ENEMIES, AS SOMETIMES THEY RELEASE SPELLS OR POTIONS WHICH CAN BE PICKED UP

After speaking to every single person in the village (just in case they give you something), you're left to make your own way through the wilderness. Now I don't know about you, but this sounds to me like every other RPG since the dawn of time (*Shadowrun* and *Zelda III* excepted). *7th Saga* does have a couple of unique features though. Although you're supposed to be in competition with the other six warriors, you can actually recruit them to join your team. This means that you could have up to six times your original hit points, money, etc, making the adventure a whole lot easier. Of course, you'll have to share your treasure and the runes with them, but completing the quest is nigh on impossible without their help.

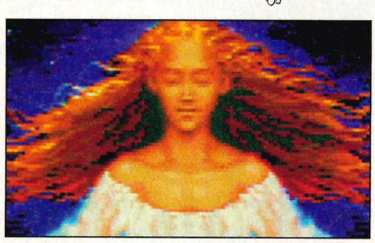
At first, the warriors you'll face are easy to defeat, merely taking a couple of attacks to die, but as you progress you'll find yourself facing up to four enemies at a time. Every time you defeat them you'll gain money or items, all of which can be used to upgrade your weapons and armour. This is all very well, but armour and weapons are very expensive. So, just like with most RPGs, you spend a lot of time simply wandering about killing things, merely to upgrade your weaponry.

So how on Earth do Enix justify all their extravagant claims? Well, one thing that *is* different are the combat visuals. Instead of bumping into enemies within mazes, and battling it out against a miniature sprite, you're transported to another screen where your opponents are huge. Combat is your usual attack/-defend type affair, but at least you have some control (via a cursor) over hitting your opponent. Still, even these scenes wear thin after a while, as apart from the opponents, they're always the same.

All this isn't to say *7th Saga* is a bad RPG. If the hype had been less extravagant you'd probably be very pleased with what is basically an above average RPG. Unfortunately, although *7th Saga* may boast that it isn't an ordinary RPG, I'm afraid it actually is. When you're wandering about the game's environment, the atmosphere seems very dated. Much of the action focuses on maze-like levels, which in my opinion, is what RPGs should steer clear of. It's aspects such as these that give *7th Saga* such a tedious feel and mars enjoyment found in the rest of the adventure.

If you're an RPG fan, this will suit you down to the ground. The gameplay area is absolutely huge and there are plenty of combat scenes and sub-quests to complete. Anyone who feels the need to take on an immense challenge will love it too. However, if its heart-stopping action you're after, why not try the excellent *Shadowrun* – the REAL future of RPGs!





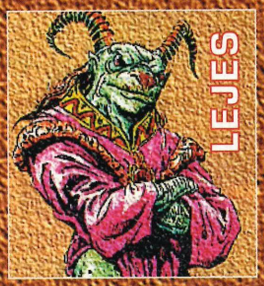




Your warriors, the heroic human Kamil and the uncooperative demon Lejes prepare to defend themselves against some huge Demons. You can decide before hand, which member of your party will attack in which order, and which weapons your warriors will use. It's also important to remember that each time you defend before attacking, your attack power increases.

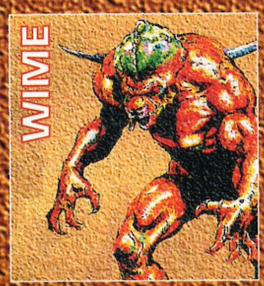
BUDDIES















You can choose any of the seven characters offered at the start of a new game. All the characters are displayed along with their individual stat sheets which show characters magical powers, agility, armour etc. Characters should be chosen depending upon the style of play you wish to adopt, offensive or defensive. You can also rename your chosen character.

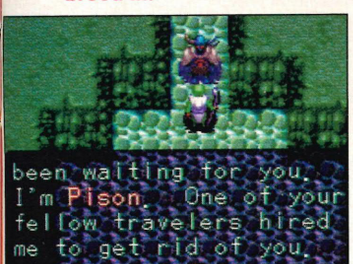






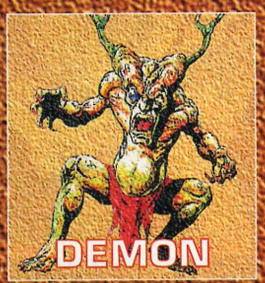
Below, traitors catch up with you. Above, your party seeks an audience with importance. Far right, there's always the local tavern to brood in.

& BADDIES

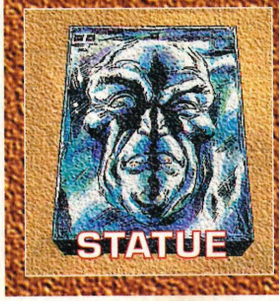


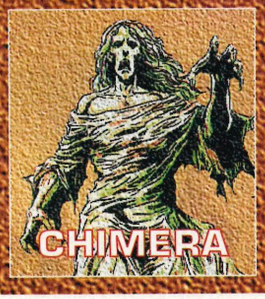


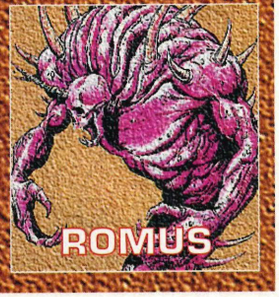






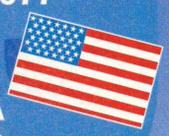








PUBLISHER: **ENIX**
SUPPLIER: **ZAP COMPUTER GAMES**
TEL: **0532 590077**
PRICE: **£54.99**



PLAYERS: **1**
SKILL LEVELS: **N/A**
CART SIZE: **8Mbit**
SAVE GAME: **Yes**
FEATURES: **Loads of combat scenes and mazes.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: SELECT FUNCTION.
- Y: NO FUNCTION.
- A: NO FUNCTION.
- B: NO FUNCTION.
- L: SELECT FUNCTION.
- R: SELECT FUNCTION.

PROS: Some brilliant battle scenes with nice, large sprites and slick Mode 7. Overhead-view graphics aren't bad either, creating a nice sense of atmosphere. Being able to recruit warriors is a novel and welcome feature.

CONS: Soon gets tedious – after wading through a hundred battle scenes you couldn't care less what treasures are at the end! Too many mazes and not enough action.

GRAPHICS	80
SOUND	78
GAMEPLAY	74
LONGEVITY	85

PROSCORE
78
SCOREPRO

IMPRESSIVE, BUT WE'VE SEEN IT ALL BEFORE!

F-1 POLE POSITION

Having already made an appearance on the import scene as *Human Grand Prix*, Ubi Soft have now turbocharged their race game for the European market with numerous tweaks, including a much appreciated new control system. So have Ubisoft salvaged a winner from the game we dismissed a few months back as being "Good, but could have been excellent"? Ryan "Lane Hopper" Butt investigates.

F-1 Pole Position opens in authentic GP style with a vast array of cars whizzing out of the screen to the sound of high-performance engines on overdrive! We are then greeted with a simplistic title screen displaying three different modes of play, Battle, World Grand Prix and Test Run. Battle mode can be played between two human competitors, or one player against one or more computer controlled opponents. You can choose one of 16 circuits, weather conditions and lap numbers to suit your individual requirements. You'll then go on to a car select screen featuring seven top racing teams including McLaren, Will-iams and Ferrari. Each has two of their most famous drivers to choose from. Once your car and driver have been sel-ected, you'll then go onto the modification screen where you'll be able to customise virtually every aspect of your car ranging from the normal everyday possibilities (tires, brakes, suspension), to the not quite so obvious (wings, draft signal).



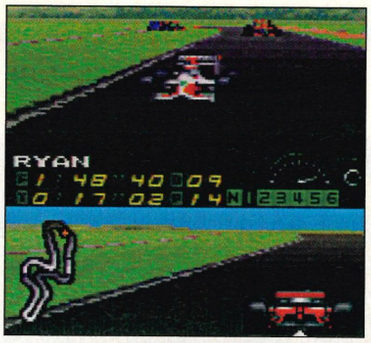
PRO tip

GO EASY ON THE ACCELERATOR TO MAINTAIN A STEADY SPEED, OTHERWISE YOU'LL CONSTANTLY SPIN OFF!

Then it's onto the actual race where you and your opponent(s) battle it out for first place. Graphically, *F-1* is very accurate in capturing both the realistic racing perspective and the actual cars themselves. However, I was rather disappointed by the collision detection. Whereas in *Aguri Suzuki* you could incorporate the highly devious tactic of ramming your opponent off the track to obtain first place, *F-1* is slightly more realistic in the sense that both cars will spin uncontrollably off the track, thus sustaining speed-reducing damage in the process. Thankfully though, your comrades in the pits are on hand to repair any battle-damage you may experience during the race.

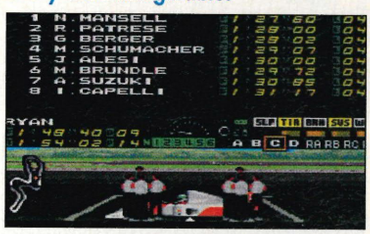
The other two modes of play are pretty much as you would expect. The World Grand Prix is an extensive tour of the world's most famous circuits, but I wouldn't recommend you go straight into this option without checking-out the Test Run first.

The graphics and sound remain the same as the previous version, however the gameplay has been vastly improved due to the inclusion of a second steering method. Whereas before the cornering was determined by moving a little arrow around at the rear of your car – thus diverting your attention from the road – there is now a normal control system. Unfortunately, the sprites themselves haven't been similarly upgraded to be animated for their turns. There's just one fixed car sprite with no additional frames of animation for cornering or crashing (that's where that pesky little white arrow comes in!). On top of that the *Human* graphics style comes through yet again, just as it did in *Super Soccer*, with your opponents remaining unrealistically huge even when on the horizon! Nevertheless, for its wealth of options and general realism this F1 racer comes second only to *Aguri Suzuki* in terms of lasting appeal and is definitely worth checking out due to all the PAL improvements.



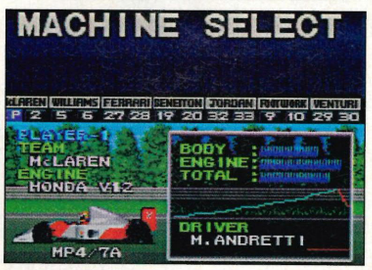


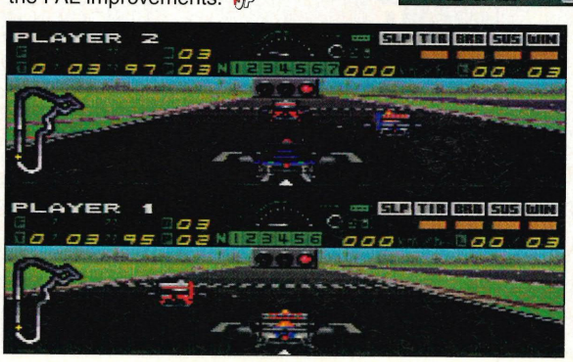
The screen above allows you to customise your car in more or less every area imaginable!



A pit-stop is essential for those gruelling 10 lap races, because if you fail to maintain your car, your speed will plummet like a lead







As you can see from the screen above, *F-1 Pole Position* features a wide selection of well known teams and racers. The simultaneous two-player game is by far the most enjoyable aspect of the game (left). Great fun.



PUBLISHER: **UBI SOFT**
TEL: **081 3439055**
PRICE: **TBA**
OUT: **January**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Yup**
FEATURES: **The ability to save three different tracks in World GP mode. 16 world-famous tracks to compete on.**

CONTROLS

- ▲ MENU CONTROL.
- ▼ MENU CONTROL.
- ◀ STEER LEFT.
- ▶ STEER RIGHT.
- X EXTEND TIME.
- Y BRAKE.
- A FLICK BETWEEN TIMES/REAR MIRROR
- B ACCELERATE.
- L SHIFT DOWN GEAR.
- R SHIFT UP GEAR.

PROS: Lavishly presented, highly detailed, instantly compelling, very playable and extremely challenging.
CONS: Car sprites are a little unimaginative, and it trails behind *Aguri* and *Mario Kart* in the two-player racing stakes. The search for a realistic engine noise continues!

GRAPHICS	75
SOUND	74
GAMEPLAY	80
LONGEVITY	82

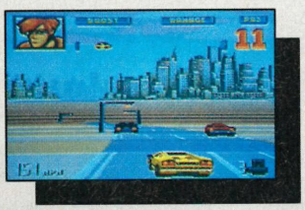
PROSCORE
78
SCOREPRO

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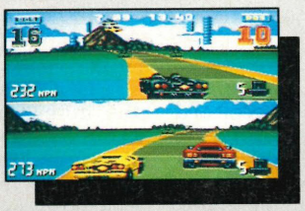




91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION *"Instantly playable. Fast, furious fun"*



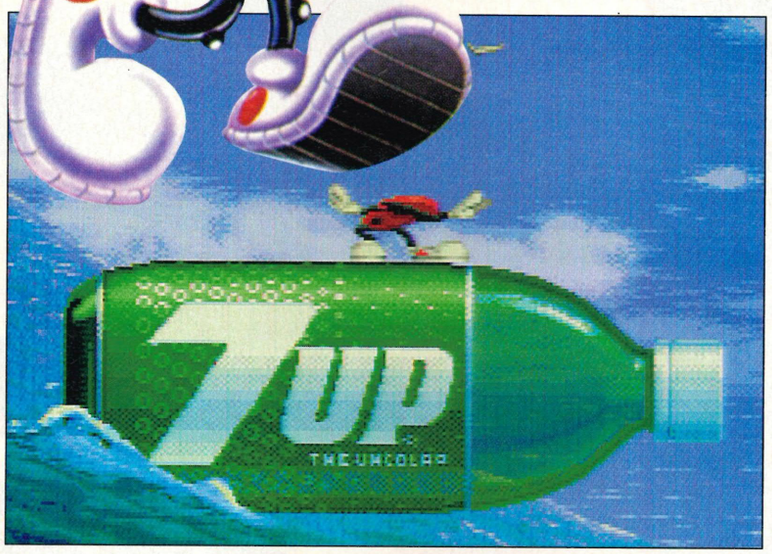
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COOL SPOT



The SNES has seen some unlikely heroes in its time, but of late things have become extremely silly. In the past few months we've seen squirrels, Vikings, diabetic crusaders and lumps of clay, all taking the spotlight on our beloved SNES. However, Virgin's newest hero totally takes the biscuit. He's a large red spot! Ah, well, games are aimed at the teenage market, so I suppose many a player identifies with the subject matter. Sam "sore" Hickman reminisces.

It takes a lot to convince me that spots can be cool. And that's not just my opinion either. These days, you can't switch the TV on without some fresh-faced youth informing you that if you don't get rid of that unsightly acne, there's no way Sally will go to the under-18s disco with you. Shame. However, upon further investigation, I was informed that this spot isn't just any old spot. Oh no. He's a *cool* spot. Contradiction in terms? Apparently not. In America, *Cool Spot* is the nationwide star of 7UP adverts and virtually a celebrity in his own right (similar to Fido Dido in this country).

Sporting sunglasses and finger-snapping attitude, he's the perfect video games hero. In his debut adventure, someone has trapped his friends in cages and if he ever wants to wreak havoc on someone's face again he'll have to rescue them. To do this, he has to collect cool points, in the form of spots. When he's collected enough he can open the cages that imprisons his friends.



PRO tip

DON'T BE TEMPTED TO LEAP INTO THE UNKNOWN ON THE BATHTUB LEVEL. FOLLOW THE BUBBLES TO REACH THE EXIT.

The game begins on the beach and to rescue his first friend, you'll have to gain 30 cool points. This is a relatively easy, but as you get deeper into the levels, finding spots becomes increasingly difficult. As always, there are enemies on hand waiting to destroy you, but Cool is fully armed with some extra-fizzy 7UP. This kills most creatures dead with just a few squirts – while I don't know what this says about drinking 7UP, it works well in the game. Spot is laid-back sort of guy, he's no nippy Sonic, and rapid-fire blasting of the enemies adds some much needed excitement. Also, although routes to the exit are signposted, you're pretty much free to roam around the gameplay area.

On the whole this is still pretty much your standard platformer, but aesthetically it's a very different kettle of fish. It is in fact one of the slickest platformers seen this year – everything from the backgrounds to the bonus levels has a very polished feel about it. There's so much fine detailing that it's difficult to resist the game's atmosphere, the whole game becoming much more involving than *Claymates* or *Bubsy*. For instance, the personal stereo discarded on level one, actually has a tape working inside. Later on, Cool will have to face an underground cavern, a spotlight following his every move. It's touches such as these that make a platformer stand out from the norm and make for an extra-special game.

Cool Spot is a triumph in the sound department too. The sprite itself has one of the cutest noises ever and the background tunes are simply amazing! Each level has a different tune, fitting in with the level theme, with level one's Beach Boys-like rendition being my favourite!

Although *Cool Spot* is a near-perfect platform adventure, it does have a couple of faults. The bathtub level is extremely irritating and if you're not careful, most of your lives will be lost here. This is annoying, as once past this level gameplay is surprisingly easy. Also, unless you collect a continue in the bonus stages, there is absolutely no way of furthering your adventure once you've lost your lives. I suppose this will make the game last longer, but it's a bit stiff to not be supplied with at least one "free" continue.

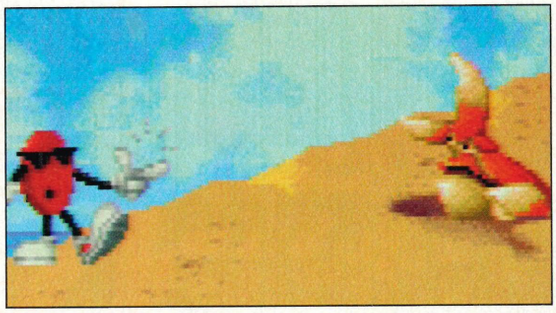
Gripes aside, this is an essential purchase for all platform maniacs. It looks absolutely gorgeous, sounds brilliant and is very addictive. One of the best platformers of the year!





Aother variety of crab, this time on a different level. This one is easy to get rid of – one hit and he's history!

Crabs can be a bit of an occupational hazard when you're roughly two inches high! Even so, these crabs are bigger than anything I've ever seen on Bournemouth beach, including some of the tourists! Avoid those snapping pincers.

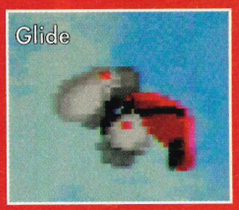


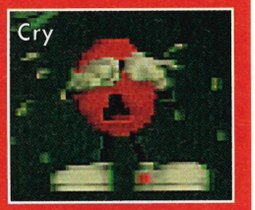


Above, we see Cool geting rid of his enemies by blasting them with a dose of 7UP. Most enemies only need one hit but a few rock hard ones will take two or three. Unfortunately, the fizz doesn't stop the enemies in mid-flow so be careful, as some enemies will carry on firing after they've been hit. It's just a shame that Cool can't do the same!

SPOT THAT ANIMATION!

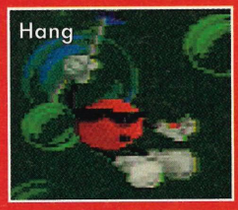






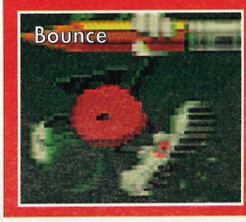
Cool Spot is a brilliant platform game in itself, but Cool himself is something of an animation starlet. Dave Perry, the programmer who worked on the Mega Drive version of *Cool Spot*, is renowned for his animated figures and thankfully, the SNES version has stayed true to the original.



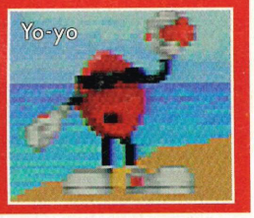




Although some of the animations could be found in other recent platformers such as *Bubsy*, others are included purely for the enjoyment of the player – sheer (superb) gloss For instance, if you leave Cool alone for a few seconds, he'll start to clean his sunglasses, or play with a yo-yo!

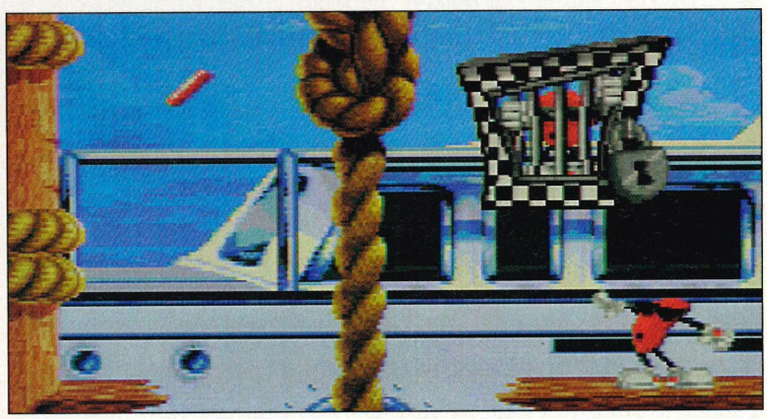




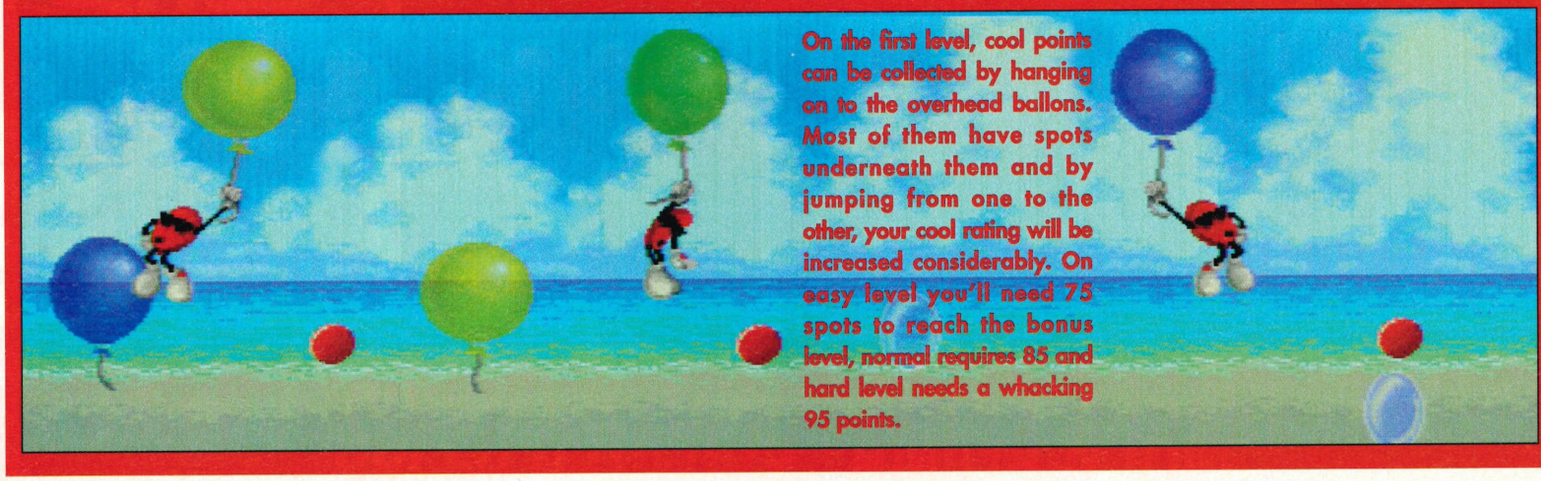




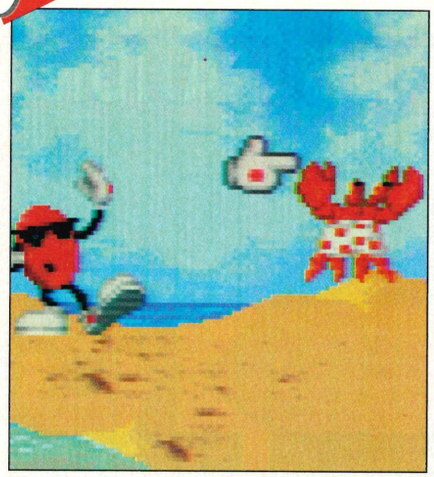
On the toy level (above), clockwork robots aren't the only enemies to worry about. There are stray bouncing balls, chattering false teeth and even discarded drawing pins lying about. This has to be one of the most difficult levels, purely because it's so incredibly fiddly.

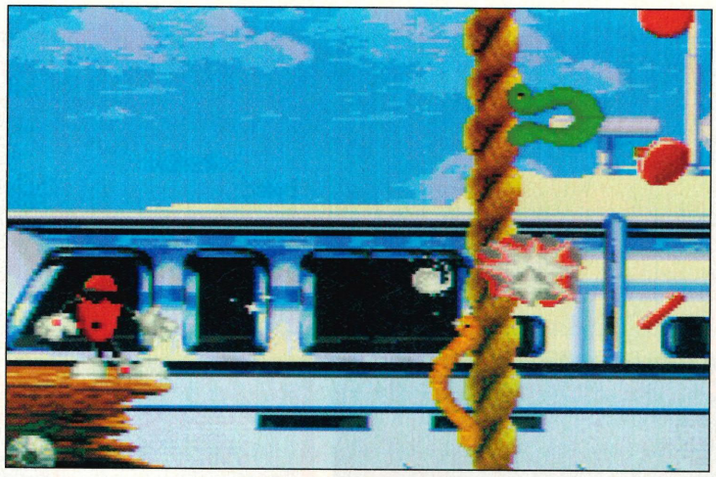


HELIUM HIGH JINKS

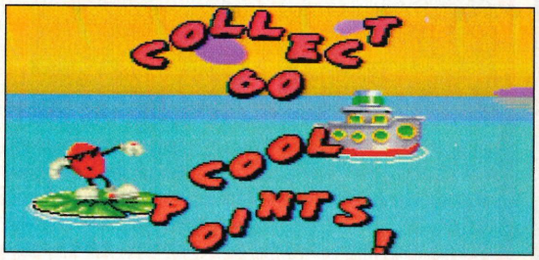


On the first level, cool points can be collected by hanging on to the overhead ballons. Most of them have spots underneath them and by jumping from one to the other, your cool rating will be increased considerably. On easy level you'll need 75 spots to reach the bonus level, normal requires 85 and hard level needs a whacking 95 points.





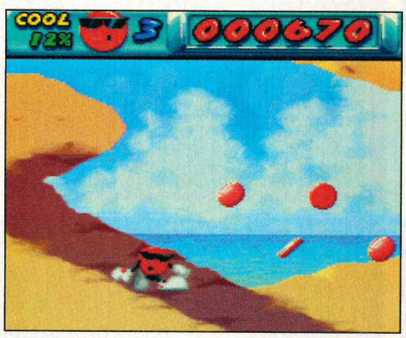
An evil mouse (below), determined to put a stop to Cool's fun and games. When you blast crabs out of their shells (above), they still carry on attacking you. However, a crab with boxer shorts on isn't much to worry about!



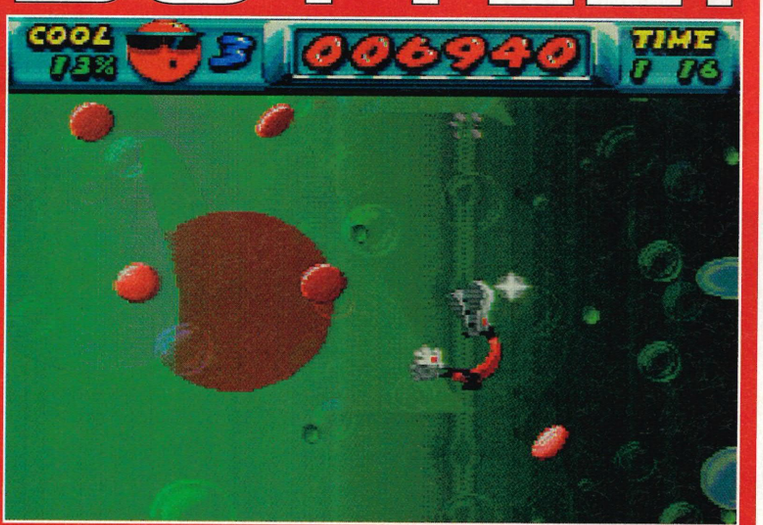


Oh dear! Hasn't anyone ever told Cool (above) that it's dangerous to play with live electricity? Let's just hope he doesn't find out the hard way, eh!





HIT THE BOTTLE!



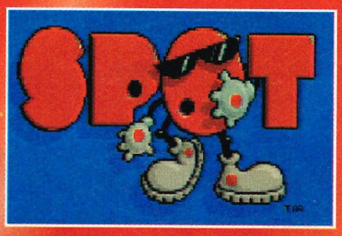
To play the bonus game you need to have collected at least 75 spots. The game takes place inside a 7UP bottle and your aim is to bounce off the bubbles to collect a letter at the top of the bottle. Action is hectic, as you're not only pitched against a time limit – the bubbles you bounce off burst as soon as you touch them!



In some levels (above) Cool can get caught up in 7UP bubbles. This is very useful because enemies can't touch him while he's inside it, and it also allows him to discover new parts of a level!



Before Cool attempts to negotiate a new level, he'll always consult his handy map (detail on first page) to check out just what his mission is. Forgetful chap, really.



PUBLISHER: **VIRGIN**
TEL: **081 9602255**
PRICE: **TBA**
OUT: **November**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Platform action!**

CONTROLS

- LOOK UP.
- LOOK DOWN.
- WALK LEFT.
- WALK RIGHT.
- X: NO FUNCTION.
- Y: SHOOT.
- A: NO FUNCTION.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Massive variety of graphics, all brilliantly animated with some great use of colour and Spot himself is one of the most humorous and characterfull sprites to grace the SNES ever. The sound is also wonderful and each level is adequately varied.

CONS: No continues unless they're picked up in the bonus game which makes slogging through the earlier levels a bit of a grind, and some of the levels are massively frustrating. Play is, at times, annoyingly fiddly.

GRAPHICS	91
SOUND	89
GAMEPLAY	88
LONGEVITY	80

PROSCORE
89
SCOREPRO

THE COOLEST SPOT ON THE SNES!

KEVIN KEEGAN'S PLAYER Manager



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Nintendo® Magazine System 89%

SNES FORCE 90%

COMPUTER AND CVG VIDEO GAMES 95%

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"AN UTTERLY ENTHRALLING GAME"
"A BLINDER OF A GAME"

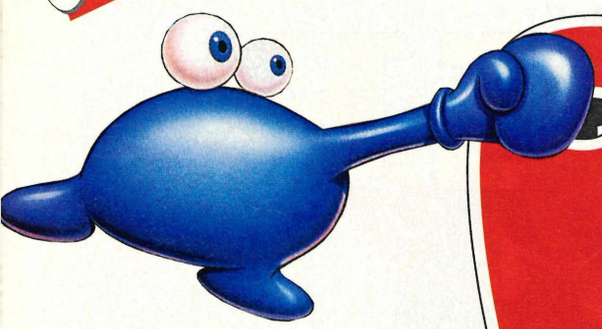
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SUPER PUTTY

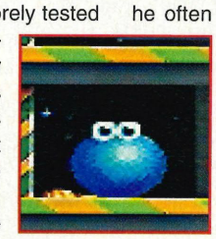


Silly Putty was a classic kiddie fad. You could mould the small pink oval into every shape imaginable and it would always return to its original form. Well, at least that's what the advert said. In real life, it would either be confiscated by irritated parents or would shrivel up into a chalky pink useless lump. But someone, somewhere remembered it and last year it inspired an award-winning Amiga puzzler. Now it's been Super-ed for the SNES, Sam "wobbly" Hickman checks it out.

Although being all pink and loveable may be enough for a lump of putty, for a video game you need a bit more. A plot, for instance. Preferably a silly one, like there's this evil wizard called Dazzledaze who invaded Putty Moon, neutralised the defensive robots and captured all the putties – except one! Dazzledaze's dastardly plan is to turn the putties into bubblegum and sell them. The one free putty – Super Putty! – must save them...

Super Putty's mission is to rescue the robots which have been scattered across the game's seven levels, each with three stages. Gameplay is a mixture of platform and puzzle action, all utilising Super's pliable talents. The pale blue sprite has a variety of movements, all of which look absolutely brilliant. He can stretch both horizontally and vertically to reach platforms, inflate, absorb enemies, and mould into other characters – all in true claymation style (it is almost identical to animation in *Claymates*). This is obviously the most novel aspect of the game and also offers an original slant on the tired platform format.

The game's humour is sorely tested by actual gameplay, however. There are so many enemies to kill that it seems as if most of your time is spent getting rid of them! It also suffers from the same flaw that affected *Humans*. Each robot has to be rescued individually, so most of your time is spent going over the same parts of the level over and over again. This means that you're at greater risk of being killed and with only three lives and no continues, this can become very frustrating. However, don't be put off – it's not half as difficult as *Lemmings*.



PRO tip

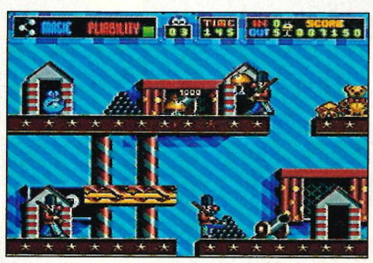
BEWARE WHEN USING THE INFLATE OPTION. IT USES UP MUCH OF PUTTY'S ENERGY AND YOU MAY FIND THAT AFTER INFLATING, YOU LOSE A LIFE.

Many problems can be eliminated by picking up bonuses, which tend to pop out of nowhere but are often extremely useful. Trash cans allow you to pick up more than one robot, while extra time bonuses and invincibility aren't bad either. Super Putty himself can also mould into other creatures to overcome problems. For instance, moulding into a lightworm will blow up any light bulbs on the Technofear level, and moulding into a clockwork orange in Toytown, means you can spit pips at other enemies. This keeps the game atmosphere fairly jovial and holds interest levels high. Dazzledazes's cat Dweezil also rips through the background now and again, his only mission is to put you off. Unfortunately, he often succeeds, which again adds to frustration levels!

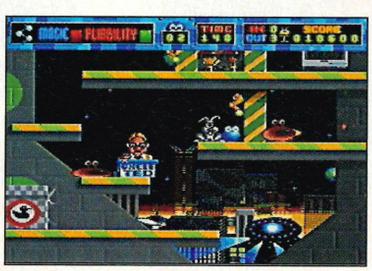
Graphically, this is all very wonderful. Although there aren't any innovative graphical techniques used (apart from the main sprite), the graphics fit the game's atmosphere perfectly. The music is also great – earlier levels begin with jovial plinkety tunes, but later on you'll get old Shadows' renditions! The sound effects again are excellent, especially Putty's after-dinner burp when he's just absorbed something!

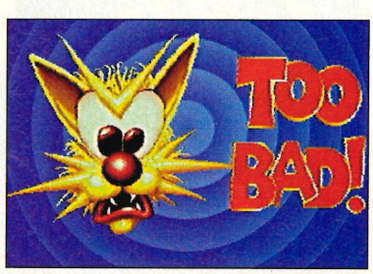
In all, this does offer a substantial new twist to the age-old platformer format and it's good fun to play as well. It's certainly above average and will keep any platform fan entertained for hours on end. It's not quite a pure-bred SNES game, it doesn't have that pizzazz, but it's a good upgrade of the original Amiga game and will do well with platform fans willing to get their brains working.





Just as you get to a crucial part in the game, along comes an annoying cat (above) to spoil all your plans! He doesn't actually do anything, merely putting you off at hairy moments!
(Below left) Uncle Ted pops up now and again, to give a helping hand. He freezes your enemies, allowing you to complete the level.

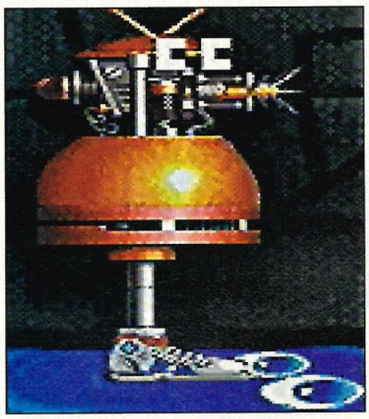








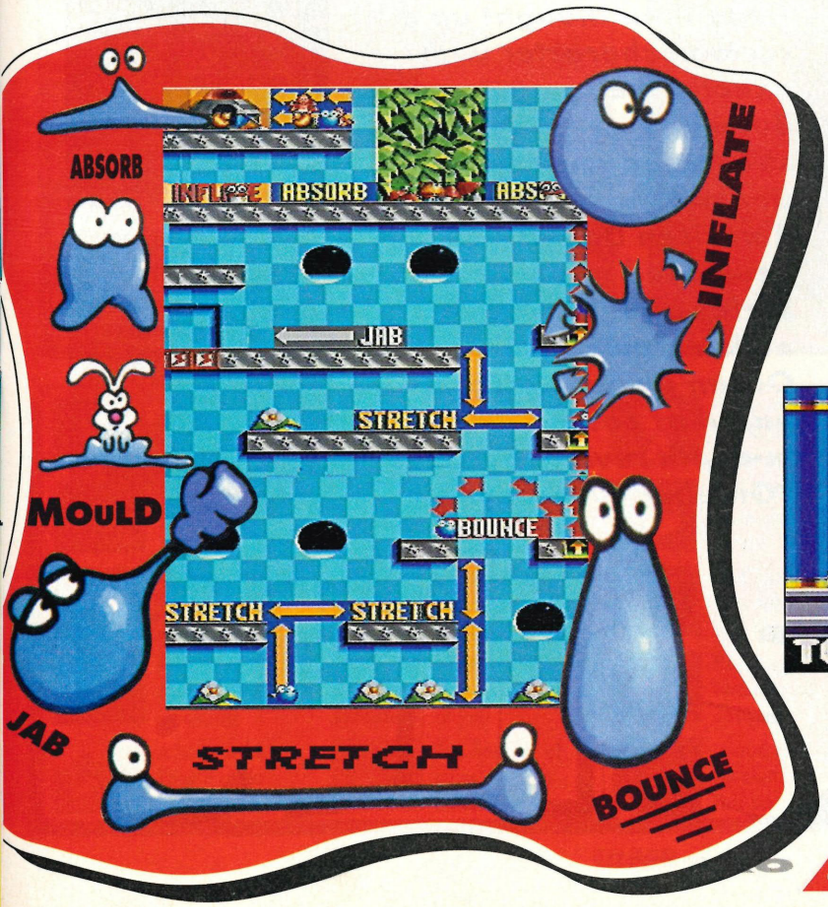




(Above) Putty shows off his absorption abilities. (Right) The evil wizard Dazzledaze, who was responsible for the demise of the putty population everywhere!

(Above) These are the creatures that you're supposed to rescue. They're every bit as stupid as they look, so expect absolutely no co-operation from them! The only way to help them is by absorbing them, then transporting them to the level exit where they will be safe.

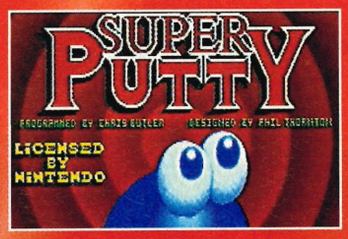








At the end of the game, Putty is crowned king of the world and the putties are free once more. Aaah, don't we all love to see a happy ending!



PUBLISHER: **SYSTEM 3**
SUPPLIER: **SYSTEM 3**
TEL: **081 864 8212**
PRICE: **£44.99**
OUT: **Now**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Platform/puzzle gameplay.**

CONTROLS

- NO FUNCTION.
- ABSORB.
- MOVE LEFT.
- MOVE RIGHT.
- X — INFLATE.
- Y — NO FUNCTION.
- A — STRETCH.
- B — JUMP.
- L — JAB LEFT.
- R — JAB RIGHT.

PROS: Brilliant animation and graphics. Humorous gameplay and very tuneful soundtracks. Loads of levels with a high challenge rating.

CONS: It's frustrating and there are too many enemies on screen. Gameplay is repetitive and some levels are too similar. Two-player mode is useless, as each player simply takes turns to play a level.

GRAPHICS	85
SOUND	89
GAMEPLAY	78
LONGEVITY	83

PROSCORE
84
SCOREPRO

MOULD-BREAKING FUN!



As you can see the first level of Dennis is very reminiscent of the *Home Alone* games – not a good start!

There are masses of obstacles in your way – cats, mice, bats, birds, etc, etc. You name it, it's there.

Dennis

With *Mr Nutz* making his debut on the SNES just last month and *Dennis* this, Ocean's commitment to the overly plump platform market seems as strong as ever. This time around the main man's an all American anti-hero, Dennis the Menace. No, not the maliciously grinning tyke, all barbed wire hair and knobbly knees that we know and love, but a mousy blonde teacher's pet. Watch him running, ducking and diving through the *Home Alone-esque* first level and there's not one hair to be seen out of place!

The story-line reflects the rosy cheeked, Gnasher-less nature of this so-called 'menace.' Upsetting his neighbour's invaluable coin collection, and feeling ever so guilty about it, Dennis goes in search of all the coins he's managed to lose. Completing a level thus consists of finding five large coins and a certain number of the smaller variety. Inspired? Well, no but then *Mr Nutz* was hardly revolutionary either, and that was one of the best platformers to grace our humble office.



PRO tip

RUN THROUGH MR WILSON BY GETTING HIT BY THE MOUSE FIRST!

Fortunately, then the quality of *Dennis*' graphics, one of the best things about *Mr Nutz*, does actually meet Ocean's increasingly high standards. The colouring is especially gorgeous: the rich red hues of the setting sun make the park level a treat to look at, whilst the steamy effect for the boiler level is just stunning. Individual sprites aren't too bad either with lolloping bunnies, flappy bats, speedy mice and red hot ants! Best of all is Dennis himself. Leave him be for a few moments and he'll coolly flick some bubble gum into his mouth, chew for the shortest while, before releasing a pink, popping bubble! Classy!

Popping bubbles is also a fairly classy metaphor for gameplay, the pretty facade soon collapsing into an icky mess. Dennis's world is infested with all sorts of ugly bugs. Take Mr Wilson's house (*please*!) – not only is it huge but it also contains about a million mice, bats, birds, phantom boxing gloves, etc, etc. Now our Dennis may be tough, but he's no Uzi-toting Terminator who can simply blast his way through. Dennis's pathetic water pistol and limp catapult have even less impact than you'd expect, so the poor little tyke's continually being stopped in his tracks by one obstacle after another. It's just soooo infuriating, the all too numerous hazards preventing the game from being at all fluid.

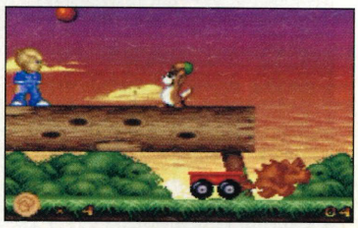
As compensation there's a generous number of hearts and continues which make the game possible. But for the first two levels, at least, gameplay is so irritating that the question as to whether anyone will actually *want* to finish something as fiddly as this seems reasonable. Persevere however, and things do eventually improve. The boiler level is not only a visual masterpiece, it also verges on a *Pugsley* level of fun with dripping pipes and blasts of steam interspersed with all sorts of boulder puzzles.

Other highlights include the impressive guardians. Mr Wilson is the best, a huge sprite with Walter Matheau's face – grumpy, tired and sad! There's also some welcome variation in the gameplay. One level has a forced scroll with Dennis dashing to keep up, using a cart pulled by his pet pooch to leap over obstacles...

So if you're a huge fan of the movie the video game isn't all that bad. However for anyone else *Dennis* has little appeal. The graphics and sonics are great, but overall gameplay is much too infuriating for it to seriously compete with so many other, better platformers such as *Mr Nutz*!







The dog level, (above) runs at a furious ppace. You're going to need to keep up with your dog though. Fail and you won't be able to use the cart as a platform to get past higher obstacles. Aaaagh! Fortunately there's a secret tunnel giving you an extra life each time you (re)play it (below).

Life can be weird, can't it? Two people at exactly the same time thought up a cartoon character with exactly the same name. But while one stayed street cred and in the Beano, the other, American Dennis developed into a cartoon series and now a live action movie. Cue one Ocean game, platform-based of course, and an in-depth review by Dave "Gnasher" Westley.





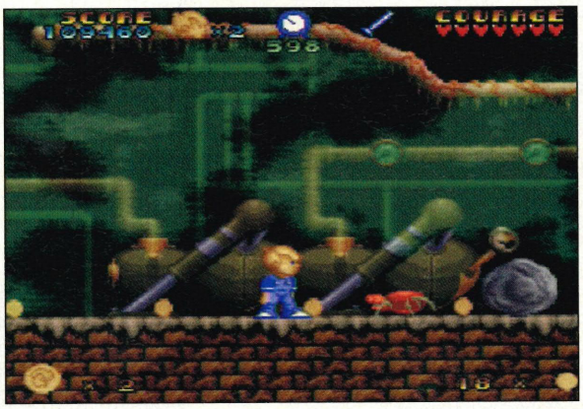


Often you'll have to jump from the arms of the sofas to get to high up platforms.

The record players are mad, haunted things, spitting out LP after LP in your direction.

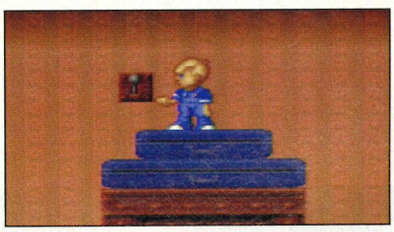
You can climb up the wooden things (above) and get to the One Up, situated just right of this...







The boiler level (above) is a joy to behold with superb steamy FX and some wonderful animation. It plays pretty well too, with all sorts of puzzles put in your way. To the right is the switch that opens the trap door to the attic. You'll need your pea shooter before you can flick this switch though...







SWEET & SOUR


A one up. They're rare and well hidden!


Use the boulders to reach high up places.


A fire man. Avoid at all costs. Invincible.


Use the Jacks to get to high up platforms.


A nasty, nippy ant. One pea and it's a gonner.


A bouncing, invincible ball. Duck time.


A fire ball. Invincible again. Jump!


Scary mice. Quick, but one hit wonders.


A bouncing ball. Invincible. Get ready to duck!


Crabby cats. They take a few hits to go down.


Like the cats they take a few, well timed hits.

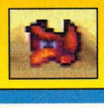

Intensely irritating plane. Can't shoot it!


A batty bat. Another one pea weakling.


Nasty nutter. Throws acorns at you.


Phantom fist. Avoid at all costs.

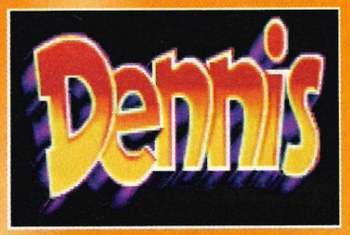

Bouncing Bunnies. Take two hits.


A batty bird. They'll circle around you.


The final set of coins. Get the others first.


Good timing is needed to pass this poison drop.


Click on these for invisible platforms!



PUBLISHER: **OCEAN**
TEL: **061 832 6633**
PRICE: **£49.99**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **20 levels.**

CONTROLS

- NO FUNCTION.
- CROUCH.
- MOVE LEFT.
- MOVE RIGHT.
- X — CHANGE WEAPON.
- Y — RUN.
- A — USE WEAPON.
- B — JUMP.
- L — SCREEN SCROLL.
- R — SCREEN SCROLL.

PROS: Quality graphics and sound – one of the better looking SNES games even if the first level is reminiscent of *Home Alone*.
CONS: But initial gameplay is often awful with the multitude of obstacles making the going sloooow and exceedingly painful.

GRAPHICS	88
SOUND	83
GAMEPLAY	72
LONGEVITY	76

PROSCORE **74** SCOREPRO

A BIT OF A MENACE!

METAL MARINES



You can erect all kinds of buildings to strengthen your side (above) including missile silos, gun turrets, and even a nifty radar.

The tide of Amiga strategy conversions may be cheap and easy for publishers, but what about state-of-the-art strategy games? Games which look like they were designed for the world's leading console, rather than ported across from an increasingly dated computer. Step forward Namco, demolishing the tedious reputation of SNES strategy games with a monster hit. Stuart "warhead" Wynne returns to the combat zone.

The excellent intro sets out an intriguing story with two space-based forces waging war over a post-apocalypse Earth. Atmospheric music and fx, beautifully detailed graphics, it really makes you want to play. And thankfully this slick presentation carries over to the game itself, with your opponents represented by flamboyant anime characters; a psycho general, a blonde in a corset and many more. If you do badly they come on line to mock you, do well and they erupt in fury – lending real satisfaction to your battlefield successes. The video-screen conversations are extremely slick, complete with a radio interference ripple, but can be turned off at any time.



PRO tip

UPGRADE YOUR AIR-TO-GROUND MISSILES AS SOON AS POSSIBLE, THEN LAY DOWN A FREQUENT BARRAGE AGAINST YOUR OPPONENT TO PREVENT ENEMY FIREPOWER GETTING TOO STRONG.

Good presentation is fairly novel for a strategy game, but the real blessing is the game interface. Three different icon menus can be flicked through quickly and easily, each icon accompanied by a text annotation which makes their purpose obvious. *Metal Marines* may well come with a big manual, but just as with *Sim City* it's not really necessary. Half the fun of the game is working out the controls on your own, experimenting with all the whizzy gizmos and just messing around.

Each of the twenty-one levels comes with a pre-established defence set-up, but you've also got plenty of dosh to spend building new ones once you've placed your three bases. The objective of the game is these bases; if you destroy your enemy's three then you've won, lose your three and it's game over. Your defences are enjoyably multi-layered, you've got ground-to-air missiles to take out enemy missiles, radar stations to enhance their accuracy, and gun turrets to provide last ditch defence of important buildings. Metal Marines, the eponymous robot stars of the game, provide both offensive and defensive firepower.

The best attack method is wipe out as many enemy defences as you can with missiles strikes, then send in some Metal Marines to finish off the rest. However simply finding the bases isn't at all easy. One of the many nice touches is how enemy territory remains a complete blank until you've had a missile overfly it.

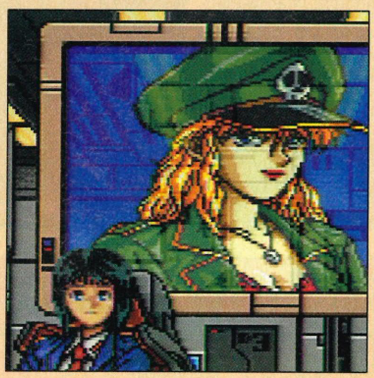
Then, as you get further into the game, you have to start thinking about using supply depots, ICBMs, dummy bases, energy plants and weapon upgrades. These are all available right from the start, but initially you won't need to bother with them. In truth, *Metal Marines* isn't an amazingly in-depth strategy game. The password save shows there's no overflow between the levels, no big campaign to be attacked in different ways. And occasionally the game bogs down, with the enemy taking ages to finish you off even when you're in a completely hopeless situation. However, compared to games such as *Populous* I found the strategy satisfying realistic and involving. When enemy missiles come in, desperately probing for where your bases are, you really do feel like you're engaged in combat with someone, or something!

Apparently, Namco had a full eight man team working on the game for well over a year and the effort certainly shows. Each and every graphic is beautifully drawn to be both attractive and informative. You don't need a manual to tell you that if you half-close your eyes and squint really hard that the blodge on the left is, in fact, a missile launcher. In *Metal Marines* it's immediately obvious what it is, and half the fun of the game is seeing these things in action, missiles streaking off to attack, huge robots marching about enemy territory and so on.

This is a great game and whether you're interested in strategy or not, is a lot of fun to play with which is – after all – what SNES gaming's supposed to be about! SP



The saucy chic below is obviously unimpressed by the new Nazi Ladies in the Swastika video. Looks mighty entertaining if you ask me!





The enemy launch yet another frenzied attack on our base, wiping out most of our defenses. The coast is now clear for the Metal Marines to move in secure the area (below).



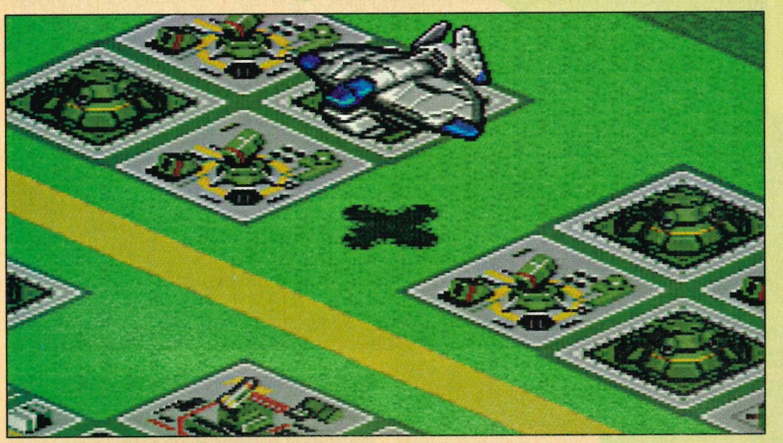




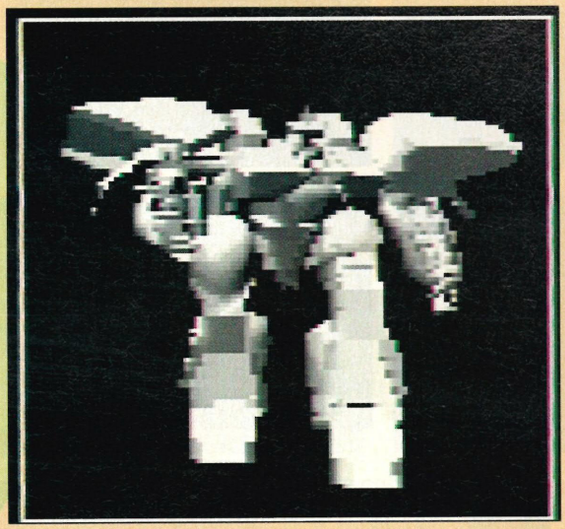






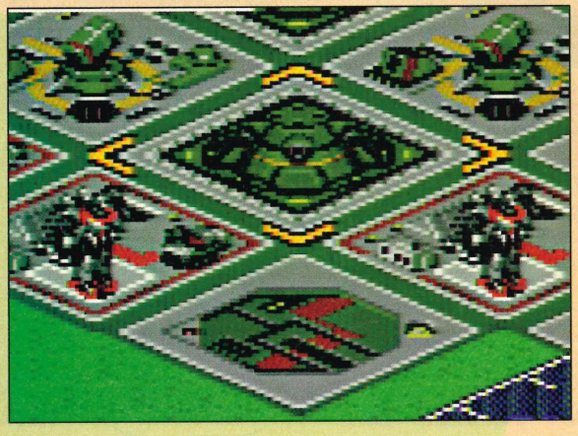


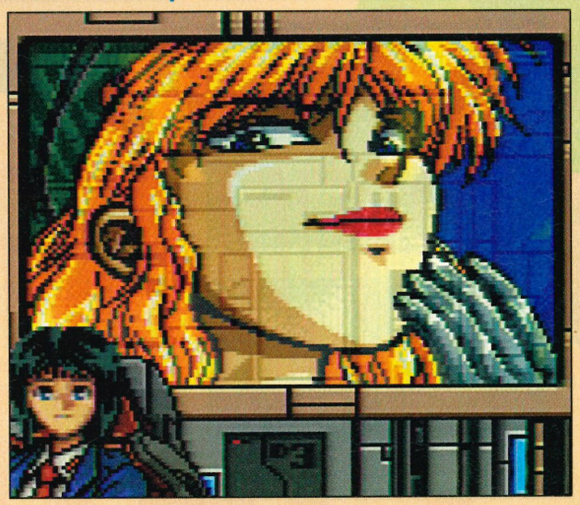
Above we see the aftermath of an enemy missile attack. It'll cost serious bucks to rebuild this little lot! To the left, an enemy craft ferries in a troop of mechanical masochists!





Oh crikey, a night raid! Quick, flush the loo and act innocent, they'll never suspect a thing (above)! To the left we see a close-up of an infamous Metal Marine.







PUBLISHER: **NAMCO**
DISTRIBUTER: **TBA**
PRICE: **TBA**
OUT: **TBA**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **12Mbit**
SAVE GAME: **Password**
FEATURES: **Mega-robots!**

CONTROLS

- CURSOR UP.
- CURSOR DOWN.
- CURSOR LEFT.
- CURSOR RIGHT.
- X — NO FUNCTION.
- Y — SELECT METAL MARINE.
- A — DE-SELECT ICON.
- B — SELECT ICON.
- L — NO FUNCTION.
- R — NO FUNCTION.

PROS: Superbly detailed and animated graphics pull you right in, whilst the superbly designed user-interface means the instruction manual is almost pointless!
CONS: Games can drag on a bit and the lack of any ability to save a level in progress, rather than completing it and getting a password, can be a bit irritating at times.

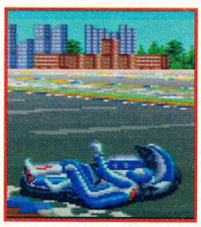
GRAPHICS	91
SOUND	82
GAMEPLAY	92
LONGEVITY	90

PROSCORE
90
SCOREPRO

MEGA-HIT!

Ooh, I haven't participated in motorbike racing since I had my Honda Melody 50cc way back in 1987. It may only have had a top speed of 40Mph, but it certainly burnt the rest of the schoolkids off. Mind you, they were all on bicycles. Still, that trusty moped saw me through a good few teen years and when it eventually died in 1989, a tear was definitely shed. What would I do without my faithful two-wheeler? I could have learnt to drive, but as any die-hard motorbike fan will tell you, it just isn't the same.

However, there was one compensating factor. If I couldn't have my moped, I could have Mega Drive *Road Rash*. This at least came close to replicating the feeling of driving a motorbike. Unfortunately, nothing has come close to this on the SNES. *GP 1* is the only motorbike game available, and that's not exactly packed with drop-dead action. The bike moves at a sluggish pace, the land-scape is totally bland and there isn't even much challenge involved. Now Namco have released their own sim, developed from their smash hit four-player coin-op.



PRO tip

DON'T ACCELERATE WHEN APPROACHING CORNERS, EVEN IF THEY DO SEEM EASY. IF YOU WANT TO AVOID CRASHING, TAKE THEM VERY, VERY SLOWLY UNTIL YOU KNOW THE COURSES.

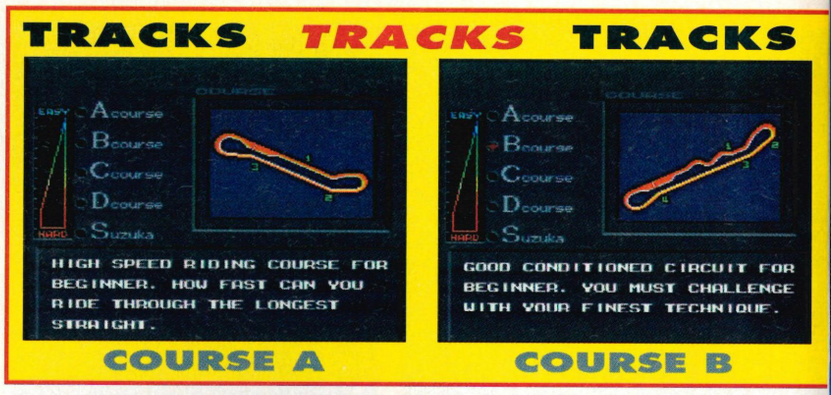
Thankfully, Namco's game seems much more impressive. There are a multitude of gameplay options, various time trials and even a two player split-screen option. In all, there are five different circuits to race on and to become Suzuka champion, you'll have to succeed in all five. You have a choice of engine size – 250cc, 400cc or 750cc – which correspond to skill settings, with the latter being a real speed demon. You can also tune the bike to your own personal preference, altering its handling, colour and even the control system!

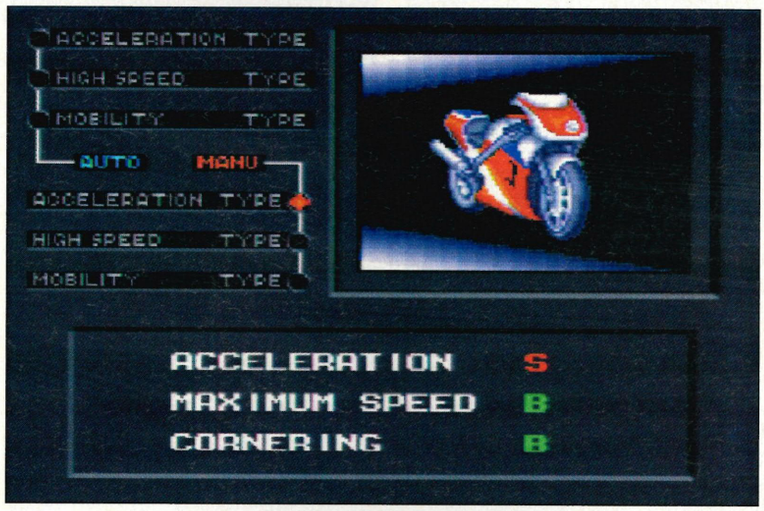
If you're a bit shaky on the handling of the bike, it may be useful to enter the time competition. Here you race alone against the clock. The real challenge comes in the form of the Tour option. Action begins on Track A and as you become more proficient, you can progress to the more difficult tracks. However, you don't have to race all five tracks to get to the Suzuka race. You can simply retire from each race and progress to the next one, which eliminates a rather large amount of the challenge. This doesn't make much difference in reality though, as the game is so difficult! Accelerating on a straight is easy enough, but if you want to move in any direction, you'll probably find yourself veering off the screen. The controls are incredibly sensitive. And after you've crashed, it's often difficult to get back onto course again without losing loads of precious time. Inevitably, you end up in last place in many of the races. The controls do become easier, but crashing will always present the same problems.

One of the main reasons the bike is so hard to control is the speed of the game. A DSP chip super-charges Mode 7 for coin-op style action. But I doubt any coin-op would offer such challenging controls, you'd spent £50 just getting used to it! There are also some impossible bends to manoeuvre through and you'll find yourself memorising their every twist, just to get past them intact.

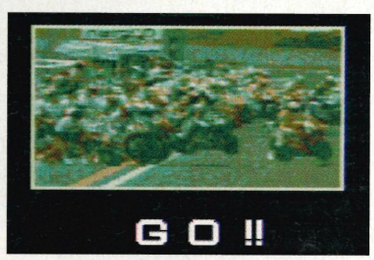
Graphically, this is very similar to *F-Zero*, but it doesn't seem to hold any of the excitement. As in *GP 1*, the landscapes are bare and there are no hills at all. There are a few tunnels, but they are absolutely appalling and disappear almost as soon as they flicker on to screen.

Suzuka 8 Hours is an adequate attempt to replicate the thrills of bike racing and at times, it almost makes it. Unfortunately, there isn't enough action to keep interest levels high and the control system is way too sensitive. However, if you can get past this hurdle, this has plenty of speed and challenge to keep you going until SNES *Road Rash* appears. SP

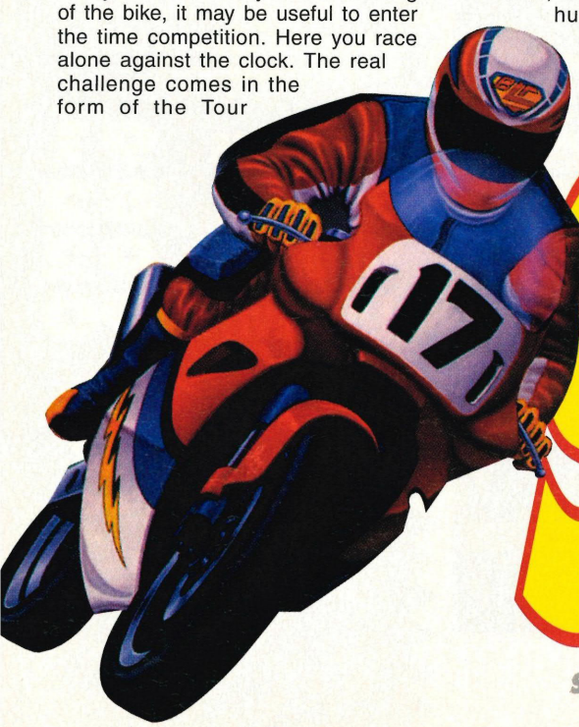




The SNES has seen its fair share of racing games, *Mario Kart* perhaps being the all-time classic. However, it's not often that a bike racing sim lands on your desk. Motorbike racing is perhaps one of the most dangerous sports in the world, so who better to review *Suzuka 8 Hours* than Sam "need for speed" Hickman.

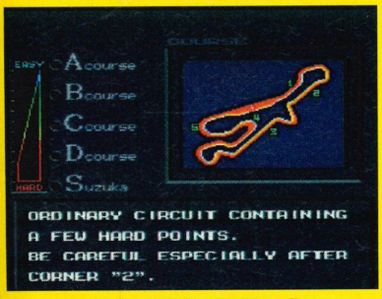




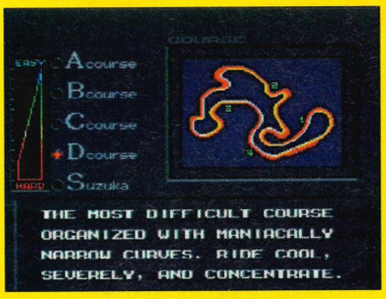


SUZUKA 8 HOURS

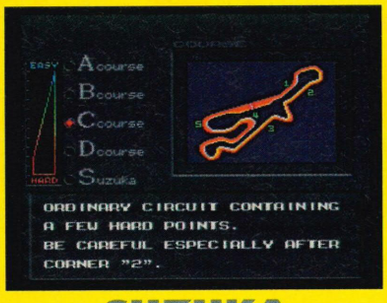
TRACKS **TRACKS** **TRACKS** **TRACKS**



COURSE C



COURSE D



SUZUKA







(Above left) In the options, you can choose whether to hit your opponents or not. Turning it on causes opponents to fall off their bikes! (Opposite) Each time a sharp turn approaches, an indicator will appear telling you which way to go. Oh, and if you get bored, you could always change your racer's colour!

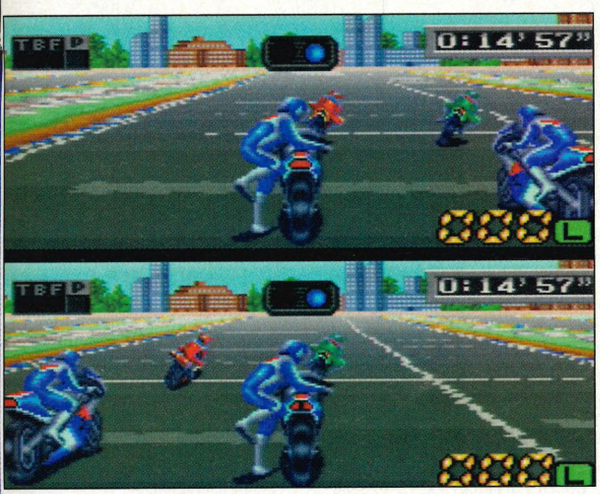






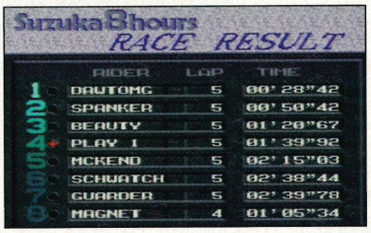


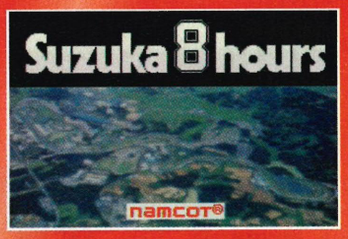




Two-player mode is the most enjoyable option in the game, as it gives you a chance to prove exactly who is the quickest man on the road. This mode is exceptionally fast, in fact sometimes it's too fast! More often than not, you'll end up losing control over your bike, and unless you can recover quickly, you may as well forget about winning any medals!







PUBLISHER: **NAMCO**
TEL: **071 5842670**
PRICE: **TBA**
OUT: **December**

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

CONTROLS

- ▲ MOVE FORWARD/CHANGE UP A GEAR.
- ▼ CHANGE DOWN A GEAR.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X NO FUNCTION.
- Y ACCELERATE.
- A ACCELERATE.
- B BRAKE.
- L SLIDE LEFT.
- R SLIDE RIGHT.

PROS: Wickedly fast, highly challenging and great in two-player mode.
CONS: Over-sensitive controls are very difficult to master, graphics are too bland.

GRAPHICS	70
SOUND	68
GAMEPLAY	70
LONGEVITY	75

PROSCORE
70
SCOREPRO

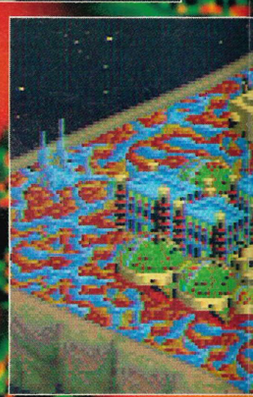
WILL ONLY PROBABLY SUIT EXPERIENCED RACE RIDERS.

UTOPIA

Ever fancied yourself as a bit of a dictator? Just imagine, your own empire to do exactly as you please with! The SNES has seen this game format many a time recently, with releases such as *Mega-Lo-Mania*, *Populous 2* and *Sim City* topping the bill. However, *Utopia* has a feature all of its own. It's set in outer space and as well as keeping your population in order, there's enemy forces to combat too! Sam "Power crazed" Hickman gets the SUPERPRO troops in order and sets about creating her own personal dictatorship.





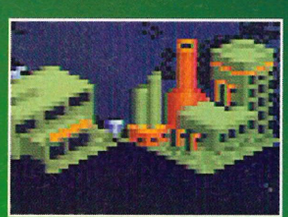




Most strategy games take care to provide two games in one, with the first being making head or tail of a Bible-sized manual! *Utopia*, unfortunately, is no exception. The introductory blurb advises you to read the whole manual before embarking on a game, and although it's not actually that large, there are far too many features to take in at once. *Sim City* offers plenty of complexity too, of course, but its user interface was so brilliantly designed you could simply have fun fooling around, consulting the manual only when necessary. *Utopia* isn't like that. There are tons of options and, initially, getting any of them to work seems impossible! Even something as simple as constructing a building is fairly complicated. When you've worked out which buttons to press, you'll find that you can only construct in certain places or within range of a power point. Which is fair enough, but with the unfriendly interface it seems just one more irritation rather than an interesting game point.

However, since when has an unfriendly interface ever stopped a budding strategy fan? If you can get to grips with masses of instructions and hundreds of options, then there's actually quite an exciting and in-depth game here. Your ultimate mission is to build a strong, growing population, keep them happy and fend off enemy invasions. You are responsible for everything from falling birth rates, to building laser turrets and employing spies! There are ten different lands to conquer in all, each with a varying amount of enemies and different terrain. However, there is no point at which you can complete a level – gameplay goes on infinitely! Although in some ways this feature offers a great challenge, it does raise some doubts towards the game's lastability – what's the point in playing on and on, if there is no ultimate goal?

Alien attacks vary from small groups of relatively weak armies, to huge battalions, deter-mined to wipe out your existence. As their tanks progress, it's up to you to counterattack with whatever weapons you have (it's vital to plan and build in advance), otherwise enemies will begin to destroy your city. If this should happen, you'll notice that it has a cascading effect. Your popularity with the people will decline, income will decrease, quality of life will drop and so on. If you do a really bad job you could even be assassinated by your own people!



PRO tip

BUILD WORKSHOPS AND LABORATORIES IMMEDIATELY, AS IF YOU DON'T, ENEMIES MAY START ATTACKING YOU. THIS LEAVES YOU DEFENCELESS, AS YOU NEED AT LEAST 28 DAYS TO START PRODUCING WEAPONS.

Although gameplay is deeply involving, I'm afraid the same can't be said for graphics and sound. There's nothing inherently appalling with either, but they both lack imagination and polish. Nothing seems to stand out from the rather bland backgrounds, which is lazy as with such a limited number of graphics you'd have thought more time could've been spent polishing them up.

As it stands, *Utopia* is a rather uninspired conversion of yet another Amiga game, very professional but showing little flair for exploiting the SNES. Nevertheless, under the surface there's an intriguingly complex and fascinating game. As with most strategy games, most of your time will be spent with relatively mundane tasks such as building and defending, but at least if you persist the range of options increase, with even nuclear weapons becoming available. For fans, this is well worth serious consideration. SP

Here we see the many buildings you can construct in the game, although it's wise to plan before you begin to build anything. For instance, it's no good building a sports complex if the people don't already have enough living space. Similarly, there must be a high enough level of employment to keep the quality of life and production of goods at a high level.



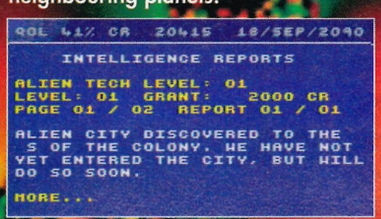


Often, if you don't have enough people to construct buildings, you will be offered help from neighbouring planets.

MEET MY MENTOR



If you get into any difficult scrapes and can't think what to do, consult your advisors. They won't always point you in the right direction, but now and again, they'll be able to give you some useful words of wisdom. The accountant and psychiatrist are particularly useful, as they often convey how popular you are with your people.





Below, a map of the complete colony. Different perspectives show different points of interest, and you can switch from building, military and mining modes. If you find that you can't produce and tanks, you'll have to mine for ore. So, this option is pretty useful!

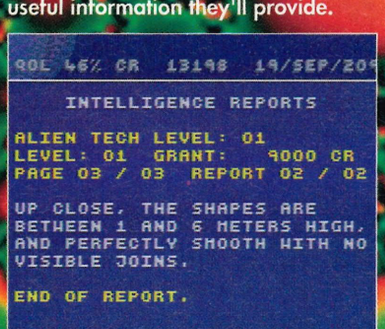






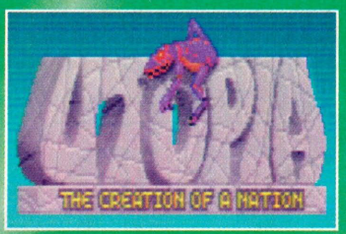
Each level has a different terrain, with different problems to overcome. Here, the land will need more power due to weather conditions.

Below, spy reports give you the low down on alien activity. The more funds you allocate the spies, the more useful information they'll provide.





Above, an overhead view of the gameplay area. You can construct any building you want, as long as it's within 12 squares of a flux pod.



PUBLISHER: **GREMLIN**
SUPPLIER: **VIDEO GAMES BOX**
TEL: **0425 616705**
PRICE: **£49.99**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Yes**
FEATURES: **Loads of options and engrossing strategic gameplay.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: CHANGE CURSOR MODE.
- Y: REPOSITION MARKER.
- A: EXECUTE ACTION.
- B: USE MENU.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: This is a game that will last a lifetime, as there are many levels and a huge variety of gameplay options. Different every time you play.
CONS: As with any, more sophisticated game, it does take a while to get into *Utopia*, especially as the manual is so confusing at times. There might be too much talk rather than straight action!

GRAPHICS	68
SOUND	71
GAMEPLAY	76
LONGEVITY	82

PROSCORE
77
SCOREPRO

TOTAL CONTROL FOR THE POWER-CRAZED!

TIME SLIP



PUBLISHER: **VIC TOKAI**
TEL: **0274 532424**
PRICE: **£49.99**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **It's bloody hard!**

Of all sci-fi's numerous concepts, surely the one most loved by games developers is time travel. Instead of being limited to a single theme, you can hop across all the world's eras, picking and choosing the most exciting times for your game. *Time Slip* not only varies its graphics, but gameplay too. Ryan "McFly" Butt asks how well it will stand the test of time.

It's 2129 and the planet Tirmat is faced with apocalypse, a temporal rift threatening to swallow it whole. The Tirmatians' only hope is to invade Earth, their shock-troops plunging into the rift to attack humanity in earlier, less defended times. Earth's only response is a squad of elite soldiers, swiftly ambushed before their mission even begins. There is only one survivor, only one hope left for Earth...

One man against the alien hordes, the most spectacular set-tings from Earth's history – it all sounds too good to be true. And, to put not too fine a point on it, it is. *Time Slip* was actually programmed in this country, Japanese giant Vic Tokai presuming Western programmers such as Sales Curve would know their market best. Which is probably true, but from the moment the game begins you know the game's ambition overshoots its programming resources by quite some way.



PROtip
A BIT OBVIOUS, BUT SAVE YOUR WEAPONS FOR THE GUARDIANS – THEY TAKE A LOT OF BLASTING!

The game's format is similar to Konami's *Super Probotector* consisting of action-heavy, platforming levels interspersed with different game-types. In *Time Slip* we're treated to some extremely fast, *Jedi*-style speeder bike sections. These are, in fact, by far the most fun part of the game, some rapid-fire side-scrolling action is always welcome even if it's somewhat sluggish and simplistic.

The platform levels are even less impressive. Like most shoot-'em-ups, there are a multitude of assorted power-ups for the taking, but even when our hero is armed to the max, he fails to give off that King 'Ard appeal that's so vital to enjoyable blasting. Our hero, it has to be said, is a bit of a wimp. Then there's the backdrops which fail almost entirely to do justice to the concept. It's all very well creating a coliseum full of lions to represent Rome, but what about the Romans themselves, surely they couldn't have all been wiped out by the invaders! The level guardians are also very dodgy (did 20ft Knights really stalk the land in 1059 AD?) and range from the ridiculously easy to painstakingly hard.

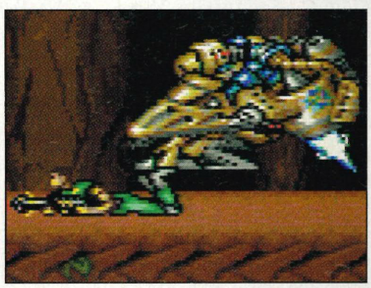
The only particularly impressive graphics, albeit the most useless, are the *Wing Commander*-esque intros, as they set the scene perfectly and keep you up to date with just where the heck in time you actually are! Also good is the music, the tunes being fairly pleasant with thumping basslines to convey the urgency of your mission. However, the spot effects leave much to be desired, particularly the half-hearted groans let out when an enemy perishes!

The whole game is, in truth, very much a half-hearted affair which is totally overshadowed by the excellence of the Konami game it owes so much to. As platform shoot-'em-ups go, *Time Slip* offers nothing remotely new. In fact it is little more than a sub-standard *Probotector* rip-off, which is quite addictive and enjoyable for a short period, but lacks imagination and the all important two-player mode. A very tame and tired affair for true fanatics only!



The speeder-bike section (below) does well to break down the monotony of the multi-directional scrolling levels.





This dopey-looking dragon looks like one of those unconvincing reptiles from *Warlords of Atlantis* (below)!





The 20 foot tall Knight that stalks the end of the Medieval level takes hours to kill unless you have some awesome fire-power (left). Faces, faces everywhere! Our hero is alone in the dark amongst a gallery of highly amused (and really quite ugly) skulls (right)!



CONTROLS

- CLIMB.
- DUCK.
- MOVE LEFT.
- MOVE RIGHT.
- X: SPECIAL WEAPON.
- Y: FIRE WHILST MOVING.
- A: FIRE WHILST MOVING.
- B: JUMP.
- L: SELECT SPECIAL WEAPON.
- R: SELECT SPECIAL WEAPON.

PROS: Fairly addictive, highly challenging, nice tunes. Er, that's about it really.

CONS: Graphically uninspired, lacks any long-term appeal, a tad on the difficult side and offers generally unrewarding gameplay.

GRAPHICS	61
SOUND	59
GAMEPLAY	55
LONGEVITY	58

PROSCORE 54 SCOREPRO

WOULD HAVE LOOKED DECENT TWO TEARS AGO.

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TOTAL CARNAGE



Besides being one of the most perfect coin-op conversions, *Super Smash TV* is one of the SNES's most intense, playable shoot-'em-ups. It also sold by the container-load. So why didn't Acclaim grab the sequel? Because they didn't think it was possible on SNES. Stuart "Mad Dog" Wynne examines whether THQ have proven them wrong.

Total Carnage opens perfectly, a 310lb muscle man shuddering on the end of a truly ginormous gun, giving it plenty of muzzle flash. Next up it's BNN's Candy Blitzer chatting to the camera before being grabbed by a mutant. The plot-line, brilliantly expanded in the hilarious manual, has hundreds of reporters and bikini-clad civilians kidnapped by Kookistan dictator, General Akhboob. Step forward, Captain Carnage and Major Mayhem – 'the 21st century's most dangerous (and smallest) battalion... classification: expendable!'

Unfortunately, when the short intro closes, the revealed battlefield is rather less than coin-op quality. The dull desertscape has broad swathes of ground entirely lacking any kind of detailing, the sprites look and move like NES characters and your initial firepower is puny. To recreate the coin-op, with its free-flowing mix of horizontal and vertical scrolling, huge enemy vehicles and numerous sprites, THQ appear to have gone for Mode 0 with its consequent severe colour limitations.



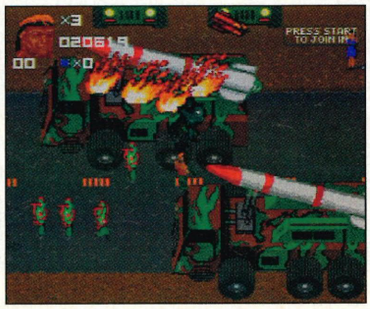
PRO tip

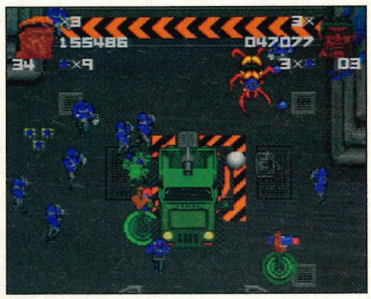
IN SOLO-PLAY SWITCH TO PLAYER TWO JUST BEFORE YOU LOSE YOUR LAST LIFE FOR A COUPLE OF EXTRA CONTINUES.

However, if you hesitate before flinging down your control pad in disgust you're likely to become caught in the vice-like grip of one of the most addictive and playable SNES shooters yet. Right from the off, the enemy onslaught is relentless. A few, solitary soldiers soon give way to massed squads, a huge APC comes trundling in from the left – blast it open and fire erupts, the burning vehicle bolting right as flaming mutants leap out to continue the attack! Later on there's green globs which splat down as harmless looking puddles, before rising up as axe-wielding maniacs. There's also purple hopping mutants, flamethrower-armed giants, mines, caterpillar-tracked robots and much more. The excitement of dealing with them isn't simply due to the fact that THQ have crammed so many on screen, but also because they've all got their own distinctive attack patterns. It's total overkill!

Then there are the end-level guardians. These tend to divide people along love/hate lines. These guys are so huge, so tough, so ferocious they take ages to blast apart. But this is where the game's brilliant weaponry comes in. As with *Smash TV*, *Total Carnage* uses the SNES's four fire buttons for full, eight directional fire independent of which way you're moving. Unlike most shoot-'em-ups, where you simply hammer the firebutton while dodging enemy fire, here you're simultaneously dodging the enemies and aiming your firepower. It's good fun and there's a spectacular range of upgrade weapons. The blue plasma weapon is a particularly stunning effect. All the weapons have limited ammo, but that's part of the fun as you frantically grab new weapons – along with bonus-boosting gems and hostages. This is a fantastic game for high-score fanatics.

All in all, *Total Carnage* is a totally relentless, playable shoot-'em-up and a good conversion. However, having said that no-one held a gun to THQ's head and told them to convert *Total Carnage*. They could have gone for an original game like *Axelay* or *Super Probotector* , which suits the SNES more. *Total Carnage* has some neat graphical effects, particularly the death sequences, but overall it looks a bit dull and that combined with the huge challenge may put off people who aren't hardened shoot-'em-up fanatics.





One of the best bits of the game are convoys of tanks and Scud launchers (top). Set them afire and they zoom off screen at top speed. The best tactic is to drop a mine before them and quickly get out of the way!





TOTAL FIREPOWER



STANDARD ASSAULT RIFLE

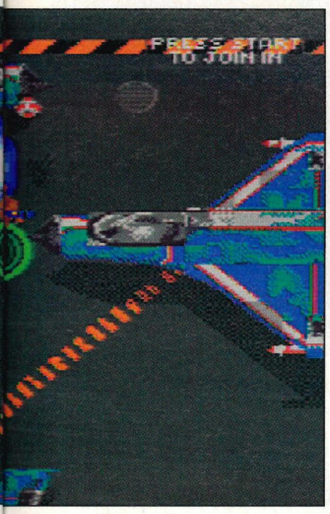


GRENADE THROWER

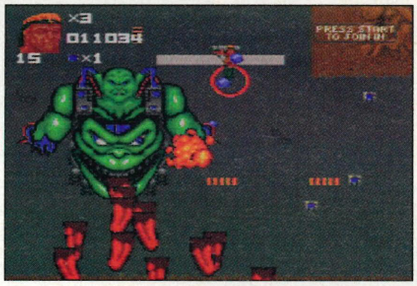


MAP

Your pursuit of General Akhboob is split into three big missions. Alpha Mission is set in the desert, Baker Mission takes you through enemy airfields and Candlestick Maker Mission takes place inside Akhboob's disguised nuclear weapons facility. There's also an additional Delta Mission if you collect enough keys (very tough!). The Missions are subdivided into about twenty levels and there are warps to transport you to closed room bonus levels and further up the battlefield. In all, there are about 20 fiercesomely tough levels.



Love 'em or hate 'em, mega-guardian confrontations (right, below) are a key part of the game. The huge creatures go through numerous changes before finally giving up the ghost. It's a pity then that you can't call in an air strike (left). On key targets the ability to bring down a fusillade of missiles is most satisfying!





Total's presentation is generally very good. Below completing a mission brings a nicely rewarding totalling up of all your bonus points. *Total* is obviously excellent for high score fanatics, and the competition to be the player with the most points in two-player mode is extremely fierce.







TOTAL FIREPOWER



ROCKET LAUNCHER



FLAME-THROWER

TOTAL FIREPOWER



THREE-WAY FIRE



BROILER FLAMETHROWER

TOTAL FIREPOWER



PLASMA GUN



ORBITAL



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

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Simultaneous two-player action.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X FIRE.
- Y FIRE.
- A FIRE.
- B FIRE.
- L DROP MINE/CALL AIR STRIKE.
- R DROP MINE/CALL AIR STRIKE.

PROS: The most intense, heart-attack inducing shoot-'em-up yet. This game never stops, it just gets harder and tougher with more and more stuff being thrown at you. Brilliant control system, power-ups and bonuses. Sound FX are excellent...
CONS: ...but music is bland. Graphics are generally unimpressive, while gameplay variety isn't quite good enough to compensate for non-shoot-'em-up fanatics.

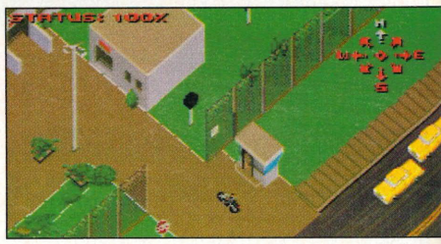
GRAPHICS	69
SOUND	78
GAMEPLAY	83
LONGEVITY	84

PROSCORE **83** SCOREPRO

TOTAL OVERKILL

T2
JUDGMENT DAY

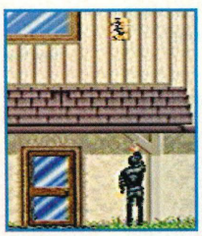




James Cameron's 1991 box office smash provides huge scope for a videogame with its state-of-the-art special effects, action-packed chases and stunning scenarios. So who better transform the movie's frantic action onto cart than Acclaim, the company responsible for the excellent *Alien 3*! Ryan "T1001" Butt finds out if the game lives up to the name!



As in Mindscape's original *Terminator* title, *T2* follows the film's plot very closely. The action begins in a seedy truck stop where as the central character (Arnie), you must find the address of John Connor, as well as arming yourself with a hefty arsenal of firearms. You're free to wander around the game's environment (albeit in a linear fashion) and indeed, it's necessary discover weapons, etc. Once you've obtained a gun, getting rid of enemies becomes much easier, as Arnie's Heil Hitler-style punch is absolutely useless, not to mention hilarious!



PRO tip
AT JOHN CONNOR'S HOUSE, SHOOT THE BURGLAR ALARM TO PREVENT BEING HASSLED BY THE COPS.

After locating the address, you'll hop on to an awaiting Harley and cruise across town to John's home. He's not in, but at least you're able to grab a photo, so you can positively identify him later in the game. Be warned though, although it's not difficult to blast enemies in these stages, it's very difficult to locate objects scattered around the environment.

Gameplay becomes easier after the first two levels, although it has to be said that they're not as imaginative as the preliminary stages. In fact, they're all pretty standard – blow up the mall to find John, blow up the hospital to find Sarah, blow up the Cyberdyne building, and finally blow up the T-1000! Despite how repetitive this sounds, each level is instantly compelling as our hero can interact with his surroundings, collecting weapons and objects along the way. Also, with this amount of firepower who cares about being repetitive?! Arnie can destroy almost anything in his path, telephone boxes, plants, bins, shop windows, arcade machines...you name it, he'll demolish it!

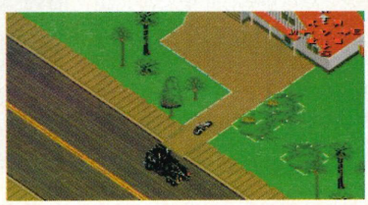
All of which leads on to the question; how much do graphics matter? T2's, as you can see, are really rather appalling. The whole look of the game seems like a spruced up NES game – the sprites are jerky and lack several, crucial frames of animation and the backgrounds on the first level at least, are very basic and bland. Thankfully though, they do get slightly better. Take the multi-directional scrolling chase sequences. Okay, the main sprite is even smaller, but the landscapes and towns are excellently drawn with the same attention paid to detail as in *Desert Strike!*

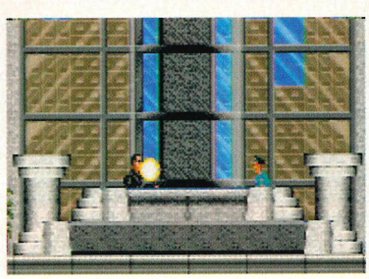
The game also does well out of its movie licence; a red targeting box homes in on objects and unidentified personnel to simulate the T-800's vision. The T-1000 also crops up occasionally in the early levels, then launches into an all-out attack in the hospital. His very presence can be quite unnerving as you never know where he might spring from next, he could be an innocent pot-plant or perhaps a seemingly harmless dustbin!

T2 is a worthy purchase for fans of the film and indeed anyone looking for something slightly different. If you can see past the rather crude exterior and get to grips with the highly challenging, playable and compelling game underneath, then you won't be disappointed. A worthy film license that goes to show that graphics aren't everything!



The gun shop in the mall (left) is where you'll find a high-powered automatic rifle which is vital when rescuing Sarah. Hotly pursued by the T-1000, Arnie arrives at John's house (below).







Having recently acquired his bad-to-the-bone get-up, Arnie must now scan the truck stop for future objects and John Connor's address (left). The underground car park of the Mall (right) is simply brimming with destroyable objects, as Arnie demonstrates here. Having already blown-up some poor sod's car, he then proceeds to pump a few rounds into John's motorbike!



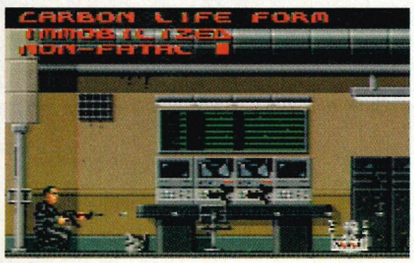




Having rescued Sarah from the hospital, our heroes make their escape in a commandeered police car. However the boys in blue are already on the case to apprehend them along with the T-1000 in his stolen rig (above). The poly-alloy T-1000 takes a few hits in the hospital corridor (above left).



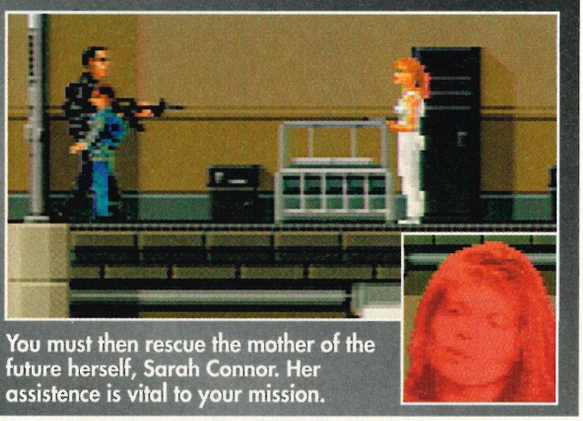




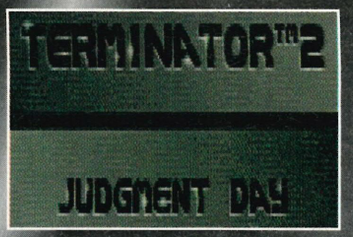
WE ARE FAMILY



Your primary objective is to locate and protect John Connor. The T-1000 is hot on your heels so watch your back!



You must then rescue the mother of the future herself, Sarah Connor. Her assistance is vital to your mission.



PUBLISHER: **ACCLAIM**
TEL: **071 344 5000**
PRICE: **£49.99**
OUT: **November**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Terminator-style head-up-display!**

CONTROLS

- CLIMB.
- CROUCH.
- WALK LEFT.
- WALK RIGHT.
- X: NO FUNCTION.
- Y: FIRE PISTOL/KNEE.
- A: FIRE GUN/PUNCH.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Follows the film closely, varied gameplay, nail-bitingly tense confrontations, highly atmospheric and nice graphical/sonic touches.
CONS: Simplistic sprites with some poor animation, dull tunes, only one life to complete the game with no passwords or battery back-up...it's tougher than Arnie himself!

GRAPHICS	56
SOUND	55
GAMEPLAY	72
LONGEVITY	79

PROSCORE
74
SCOREPRO

TERMINATION FOR THE MASSES!



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NB: The Complete A-Z of Super NES Games features reviews of games released between the launch of the SNES and Christmas '93.

Might and Magic® II

Many games are called 'classics' when they're converted to the SNES but few of them actually deserve the title as much as *Might and Magic II*. Winner of the best RPG of the year in 1991, it has sold well over a quarter of a million copies on the PC, and generally wowed audiences wherever and whenever it appeared. Perhaps it's not surprising then, that it's finally making its way to the SNES, Elite planning to release it just next month. Dave "Bilbo" Westley grabs the pre-prod for another in-depth review.



In its day *Might and Magic II* was the most advanced RPG ever, with an automap at the touch of a button, an ever so friendly user interface, strong graphics and a hugely complex adventure. Nowadays PC adventures may be leaning toward the cuter, more graphical style of the LucasArts games (soon to be imitated on SNES by *Young Merlin*), but *Might And Magic II* was never supposed to be a graphic showcase. It takes its influence from older adventures where any images were supposed to strengthen the sense of adventure, rather than be valued for themselves.

As a consequence you'll find *Might and Magic II* a lot more complex than the *Dungeon Masters* of this world. There, any problem solving consisted of finding keys and pulling switches in a very linear fashion. Here your adventure isn't really *one* adventure at all, but lots of mini adventures each drawing you a little closer to your final goal. These 'mini quests' may consist of defeating monsters or rescuing helpless characters and with each one you overcome you'll be rewarded not only with gold but increased attributes and skills, necessary to be strong enough for the final battle. Importantly, each mini quest is optional – there's a lot of freedom here. Turn down too many of them though and you may find yourself a little unprepared...



PRO tip

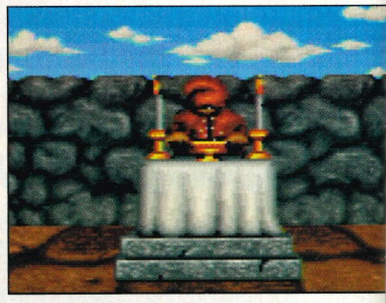
MAKE SURE THAT YOU'VE GOT AT LEAST ONE MAP MAKER IN YOUR TEAM AND PROTECT HIM/HER WELL.

Unprepared for what though? Well, the story-line goes something like this. Your world is the Land of Cron. Once a beautiful, peace-loving country it's now a place of chaos and despair. Wise elders are disappearing mysteriously, dark, shadowy figures emerging. All this is linked to the disappearance of the 'Orb,' an object of great power. In the old days it defended the people against Gralkor, one of four, evil Lords who used to govern the Earth. It's your job to recover the Orb and the tranquillity it once ensured.

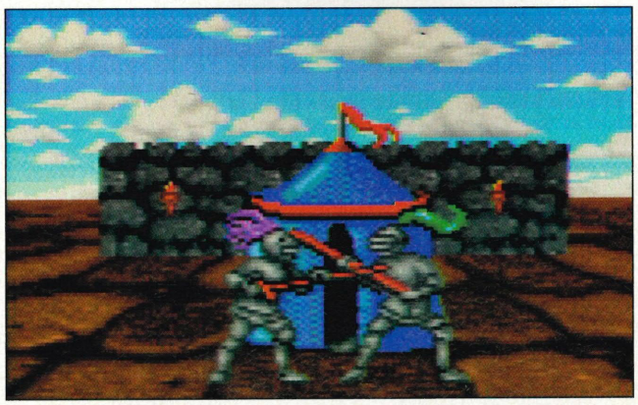
Like *Dungeon Master*, *Might and Magic II* uses a 3-D perspective which is usually made up of cold stone walls and wooden doors. However, it's not all like this and you can travel through haunted forests and soul-freezing tundra's. Moving your party anywhere is very easy. Unlike *Dungeon Master*'s idiosyncratic control system this one's a case of move the D-pad in the way you want to go and, hey presto, you're away. You can only move in four directions, but unlike *Dungeon Master* and its eight directions *Might and Magic*'s layout is a very open one. There really is the freedom to go anywhere you want, with new doors and tunnels opening themselves up every couple of steps. It's best then to visit the cartographer almost immediately. He supplies the automap option which is vital if you want to fully explore the game, making sure that you haven't missed out any crucial clues and objects. Don't, for example, enter the cavern depths until you've prepared your team fully – this doesn't only mean giving them armour and weapons but also building up their stamina, strength and fighting skills. There are over 250 different types of monster in the game and the caverns feature some of the fiercer ones!

Of course, *Might & Magic II* is now really rather dated. It mimics the form of traditional RPGs, but without the interaction of a group of friends arguing about things, all the stats can seem very dry. Similarly, the quests are numerous, but not overly complex. *Zelda* and *Shadowrun* ultimately convey more of the excitement of RPGs, even if they lack quite the scale and openess of *Might and Magic II*. However, with such a dearth of English language RPGs it's good to find Elite taking a risk with what is, after all, a very competent conversion of a classic PC RPG. If the scenario excites you, this offers months of enjoyment with *M&MIII* promised for the new year.













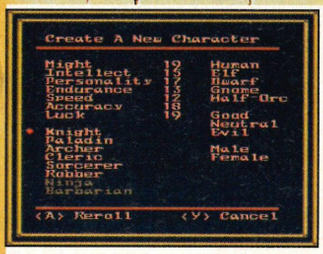
A rather vicious looking plant (above) that needs more than flies to fill its organic tum. If you find a battle with a creature such as this is sapping your energy, remember it's best to run away, select the sleep option, regain lost HP, and then return.



Above and below, just two of the many different types of monsters to be found here. Each has their own strengths and weaknes – some, for example, don't react to magical weaponry whilst others don't react to non-magical weaponry. It can get confusing but, fortunately you don't really need to know all of this on your first outing. There's a strong learning curve here and by the time you meet some really tough foe you should know what to do...







CHOOSING CHARACTERS

Like most RPGs you begin by choosing characters. The six that you're allowed to take to recover the orb may be chosen from a preset six or from one's that you've created for yourself. Actual statistics of a generated character are determined by rolling three computerised dice, numbering 1-7. You're allowed to keep re-rolling until you have the particular attributes you think are required. Wizards, for example, won't need much 'might' but do require 'intelligence.' Knights, on the other hand, require the reverse. In addition to determining the nature of a character (ninja, sorcerer, etc.) and their particular attributes you also get to choose what type of creature he or she will be. If you want a character to be an Elf, for example, points will be deducted from might and endurance and added to intelligence and personality. Make a character a Half Orc however and points will be taken away from intelligence and added to might and endurance...



The *Might and Magic* map reveals, in glorious technicolour, just how large this adventure is. As you can see, not all your adventuring takes place inside – a large part of it is in the great outdoors.



FIGHTING

When you meet your first set of monsters a panel appears on screen automatically listing what they are and how strong they are. Initially you have four options: attack, hide, run or bribe. If you choose to attack more options present themselves, attack and fight being the two main ones. Choose 'Attack' and your character will automatically choose the best form of attack against the *first person* he/she sees. If you choose 'Fight' on the other hand you're able to select which character to attack. When you've accustomed yourself to the various creatures and weaponry this option makes for much more effective fighting. Finally remember it's always best to run away if HPs are low. Only in this way will you be able to survive to fight another day!



PUBLISHER: **ELITE**
TEL: **0922 55852**
PRICE: **£59.99**
OUT: **November**

PLAYERS: **1**
SKILL LEVELS: **N/A**
CART SIZE: **8Mbit**
SAVE GAME: **Yes**
FEATURES: **96 magic spells, 250 different types of weapon.**

CONTROLS

- MOVE FORWARD.
- RETREAT.
- MOVE LEFT.
- MOVE RIGHT.
- X: NO FUNCTION.
- Y: CALL UP OPTIONS.
- A: NO FUNCTION.
- B: NO FUNCTION..
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: A huge adventure packed full of puzzles and mini-quests. Working it all out will take months, while the ability to create and name your own team helps create a truly involving atmosphere.
CONS: The graphics are rather dated and combat overly stat-heavy. If RPGs aren't your thing, this isn't the game to convert you.

GRAPHICS	71
SOUND	70
GAMEPLAY	76
LONGEVITY	81

PROSCORE
77
SCOREPRO

MIGHTY FINE!

PLOK





Plok is the sort of game that could only come from Japan... or spaced out Mancunians Software Creations. Legendary for numerous classic coin-op conversions on 8-bit computers, the company have now produced their first original SNES game. And by original, we mean original. Forget _Incredible Crash Dummies_ – this guy uses his arms and legs as missiles! His only mission is to rid the world of fleas. Bizarre? Sam "itchy" Hickman investigates.



As soon as *Plok* bounds on screen it's obvious he's not your regular kind of super hero. In fact, he rather reminds me of one of those obsessive stamp collectors. You see, Plok's main hobby is collecting flags, and he uses them to mark out his territory on the land of Akrillic. Only someone's gone and stolen his favourite flag, the one that sits outside his own house. Now he'll have to travel all over the world (groan) to get it back.

Action focuses around your usual platform action, although it has to be said that everything in *Plok* has been finely tuned to give the player utmost enjoyment. Your mission is to battle though every level and raise the flag situated at the end. However, it seems as if someone is having a bit if a laugh on Plok, as many fake flags have been substituted for the original.



PRO tip

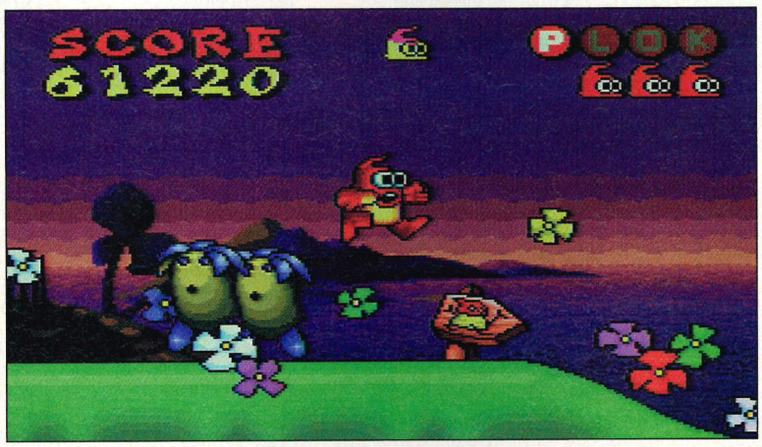
TRY AND SAVE OPENING THE PRESENTS UNTIL YOU'VE LOST ALL YOUR ARMS AND LEGS. EACH TIME YOU OPEN THEM, YOUR FIRE POWER IS RESTORED.

At the beginning of the adventure, you may feel as if this is suited to the younger player (there is actually a difficulty option aimed specifically at children) and to be honest, this is probably true. There's nothing too tricky in the earlier levels and the Shprout enemies just take one punch to get rid of. However, after you've completed level one, the challenge is stepped up a significant amount (you'll discover that some rotter has actually nicked ALL the flags, and Grand pappy's amulet too) and enemies that used to take just one lob of Plok's limbs to destroy, now take three or four. There are also many more enemies and it's in level two that you'll meet Plok's real pet hate, the fleas. They won't leave Plok alone and unless you exterminate every single one in each level, you won't be permitted to progress to the next stage.

Even though the challenge becomes progressively higher through the levels, there are a few more elements to make Plok's quest even more difficult. For instance, in some levels, you have to shoot a target to reveal a secret part of the landscape. However, to do this, Plok will have to sacrifice one of his sacred body parts! These are left to dry on coat hangers located next to the target, and will be retrieved once the level is completed.

However, the odds aren't completely stacked against Plok. A secret admirer has strewn presents around the landscape to help him in his quest. On opening the presents, Plok will usually find an outfit or weapon to help him get past trickier parts of the level. In the first level you'll be rewarded with Plocky, an alien version of the extra hard boxer, but as the game progresses, the costumes become more and more bizarre. For instance, Plok can turn into an English squire, a Cowboy Plok and a Vigilante Plok, armed with flame throwers! Levels also contain all the usual power-ups – invincibility, energy, extra speed and 1-ups, although they are usually fairly scarce.

When you've completed all the locations on an island, you'll have to face a boss, who when defeated will release one of your beloved items. These levels are quite tough and since you only start the game with three lives, you'll probably die a fair few times before they're defeated. However, when you do manage to complete an island, you'll be awarded a permanent continue, so you don't have to start from the beginning again



This will disappear if you switch the game off, but at least it relieves some frustration while you're playing.

Although the entire adventure is thoroughly enjoyable, I did get a bit peeved off with the lame story-line. I mean, I know it's aimed at kids, but after completing around ten levels, the "Oh no, someone's stolen another flag" line does wear rather thin. However, if there's one thing that takes your mind off this, it has to be the stupendously brilliant music. Created by Software Creations, the same people who produced the tunes for *Rock 'n' Roll Racing*, it's packed with an amazing variety of tunes to suit every occasion. This becomes really noticeable when you open a present and change into a different character. Each character has his own theme tune and I especially like the Ploky one –very Sylvester Stallone.

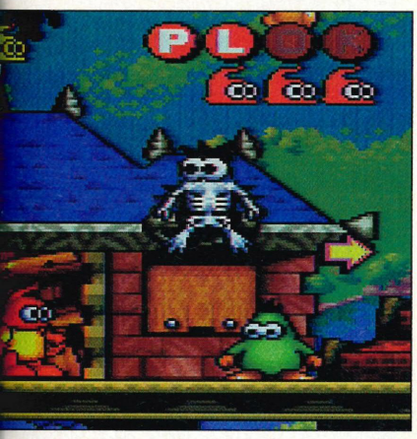
The graphics in *Plok* are all very cute and cuddlesome, but don't let this put you off. A fair amount of humour has been injected into most of the scenarios, the graphics are brilliantly detailed and Plok has loads of different animations. There isn't too much variety between levels on the same island, but the difference between worlds is very significant. For instance, some levels are set in the past and are basically black and white with a kind of sepia tone effect. While I don't think that this works particularly well, it does show some innovation (or maybe lack of funds!) on behalf of the programmers. Also, the hazy backgrounds suit the game's atmosphere perfectly and complement the bright foreground colours, giving the game a fairly stunning appearance.

Plok is a great adventure and although the first few levels aren't very challenging, it soon develops into a well-rounded and light-hearted game. This will suit younger audiences down to the ground, but even oldies like me found it to be a challenging, humourous and addictive adventure!



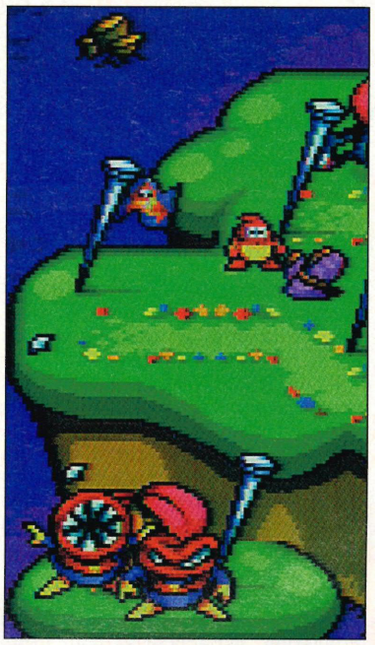








Above and left, the rather minimilisatic monochrome levels (if I had a fiver for each person who has walked into this office and told us that the colour has gone on the TV). Above left, things get tougher when Plok returns to his own island, to find it infested with frogs and fleas. Legless, again, he crawls away.



Left, Plok hurdles the incredibly silly Shprouts as he gambles through one of the easier, moonlit sections of the first island. Right, the Jagger inspired end-level guardians bounce around poor Plok, who seems a bit daunted, despite having a great deal more energy than his foes. Below, *hard* Plok!









Left, Plok throws his arms at the target to lower the platform (out of shot – I'm sorry, but it's lowering!). He can collect his limbs from the handy hanger though. Right, another tantrum.





PUBLISHER: **TRADEWEST**
DISTRIBUTER: **NINTENDO**
TEL: **0329 822565**
PRICE: **£39.99**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **2**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Superb platforming gameplay.**

CONTROLS

- JUMP HIGHER.
- JUMP LOWER.
- WALK LEFT.
- WALK RIGHT.
- X: NO FUNCTION.
- Y: THROW A LIMB.
- A: SPIN ATTACK.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Brilliant sound, gorgeous and very distinctive graphics, all rolled into a light-hearted adventure that's enormous fun to play. When can we see the sequel!

CONS: A bit repetitive in the long run, the story-line is thin and there's not enough continues. It's pretty tough, and the restart points are few and far between.

GRAPHICS	87
SOUND	90
GAMEPLAY	85
LONGEVITY	87

PROSCORE
87
SCOREPRO

RESTORES FAITH IN THE TIRED PLATFORMER.

Thanks to ZAP COMPUTER GAMES (TEL: 0532 590077)

THE AERO ACRO-BAT™



It's not easy being the star of the Big Top, risking life and limb for the roar of the crowd. No sooner do you turn your back, in nips evil Edgar Ektor, an ex-clown with an evil mission. For a few fivers, the madman industrialist turns the all the other performers against you, booby-trapping the whole shebang into the bargain. But, hey, the show must go on... Stuart "Daredevil" Wynne slaps on the old grease-paint and tries to find out why.





FUN PARK

According to the hype, Aero's out to save the Big Top from dastardly Edgar Ektor, a killjoy industrialist who wants to build a supermarket in its place. But let's get real, what supermarket's going to be more profitable than a good SNES platformer? *Mario III* earnt more money than any film but *ET* – half a billion dollars – and that's before its SNES remix on *Mario All Stars*!

So the platform stars keep coming, Aero showing off his circus heritage with an unmistakeable dash about him. He may be small, but he's perfectly formed with huge ears, a great costume and more frames of animation than I could begin to estimate. Of course, he teeters on the edge of platforms, does handstands when you leave him alone and has lots of cute death scenes. But more than that Aero's got plenty of useable stunts. Climbing down yet another long ladder? Press B to slide down, steam coming off Aero's paws! Curious about the platform below? Press X and the D-pad to scroll the screen about. Aero can even hover in mid-air, his little wings beating ten to the dozen.

And if that's not enough, try out power-ups such as Aero wings (to fly about for a few seconds) and a parachute (which opens out to make Aero's descent slower and more controllable). The most important move of all though, is his attack technique. As you'd expect of a circus performer an ungraceful leap on to an enemy's head won't do. Aero has a drill attack – you make a leap, then double-tap the button to do an attack upwards or downwards. Aero obediently spins about, killing anything he touches which is fine for airborne targets, and also for extending leaps. However, for your average walking enemy critter it's a bit fiddly. That flamboyant leap up, the drill attack down – it takes some timing. Whereas Mario or Sonic could dispatch a dozen or so enemies in a few seconds, Aero would be hard-pressed to finish off more than two.

Sunsoft have obviously realised this and the Big Top isn't exactly over-crowded with enemies. This sounds pretty dull and easy, but it definitely isn't. In fact, it's a very big, tough and imaginative game. The platform levels include flaming hoops to leap through, unicycles to ride on, cannons to be shot out of, machines which blow bubbles you can ride on, water tubs to dive in, trampolines to leap off and numerous, goodie-packed secret areas to find.

There are four worlds in all, with five big levels in each. It's a tough challenge, especially as your three continues only allow you to start from the world you're in, not the specific level. This can be frustrating, and until the level select cheat is printed a lot of people may become irked by the Acro-Bat. This is especially true of the rollercoaster, water-barrel, Bubsy-like waterslide and rocket sled rides. They all look very different, but basically consist of accelerating Aero to silly speeds, thus giving you milliseconds to leap or duck obstacles. Lives vanish with frightening rapidity. But by way of compensation there is a very nice, Mode 7 diving bonus level to enjoy.

So, in conclusion this is a superbly imaginative and varied platformer. Aero's a truly great character and you'll enjoy mastering all his various moves. However, not all the numerous game-types work as well as others, while the size of the overall quest may prove frustrating. Aero's obviously not quite as polished as Mario, or even Buster Bunny, but he's still agreeably different and well worth taking home if you fancy a big challenge. SP

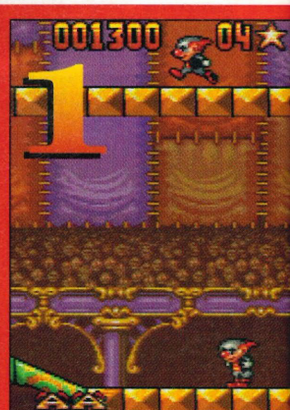


PRO tip

THE FIRST BONUS LEVEL IS FOUND ON LEVEL TWO. BOUNCE ON THE FIRST TRAMPOLINE AND LOOK LEFT. COLLECT THE P TO PLAY THE BONUS WHEN YOU COMPLETE THE LEVEL.

THE CIRCUS

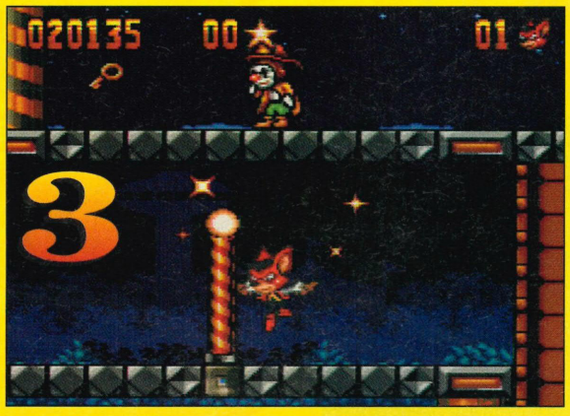
ACT 1: Destroy 7 Star Platforms by leaping on them.
ACT2: To Release Aerial The Acro-Bat-ess you must first find the key.
ACT 3: Destroy 15 Star Platforms.
ACT 4: Flying through 25 Magic Hoops may not play all that different from the rest, but looks neat!
ACT 5: The SNES's spotlight trick is used again. Find four light switches to get full illumination.
BOSS ACT: The flame-juggling Stilt Brothers must be brought down to size with numerous Drill Attacks.



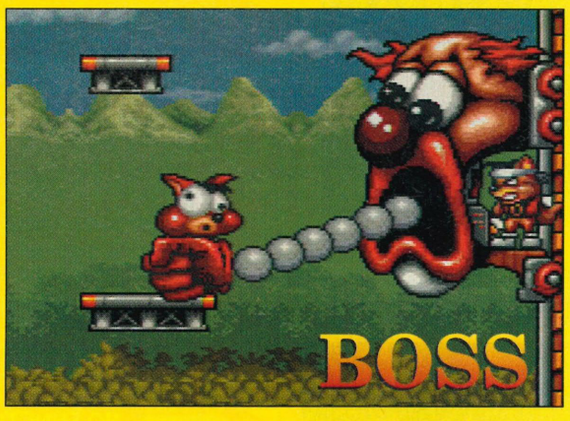








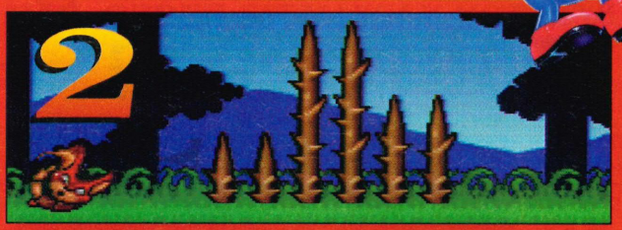




ACT 1: Destroy 5 star platforms.
ACT 2: Riding the roller coaster requires split-second reflexes.
ACT 3: Find four keys for four doors! A huge level!
ACT 4: You thought the coaster was fast? Check out the rotor!
ACT 5: Jump through 25 magic hoops.
BOSS ACT: An amusing, if less than awesome end-level guardian.

THE WOODS

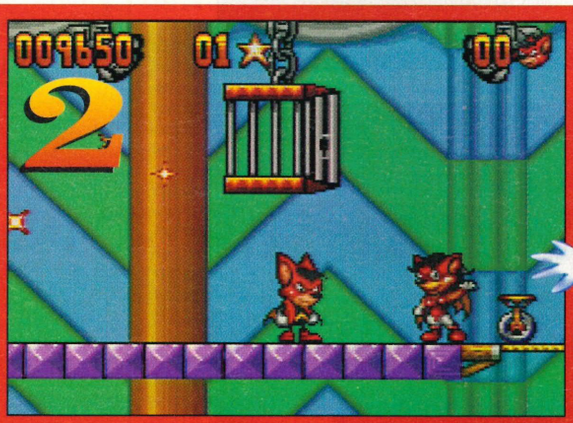
ACT 1: Finding the exit isn't easy on this huge level.
ACT 2: The barrel roll is yet another reaction test.
ACT 3: The three bungee leaps are a novel, if tricky game idea.
ACT 4: Riding the rapids – are you sure your reactions are up to it?















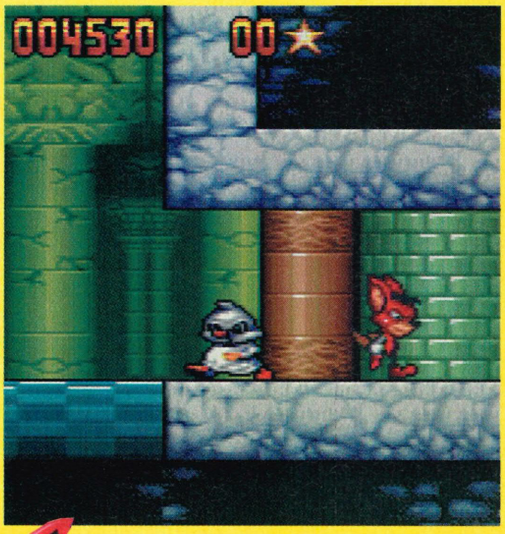
BONUS GAME



If you find a 'B' icon then at level end you can enter the bonus level. This *Pilot Wings*-inspired level has you skydiving from a very great height. You've got manoeuvre through the rings, fight against Ektor's distracting gusts of wind and dive into the water pool. Excellent fun!

MUSEUM

The last world and as the manual doesn't reveal the level details, neither will we. Suffice to say there are five very tough platform levels, rather reminescent of the castle levels in *Super Mario World*. A nice mega-monster awaits at the end. SP





AEROANTICS


Aero hovers...


drill-attacks...


throws stars...

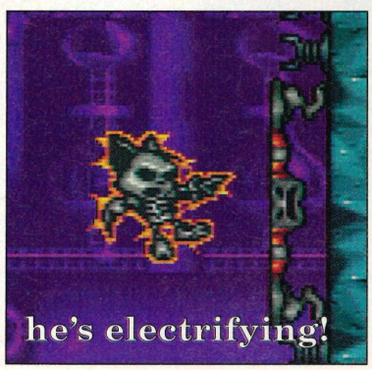

skulks...


fools around...


teeters...


parachutes.


He's so hot...


he's electrifying!



PUBLISHER: **SUN SOFT**
DISTRIBUTER: **MARUBENI**
TEL: **071 826 8769**
PRICE: **£49.99**
OUT: **November**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **Three continues.**

CONTROLS

- CLIMB LADDER.
- DUCK/DESCEND LADDER.
- WALK LEFT.
- WALK RIGHT.
- X: LOOK AND HOVER.
- Y: THROW STARS.
- A: NO FUNCTION.
- B: JUMP AND DRILL.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Aero's a great character with plenty of imaginative and well-worked out moves. The soundtrack is absolutely excellent with some suitably circus-like rock tunes and effects.

CONS: Three continues aren't enough, and continuing from the start of the world, instead of the level is irritating.

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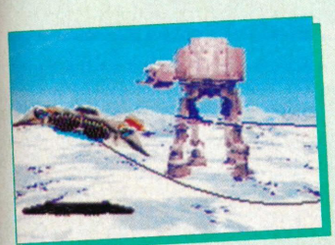


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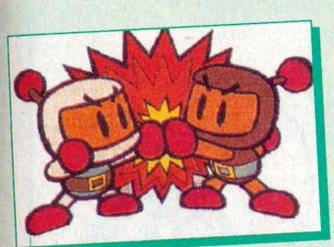
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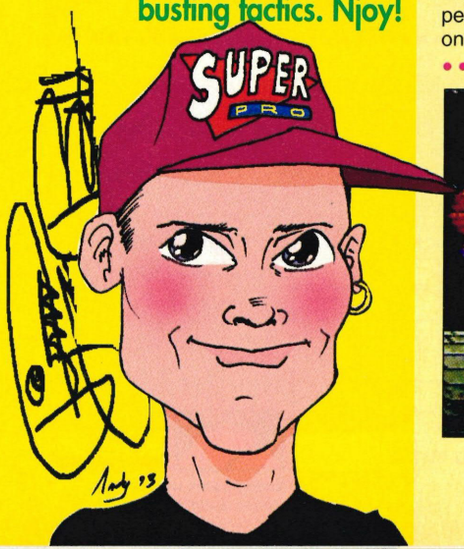
SUPER PRO

TIPS

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CHEAT CARTS 84

Having only just recovered from last months *Mortal Kombat* tips, I felt compelled to take things a little easy this month. Honestly, I would never have believed that grabbing a few simple Death Moves could be so pain-staking! No doubt quite a lot of you will relish my extensive *Asterix* solution and be literally amazed by Stu's unbeatable *Jurassic Park* tips. There's also the newest and hottest cheat cart codes for, amongst other things, *Mortal Kombat* (cringe!). I'm sure you'll agree that no other SNES mag comes close to rivalling my monthly compendium of game-busting tactics. Njoy!

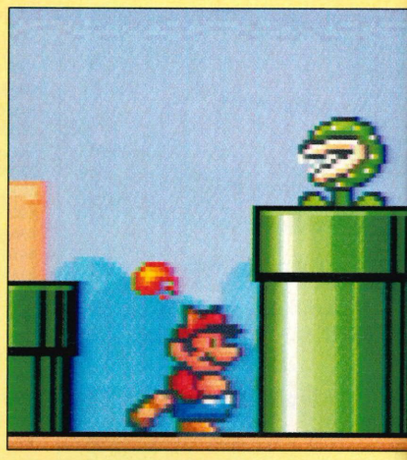


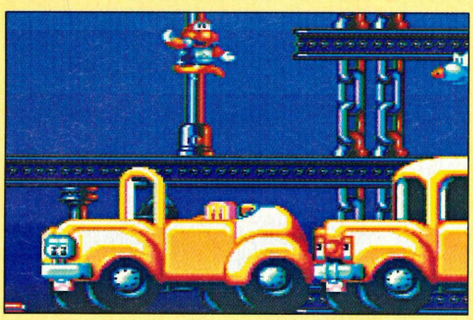
RYAN'S SNAPPY SHORTS



SUPER TURRICAN

To access a hidden sound test, go to the Options screen and highlight "exit". Hold down L, R, X and A. Keeping them held down, press START and the hidden mode will then appear.





SUPER JAMES POND

To get to a secret room containing two brand-new levels, simply go to the far-right of the castle, use the small ledges to make your way up, then jump across to the left onto the roof. Now simply walk along to the left into the tower where upon you'll be warped to the secret zone!

GOOF TROOP

Here are the passwords for Capcom's addictive, yet simple puzzler.
Level 2: Cherries, Red Diamond, Blue Diamond, Cherries, Bananas.
Level 3: Red Diamond, Cherries, Blue Diamond, Blue Diamond, Red Diamond.
Level 4: Bananas, Cherries, Blue Diamond, Red Diamond, Bananas.

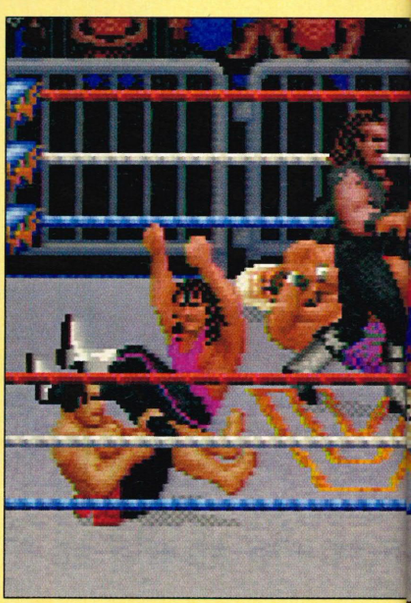


STREET FIGHTER II TURBO

This cheat allows you to configure your controls between matches. Go to the character select screen and pick your character. Then hold SELECT. Once you've arrived at your fighting destination, the configuration screen will appear.

We all know how to perform Vega's backward roll in the Turbo mode (all three punch buttons + forward), however the technique is different in the normal Championship mode. To perform the move you must tap back on the joypad twice.

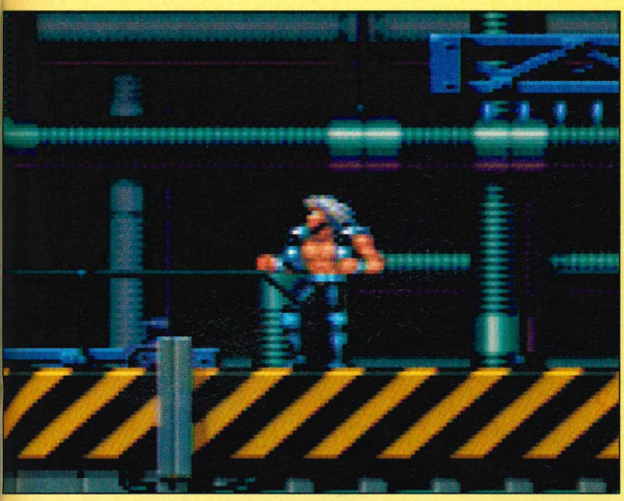






SONIC BLASTMAN

To get a level select in this tongue-in-cheek beat-'em-up go to the options screen and move the cursor onto the music test. Change the music to the stage you want to play on, then hold SELECT and press L, R, R, L followed by START. You should now be warped to your desired stage. This trick works with the bosses as well.



WOLF-CHILD

Chances are that nobody's having any real difficulty completing this game, however here's a cheat to make things even easier. After you've defeated the first boss, and you raise your arm, press A, B and START simultaneously. If the cheat has worked you should start the next level with invincibility!



STRIKER

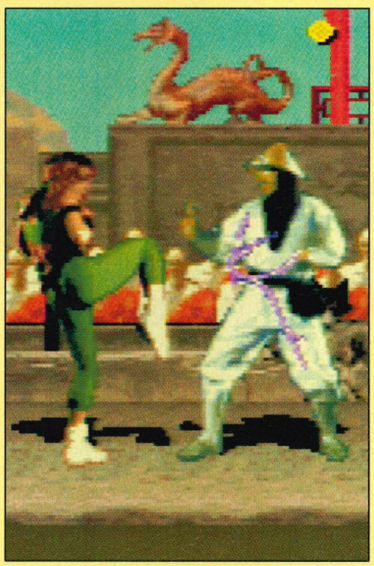
To play as the super "Elite" team, select the "World League" option from the main menu then select the "Enter Password" option. Now enter the code: BCDFGHJKLMNPQRST. A message will be displayed saying that the code is invalid, ignore it! Press SELECT to quit out of the password screen. You should now be able to select the special team from the menu of international sides.



SUPER MARIO ALL-STARS

To get all three Warp Whistles in *Mario Bros 3*, go to level 1-3 and then find the white block near the end. Stand on the brick and press duck. You should then fall into the background. Now go right and collect the Warp Whistle, then once you get out, press START to save and quit the game, and then simply repeat the process to get the remaining Whistles.

To get loads of extra lives in *Super Mario Bros*, get to World 3-1, then at the end of the stage, stand by the block at the foot of the pyramid. As the second turtle moves down to the last block, jump on it continuously to score multiple 1-ups.



MORTAL KOMBAT

Thanks to Ian Hinton and Rob Barrows from Stratford-on-Avon for this handy tip. When fighting in the Endurance matches, use the last two moves you used to defeat the first opponent on the second. These two moves should be enough to win you the match.





WWF ROYAL RUMBLE

To arm yourself with the "Super Punch", wait until the legal message fades when you first turn the game on, then press B and Y on controller one. If the cheat has worked correctly, you'll hear a voice yell. You can now deck your opponent with two punches!

To face the same character off against himself, or use two of the same player in a tag match, go to the player select screen and hold down L. This will prevent the WWF logo from moving in the background. Now hold L and R without making the logo move and press SELECT. You should now be able to find your twin by moving through all the characters.

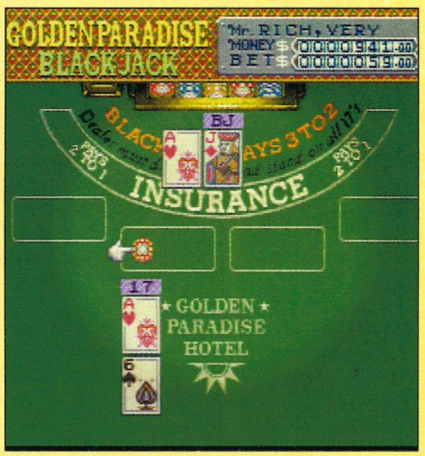


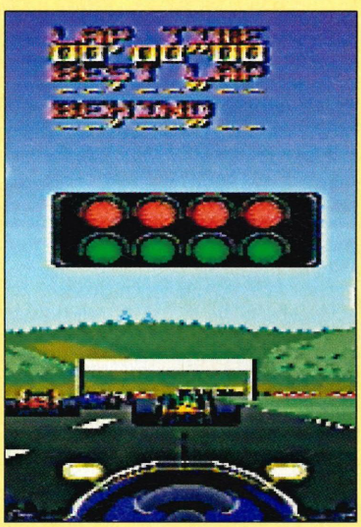
SUPER AIR DIVER

To select any mission or aircraft, simply enter the following code on the title screen: Y, B, A, B, Y, Y, B, A, B, Y, B, and then press START.

VEGAS STAKES

This trick enables you to win the game with an excess of $10,000,000 to your name. Start a new game on the slot machines, then whenever you win a large sum of money, save the game. Keep doing this until you get $100,000 and remember to keep saving the game. You should now be accepted into Laurel Palace, the regular hang-out of big-spenders. Bet all of your cash on a hand of Blackjack, and if you lose, simply reset the game to still be in possession of your dough. Whenever you win, save the game to double your money, then once you pass the $9,999,999 mark, you'll be rewarded with a Congratulations screen. Cheers to Darren Hill from Kent for that one.





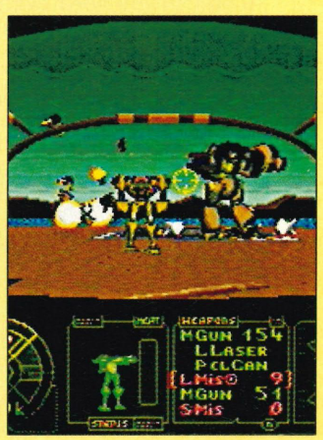
NIGEL MANSELL'S RACING

Thanks to Phil Granger from Hull for faxing me this extensive list of handy passwords for the US version of the game.

Mexico – LZ9ZN40LJ2541STCVL.
Brazil – 6CL732YLZ3H07VNBR9.
Spain – PZPP693R91Q7NHQ..2.
San Marino – R49RGKFH.JBDSV0Y79.
Monaco – L0XJ.XVCH3L7GDCF0R.
Canada – B7JPR46QRB.RG08HNL.
France – LV0ZB206FG0K62K2D7.
Britain – LKX.B7G3VTJFS1QSKX.
Germany – TQPCLTBTB7X21.JQGT.
Hungary – HLL2FWG1Y20FL.1NG5.
Belgium – YMGW4BXM3BV61JR565.
Italy – 4QX4JKWXT50ZQ..K35.
Portugal – 4F3M0TZ507064KGC5D.
Japan – R48RR9GT7JB.BZVR4D.
Australia – 33DV4B0F1ZZG538GW3.
Game Over – PV2JTFBK4Y696H4DXY.

MECHWARRIOR

To get invincibility in this highly imaginative shoot-'em-up, choose the "Start Game" option from the title screen, then on the screen that follows, highlight the third box along (the one marked GHQ) and press B. Choose what you want from the next screen and then exit. You'll now be taken back to the previous screen, only this time they'll be a new option on the left represented by a skull and cross bones. Select it, along with your desired Mech to go into the game. Once the action has started, press START to pause the game, and then press the following sequence of buttons: A, L, L, Y, A, L, L, Y, A, L, L, Y. If the cheat has worked, the word "Invincible" will appear in the centre of the screen. Now enjoy a game of care-free destruction!



JURASSIC PARK

SOLUTION COMPLETE tips

JURASSIC PARK

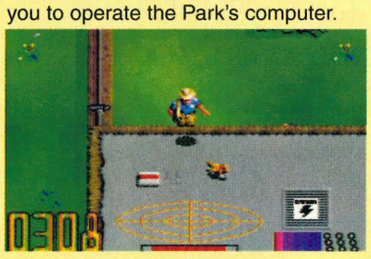
The movie is already stomping its way to being the biggest grossing film of modern times, and Ocean are hoping for similar success for its videogame offspring. Which means lots of you out there are probably feeling a little lost down in the Park. To help you out here's a complete solution, but be warned you'll need plenty of time and setting aside a day is probably a good idea!

1) ACTIVATE MOTION SENSORS.
Dennis Nedry's evil scheme has locked up the Park's computer systems. The power has been switched off to clear the computer of his virus, now you must get it back on-line.

a) Restore Power.
The Park's generator is located in the Nublar utility shed. To find the generator, go left upon entering building, then take the first right and proceed straight on. The generator is guarded by four Spitters. To turn it on all you have to do is walk into it. Red lights will then outline the yellow strips. Bolas ammo on the roof will make getting back a bit easier.



b) Boot up computer.
To do this you need two ID cards. Dennis Nedry's is located in the Beach utility shed. Upon entering building go left, follow the corridor around, then go through two sets of doors to find the card. This will enable you to operate the Park's computer.



Hammond's ID card is located on the roof of the Visitors Centre. To get this, turn left upon entering the centre. A lift is to your right. Enter and go to the top floor. This consists of just two rooms and an exit onto the roof.

Once you have Hammond's ID, go back to the lift and descend to the first floor. Exit lift and take first right for a room packed with ammo. Carry on into the incubator room, then turn 180° and take the door on your left. Go straight down this corridor and through doors. Walk into the computer and click on the boot icon.



2) SECURE VISITORS CENTRE.
Rather bizarrely, the Park's engineers have included an underground corridor between the Raptor pen and the Visitor's Centre. To seal this up it's best to go to the Raptor pen, but you'll need lots of ID cards.

a) Get a nightvision battery from the ground floor Raptor pen.



Enter the Raptor pen and take the lift down two floors. Now turn right, then right again. Head down this corridor and keep going until you find the nightvision batteries.

b) Get Malcom's ID card.
Return to the lift and go up one floor. Enter dark room and collect ID card.

c) Get Muldoon's ID card.
Go back to the lift and go down one floor. Turn right and keep going through numerous doors – there are no junctions – until you find a dark room. Enter and use the lift to descend one floor to sub-level 1. Exit through the door, turn right and go through the first door on the right. Go through the door on the right, then the door on the left. Continue in this direction through a second door to find Muldoon's ID. Now retrace your steps and exit the Raptor pen.

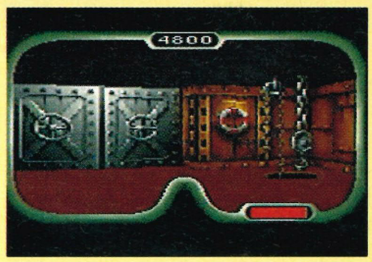
d) Get Geraro's ID from the Nublar utility shed.
Upon entering the building turn right and follow the corridor around to find nightvision batteries. Now retrace your steps and keep going past the exit, through the door on right to find lift. Descend one floor. Go through the door on the left, turn left and keep going through doors until you find Geraro's ID.

e) Get Arnold's ID from Beach utility shed.
Upon entering shed go left and follow the corridor around, going straight through doors until you find a lift on the left. Descend one floor. Follow the corridors around, but watch out for a door on the left. Go through this and the next two doors to find a nightvision battery. Go back to the main corridor and keep going to find Arnold's ID in a dark room.

f) Get Grant's ID from Visitors Centre.
Upon entering, turn left and go through the door. Turn right and keep going until you find a door on the left. Go through this, turn left and keep going to find a lift. Descend one floor. Walk forward through first set of doors, turn right and go through doors. Go through the doors on the left, then doors on right to find batteries. Go back to the lift. Go up one floor. Now walk straight on through two sets of doors to enter a darkened room with Grant's ID.



g) Get Wu's ID from ship.
[See ship maps.]



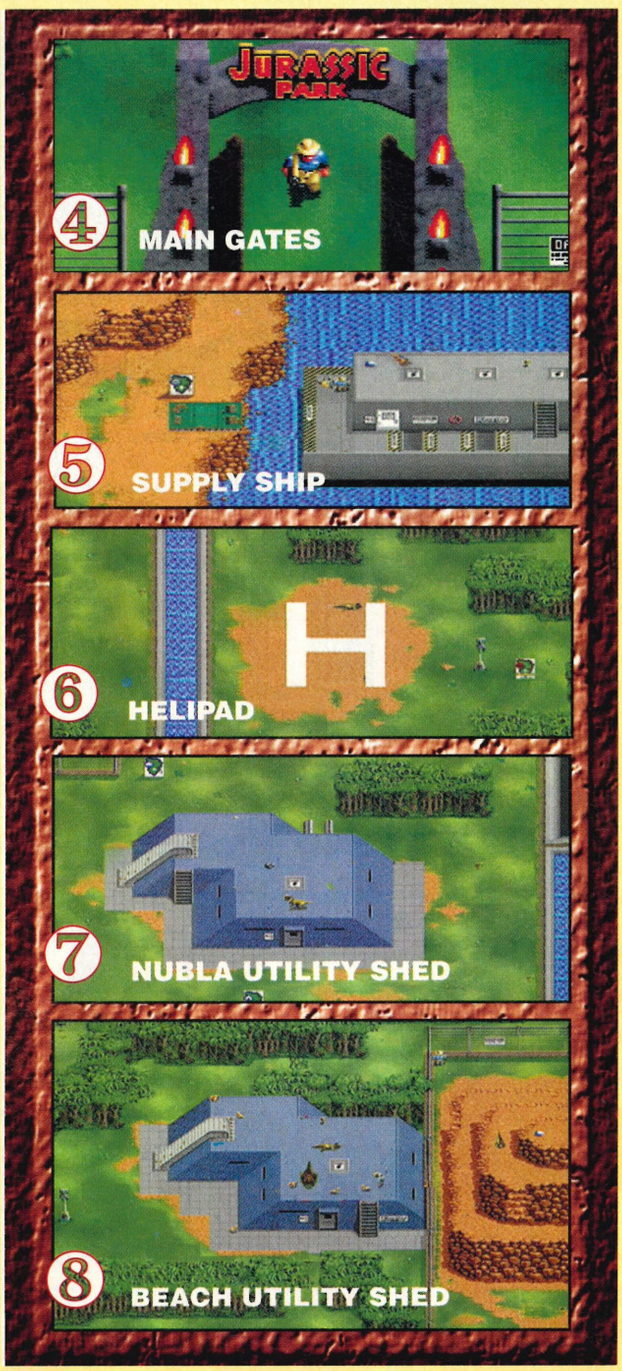
h) Seal Raptor pen.
Go back to the Raptor pen. Use lift to descend two floors. Turn right and follow corridor around to find second lift. Descend to Raptor pen sub-level 2. Go through the door on left, turn left and follow the corridor around through two sets of doors to find lift door entrance to Visitors Centre. Carefully push a crate against the entrance to complete mission. (Hurrah!)

3) STOP ESCAPING RAPTORS.
A small army of ferocious dinos are hidden aboard the supply ship. If it leaves for the mainland with them aboard it'll be a disaster...

DOWN IN THE PARK







TIPS

JURASSIC PARK

a) Get Security Level 1 from floor 1 of the Visitor's Centre.
Retrace your steps for 1b, then go through door on right, through next doors, then turn right and proceed down corridor to find a terminal which will give you Security Level 1.

b) Get Security Level 2 from sub-level 3 of ship.
[See ship maps.]

c) Destroy all Raptors in the ship.
[See ship maps.]

4) DESTROY RAPTOR NESTS.



Although Dr Wu engineered all his dinos to be females, a mistake in the genetic code means they can still breed. A Raptor nest hidden in a labyrinth of volcanic caverns needs to be neutralized!

a) Get gas bomb from North utility shed.
To get to the shed you must first find a computer terminal, such as in the Raptor pen, so you can open gate 1. When in the utility shed, turn left and go through the doors to find lift. Descend one floor. Walk straight ahead, through door, then follow the corridors around through three sets of doors to find the gas bomb located in the centre of a room.

b) Gas Raptor nest.
Use a terminal to open gate 3, then enter the area, listening out for a T-Rex. There are two entrances to the nest labyrinth *[See nest map]*.

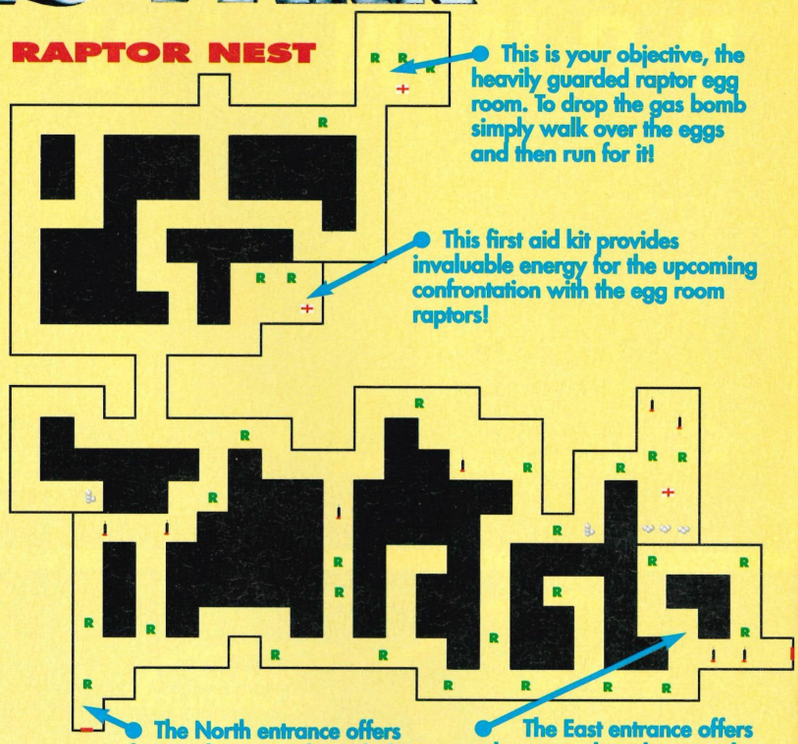
5) RADIO FOR HELP.
Use the computer terminal on sublevel 3 of the ship. *[See ship maps.]*

6) COLLECT REMAINING DINO EGGS.
[See Isla Nublar map.]



7) GO TO HELIPAD.
[See Isla Nublar map.]

RAPTOR NEST



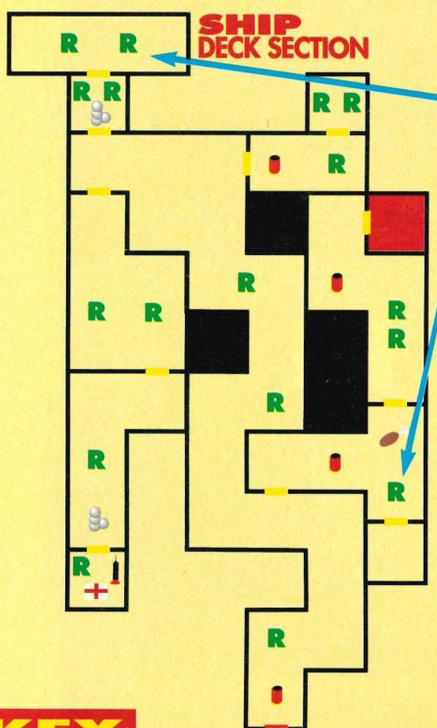
This is your objective, the heavily guarded raptor egg room. To drop the gas bomb simply walk over the eggs and then run for it!

This first aid kit provides invaluable energy for the upcoming confrontation with the egg room raptors!

The North entrance offers the simplest route through this brilliantly atmospheric section. It's also the best route when running from the nerve gas.

The East entrance offers a longer path to the eggs, but there's plenty of very useful ammo to collect along the way.

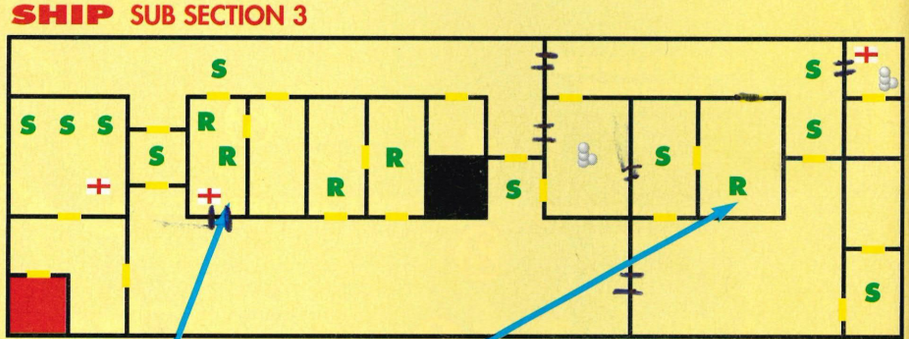
SHIP DECK SECTION



Invaluable nightvision batteries are concealed in this room.

A computer is located in the wall here, allowing you to access Jurassic Park's controls.

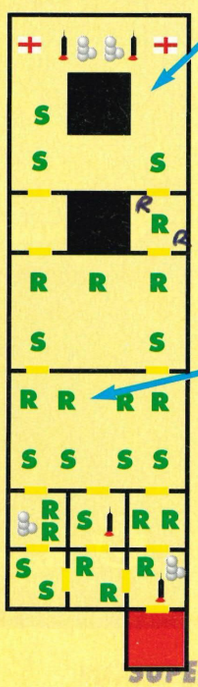
SHIP SUB SECTION 3



This is where Ellie's ID card can be found, but it's not actually needed to complete the game.

This is where you'll find the computer terminal which allows you to radio the mainland. But you must have Security Level 2 Clearance to use it, and nightvision goggles to enter the room in the first place.

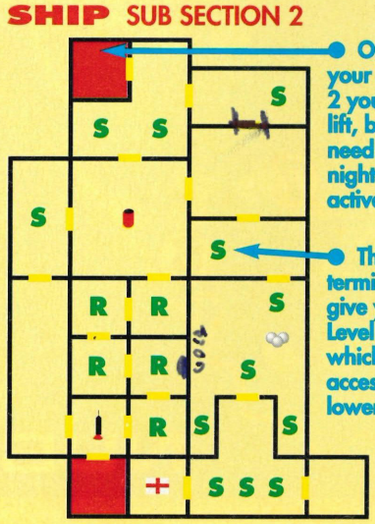
SHIP SUB SECTION 4



Nightvision goggles are essential for entering this power-up packed room.

Fortunately, there's a counter which keeps a record of how many dinos remain to be killed on each level.

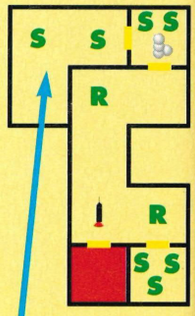
SHIP SUB SECTION 2



Once you've got your Security Level 2 you can use this lift, but you'll also need your nightvision goggles activated.

The computer terminal here will give you Security Level 2 clearance, which you need to access the ship's lower levels.

SHIP SUB SECTION 1



To collect Dr Wu's ID card your nightvision goggles must be powered up.

KEY


Bolas Very powerful guns.


Eggs Collect to kill all the raptors.


Extra Life Rarely found but handy!


First Aid Restores to full health.


Grenades Gas knocks out dinos.


Dart Puts all dinos to sleep.


Rocket Turns T Rexs into handbags.


Shotgun Medium firepower.


Battery Charges night vision goggles.


Food Restores full health.

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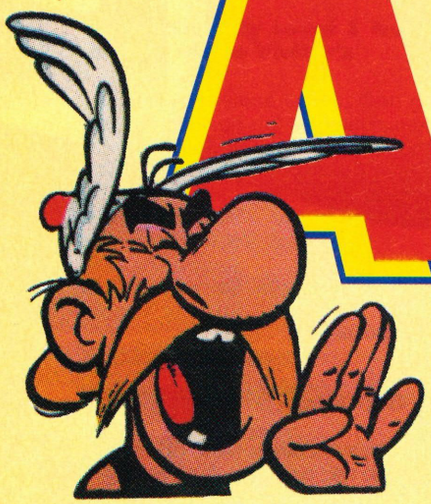
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SUPER PRO

Asterix



Based upon those excellent books we all used to love in our younger years (which still yellowing on our bookshelves), Infogrammes' cracking platformer is indeed a delightful trip down memory lane. Every detail and characteristic of the Gaulish countryside has been beautifully scaled-down in all it's authentic glory. So enjoy if you will the first gripping installment of my marvellous solution!

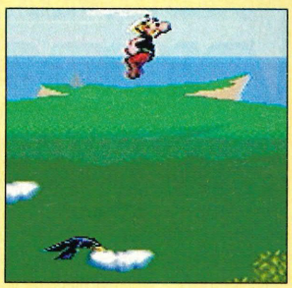
ACT I-I

Your quest begins right outside the gates of your village in the perilous forest. This place is crawling with Romans, stampeding boars, and kamikaze crows, most of which charge onto the screen without warning, so don't go mental and simply dash straight to the exit, because chances are you'll perish before you get so much as half way! The safest route to take is through the branches of the trees. Keep going right until you reach some passages, then as you emerge from the other side, drop down the steps and down into the caves.

When you land on the small ledge, jump onto the block to the right, then jump over into the secret passage located in the wall. Inside you'll find a few coins and an extra life. The rest of the cave is pretty easy to get through, just remember to jump over the gap at the end!







ACT I-II

The first part of this level is dead easy, simply dash to the right bopping the cohorts of legionaries. The hard bit crops-up when our indomitable hero must negotiate perilous drops by riding the clouds. It's a good idea to keep your finger firmly fixed on the run button as some of the gaps you'll have to jump would test an Olympic athlete!

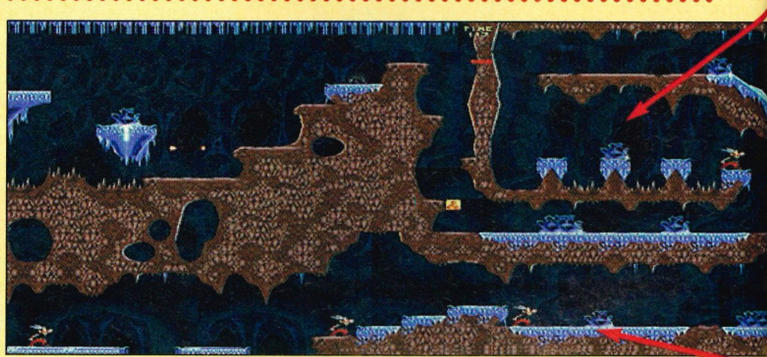
Look out for the small clouds as they disappear a second or two after you've landed on them. The rest of the level is plain sailing!

ACT I-III

This level starts off pretty much the same as the first, however, about half way through you'll come across a series of bramble bushes which can only be avoided by hopping on top of a wild boar. The key is to take your time as balancing on these frisky critters is a feat in itself!



ACT II-II

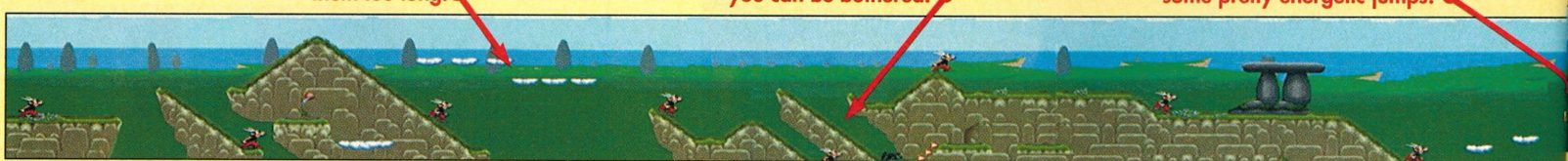


ACT I-IV

Use these clouds to dodge the perilous drops, but don't stay on them too long.

These odd rock formations contain a few bonuses, so check them out if you can be bothered.

More cloud-hopping for our indomitable hero. These require some pretty energetic jumps!









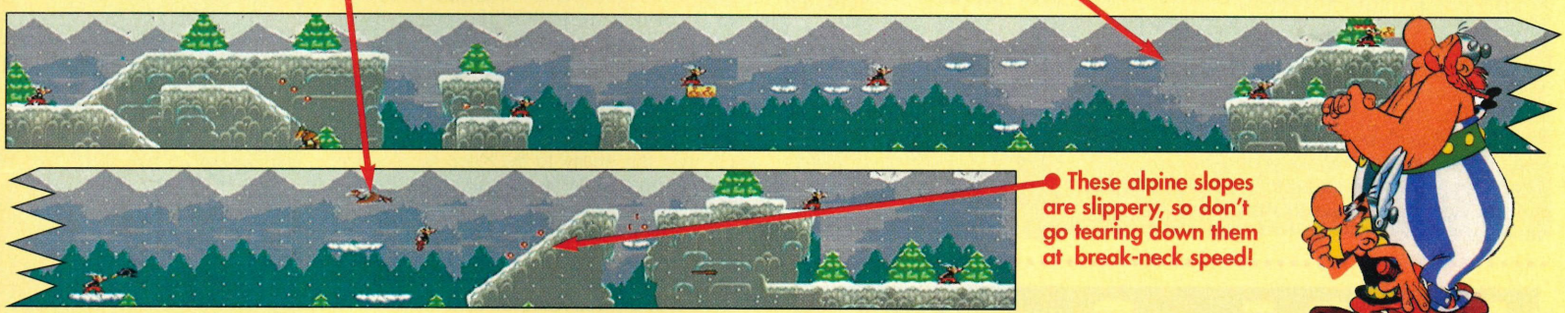
ACT I-V

More frolicking in the forest for our courageous hero. Be sure to check-out the branches of the first few trees for extra coins and energy power-ups. There's also a secret cavern located a little way into the level, simply climb the rock face, then when you reach the platform above the sickle, turn around and walk into the wall. You should now drop into the cavern, within which you'll find yet another string of coins, but more importantly, an extra life! The remaining part of the level is a pushover. The exit will take you into another complex of caves. Go right and climb the first rope, then as you jump over to the right, use the bubble to stop you from falling. Go up the next rope and then make like bananas along to the left. Avoid the spikes and jump-up through the narrow passages, and then climb the rope at the top to gain a few extra coins. The exit is a little way over to the right.

ACT II-I

You can hop on the sturdy backs of these elegant Eagles, they'll swiftly carry you over gaps and take you to hidden treasures.

These small clouds vanish shortly after you've landed on them, so get off pretty damn smartish!

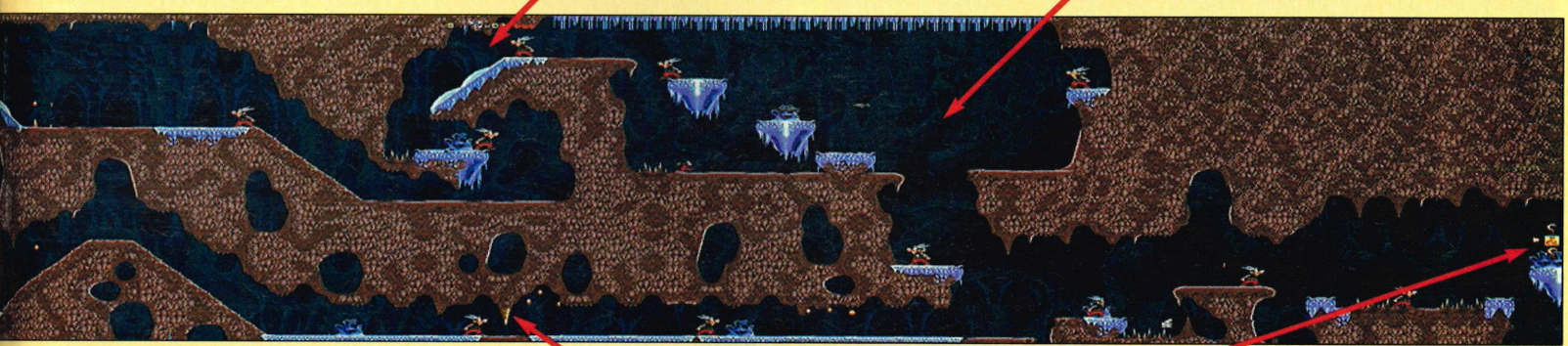


These alpine slopes are slippery, so don't go tearing down them at break-neck speed!

The rest of the level requires quick reflexes, as energy is precious and hard to come by, so you must work hard to avoid the various hazards.

Now simply slide down these slopes and follow the path along to the left.

Fly up through this gap and across to the left into the cavern. Don't worry about the icicles, they're harmless.



Watch your footing on this ice, it's dead slippery and will easily carry you into a ravine if care isn't taken.

Mind your head! These stalactites will descend from the ceiling, wait until they're out of the way before you walk past.

Bash this block to obtain a special potion which will allow you to fly. Then keep tapping the jump button to become airborne!



Just one last hurdle to clear before you complete the level. Thankfully though, this jump doesn't require too much skill. There's even a cauldron of magic potion located a little further back to make things easier!

Beware of these crafty legionaries cunningly disguised as trees. One punch will send them flying into orbit. Unfortunately though, they don't drop a bonus helmet, so the purpose of killing them is for pure masochistic pleasure only!

There are a few more coins littering these areas of grassland. It's worth remembering that for every hundred coins collected, an extra life is awarded. If that isn't incentive enough to fumble around on your hands and knees, then I don't know what is!

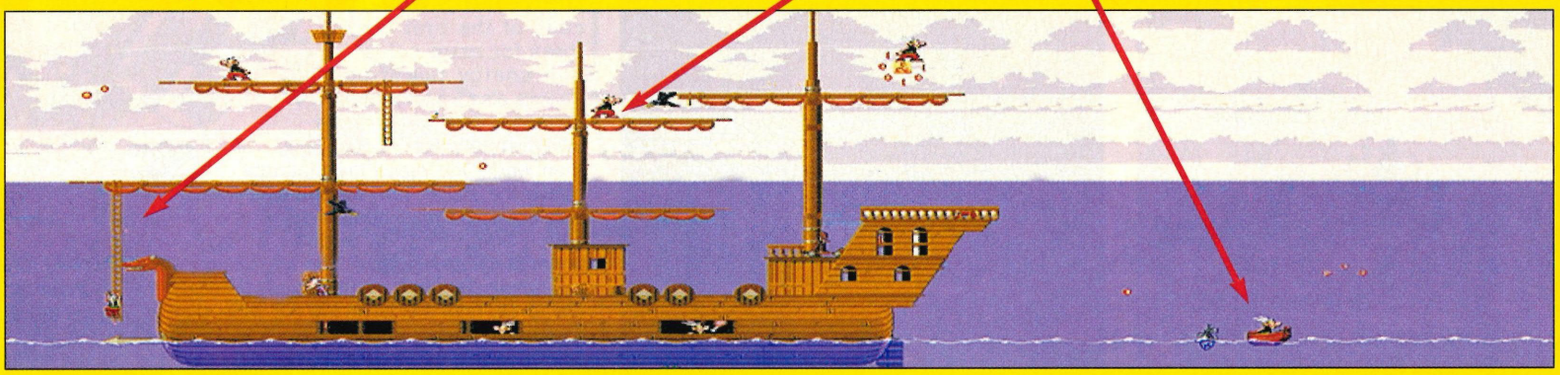
TIPS Asterix

ACT III-I

Use this ladder to get onto the pirate ship.

Climb the masts and bop the baddies (sounds a bit like a PWEI song!) to complete the level.

Make your getaway in this little jolly boat, but look out for the killer jumping fish!



ACT II-III

Go right and hop onto the first big cloud, this will take you over to a series of smaller clouds. Use them to continue going right, then jump onto the two see-saws. These are slippery and may need some skill to stay on, but not a lot! The next part of the level is a simple series of platforms which require little more than a simple jump to clear. You should come across one of the bard Cacofonix's lire's, which will summon the great man himself to stun every enemy within earshot, use this as a decoy to make your getaway!
The rest of the level consists of more platforms, moving clouds and thugish Helveticans i.e. not very challenging!



ACT II-IV

Go right and wait for a boulder to drop down from above, then hop on top. This will take you safely over the series of spikes that follow. When the platform comes into view, hold down the run button and quickly jump over before the boulder tumbles down the gap. Continue going right, and then follow the path downwards when you come to the end. The path will take you to a cauldron of special magic potion. Gulp it down and once again you'll gain the ability to fly. Keep tapping the jump button to hover in mid-air, then go back along to the right and then straight up into a passage which would have otherwise been out of reach. Follow it along to the left avoiding the various bats and other trivial hazards, then use the bubbles and rolling boulders to get to the exit.



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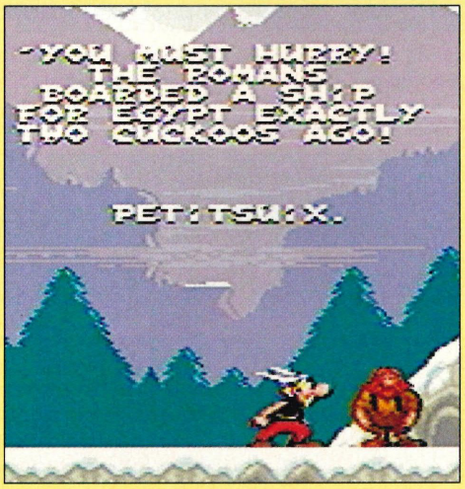
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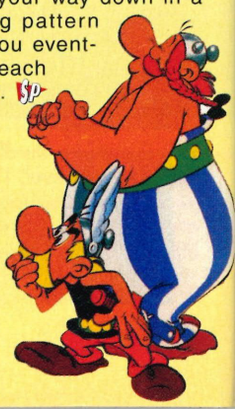
ACT II-V

There's not really a lot I can advise on this level because it's one of those highly annoying scrolling levels where you have to keep ahead of the back of the screen or perish. The hazards come far too quickly to anticipate, however, near the end of the level, there'll be a rolling boulder which will roll down a slope, hop on top, then bash the first block that stands in your path. This will uncover a cloud to the right, jump over and then again onto a second one. The rest of the level is easy.



ACT II-VI

This cavern is extremely easy to complete, simply go to the right and drop down to the platforms below, then go left and do likewise. The basic technique is to just make your way down in a zig-zag pattern until you eventually reach the exit.



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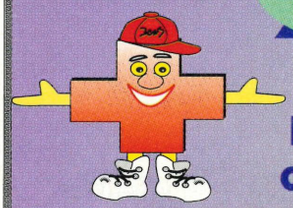
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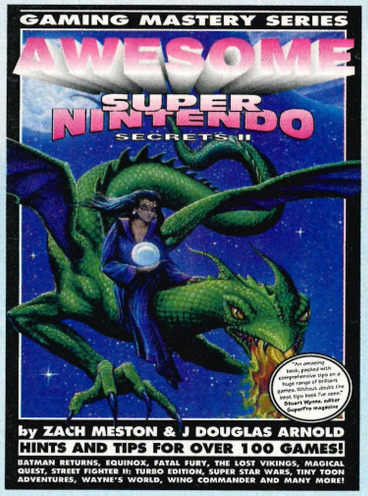


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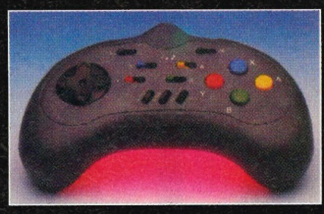
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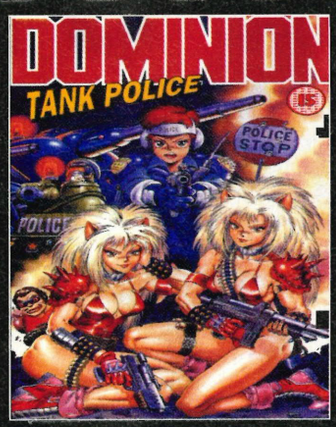


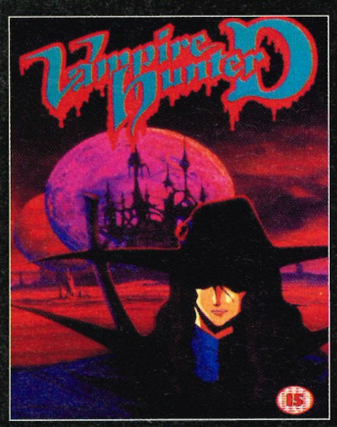
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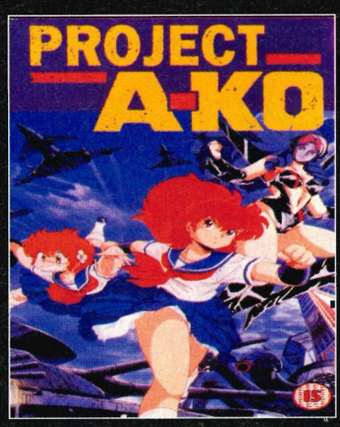


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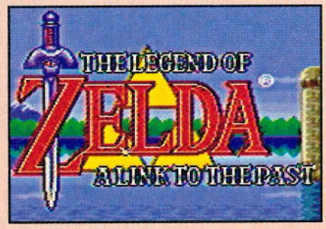
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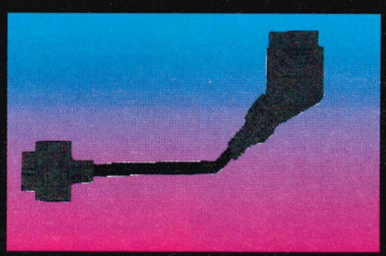


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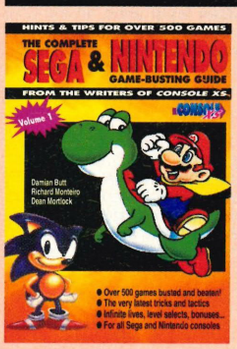
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SUPER PRO

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.

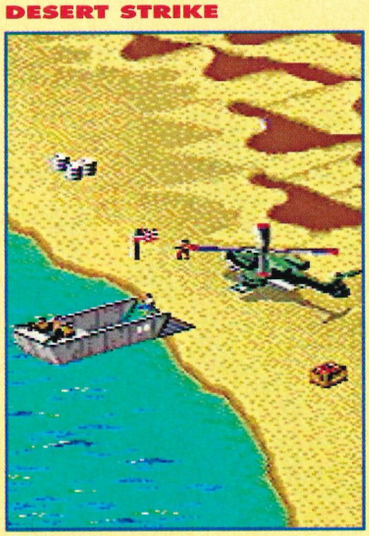
BATMAN RETURNS
LIVES CHEAT
During the title screen, move the bat down to the options and press START. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. Tones of music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST." Your life count 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

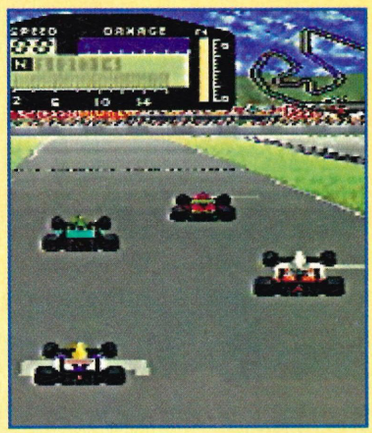


FINAL CODE
Enter the following code to view the game over sequence: 99P55LM.

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

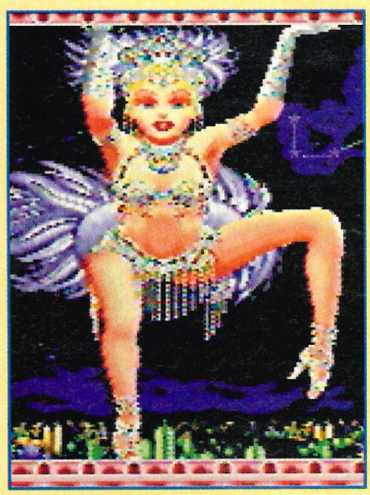
JOE AND MAC
EXTRA LIVES AND ITEMS
Go to a stage that you've already completed, collect a useful item (such as an extra life or special item), then press START to pause and SELECT to quit the level. Simply keep repeating the process to build up your lives and items.

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, 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, 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

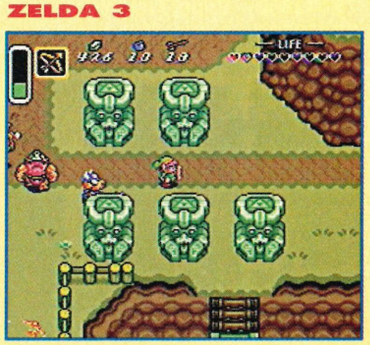
If this war-time blaster is proving to be too tough for you, try entering the following level codes:
6m!CQG!NCGGL8
sZG7owW6HBF
HMdMJ6C!brG!v!
!4!FIGCwPQk8Y
7dz12G8MwR!Z
Finally, the code BBHnwLL13CB!r will take you to the final stage.

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

ASTERIX
7E05F003 – Infinite energy.
7E05F907 – Infinite time (turn off after each level to allow timer to count down).
7E05FD03 – Infinite lives.

FATAL FURY
7E060685 – Infinite time.

FINAL FIGHT 2
7E106F8D – Infinite energy.

MORTAL KOMBAT
7E03B023 – Slow motion
7E0471FC – Use with the code below to go to the end of the game.
7E0472FF – Use with the above code.

RIVAL TURF
7E023F04 – Infinite lives, you can also walk straight through the levels.

TINY TOONS
7E0897FD – Jump off the screen.
7E006A99 – When you pick up a star you get an extra life.
7E00B4FF – Walk through baddies to kill them.
7E1A2C00 – Infinite time for Hampton pig (variable).
7E1A023A – Infinite time for Babs.
7E009C0A – Maximum energy.
7E00680X – Replace X for level select.

TURTLES 4
7E042800 – Super fast throw.
7E042500 – Jump off screen.

SUPER GHOULS 'N' GHOSTS
7E02AE0X – Replace X with the desired digit to gain armour: 2 – Bronze, 1 – Steel, and 4 – Gold.
7E14D30X – Replace X with the desired digit to gain any weapon: Even numbers + A, C, or E for normal weapons. Odd numbers + B, D, or F for special weapons.
7E14CF0X – Replace X with the following digits to select a magic spell regardless of your current weapon: 0 – Thunder, 1 – Fire Dragon, 2 – Seek, 3 – Tornado, 4 – Shield, 5 – Lightning, and 6 – Nuclear.

SUPER MARIO ALL-STARS (US VERSION)
00803280 – Removes the country protection (US version). The switch must be activated before leaving the parameter screen.

SUPER MARIO BROS
7E172A05 – Infinite lives for Mario.
7E07EB09 – Infinite time.
7E075606 – Invincibility, plus Mario becomes big when touched by fire.

SUPER MARIO BROS 2
7E04EE05 – Infinite lives for all characters.
7E04C33F – Unlimited energy.
7E04E130 – Invincibility.

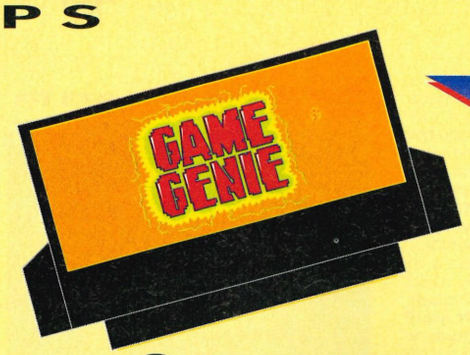
SUPER MARIO BROS 3
7E073605 – Infinite lives for Mario.
7E073705 – Infinite lives for Luigi.
7E05F009 – Unlimited time for Mario and Luigi.
7E1DA263 – Coin level always remains at 99, each new coin adds to your lives counter.

THE LOST LEVELS
7FFB02XX – Replace XX with the required stage number.
7E07EB09 – Unlimited time.
7E075606 – Invincibility.

WWF ROYAL RUMBLE
7E02E5FF – All action is speeded-up.

YOSHI'S SAFARI
00800700 – Use with the code written below to allow this game to run on a PAL machine. Enter codes, turn Action Replay on, and then press START to go into the game.
00804E80 – Use with above code.

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



RYAN'S

GAME GENIE CODES

MAGICAL QUEST (UK VERSION)
C22BADD5 – Infinite lives.
C2E5D462 – Protection from most hits.
C23E6F65 – Infinite magic.
DFEF0F68 – Gold coin worth 10.
C23D6FD0 – Longer invincibility after being hit.
1B2D64A5+4A2D67D5 – High jump.
1B2D64A5+4D2D67D5 – Mega jump.
1B2D64A5+F02D67D5 – Turbo jump.
DCAED4D7 – Start with 10 hearts of energy.

MORTAL KOMBAT
C980CB94 –Infinite time.
DF6114DD – Start on match 2.
D46114DD – Start on match 3.
D76114DD – Start on match 4.
D06114DD – Start on match 5.
D96114DD – Start on match 6.
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 Tsung.
6DB53DD7 – Always get a Flawless Victory bonus.
CB6A44AF+D16A47DF – Almost always fight at bottom of pit.
562B10C4 – Kano's uppercut does more damage.
08281534 – Kano's flying punch does more damage.
DA261044 – Kano's flying kick does more damage.
562E4014 – Johnny Cage's uppercut does more damage.
082B4934 – Johnny Cage's flying punch does more damage.
7A2E41C4 – Johnny Cage's flying kick does more damage.
56243934 – Liu Kang's uppercut does more damage.
08293944 – Liu Kang's flying punch does more damage.
7A2F3914 – Liu Kang's flying kick does more damage.
5620304F – Sonya Blade's uppercut does more damage.
082930CF – Sonya Blade's flying punch does more damage.
7A2F354F – Sonya Blade's flying kick does more damage.
5625C134 – Rayden's uppercut does more damage.
082FC144 – Rayden's flying punch does more damage.
7A26C944 – Rayden's flying kick does more damage.
562A3914 – Scorpion's uppercut does more damage.
082E3134 – Scorpion's flying punch does more damage.
7A2D4947 – Scorpion's flying kick does more damage.
562A3914 – Sub Zero's uppercut does more damage.
082E3134 – Sub Zero's flying punch does more damage.
7A2D4947 – Sub Zero's flying kick does more damage.

POP 'N TWINBEE (UK VERSION)
CBCBC4A6 – Infinite health.
C2AFCF6B – Infinite credits.
3CCFCDA8 – Infinite mini-transformation attacks.
DD65340F – Heart restores health fully.
DF6434DF+6C6434AF – Start on stage 2.
D46434DF+6C6434AF – Start on stage 3.
6C6434AF – Start on stage 4.
D06434DF+6C6434AF – Start on stage 5.
D96434DF+6C6434AF – Start on stage 6.
D16434DF+6C6434AF – Start on stage 7.

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

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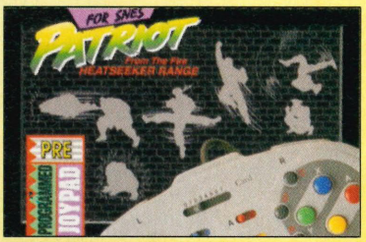
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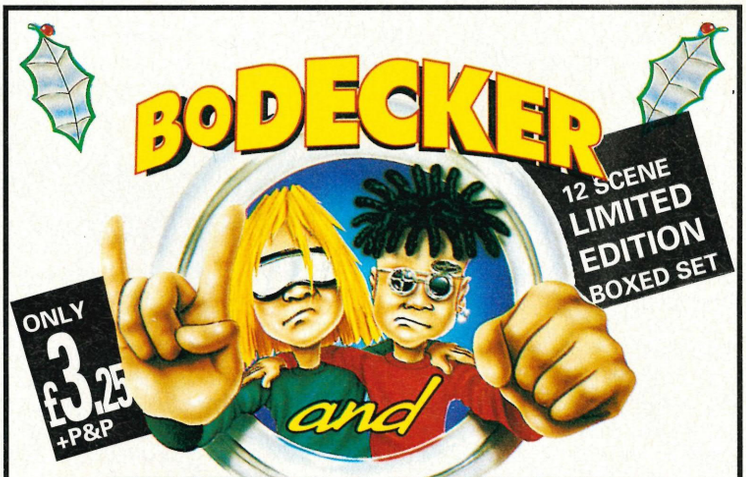


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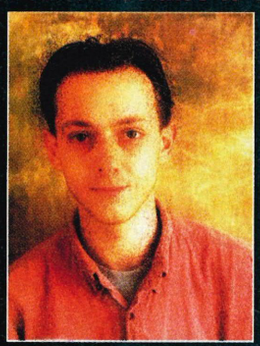


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MARK'S MAIL

Gibber a plenty, it's terribly cold. My hands are blue, my snout is purple and – well, every part of me is a different colour than God intended when he lovingly created my fair form. Therefore, this month I'm changing my (fruitless) plea from chocolates to woolly scarves. Don't be shy, send 'em in. Yet again, there's plenty of grumbling letters this issue, with just about everyone being two foot taller on their respective soap boxes, piping away about current affairs and generally having a good moan. You've got to have big shoulders and and a wise head to get through all your letters, but, as big boss Stuart said when he handed me this monthly treat, someone with sensitivity and tact must do the letters, but we'll make do with you for now.



STATE OF THE NATION

Dear SUPERPRO

Being a relatively new SNES owner, I'm rather pleased with my machine so far, apart from the fact that I'm fed up with buying almost everything on US import. My patience is running out! Nintendo can moan all they like about Sega's higher sales figures, but they only have themselves to blame for a UK release schedule that barely manages to crawl along at a snail's pace at the best of times. They can drop prices all they like, but people don't want to wait months for a game to get released over here. How many thousands of *SFII Turbo* carts have been bought on import? And what about *Starwing* when that came out in the US?

The point is, that a lot of people who want these games will get them as soon as they're available, with the result that UK sales will be significantly reduced if, and when, the games finally do make it over here. Surely it wouldn't be too hard to arrange a simultaneous US/UK release? One thing I'll give Sega is that at least they take the UK market seriously ***(well they have to – it's practically the only one they lead Nintendo in)***. Maybe things are improving for UK SNES owners, but they're certainly not up to scratch currently. I'll be getting *Rock 'n' Roll Racing* and *Biometal* on US import within a couple of weeks, purely because I'm getting a bit bored with the games I've got – as we all do – and there ain't much choice PAL-wise at the moment. As far I know, *Biometal's* original UK release date was September, and now it's late November. The situation really is ridiculous. Trying to capture the



Christmas market is one thing, but it's not the only time of year people want to buy games! I just hope things improve as the big companies begin to throw a bit more weight behind the SNES.

Mark Thompson, Southport.

Get up on the wrong side of the bed, Mark? You went on in a footnote to lambast* Tiny Toons Adventures *and the possibility that you would be digging your old Spectrum out. Well, don't despair, things are improving. One of the reasons publishers have been delaying UK releases is the high price of buying carts from Japan. Now Nintendo have changed their pricing policy, releases should be sped up. The situation is still far from perfect, but 1994 should bring plenty of good cheer on both prices and release dates. And now on to the more regular kind of letter. Grumble, groan, dissatisfaction, moan, "Do you have a spare copy of..."

GOOGLIES, PLEASE?

Dear SUPERPRO,

Please, please, please, please ***(etc for a few lines)*** print my letter and finally put me out of my misery ***(come 'round here and I might – sorry, it's been a bad day)***.

My life is almost complete. I have my SNES, I have my fiancée, I have my new house and I have my copy of SUPERPRO, but one thing is missing. You see, I'm a cricket nut, but there's no cricket game for the SNES. So imagine my joy when I found out about *Super International Cricket* from Beam Software. But I don't know any info about it, so please tell me the price, release date... anything! Please help complete my life...

Yours desperately,

Chris Snasby, Peterborough.

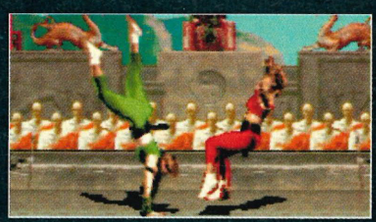
When I first read your infinite line of pleases, I thought you were about five years old, Chris, so it was a touch disconcerting to read that you had a fiancée and a house. So the old thing you're missing is a cricket sim, eh? You complete saddo. Cricket is to sport, what [sexist* Eastenders *comment deleted] – so far on the other side of the scale as to be considered contrary. Still, that's just my (soon to be deleted by big Ed.) opinion. Sadly, on the subject of the game itself it's still not finished and unlikely to be released before Spring. The price has yet to be decided, but is likely to be around £50. Expect a preview soon-ish – that is if we can stop Ryan falling asleep at the mention of the title!

MORTAL HYPE

Dear SUPERPRO,

One subject that seems to crop up every time I pick up a mag (or newspaper) is video game violence... why all the fuss now? If a game like *Mortal Kombat* had been about a couple of years ago, no one would have batted an eyelid and it would've faded away pretty soon. The newspapers that make all the fuss (*The Daily Mail* for example) are only defeating their own ***(dubious)*** purposes because people like myself are going to wonder what all the fuss is about and end up going down to their local arcade to find out. Then they'll go to their friends and say "Cor, you can rip his head off!" and more interest is generated in the game than if the papers had stayed schtum.

I have been playing video games for as good few years now, and I can't say that they've had an adverse effect on my behaviour ***(although your writing does indicate a bit of a loopo personality)***. I feel that the over the top gore and violence is shocking at first but once you've seen it, it becomes quite funny ***(I think***



that's the very effect we're supposed to be wary of, actually). I mean, how many people do you know who can punch a person's head clean off his shoulders, hmmm?

Thanks for taking the time to read this and I look forward to hearing your ***(very important)*** views on this subject.

Michael Morrison, London.

Newspapers, eh? Who takes them seriously these days? According to them the Tories lost the last election, John Major's out of a job and Freddy Star ate a rodent. It's the post-modern times. So while papers still cause lots of controversy about things to sell their papers, they know, and we know, and they know we know, that it's really just a lot of tosh. Next...

HAPPY BIRTHDAY TO US!

Dear SUPERPRO,

I'm hoping that this birthday package of mine will reach you in time for your first birthday. Happy Birthday SUPERPRO ***(song deleted for fear of boring readers)***. May I wish you many more birthdays to come. Well, down to business. I have often tried your cheats for *Turtles In Time* (boss select) and *Super Mario Kart* (drivin' in the dark) but I can't get either of them to work, sadly. I was wondering if there was a specific time to use them, and if so, when? I don't like to complain on your birthday, so I'll stop and ask a few

questions.
1 - What are your favourite types of games? Sport, platform or puzzlers?
2 - Is that company you advertised in issue 9 (games for £9.95) safe to use, as you've never printed an ad from them since?
3 - Why didn't Nintendo want to put any more gore in *Mortal Kombat*, and then refuse to put the seal of approval on it?
4 - Please could you print this letter for me as you didn't last time.
5 - Do you think the Nintendo SuperScope is any good?

Now I think these five questions should keep you occupied for a while, so I will leave you in peace.

Jonny Ratchford, Hampshire.

One thoughtful gift deserves another, Jonny, so one of the games you suggested you'd enjoy should be winging their way to you in time for your own birthday (tactfully mentioned in your birthday card to us).

1 - Personally, I like a good fun sports sim, Super Family Tennis being the office favourite at the moment by a long chalk. A UK version is planned, provisionally titled Super Smash Tennis. Sunset Riders is great fun, but I'm not too partial to strategy or puzzle games. A few slices short, you might say. I'm pretty confident that Super Empire Strikes Back will be my top Christmas play, even if it is a bit tough.

2 - Unfortunately, DF Software no longer answer their phone! Although our advertising effort makes strenuous efforts to check out all ads, demanding credit checks and so on, occasionally a company slips through the net. If you have any problems with a company advertising with SuperPro please write in to our advertising people so they can help.

3 - Because Nintendo still think they're selling to kids, when we all know the market is much wider. Here's hoping they'll wise up.

4 - Go on then.

5 - It's a very good idea, well implemented with pixel-perfect accuracy. Pity most of the games are rubbish, with even Yoshi's Safari hardly coming close to justifying the SuperScope's price.

CLEAN AS A WHISTLE

Dear SuperPro,
Congratulations on a very good mag! This is so for a few reasons, which are:
1 - You have very little bad language ***(none, methinks!)*** and no sick jokes... keep it up please!
2 - Your magazine is well written and I can usually trust your reviews to be similar to what I might think about a game.

However, I have a few constructive criticisms, which are:
1: What you say about games is usually right, however – ***(blah, blah, Red October score too high ... wiffle waffle).***
2: As you write Super XS and Sega XS, why aren't you as tough on the longevity of games as these other mags are? I feel quite strongly about this, as I'm one person who tends to find SNES games too easy.
3 - Why don't include the price of the games listed in the A-Z?

I hope you don't mind all that too much. It's just that they're a few small points in the mag I'd like to see changed, please.

Anyway, on with some more questions.
4 - Which do you reckon is the best carry-case for the SNES that holds the console, over six games and all the leads?
5 - Is there anywhere I can get issues four and six of your mag, in brill-o-fab condition and with all the free gifts?
6 - Can you recommend any really good (and really tricky) SNES games, which aren't RPGs or too frustrating, and are available officially?

I hope you can answer my questions and take my suggestions into account, to make a really good mag even better.

Jonathan Hyde, Avon.

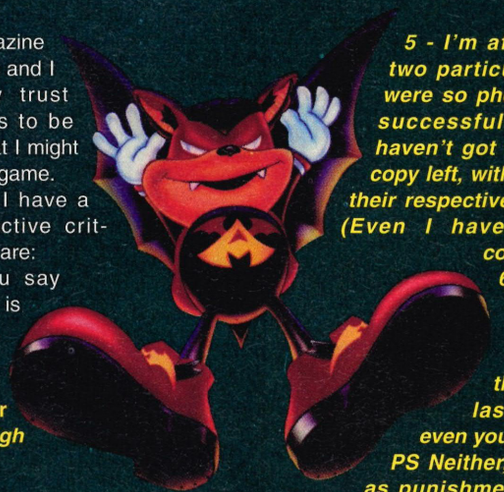
PS Please could you send me a binder instead of a T-shirt?
PPS Thanks for keeping that SegaPro girl out of SuperPro, and the same goes for the Japanese Manga drawings.
PPPS Please could you make the staples stronger in future issues, as my middle pages are loose!

1 - Always, actually.

2 - You foolish loopo. Super XS and Sega XS don't rate longevity, period. Some of you readers really do seem to be complete - snip!

3 - Because there's no space, while both import and official prices can vary considerably according to the shop you visit.

4 - Uhm, a Sainsbury's bag always does me fine, but if you want something swisher some mail order company will no doubt write in with some snazzy merchandise.



5 - I'm afraid those two particular issues were so phenomenally successful that we haven't got one, single copy left, with or without their respective free gifts! (Even I haven't got a copy!!!).

6 - Aero The Acro-Bat should have more than enough lastability for even you!

PS Neither, I'm afraid, as punishment for your duff question two.

PPS It's not my decision to keep SegaPro girl out, believe me.

PPPS The staples are in weight training at this very moment, getting fit and ready to grip those pages even tighter (but then again, I might be hallucinating, due to the rather potent medication I'm currently trying out). Moaning boot.

A BLABBER

Dear Mark,
I'm not going to blab on about how mega your mag is, or how you put "butt" instead of "but" in issue three. I also don't expect you to publish this letter, or even give it a second look, but I would like it if you did print it, as my brother brags about him having things in print and if he saw this in your column, he'd probably die. It's not a particularly interesting letter, more a kaboddle of questions really, so here we go.
1 - I'll be doing a work experience in a couple of years and I wondered if I'd be able to come and work for you?
2 - When I was a Sega owner (and a pretty miffed one at that) I frequently purchased SegaPro. I thought it really was the stuff but I've only just realised that you two mags are published by the same company. I've also heard that you publish many other mags too. Please can you inform me what they are?
3 - How do you do a golden fireball in *SFII Turbo*? It sometimes just slips out. Is it a fluke or is there some skill to it ?
4 - A little bird told me you give away free games. Should I strangle this bird or is it telling me the truth? If it is right, do you think you could send me *Zombies ate My Neighbours*?

Nathanial Lake, Northhampton.



1 - After marvelling at your use of punctuation and interest free style, I'll have to say probably not. Well, write in when the time comes. You never know.

2 - As well as our Sega reviewing sister mag, Paragon also publishes the hugely popular Super XS and Sega XS, both bursting with tips, maps and the odd review for, respectively, Nintendo and Sega games. A new PC mag, entitled PC Power will be forthcoming, there's Super NES and Sega review compendiums every now and then, and we also publish Mega Power, for those three people in Torquay (intellectually challenged capital of the country) who actually have Mega-CDs. Just call us a publishing legend.

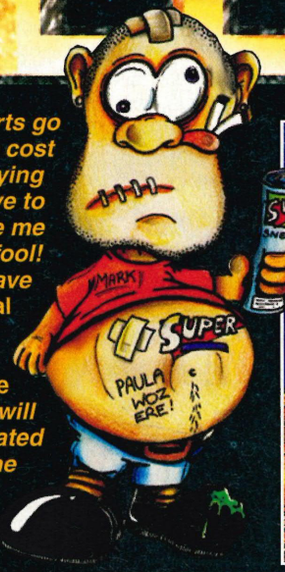
3 - Ryan has reliably informed me that fireballs appear completely randomly and cannot be controlled (much like pay rises – ha ha. Gulp).

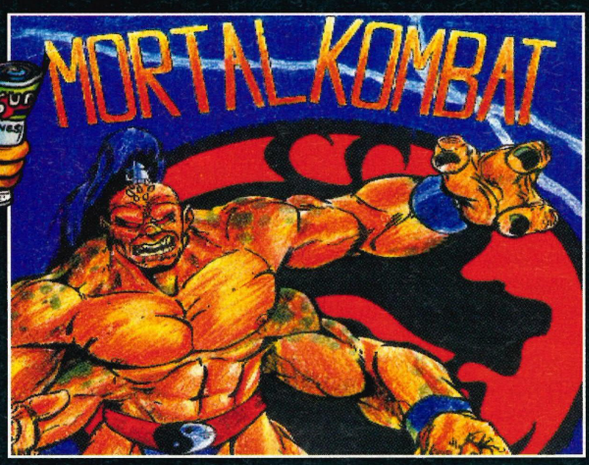
4: The little bird is quite right, but you might as well strangle it anyway because your letter hasn't won a cart. A T-shirt, maybe. Christmas coming and all thst.

So another Mail section is over with, and I can get back to my coffee brea – errr, work. It's the last week of this issue, and the flatplan is looking rather white (ie, there aren't many pages with a lovely pink stripe through them indicating completed pages). It looks like your favourite designer will be toiling into the night for the rest of the week, with a grumbling tum and a moaning Paula beast to get home to. Just joking. She doesn't moan really. Well, not as much as me. But then I've got a lot to moan about, as the stresses and strains of being a low profile, low income designer in the ruthlesss, heartless, fast-paced world of publishing push down upon my furrowed brow. Write soothingly to: MARK'S LETTERS, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

SUPER PRO GALLERY

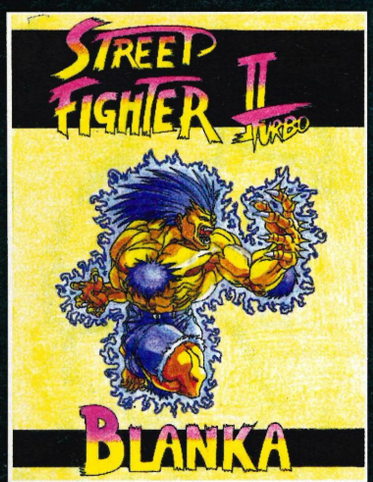
Another wodge of treasured SuperPro t-shirts go whizzing out of the stockroom, despite cost efficient Karen's screams of protest and flying fists. You know, at this rate, we may have to print some new ones up, due to generous 'ole me dishing them out like some madly generous fool! But, then again your creative endeavours have fully deserved their just deserts. Mortal Kombat *and* Streetfighter II Turbo *are as popular as ever, but I believe that Paul Burrows' outstanding illustration from* The Empire Strikes Back *(Star Picture, no less) will be just the first of many* Star Wars *related doodles, as the excitement mounts for the latest chapter in the gaming series. Keep those pictures sailing in, as I might get two pages (gulp!) next month. Then again...*





Left, we have a frightening rendition of Goro from that game, superbly drawn by Pieter Stevens, from Belgium. well crayoned, Pieter, my thumbs are still blue from handling your picture! Below, a delicate illustration by Patrick Steele of Nottingham.





Below, the best piece of artwork I've had for ages, and featuring my favourite film (and computer game) to boot! Well done Paul Burrow, you're painting has been the centre of attention for weeks in the office. Let us know which game you'd like as your prize (bet I can guess!).



Top right, thanks to Filip Stevens of Belgium (again!?), top left, to Chris someone of somewhere (great drawing), right to Zach Phoenix from Birmingham, and finally, a bit of unlikely bonding from Matt Squibbs in Desbough. Well done!







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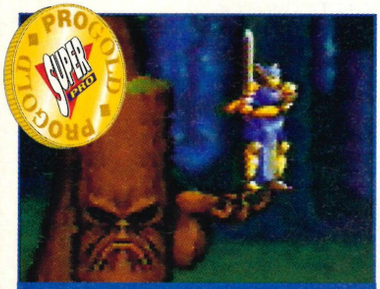
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A-Z OF GAMES
Game Guide

The multi-billion dollar industry that is Nintendo is certainly ensuring a constant supply of SNES games, most appearing in Japan or America before being adapted for UK SNES machines. Below is the SUPERPRO guide to available carts, each with a mini-review, overall percentage and if it's had a big review, the number of the issue it appeared in. 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 championship and a good practice mode make this a serious karate sim.
ProScore 87% (Issue 3)

BIG RUN (JALECO)
A very early, very primitive coin-op conversion with very glitchy use of Mode 7.
ProScore 32% (Issue 4)

BILL LAMBIER'S COMBAT BASKETBALL (HUDSON SOFT)
A conversion of the Amiga game *Future Basketball*, this is a rather unexciting attempt at a violent version of basketball.
ProScore 55%

BLAZEON (ATLUS)
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
ProScore 31%

BLAZING SKIES *(NAMCOT)*
This WWI sim utilises Mode 7 for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
ProScore 67% (Issue 1)

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.*



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)

BOXING LEGENDS OF THE RING (ELECTROBRAIN)
Huge character graphics get you right into the bone-crunching action. Gameplay is somewhat limited, but there's plenty of challenge and moves.
ProScore 81% (Issue 12)

BRAWL BROS
American version of *Rushing Beat 2.*

BULLS VS BLAZERS *(EA)*
An extremely comprehensive basketball sim with great FX and music. Unfortunately it runs too slowly, even on Jap machines, and is thus rather frustrating to play.
ProScore 79% (Issue 4)

CACOMA KNIGHT (DATAM)
A cutesy Japanese update of ancient coin-op classic *Qix.* Simplistic, repetitive and plagued by slow-down.
ProScore 41% (Issue 3)

CALIFORNIA GAMES II (DTMC)
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and Skate-Boarding are the events on offer. Sadly none are particularly well done.
ProScore 69% (Issue 4)

CAL RIPKEN JNR BASEBALL *(MINDSCAPE)*
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
ProScore 71% (Issue 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 frustrating. AKA: *Ganba League.*
ProScore 61%

F1 EXHAUST HEAT *(OCEAN)*
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy while both graphics and sonics are bland. Okay-ish. AKA: *F1-ROC.*
ProScore 69% (Issue 1)

F1 GRAND PRIX (FOCA)
An overhead view F1 race game with plenty of realistic detail but for just one player.
ProScore 62% (Issue 4)

F1 ROC
Japanese version of *F1 Exhaust Heat.*

F1 SUZUKI *(LOZC)*
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode. UK version is easier and more playable than US/Jap.
ProScore 85% (Issue 2, 4)

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

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

FAMISTA 2 (NAMCOT)
A Jap basball game marred by blocky sprites the size of a pea. Playability isn't bad though.
ProScore 58%

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

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

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

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

player mode.
ProScore 77% (Issue 1)

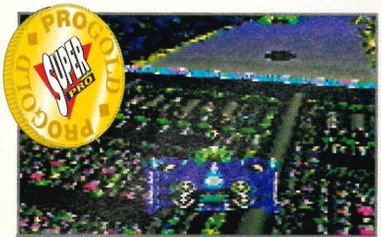
FINAL FIGHT 2 (CAPCOM)
12MBits, simultaneous two-player and great sprite graphics. Unfortunately gameplay is dated with just one attack move.
ProScore 79% (Issue 8)

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)



F-ZERO *(NINTENDO)*
One of the first SNES games and still arguably the best single-player racer. The sensation of speed is unrivalled, while competition is tough with fifteen tracks and four skill levels. Best times are recorded on the cart.
ProScore 91% (Issue 1, 4)

GANBA LEAGUE
See Import *Extra Innings*.

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

GEORGE FORMAN'S KO BOXING *(ACCLAIM)*
George looks the business in this ring-restrained beat-'em-up, but 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%

GOOF TROOP *(CAPCOM)*
An enjoyable, overhead-view arcade puzzler with a good simultaneous two-player mode. A bit too easy though.
ProScore 76% (Issue 12)

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 doesn't work that well.
ProScore 61% (Issue 10)

IREM SKINS GAME (IREM)
An extremely slick golf. Graphics are good, the control system realistic and complex. But there's only one course and one skill level.
ProScore 70% (Issue 2)

JACK NICKLAUS GOLF (KONAMI)
A very, very sad golf game. After you've sat through half an hour's worth of screen updates and swung your club twice you'll be wondering just why Konami bothered.
ProScore 41%

JAKI CRUSH (NAXAT SOFT)
A massive and very weird, very grotesque pinball table with plenty of little pinbally sub-games. Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
ProScore 76% (Issue 4)

JAMES BOND JNR *(THQ)*
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up blasting is ruined by dreadful graphics, awful gameplay and weak sound. Avoid.
ProScore 36% (Issue 2)

JAMES POND'S CRAZY SPORTS *(SALES CURVE)*
Eight wild and wacky sports, plus bonus games, sounds like a lot of fun. Unfortunately they're all a bit simplistic and there's no simultaneous two-player games mode either. Young children might like it.
ProScore 67% (SuperPro 9)

JERRY BOY (SONY IMAGESOFT)
Wobbly blobs a-plenty in this odd game. There's far too much going on onscreen for you to work out what you're doing. Extremely frustrating. AKA:*Smartball*.
ProScore 43%

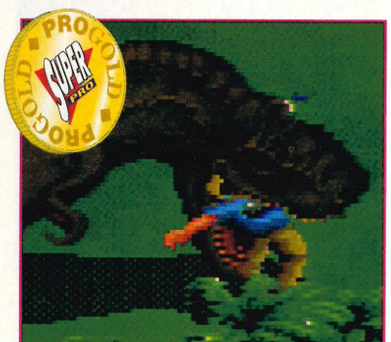
JIMMY CONNORS PRO TENNIS TOUR *(UBISOFT)*
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
ProScore 86% (Issue 3)

JOE & MAC *(ELITE)*
This accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms. The cartoon-style graphics are good, sound effects great and gameplay... okayish. It's a bit too easy.
ProScore 69% (Issue 1)

JOE & MAC 2 (DATA EAST)
Apart from the prehistoric theme there's little similarity to the original. Graphics are smaller but the challenge is bigger and more varied. Not bad, but there's loads better. AKA: *Congo Capers* (US).
ProScore 75% (Issue 4)

JOHN MADDEN FOOTBALL (ELECTRONIC ARTS)
A case of unfulfilled potential here – this isn't as good as the Mega Drive version (a real rarity!).
ProScore 56%

JOHN MADDEN FOOTBALL '93 (EA)
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options. It lacks the graphical pizzazz to be the ultimate footie sim, but for those interested in American footie this is an excellent intro.
ProScore 83% (Issue 2)



JURASSIC PARK *(OCEAN)*
An ambitious 16Mbit cart which combines overhead and first-person 3-D perspectives. Atmospheric, slick and exciting this shoot-'em-up cum adventure can become irritating due to the lack of a save game.
ProScore 90% (Issue 12)

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%

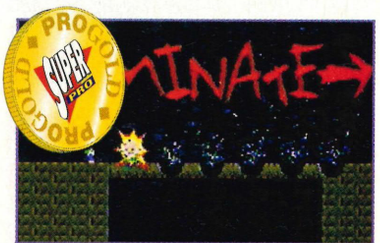
KING OF THE RALLY (MELDAC)
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while but soon becomes dull with too cars on screen.
ProScore 69% (Issue 4)

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)

LAMBORGHINI AMERICAN CHALLENGE *(TITUS)*
The solo-mode is distinguished by a big challenge and the option to gamble with your racing competitors. Two-player mode isn't bad either, but there's nothing special overall.
ProScore 80% (Issue 12)



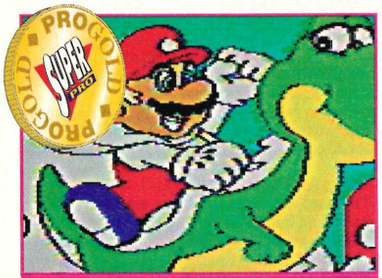
LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you run into a dead end on one level you can try another group. The SNES version has a little slowdown but remains unmissable.
ProScore 90% (Issue 1)

A-Z OF GAMES

LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its 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%

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 2)

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)

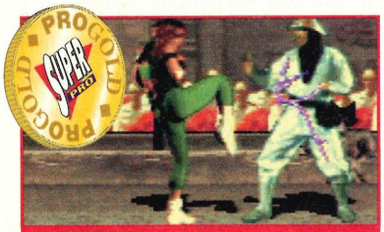


MECHWARRIOR (ACTIVISION)
The official Battletech video game has you fighting it out with hordes of giant robots in brilliantly atmospheric, Mode 7 first person perspective. There's also a substantial adventuring element involving much drinking in the local bar. Brilliant but beware JVC's Japanese text version.
ProScore 90% (Issue 5)

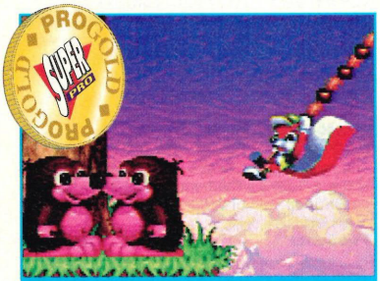
MEGA-LO-MANIA *(PLAYTIME)*
War through the ages, from wooden clubs to flying saucers and ICBMs, with plenty of digitised speech, humour and challenge. Something different for strategy buffs, but not quite enough to pull in non-fans.
ProScore 69% (Issue 12)

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%



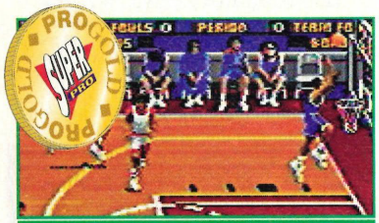
MORTAL KOMBAT (ACCLAIM)
The coin-op's digitised graphics have been brilliantly recreated – and gameplay isn't bad either, suitably fast and frantic. All the blood and gore has been censored though.
ProScore 90% (Issue 10)



MR NUTZ (OCEAN)
It's not that original, but the graphics, sonics and sheer playability are among the best yet seen on SNES. A huge challenge too, which makes the lack of a save feature irksome.
ProScore 93% (Issue 12)

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 accuarterly 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)

POPULOUS II *(PLAYTIME)*
Just as big as the prequel but with better graphics, more godly powers and best of all a slicker, smoother control system.
ProScore 81% (Issue 12)

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 *(OCEAN)*
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and, sadly, very easy.
ProScore 68% (Issue 12)

REN AND STIMPY *(THQ)*
Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
ProScore 77% (Issue 12)

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

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

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 mode 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)

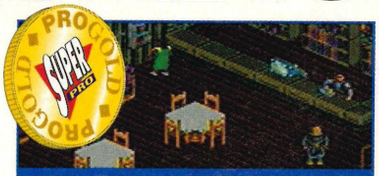
RUN SABRE *(PLAYTIME)*
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
ProScore 50% (Issue 12)

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%

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

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



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)

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%



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)

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

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

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% (Issue 9)

SUNSET RIDERS *(KONAMI)*
A typically slick Konami conversion of their Wild West coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
ProScore 82% (Issue 12)

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.
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)

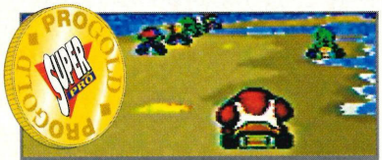
SUPER HIGH IMPACT (ACCLAIM)
A relatively simplistic and easy to get into American footie game with lots of flash effects. Unfortunately there's no league and the game runs much too slowly on UK SNESes.
ProScore 74% (SuperPro 9)

SUPER JAMES POND *(OCEAN)*
A bright, cheerful platformer with some tongue in cheek humour. Infinite continues make it a bit easy though and variety is limited.
ProScore 70% (Issue 7)



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



SUPER MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. Good in one-player mode, unmissable in two-player mode.
ProScore 94% (Issue 2, 4)



SUPER MARIO WORLD *(NINTENDO)*
A classic with plenty of detail, cuteness and imagination. The best thing is how you can choose your own way through the game. An excellent introduction to video gaming, and finding all 96 levels will test any pro!
ProScore: 92% (Issue 1)

SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but unintelligible Japanese wargame RPG thing.

SUPER NINJA BOY (CULTURE BRAIN)
A wacky Japanese scenario, simultaneous two-player mode and password save, 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 over-priced considering graphical dullness and repetitiveness. Fun two-player mode.
ProScore 60% (Issue 3)

SUPER PLAY ACTION FOOTBALL (NINTENDO)
This looks good, plays well and is great for two players. Comprehensive options include 28 teams, loads of high school and college teams, different players and loads of moves.
ProScore 70% (Issue 2)

SUPER PRO BASEBALL (JALECO)
Yet another banal Japanese baseball sim. *(Also known as: Super Bases Loaded.)*
ProScore 36%

SUPER PRO BASEBALL II (JALECO)
No improvements here, just new players with up-to-date stats. Not worth bothering with either game. *(Also known as: Super Bases Loaded II.)*
ProScore 40%

SUPER R-TYPE *(IREM)*
It looks brilliant and plays well but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
ProScore 78% (Issue 1)



SUPER 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 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 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.
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 SUMO (NAMCOT)
A credible sim of Sumo with much fat, much posturing and a whole lot of hugging. Perhaps because it's a very foreign sort of sport *Super Sumo's* not immediately appealing however, with gameplay appearing perilously thin.
ProScore 39%

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. It 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.
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)*
A bizarre underwater shoot-'em-up. It looks like

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

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)
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 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.
ProScore 70%



TINY TOONS *(KONAMI)*
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game! There's also a password system and a cut-down game for kids.
ProScore 95% (Issue 3)

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. 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)

TONY MEOLA SOCCER *(ELECTROBRAIN)*
US version of *World Soccer.*

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)

TOP GEAR 2 *(KEMCO)*
A slick development of the original game with better graphics and more depth. Unfortunately, the music is worse and there are some glitches.
ProScore 82% (Issue 12)

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 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.
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 truly awful beat-'em-up with B-movie graphics.
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)



VIRTUAL SOCCER *(HUDSONSOFT)*
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
ProScore 93% (Issue 12)

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.*
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)

WING COMMANDER: THE SECRET MISSIONS *(MINDSCAPE)*
Virtually identical to the original, but with a better scenario, more ships on screen and an easier (too easy!) skill setting on offer.
ProScore 85% (Issue 12)

WOLFCHILD (VIRGIN)
Nice soundtrack, pity about unimaginative graphics, weak gameplay and lastability.
ProScore 53% (Issue 9)

WOLFENSTEIN 3D *(PLAYTIME)*
A truly stunning, first-person perspective puts you in a stormtrooper-packed Nazi fortress. Action is fast and furious, albeit somewhat repetitive.
ProScore 80% (Issue 12)

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 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)

WORLD SOCCER *(ELECTROBRAIN)*
Mode 7 graphics are stunning but playability isn't. AKA: *Tony Meola Soccer.* (Note: Elite's *Striker* is known as *World Soccer* in US!).
ProScore 49% (Issue 12)

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% (Issue 9)

WWF SUPER WRESTLE MANIA *(ACCLAIM)*
Digitised stills make for slick presentation, and inside the ring it's all very bright and energetic but there's no special moves!
ProScore 76% (Issue 1)

XANDRA'S BIG ADVENTURE (NAMCO)
An incredibly weird platformer with lots of levels and variety. There's a password system but a Jap text sub-game mid-way through makes SuperPro 6/7's codes vital.
ProScore 82% (Issue 5)

XARDIAN (ASMIK)
Similar to *Super Probotector* and the graphics very impressive. Although not quite as smooth or frantic, it's still worth a gander!
ProScore 76%

X-ZONE (KEMCO) **SS**
SUPER SCOPE ONLY
The best SuperScope game yet, with lots of action as you try and penetrate the defences of a mad computer. It's almost worth buying a SuperScope just to play.
ProScore 79% (Issue 3)

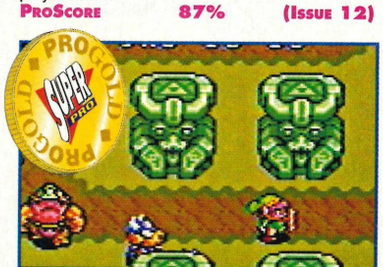
YOSHI'S COOKIE (BPS)
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
ProScore 69% (Issue 10)

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.

ZOMBIES *(KONAMI)*
A hilarious overhead shoot-'em-up cum maze game, with splendid graphics inspired by wacky 1950s B-movies. Great fun, especially in two-player mode.
ProScore 87% (Issue 12)



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

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NOVEMBER	
AERO THE ACRO-BAT	Marubeni
DRACULA	Sony
LAMBORGHINI	Titus
LAST ACTION HERO	Sony
MEGA-LO-MANIA	Imagineer
MIGHT AND MAGIC 2	Elite
POOL	Mindscape
RANMA 1/2	Ocean
REN & STIMPY	THQ
RUNES OF VIRTUE	EA
SHADOWRUN	Bandai
SUPER OFF ROAD: THE BAJA	Imagineer
SUPER PUTTY	System 3
SUPER Q BERT	System 3
TOP GEAR 2	Marubeni
WOLFENSTEIN	Playtime
WORLD HEROES	Marubeni
ZOMBIES	Konami
DECEMBER	
ALFRED CHICKEN	Mindscape
ALADDIN	Nintendo
COOL SPOT	Virgin
CLIFFHANGER	Imagesoft
CRASH DUMMIES	Acclaim
DAFFY DUCK	Marubeni
DENNIS	Ocean
DR FRANKEN	Elite
POPULOUS II	Playtime
ROBOCOP V TERMINATOR	Interplay
SUZUKA 8 HOURS	Namco
THUNDERBIRDS	Empire
TIMESLIP	Vic Tokai
TOTAL CARNAGE	THQ
T2: JUDGEMENT DAY	Acclaim
WINTER OLYMPICS	US Gold
WORDTRIS	Spectrum Holobyte
ZOOL	Gremlin

OFFICIAL RELEASES

Although Nintendo's Mr Todori has managed to soothe most third-parties with pricing changes, according to many his appointment was too late to make big changes for Xmas releases. Which sort of explains the *Mario Kart* and *Starwing* TV ads we still keep seeing, with a surprising dearth of mega-games for December 25th celebrations. *Cool Spot*, *Daffy Duck* and *Winter Olympics* are all potentially big sellers, but the only sure-fire mega-hit is Capcom's *Aladdin*. The game everyone hoped to see, *FX Trax*, still seems deep in development – possibly awaiting Sega's *Virtua Racing* for the Mega Drive just so Nintendo can see exactly what it has to beat. In the meantime, the wise SNES owner should be planning to hold some dosh over to January. Cartridge pricing changes, chip shortages and (allegedly) Nintendo awkwardness have delayed – deep breath! – *Empire Strikes Back*, *Flashback*, *Sensible Soccer*, *Clay-Fighter, T2: The Arcade Game, John Madden '94, NHLPA '94* and many more to January. Then again, they'll probably slip from that too!

In the meantime it's a fairly mixed bag, Empire's *Thunderbirds* has a lot of built-in appeal, obviously, but this Japanese developed game has got fairly poor word of mouth as an actual game. Similarly, despite some rave reviews in other mags, our preproduction copy of *RoboCop vs Terminator* seems distinctly weak. *Cliffhanger* and *Last Action Hero* also seem disappointing, as does *Last Action Hero*. Rather perversely, the dire looking but reasonably playing *T2: Judgment Day* could be the best of the licensed releases! – excepting *Aladdin*, of course. More solid performances come from the originally-inspired, with *Plok* and *Aero The Acro-Bat* both provide plenty of platforming excitement. They may not have the instant name recognition of the big movies, but they certainly play a lot better! Also fun is the very fast, first-person perspective 3D blast-'em-up *Wolfenstein* which should be hitting the shops around Xmas time, along with the solid strategy game *Populous II*. My personal pick though has to be *Shadowrun*, a fantastically atmospheric cyberpunk RPG which has provoked hundreds of calls over the import version. As soon as the official version arrives, expect a full solution in Mr Butt's hallowed pages!



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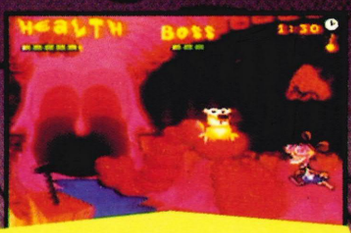




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