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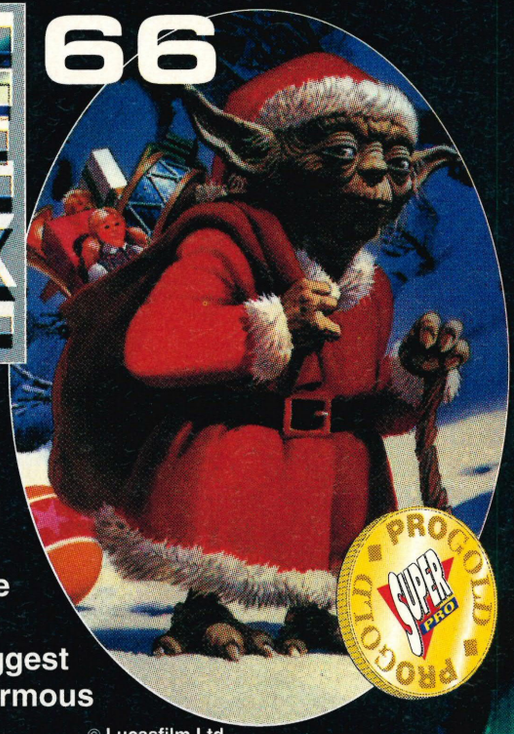
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THE EMPIRE STRIKES BACK







The year's most eagerly awaited move tie-in finally arrives, providing just as much action as we'd hoped and a soundtrack you just won't believe. Stuart Wynne checks out *Super Empire Strikes Back,* one of the biggest platformers ever in our enormous four page in-depth review.

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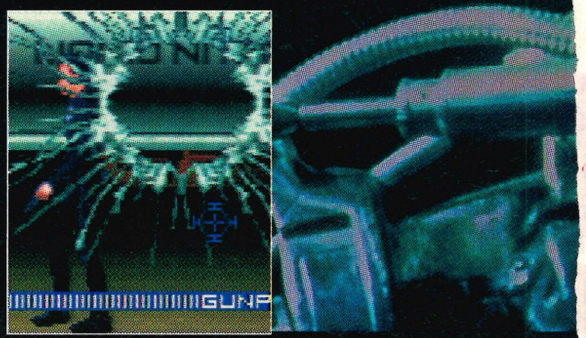
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THE ARCADE GAME





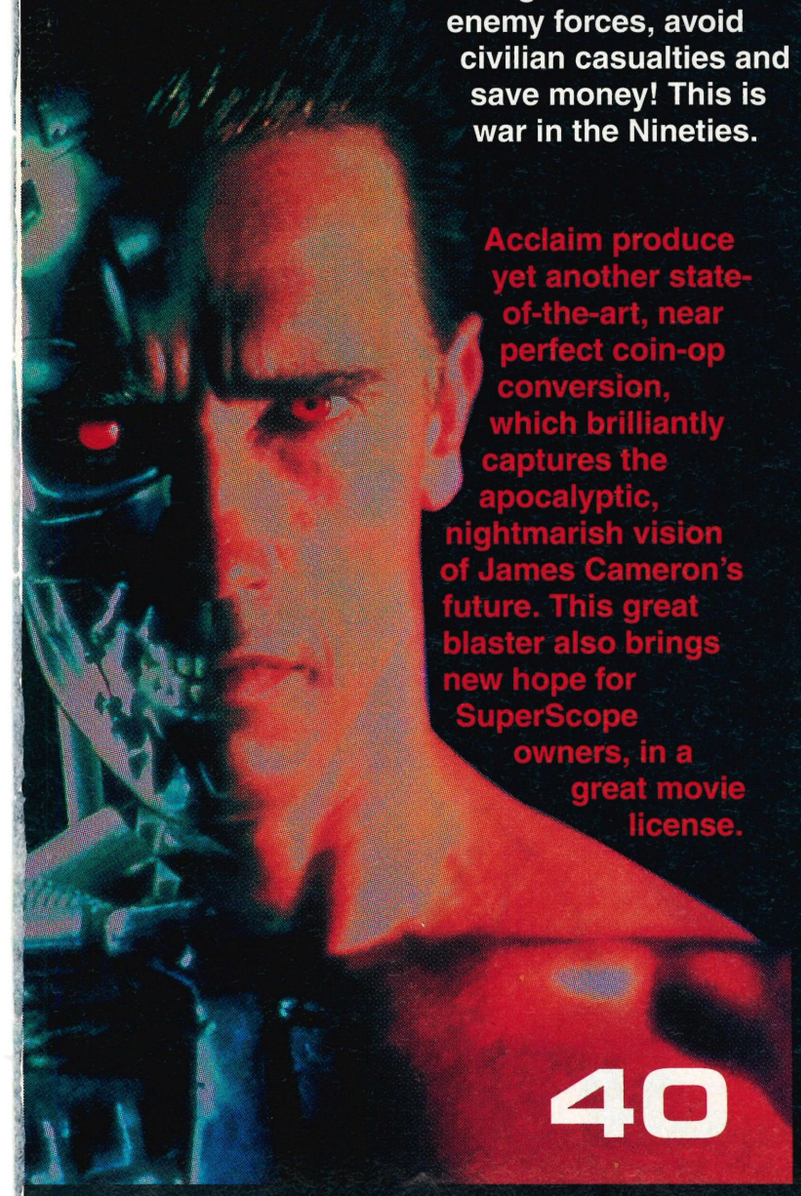
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DESERT FIGHTER

PROGOLD SUPER PRO

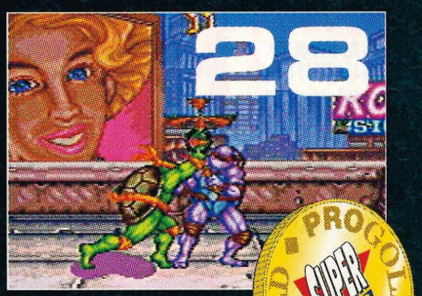
The Gulf War flares up again, with System 3 unleashing a squadron of A-10s and F-15s against an evil desert dictatorship. A fast, beautifully detailed shoot-'em-up that will keep you playing late into the night. Smash enemy forces, avoid civilian casualties and save money! This is war in the Nineties.





Acclaim produce yet another state-of-the-art, near perfect coin-op conversion, which brilliantly captures the apocalyptic, nightmarish vision of James Cameron's future. This great blaster also brings new hope for SuperScope owners, in a great movie license.

TEENAGE MUTANT NINJA TURTLES V



PROGOLD SUPER PRO

The Turtles movie career may have stalled, but on the SNES the original mean green fighting machines produce their finest game yet. A fantastic and brilliantly weird beat-'em-up, this finally gives *SFII* reason to be nervous. Ryan Butt checks out this instant new classic.

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PROJECTING AHEAD

After dithering for almost two years over its SNES follow-up, Nintendo are now throwing aside their usual veil of secrecy for some heavyweight promotion on Project Reality. Silicon Graphics, the company behind the *T2* and *Jurassic Park* special effects, is supplying Nintendo with some extremely impressive graphics to show off the machine's potential. After showing generic computer graphics at the ECTS, Nintendo and Silicon Graphics are now introducing Mario and friends into some extremely realistic – not to say somewhat dull! – landscapes.

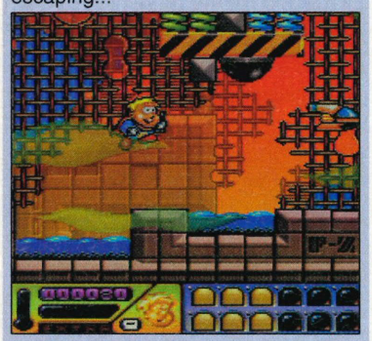
The core of the machine is Silicon Graphics' MIPS Multimedia Engine, featuring a 64-bit MIPS RISC chip running at a blistering 100Mhz. It's a red-hot spec well in excess of current coin-op hardware and has set alight the videogames market. Namco have now announced an alliance with Sony to use their machine as the basis for coin-ops, producing games simultaneously for the arcade and the home. Meanwhile Sega are talking about upgrading their Saturn system, while NEC are rumoured to be delaying their 32-bit Iron Man follow up to the PC Engine.



Nintendo at last seem to have got things right, but they won't be developing the machine themselves. Unlike previous relationships with Philips and Sony, the tie-up with Silicon Graphics isn't an alliance but a 'licensing device.' Basically, SGI develop the hardware and Nintendo build it, market it and develop the software. With every machine sold, SGI get a royalty payment so it's in their interest to make the system as powerful as possible. The system will debut in arcades next year, with a $250 home unit due in 1995.

JVC'S TOY BOY

Blue Turtles' *Magic Boy* platformer has been picked up for UK release by JVC. Inspired by the sorceror's apprentice, the eponymous character must make his way through four worlds, each with eight levels, attempting to recover various creatures. How does he does this? Why by shooting them and cramming them in his magical bag, of course. Thing is, the bag is magical for only a short time, after which creatures start escaping...



Although the game lacks end-level guardians, at just 4Mbit JVC hope to release it at a very competitive £44.99 – if not cheaper!

ELSPA PENGUIN CHARTS

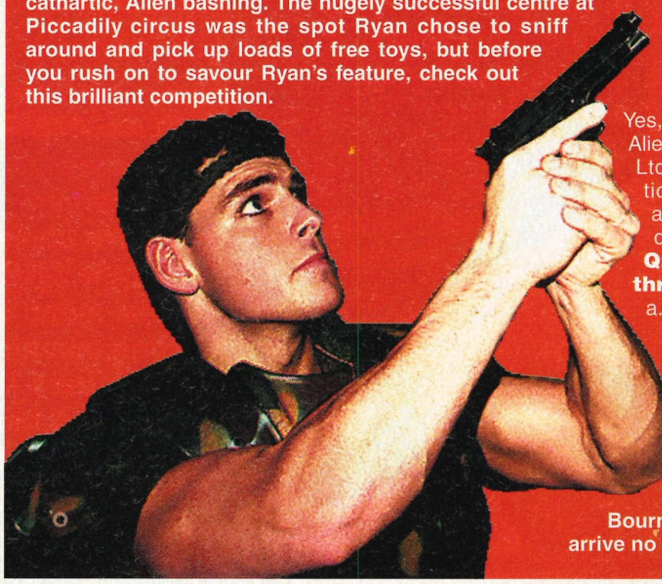
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3. MORTAL KOMBAT	ACCLAIM	£59.99
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MONSTER IN YOUR POCKET?

Since this is page 6, you won't know yet what a marvellous feature we've got for you on pages 10 and 11 (unless you read my contents spread, which no one ever does). What's on those pages then? Oh yes. A superb piece of investigative journalism by our very own Ryan Butt, into the phenomenon that is Alien War. You know, those centres where loads of idiots run around getting chased by men in alien - erm, where responsible people of all ages nip to for some harmless cathartic, Alien bashing. The hugely successful centre at Piccadily circus was the spot Ryan chose to sniff around and pick up loads of free toys, but before you rush on to savour Ryan's feature, check out this brilliant competition.

ALIEN WAR



Yes, SUPERPRO in association with Alien War and Peartree Associates Ltd. are giving away 15 pairs of tickets (worth £105) if you can answer the following simple question:

Q: Who played Ripley in all three Alien films?

a. Sharon Stone
b. Sigourney Weaver.
c. Jeanette Goldstein.

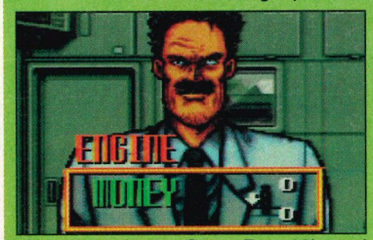
Answers on a postcard to: **The Aliens are Coming!, SUPERPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Entries to arrive no later than January 31st.**

SYSTEM 4 SUCCESS

The fastest SNES race game ever and an ever more amorphous sequel underpin System 3's hopes for big time success in 1994. One of the UK's longest established companies, System 3 is pursuing a two-pronged assault on the SNES charts with both home developed games and Japanese sourced games. After notable success with the long-awaited conversion of their Amiga puzzler *Silly Putty* (84%, SUPERPRO 13), and this month's PAL version of Seta's *Desert Fighter*, they've got another double whammy lined up. First up, is a PAL version of Seta's unbelievably fast, DSP supercharged *Exhaust Heat II*. This is to be retitled *Ferrari: Race of Champions* and all the in-game cars you race have been redrawn in the distinctive Ferrari colours. Besides being incredibly nippy, the game also features battery back-up to record your progression from lowly Group C to full F1 status. The new version should be out around Easter time, priced £54.99.







Sometime after that, expect *Putty Squad* which hopes to lift the best elements from the first episode, while incorporating many new graphical and gameplay techniques. On first impressions, the game carries the same, cartoony flavour as before, although the graphics have been considerably spruced up, with some brilliant little touches. There's over 100 levels this time, plus bonus stages and secret rooms to be found too. Also new are a selection of huge enemy sprites and a few that are on your side too! Thankfully, the most annoying part of the first episode, the cat ripping through the background has been taken out, and the gameplay has become slightly easier too (the first one was slated for being far too tricky). Look out for a work in progress for *Putty Squad* next month.







MORE TOONS!

The Sunsoft/Warner Bros tie-up is to result in a whole flurry of new tie-ins next year. First up, is the long-awaited 12Mbit *Bugs Bunny in Rampit Rampage*, pitting the wise-cracking, laconic varmint against an insane animator (Daffy Duck!) who keeps drawing in ever more fiendish traps and monsters. This should appear in the first quarter of 1994, to be followed by *Speedy Gonzales* and *Kung Fu* (the game of the David Carradine series, originally developed by Bruce Lee). Then in the late summer there's *Sylvester and Tweety* and the heavily delayed *Superman*. The latter has been completely reworked to suit the new plotline caused by Superman's death!



PROBITS

➤ Arguably the SNES's finest footie game, Elite's superfast *Striker*, is to be upgraded for a *World Cup Edition*. This will feature all the real teams from *that* tournament – US Gold have the official license to FIFA's World Cup – as well as almost forty enhancements to the actual game.

➤ **Top developers Psygnosis are taking on board more SNES titles for 1994. In addition to *Puggsy* and *Shadow of the Beast 3*, they're currently developing *Magician's Castle*, a fantasy-style puzzler and *Club Duel*, a Claymation style platformer. Look out for more info soon.**

➤ Age Classifications on all video games (both cartridge and CD) are likely to become uniform practice by May 1994. ELSPA (The European Leisure Soft ware Publishers) are currently debating a new classification system with the Video Standards Council, and it's thought that age ratings will fall into four categories – Up to 10 years, 10-14, 15-17 and 18+. All European software publishers are expected to comply with the system and the final classification of each game will be decided by the Video Standards Council.

➤ **Capcom is currently locked in a legal battle with Japanese developers, Data East. They are suing the company for around $5.82 million over Data East's latest beat-'em-up title, *Fighter's History*. Capcom are claiming it is affecting the sales of *SFII*, as the game concept, storyline and characters are almost completely identical. There are also rumours that they are considering establishing their own copyright law in the future, to prevent the blatant cloning of games. Sooner the better, we say!**

➤ Nintendo's renergised marketing campaign has brought the ultra-low pricing policy first seen on Gameboy to their other 8-bit console. The NES is now being offered in £29.99 and £39.99 packs. Yep, you can get the original Super Mario game, a joypad and an entire console for less than a single SNES game! Meanwhile, on the 16-bit market Telstar are pushing through some great value three-cart packs for Xmas – on the Mega Drive. Nintendo is reportedly interested in the idea, but don't expect any budget carts to arrive until late next year – thanks guys!

➤ **Still on the marketing trail we have some more figures on just how much companies are spending pursuing your dosh. Topping the league with £10 million we have Nintendo's Rik Mayall campaign, humour pitted against Sega's blipvert Pirate TV (£6 million plus). Those dreadful Commodore CD32 ads come in at an unbelievable £3 million – £3 is more like it! Philips spent their £3 million rather more stylishly on those swish CDI ads, while Acclaim have £1 million and Ocean £200,000 for their respective games.**

PROBITS

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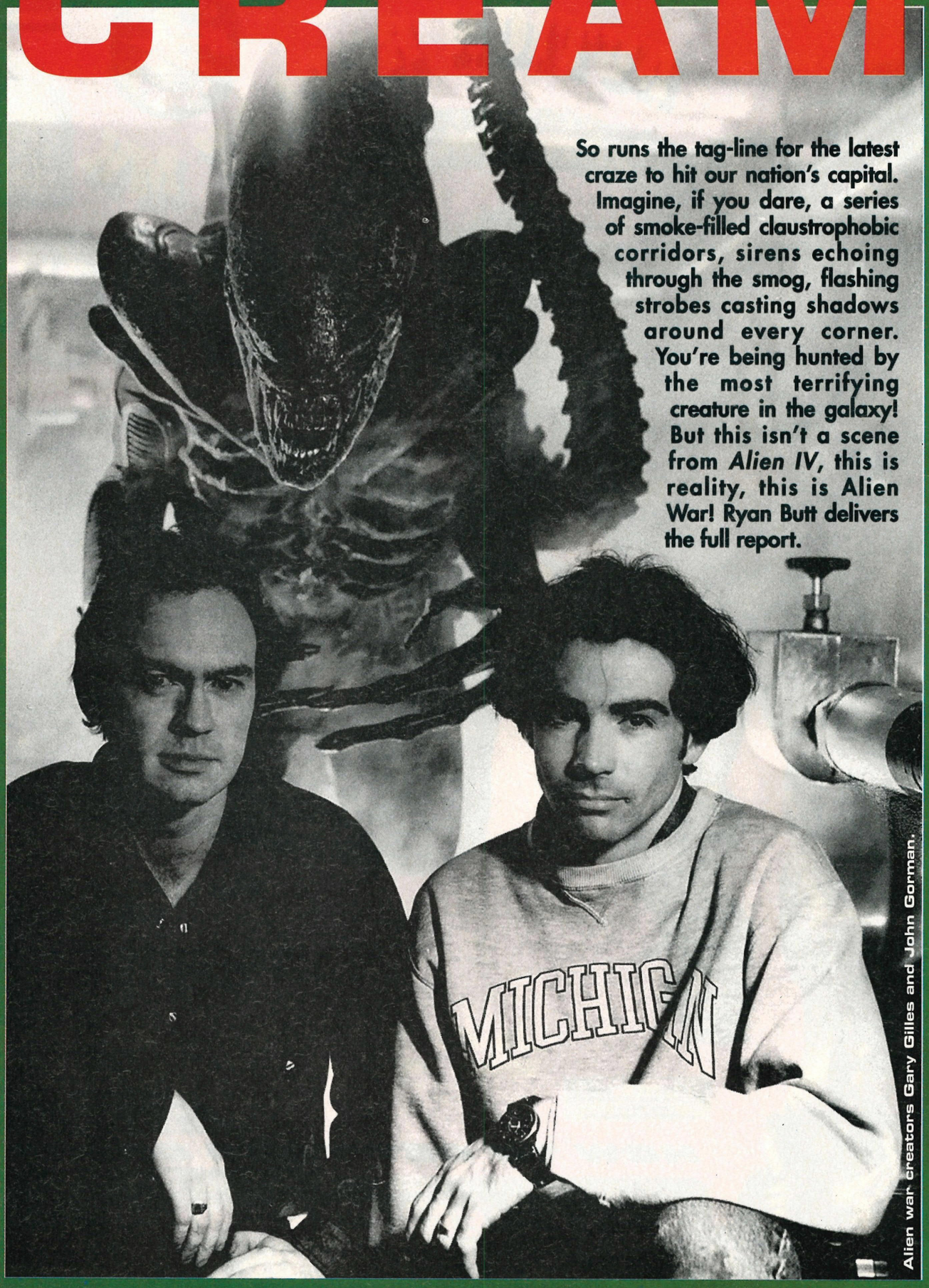
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Alien war creators Gary Gilles and John Gorman.

ALIENS IN OUR MIDST

In 1979, director Ridley Scott shocked the world by unleashing probably the most terrifying sci-fi movie ever made – *Alien*!

A blockbuster hit, it told the chilling tale of the crew of the commercial starship, Nostromo. They were awoken from hyper-sleep by an urgent distress call from an uncharted planet. After touching down on the planet's surface, they discovered the remains of a derelict spacecraft – and an alien power determined to kill them off. Ignorance led to the alien being brought on board, where the seven crew members were unable to escape the terror they faced!



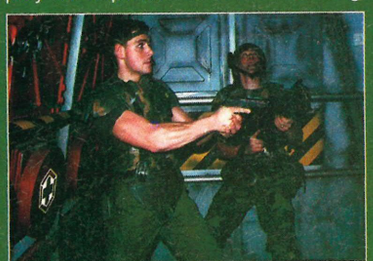
A sequel was inevitable, James Cameron taking up the directing reigns to transform the tense atmosphere of *Alien* into a thrill-a-minute action feast. The huge budget meant Cameron could introduce more elaborate locations, more mind-blowing special effects but, most importantly, more aliens! This once again had the audiences screaming for more, hence the arrival of *Alien 3*. Directed by a virtual unknown David Fincher, *Alien 3* returned to the tense grit and bone formula of Scott's original, so anyone expecting another action-packed mega-blast were disappointed. But still the thirst for more continued!

THIS TIME IT'S WAR!

It was painfully obvious that people actually got their kicks out of being scared by these ten foot killing machines, and it was just a matter of time before someone took it one step further.

Created by Gary Gillies and John Gorman, Alien War is basically a living theatrical exhibition where the public play an important role in recreating the tense, panic-stricken atmosphere of the hit movies. Having already been tried and tested in Glasgow last year and attracting over 100,000 visitors, the move to London certainly wasn't unexpected – especially when you consider that well in excess of half a million people are expected to visit in the first year alone!

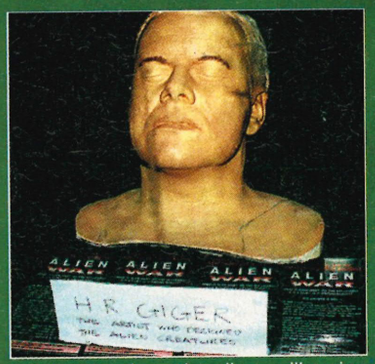
Located at the Trocadero Centre in Piccadilly Circus, Alien War consists of several elements, including a museum which exhibits various props and set pieces used in the actual films. Then there's the main attraction, the crucial element that people from around the world will be flocking in droves to savour... the Alien War experience itself!



Ripley's fight throughout all three Alien films was not just against the creatures themselves, but against the Weyland-Yutani corporation who were trying to import the creature back to Earth, planning to use them in their bio-weapons division. In Alien War, the corporation has at last captured some aliens and you're being given a guided tour. Unsurprisingly, the aliens promptly break free of their confines, leaving the civilians in very deep water!



As a civilian, your ordeal lasts for twenty minutes, and during that time you'll be led through pitch-black tunnels and smoke-filled corridors, traipse over hordes of incubating eggs, travel at break-neck speed in an armoured vehicle, and risk life and limb in a very unsturdy lift. During all this, there's still uncertainty in your mind as to where the aliens will spring from next!



Your marine escort is the only armed member of the team, so your only hope of survival is to follow his or her precise instructions because, as they state at the start, they won't hesitate in shooting through you to protect themselves and the rest of the team!

THE BITCH IS BACK!

For a full insight into the Alien War experience, I went straight to the horse's mouth and quizzed the creator of this concept, Gary Gillies.

RB: What exactly spawned the idea of Alien War?

GG: "It all started when my wife and I were watching *Aliens* on TV. That night my wife had a nightmare in which the whole family were being chased by alien creatures around a vast complex of tunnels. Things just took off from there really, I got in touch with John [Gorman], who was a collector of Alien props and set pieces. Rather than exhibit his collection in glass cases, we decided have these things running around a series of tunnels."

RB: I think the public's initial thoughts about the Alien War experience was Quasar with Aliens. Any chance of the public being armed in the future?

GG: "Definitely not, I think Quasar is basically old hat, times are changing. The public want to experience what the action in the films feels like, that feeling of vulnerability and sheer helplessness. Alien War gets people out of their armchairs and running about. It's not about scoring points, it's about survival!"

RB: How are you going to entice the people who have already experienced Alien War back to the complex, do the routines change much or does that depend pretty much on how the groups react?

GG: "We tend to change the routines every two or three weeks, with new Alien attacks. We find that different people prefer different marines, some are more popular than others because they seem to convey the seriousness of the situation more convincingly. When the Glasgow complex was up and running, one family came back regularly 132 times! On one rare occasion when they couldn't make it, they actually telephoned and apologised, can you believe that! It just goes to show how easy it is to get into."



RB: I understand that the complex is being constantly upgraded with the introduction of more effects. What major improvements do you have planned for the future?

GG: "We've recently put in more smoke machines and included a wind machine. We've also got some major improvements in development such as hatching eggs, hydraulic systems and we're also planning to get the Queen Alien down here as well."

RB: What with the pilot complex in Glasgow going down so well, and the London based complex just taking off, what are your future plans for expansion?

GG: "A complex is actually being planned for Tokyo next year, we're just trying to negotiate some major sponsors to back us."

Of course, one of the most intriguing questions is about the construction and number of aliens, but about this Gary refused to talk, adamantly claiming that they are real and not imitations of H. R. Giger's original costumes. So I thought that was as good a point as any to let him get back to rounding up unsuspecting civilians to feed to these savage creatures! However, he did leave me with this little summary of what the Alien War experience is about, for anyone who has yet to gather enough courage to visit the complex: "Jurassic Park only with Aliens." Which do you reckon you'd stand more chance against?

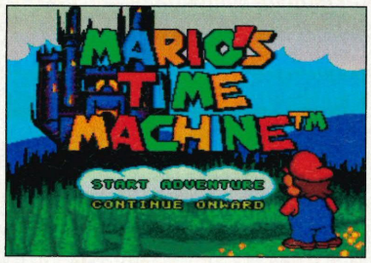
The Alien War experience is open seven days a week, Sunday to Friday from 11.30am – 11.30pm, and Saturdays 10.30am – 11.30pm. For more information give them a ring on (071) 437 2678. SP

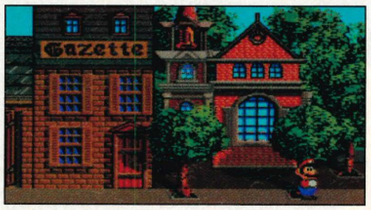
LOST IN TIME





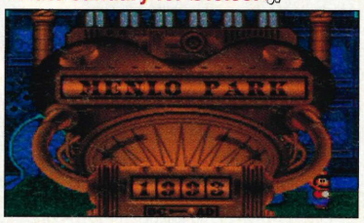
After storming the Gallup charts with *Mario Is Missing*, Mindscape are back with the sequel. This time around it's Luigi who's gone missing, Mario elbowing the brother aside to take charge of *Mario's Time Machine*. This attractively presented educational title features sixteen different scenarios, from Ancient Greece (Plato) to Elizabethan England (Shakespeare) and, of course, America's Declaration of Independence in 1776. In each scenario, you're given two pages of text with key words and numbers missing. By walking around the level, chatting to various people and picking up key objects you should get enough information to fill in the gaps.





It's very much the same gameplay as the original, but the graphics seem sharper and the overall theme more involving. There's also a limited, but fun Mode 7 surfing game which, apparently, represents Marioesque time travelling!

● ***Mario's Time Machine*** **will be out in late January for £49.99.**



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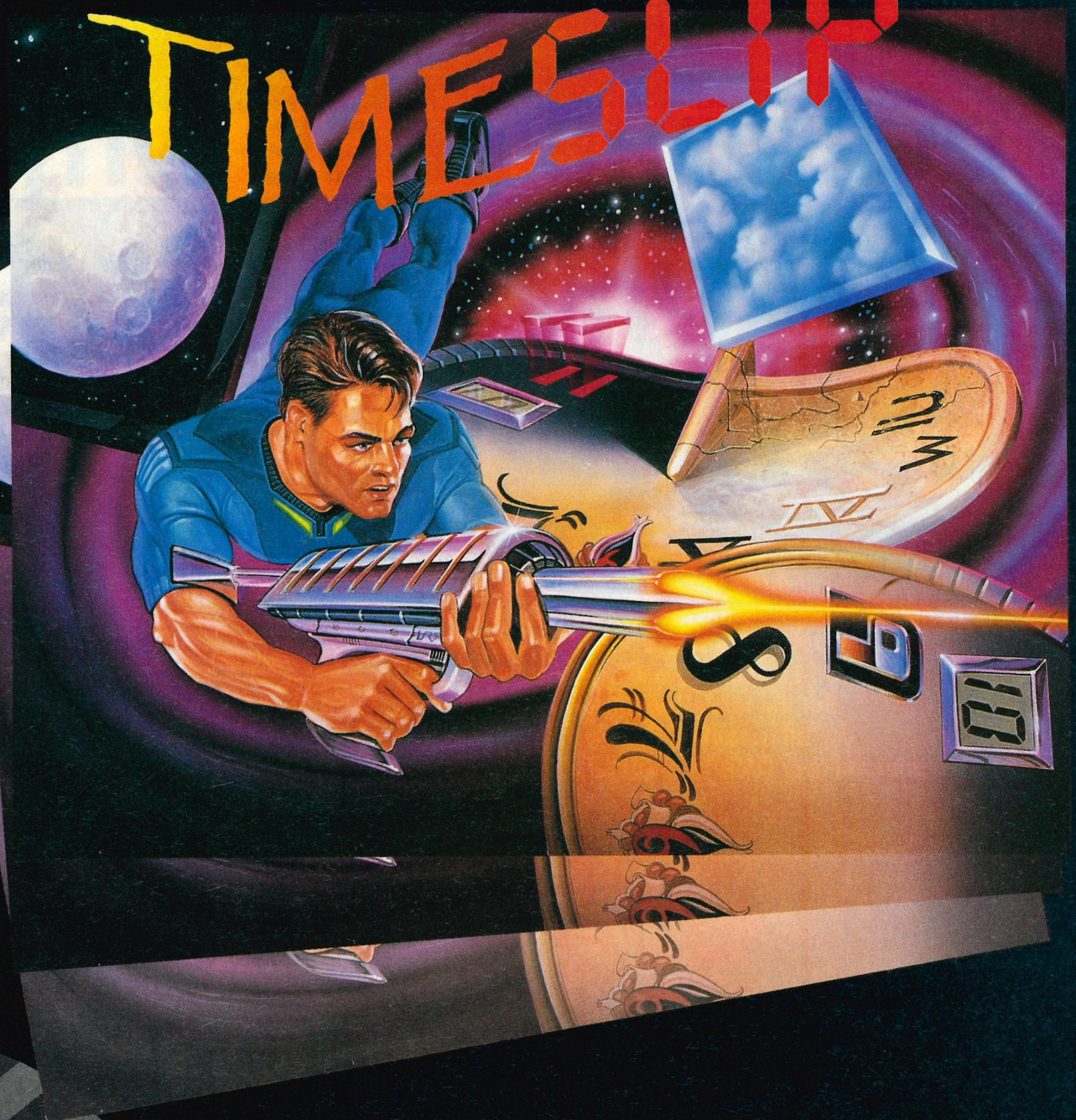
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OVER THE EDGE WITH THE LEMMINGS

"Yeah, you really enjoy finding ways of killing them. I think the one thing that's missing from *Lemmings 2* is an option for a machine gun to just mow them all down!" So says DMA boss David Jones, a man who's lived *Lemmings* for the past three years. But the latest *Lemmings* conversion is, by all accounts, the most playable yet. Stuart Wynne talks to DMA about the *Lemmings* story.

Which came first? – the name? The concept? The graphics? The graphics, of course. In 1991, Mike Dailly came up with a graphics demo showing some guys marching up a hill and getting blown away. "The name came later," Jones remembers, "when I thought about them all walking to their doom." It was a bizarre concept, but no-one can dispute its success with two to three million sales easily putting it in the top ten of the most successful games of all time. It certainly transformed DMA.

A company which had begun as just one man – Jones – now employs 32 people. And Jones himself hasn't done too badly either, his current hobby is collecting cars with a Mercedes convertible and a pair of Ford Cosworths being among the most noteable!

After spending three years in his first job – as an apprentice electronic engineer at Timex, Jones went off to college and the world of Amigas. "The company name [DMA] doesn't really mean anything, I just like the sound of it. Back then Direct Memory Access was associated with the Amiga and basically meant speed. Nowadays though, a lot of machines use it, including the SNES." DMA was formed in 1988, with Jones writing *Menace* and *Blood Money* in his spare time. Both games were big hits for Psygnosis, the latter crying out for a sequel or at least a SNES conversion.





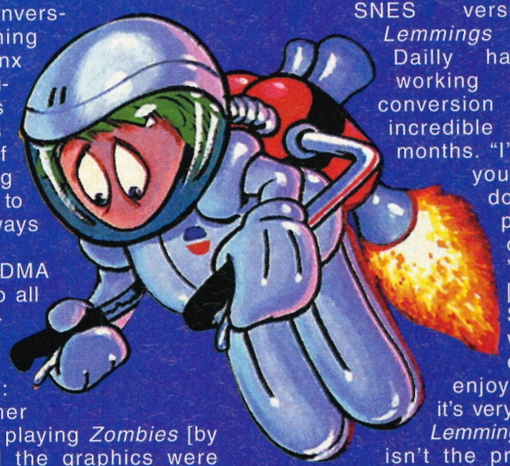






DMA are... sitting (from left) Dave Jones, Gary Timmons and Graeme Anderson. Standing (from left) Mike Dailly, Martin Good, Andrew Whyte, John Whyte, Brian Watson, Russell Kay, Steven Reed, Raymond Usher and David Osborne.

Unfortunately, since *Lemmings* there's been little time for other games. DMA have handled countless *Lemmings* conversions, everything from Atari Lynx to 3DO. Of course, sometimes even Jones gets sick of them, lending real inspiration to the various ways of killing them!



Although DMA has access to all the new machines, Jones is still impressed by the SNES: "Just the other day we were playing *Zombies* [by Konami] and the graphics were tremendous. It's a really, really nice machine. It's got a good colour palette and sound capability. Of course, like all developers we'd like it to be faster with more RAM – we could do a lot more with it then, but it's still very nice. The Genesis, Mega Drive I mean, it's much better than that."

THEY'RE BACK!

The original *Lemmings* had a huge impact when it was released. Sequels were inevitable, *Oh No! More Lemmings* and *Xmas Lemmings* added more levels to the title without really changing the game. Then, in 1992, DMA finally produced *Lemmings 2*, radically reworking the basic concept with 12 different worlds and 60 new skills, including a Skier, Kayaker, Pole Vaulter, Surfer, Jetpack Lemming, Archer, Super Lemming and many, many more. The new game is more sophisticated, a lot tougher and even funnier. For the first few hours you can giggle over all the new skills in the excellent practice levels. Then there's all the new ways for Lemmings to die and move around – a personal favourite being how they load themselves into cannons to be shot over gaps!



As it happens, the man whose graphics demo originally inspired *Lemmings* is also responsible for the SNES version of *Lemmings 2*. Mike Dailly has been working on the conversion for an incredible eighteen months. "I'm sure if you were doing a platformer or a shoot-'em-up it [the SNES] would be quite enjoyable, but it's very tricky for *Lemmings*. Speed isn't the problem, it keeps pace with the Amiga game, but the main problem is the SNES is designed for *Mario*. Its screen is based on character blocks, whereas *Lemmings* was designed for the Amiga which uses bitmapped backgrounds, so you can easily address every pixel. It took me two to three months just to figure out how to get around this. Then I spent an entire week, working 9-5, just typing and typing in the code for it."



The way the game operates means the SNES custom chips were of little use, almost everything had to be done with the existing hardware. The game mainly uses Mode 1: "There's two 16 colour playfields for the background and the actual playfield. There's one four colour playfield for the lemmings. Then the objects and skilled lemmings are standard hardware sprites."

Fortunately though, the game's size didn't need to be cut down. A full 16Mbit cart means "The actual game is pretty much the same [as the Amiga original]. However, almost all the levels have been changed to make them better. We had a bit more time so we got rid of all the problems people had found. The skier and roller skaters had to be dropped, along with the chains, because they made the game a bit slow. On top of that the control system has been improved over the original Sunsoft one. But probably the most obvious change is the graphics. We used a dual playfield to give us some nice backdrops. Also, on the polar levels you get snow falling!"

For his own relaxation, Dailly likes the Mario games. "I bought *Mario World* two years ago on Japanese import and only just completed it. It's just superb." From initial impressions, *Lemmings 2* looks to offer a similar challenge! SP





CHRISTMAS COUNTDOWN!

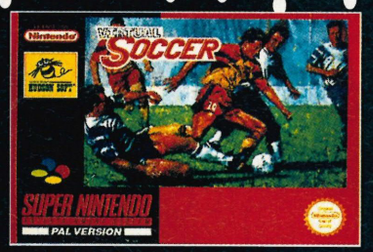
ON THE FIRST DAY OF CHRISTMAS *PROBE* GAVE TO ME...

AN OFFICIAL J LEAGUE SHIRT & A COPY OF VIRTUAL SOCCER!

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20 SUPER BOMBERMAN GOODIE BAGS!

12 DAYS OF CHRISTMAS



Seeing as it's the festive season, we couldn't let the software houses escape without giving us a few Christmas pressies! After a few quick phone calls, we couldn't believe the amount of people who were eager to get into the festive spirit! So, instead of offering a few paltry prizes in one or two competitions, we've dedicated four whole pages (see pages 19, 71, 104, 105) to 12 different competitions. Each compo relates to one of the twelve days of Christmas and flicking through the goodies, we think the total prize value is around £3,000.

You can enter any number of the competitions, and to make things easy, the form is the same for each category. For more than one entry, simply duplicate the form, put them all in one envelope and send it to: The Twelve Days of Christmas, SUPERPRO, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, BH1 1NF. Entries to be received by 31 January 1994!





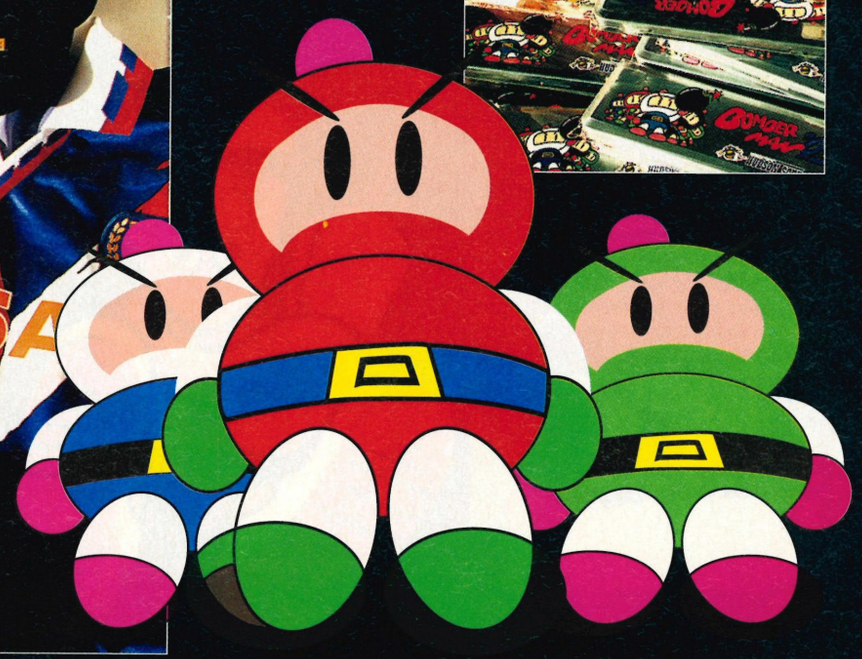
Probe Software are one of the country's biggest software development houses and, besides racking up one PROGOLD with *Alien 3*, they're currently hard at work on *Jelly Boy* for EA and *Beauty and the Beast* for Hudsonsoft. To celebrate their latest PROGOLD, for last issue's superlative *Virtual Soccer* (93%), they've called on their contacts in Japan to provide some unique prizes.

If you're lucky enough to win, you could find an extra-exclusive J League shirt winging its way to you in no time! The shirt is only available in Japan, and even then, they're very difficult to get hold of – costing about £100.

If you're not lucky enough to win first prize, don't fret – Probe are also offering five copies of *Virtual Soccer* (worth £49.99) as second prizes. They're also providing 20 *Super Bomberman* goodie bags as runners up prizes. Inside the bags you'll find Bomberman T-shirts, caps, key rings, pencil cases and even an exclusive Bomberman cable holder!

So answer three simple questions, and mark your entry with the letter A.





THE QUESTION

1. Which team does Kevin Keegan manage?
a) Newcastle United b) Liverpool c) Arsenal.
2. Who has scored the most goals for England?
a) David Platt b) Sir Stanley Mathews c) Bobby Charlton.
3. Which team does Ryan Giggs play for?
a) Norwich City b) Manchester United c) Hull City. SP

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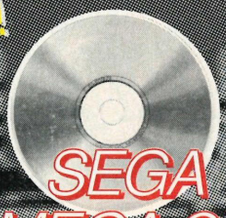
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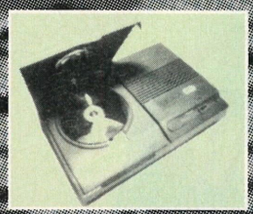
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Paragon Jan

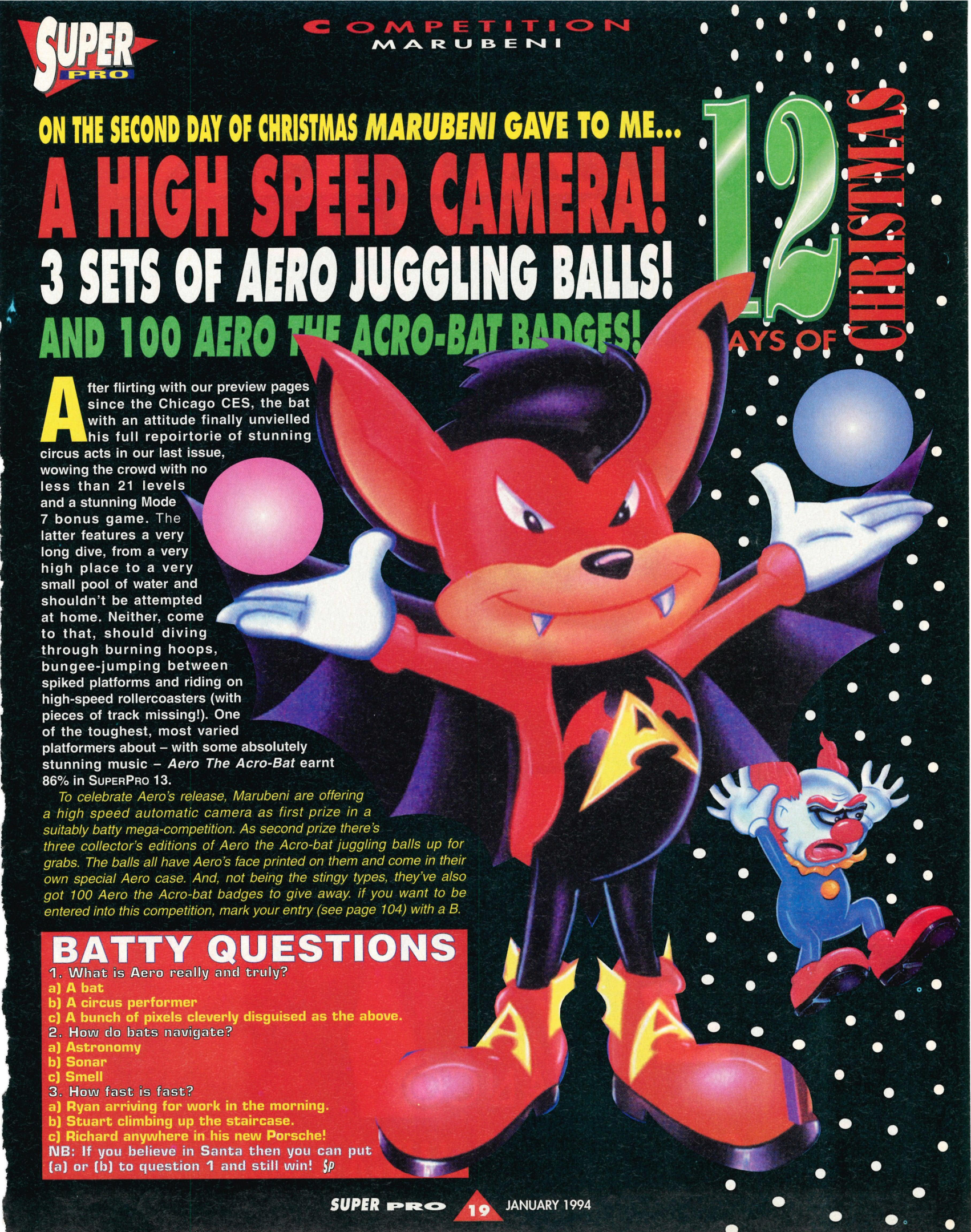
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12 DAYS OF CHRISTMAS



After flirting with our preview pages since the Chicago CES, the bat with an attitude finally unvielled his full repoirtorie of stunning circus acts in our last issue, wowing the crowd with no less than 21 levels and a stunning Mode 7 bonus game. The latter features a very long dive, from a very high place to a very small pool of water and shouldn't be attempted at home. Neither, come to that, should diving through burning hoops, bungee-jumping between spiked platforms and riding on high-speed rollercoasters (with pieces of track missing!). One of the toughest, most varied platformers about – with some absolutely stunning music – *Aero The Acro-Bat* earnt 86% in SUPERPRO 13.

To celebrate Aero's release, Marubeni are offering a high speed automatic camera as first prize in a suitably batty mega-competition. As second prize there's three collector's editions of Aero the Acro-bat juggling balls up for grabs. The balls all have Aero's face printed on them and come in their own special Aero case. And, not being the stingy types, they've also got 100 Aero the Acro-bat badges to give away. if you want to be entered into this competition, mark your entry (see page 104) with a B.

BATTY QUESTIONS

1. What is Aero really and truly?
a) A bat
b) A circus performer
c) A bunch of pixels cleverly disguised as the above.
2. How do bats navigate?
a) Astronomy
b) Sonar
c) Smell
3. How fast is fast?
a) Ryan arriving for work in the morning.
b) Stuart climbing up the staircase.
c) Richard anywhere in his new Porsche!

NB: If you believe in Santa then you can put (a) or (b) to question 1 and still win! *SP*

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PROreviews

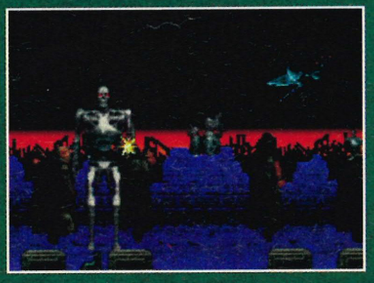
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

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. SP

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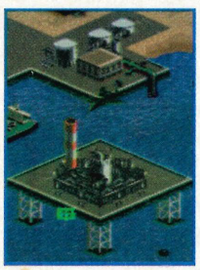
REVIEW INDEX

DESERT FIGHTER

Desert Fighter is war in Nineties; a hi-tech blitzkrieg played out in the fishbowl of the world's media. Not only must you obliterate your enemy's forces, you must also keep the exchequer and world opinion happy, saving both money and civilian lives. It's a tough task, but Stuart "gunhed" Wynne thinks he's up to it.

Although EA's *Desert Strike* has until now achieved air supremacy on both Mega Drive and the SNES, I can't say that I was ever a fan. For a supposed state-of-the-art shoot-'em-up it looked and moved with such an 8-bit pace, that NES and Master System conversions have been unsurprisingly successful.

Desert Fighter, by contrast, truly pushes the SNES to its limits, with some brilliantly detailed graphics, a wonderfully subtle pallette, plenty of speed and some great samples. It also has a surprisingly realistic feel. The way you can twist and turn trying desperately to break an enemy's attack is good fun, not to mention hair-raisingly exciting.



PRO tip

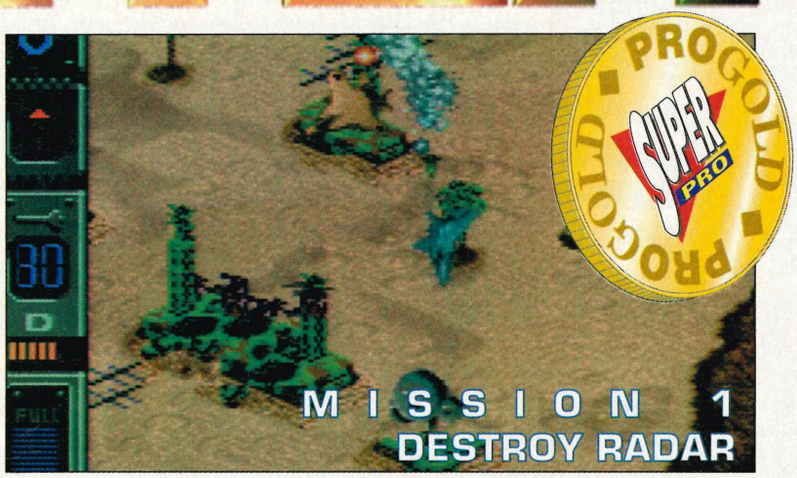
ON MISSION 5 YOU SHOULD START WITH THE BOTTOM AREA AND WIPE OUT HARBOUR TROOPS FIRST. OTHERWISE OIL SPILLAGE WILL STOP YOUR MISSION.

Fighter also has the edge over *Desert Strike* with its military hardware, giving a choice of two distinctly different aircraft [see box]. War is broken into eight missions, beginning with the ever-popular anti-radar strikes, then progressing through air field raids, biological weapon plants and culminating with night-time operations. All these targets are well-protected, so for the first sortie you might like to send out an F-15AAM to knock out any enemy MiGs. This isn't too difficult, but more MiGs appear later on and most targets are equipped with fixed Rapier and mobile anti-aircraft missile launchers. There's also tanks, missile-firing jeeps and even infantry to contend with.

In an ideal world, you could follow the F-15A with an A-10B using hi-tech Mavericks to wipe out enemy defences, then use less sophisticated smart bombs on the actual target. However, Mavericks are pricey and time is tight, so it's best to use the A-10's cannon to pick off the defences, then use smart bombs. It's tricky, and pulling increasingly tight turns to bring a Rapier into range as smoke pours from a missile is good, sweaty fun.

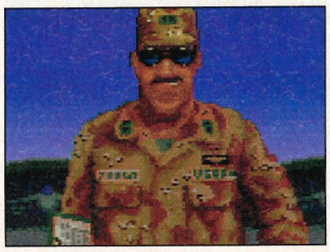
As the game progresses, the number of targets increase, defences improve and time limits shorten. However, there's not an enormous amount of difference between bombing an oil depot and an air field, while the mission zones aren't very varied either. Fortunately, this is where the game's brilliant atmosphere comes into play, with GNN news reports and detailed stats pulling you into a convincing scenario. Battery back-up ensures your past keeps up with you, so it makes sense to be as quick and economical as possible early on – saving resources for tougher missions. Scuds also pop up with alarming frequency – overfly one of these and the missiles instantly go into launch mode, giving you seconds to prevent an alarmingly big dent in public approval for the war. Also fun is taking on the Red Guard (inside the city!) and night missions.

All in all, *Desert Fighter* is an incredibly slick and attractive combat game with a reasonably sophsiticated tactical element. It doesn't quite have the variety of *Desert Strike*, but offers a similar challenge with a far superior presentation. The way aircraft move, the eerily convincing arc of various missiles – it all looks and sounds very impressive indeed. Love or hate *Desert Strike*, this slick shoot-'em-up is well worth checking out.

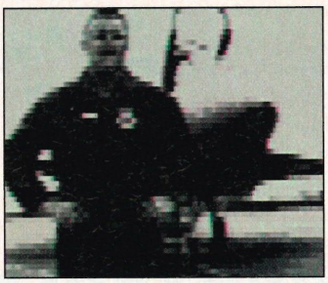














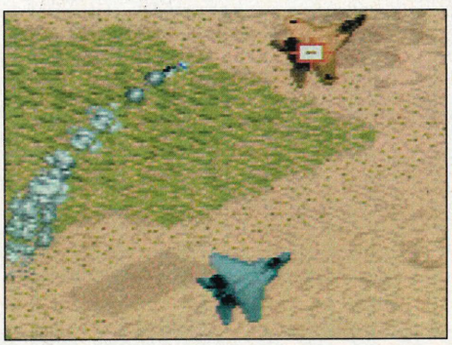
Desert Fighter's presentation is excellent, with mission briefings, BNN news reports and mission complete screens.

TOTAL CONTROL

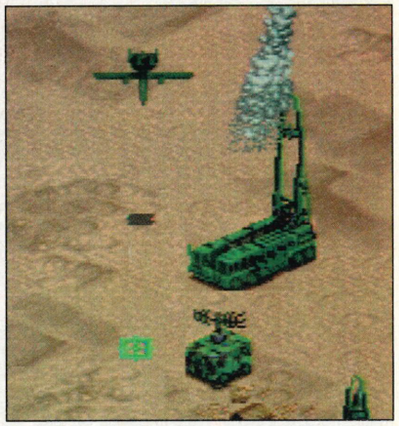


1. Threat Warning
2. Direction of Incoming Enemy Aircraft (Colour changes to show proximity)
3. Missiles
4. Armour
5. Fuel





Above, lock-on and splash one MiG. On the right, a Scud gets away to severely dent public approval for the war.











Desert Fighter

PUBLISHER: **SYSTEM 3**
TEL: **081 8648212**
PRICE: **£49.99**
OUT: **FEB**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **8Mbit**
SAVE GAME: **Battery back-up**
FEATURES: **GNN news reports.**



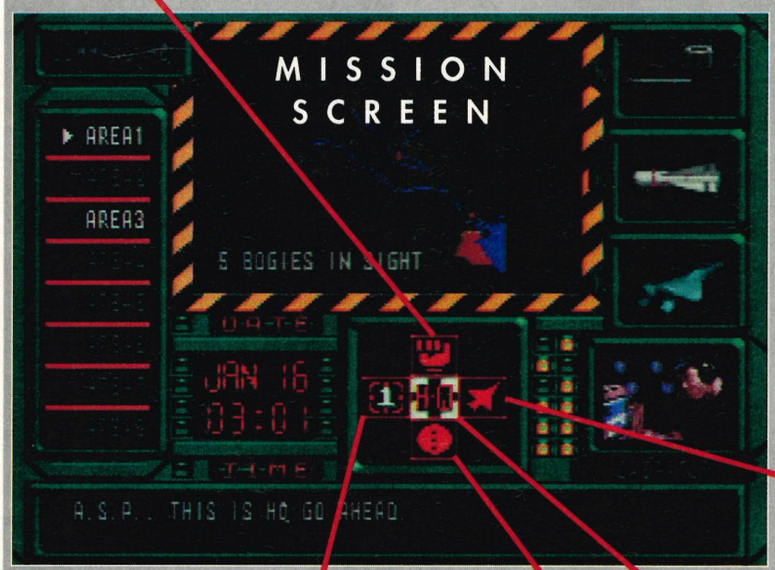
There are two types of aircraft; the Gruman A-10 Thunderbolt and the McDonnell Douglas F-15 Eagle. The Thunderbolt is a dedicated ground attack plane. It's built around a huge GAU-8 Avenger Gattling gun which spits out milk bottle size bullets. Tipped with depleted uranium, these bullets can rip through even heavy tank armour. It's a relatively slow plane, but it gives you much more control in ground attack, and it's heavily armoured to absorb a lot of punishment.

The A-10 is available in three different variants. The A-10A is loaded up with Mk82 laser-guided smart bombs. Although in some ways the hardest to use, they're cheap and difficult to misuse. The A-10B carries AGM-65 Mavericks. These are real hi-tech weapons, when you fly over enemy weapons, a white cursor will start highlighting any possible targets. Press fire to take them out. However, the cursor moves around quite quickly and in the heat of war it's easy to take out the wrong target! The A-10C is armed with cluster bombs. These are fired forward and can obliterate quite a large area – using them near friendly troops isn't advisable!



Unfortunately, all these weapons are costy and if you're losing a lot of aircraft you won't be able afford the more expensive variants. Speaking of cost, let's introduce the F-15 Eagle. An extremely expensive piece of hardware, it was designed to be the ultimate fighter. Its built-in gun is a M61 20mm cannon which – in the game – can only be used against airborne targets. This means all the variants have some air-to-air capacity, but taking down a MiG with a cannon isn't advised. It also burns fuel a lot faster, giving you less time over the target. For the F-15AAM this doesn't matter too much and with 25 Sidewinders you should be able to take out enemy MiGs relatively quickly.

The F-15A is the ground attack version which carries Mavericks. A good all-round package in theory, but it's very pricey and manoeuvring over a target area is difficult. The F-15B has smart bombs, but is rarely available for use.









H Q
Game options such as Save Game, alter controls and toggle background music on/off.



CONTROLS

- TURN UP.
- TURN DOWN.
- TURN LEFT.
- TURN RIGHT.
- X: AFTERBURNER (F-15 ONLY).
- Y: GUN.
- A: FLARE.
- B: MISSILE.
- L: ACCELERATE.
- R: DECELERATE.

PROS: A surprisingly realistic and involving shoot-'em-up, providing plenty of challenge with 15 different endings. Brilliantly detailed graphics and great FX, including crackly radio chat, plus OK music which can be turned off.

CONS: A desert's a desert and there's not a huge amount of variety here to reward progression through the levels.

GRAPHICS	92
SOUND	86
GAMEPLAY	92
LONGEVITY	91

PROSCORE
92
SCOREPRO

TOP GUN!

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES®

TOURNAMENT FIGHTERS







SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

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

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ActRaiser 2

Back in the early days, the original *ActRaiser* was one of the first games to show just what the SNES could do, with arcade quality graphics, a soundtrack to die for and gameplay which mixed platform beat-'em-up action with a gods-style strategy. Two years later the sequel has arrived, a full 12Mbit with no strategy – just pure arcade action. Stuart "grizzled" Wynne revisits a legend.



ActRaiser 2 has been a long time in the making but from the moment the game begins you know it's been worth it. The intro features some of the most gorgeous graphics yet seen on the SNES. The playfield boasts intricately detailed stone work with classical Greek ruins, while *ActRaiser* himself looks like something by Boris Valejo – as does the hideous demon which soon arrives on the scene. On top of all that you get wispy, transparent clouds. It looks like a particularly classy coin-op and is an excellent demonstration of the SNES's arcade-style hardware.

Press Start, and the game opens up a Mode 7 world for you to scroll around. There are numerous settlements scattered about, each representing multi-stage levels. The basic structure of each stage is the familiar mid-level guardian, end-level guardian set-up. In addition to the fantastic graphics, the producers have taken care to vary the level designs, each stage transporting the player to a new challenge. Some levels take the form of mazes, others are slash-'em-ups while many boast numerous tiny platforms to leap between.

However, at first, the challenge is ActRaiser himself. For the sequel, he's grown wings and sprouted some new talents. Press jump for a standard jump, then press again to spread your wings and glide. Timing is everything, but with practice you can soar for ages, then dive down – pressing fire at the last moment to make a variety of dramatic attacks. The key to finishing the game is definitely the flying; there's disappearing platforms, crumbling platforms, teensy weensy little platforms – even platforms disguised as flying Viking longboats! So, to get past the first levels you'll need to be able to perform the most amazing aerial acrobatics.



PRO tip

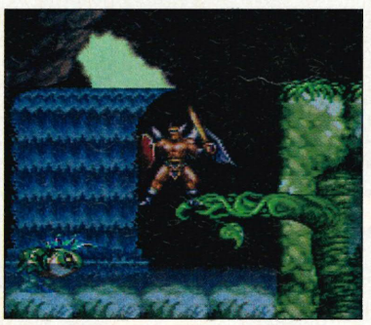
OFTEN YOU'LL GET TO AN END-LEVEL GUARDIAN WITH QUITE A FEW LIVES LEFT. SO SPEND A FEW LEARNING ITS ATTACK MOVES BEFORE USING UP YOUR LIMITED SUPERWEAPONS.

There's also some special powers, bouncing balls, flames and a shield which actually works against most weapons. It's a lot to take in it at once, but the graphics pull you in and keep you hooked. Also providing a big incentive is the gorgeous classical soundtrack by Yuzo Kashiro.

All in all, this is one of the best presented SNES platformers in a long time. Nevertheless, it is just a platformer and the one gameplay innovation – ActRaiser's wings – can prove annoying. I personally had a great time exploring Enix's stunning new world – even coming back against the annoying disappearing ice platforms to see what was next. Ryan, by contrast, found the graphics dull in comparison to *Mr Nutz*'s and the gameplay somewhat slow and fiddly. *ActRaiser 2* doesn't do enough new stuff to make it a true mega-hit, but if the graphic style appeals, the gameplay is solid enough to keep most people entertained for ages. Cautiously recommended!



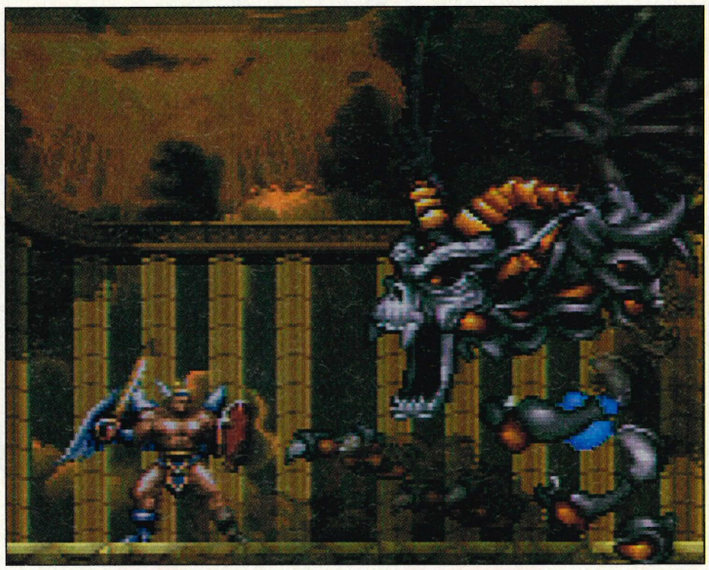




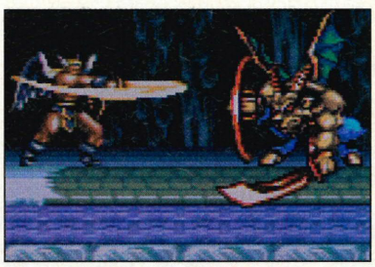
Above, two of the most attractive levels with some great mist and water effects. The stunning visuals are undoubtedly one of the game's strong points.







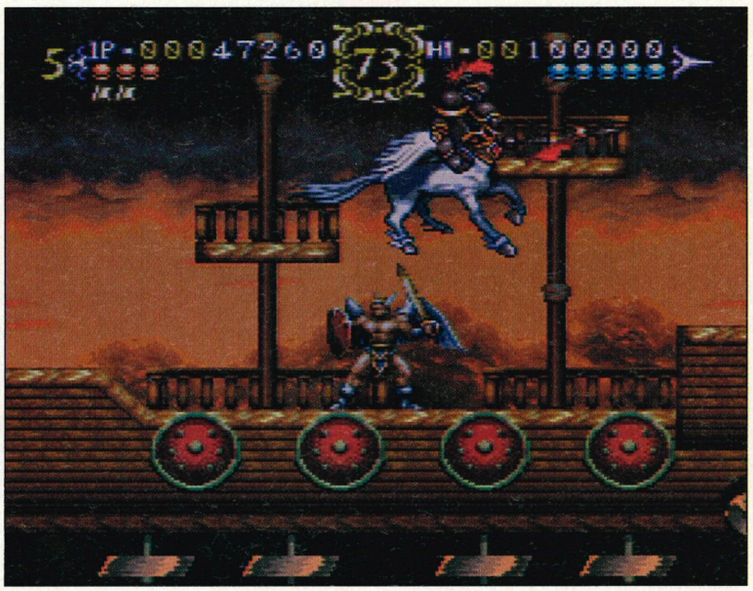
Above, a humongous buzzard gets ready for an ActRaiser lunch. On the right, the gorgeous demo unfolds...



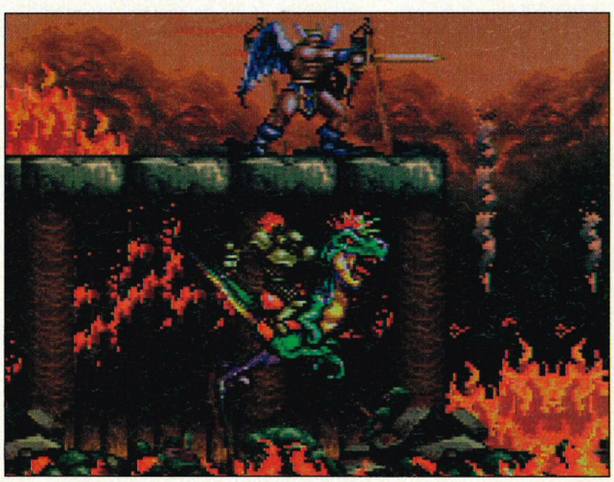








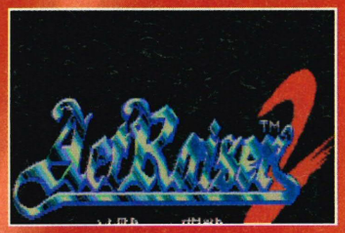




On the left, the level begins with a battlefield stage, then takes flight with airborne Viking longboats (above), before finally ending in a castle (below).



Opposite, ActRaiser soars above a brilliantly drawn battlefield. Mastering how to fly is critical to success in the new game.



PUBLISHER: **ENIX**
SUPPLIER: **VIDEO GAMES BOX**
TEL: **0425 616705**
PRICE: **£59.99**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **12Mbit**
SAVE GAME: **Password**
FEATURES: **Continues**

CONTROLS

- ▲ ATTACK UPWARDS (WITH ATTACK BUTTON).
- ▼ CROUCH.
- ◀ WALK LEFT.
- ▶ WALK RIGHT.
- X ATTACK.
- Y ATTACK.
- A JUMP.
- B JUMP.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Great presentation with beautifully detailed graphics and an evocative classical soundtrack. Once you've mastered it, the ability to fly is great fun and the overall challenge is impressive, with different endings according to the skill level.
CONS: Flying is tricky to begin with, while gameplay is less than innovative and the pace may be a bit slow for some people.

GRAPHICS	90
SOUND	87
GAMEPLAY	86
LONGEVITY	85

PROSCORE
88
SCOREPRO

PURE CLASS!

TEENAGE MUTANT NINJA TURTLES V TOURNAMENT FIGHTERS





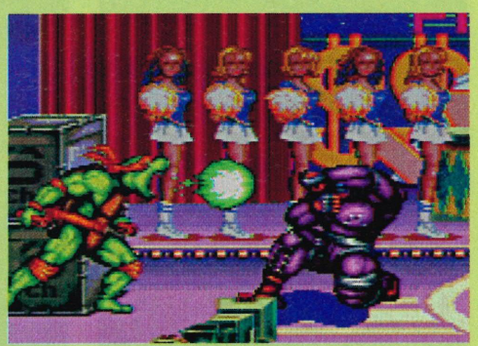
Even back in '92 the Turtles were as hip as Val Doonican, but *Turtles In Time* still ranked as one of the most playable scrolling beat-'em-ups ever. So okay, you never want to hear those absurd names again, but when Konami's writing the code you gotta pay attention. Ryan "Pizza Time" Butt cracks some Turtle shell to see if *Turbo* should worry.











Turtles V draws first blood with a bruising uppercut in the presentation stakes. The whole game takes the format of a game show, glitzing its presentation with the cheesy imagery of satellite TV. It's a lot more fun than *SFII*'s minimalistic approach, as are the gloriously weird competitors. Besides all four Turtles, there's a robot, a bat, a mutant shark, the Turtles' arch enemy, Shredder and even, gasp!, a woman.

Of course, there's a Tournament where you take on all the other fighters as controlled by the computer – beat them all to meet a couple of big bosses. Then there's the Versus Mode where the opposition is human controlled, and the scoreboard entirely comprehensive – *SFII* style.

The most interesting mode however, is the Story one. As one of the Turtles, you must rescue April and Splinter, captured by – yes you've guessed it, your pervy, lycra-clad enemy, Shredder! This differs from the Tournament mode as there are brief graphical and text interludes between each fight, keeping you up-to-date with your mission.

Another feature missing from most competitors, including *SFII*, are *V*'s ultra moves. Where *Mortal Kombat* utilised death moves, *Tournament Fighters* uses a similar theme to gain the edge actually during fights. Displayed under each fighter's energy bar is another meter which increases with every hit you get on your enemy. Once it reaches the top, an ultra move can be activated. This can be used to finish your opponent off, or simply sap a hefty portion of their energy bar!



PRO tip
TRY USING MIKE, HIS DEVASTATING UPPERCUT IS A MATCH FOR ANYBODY!

The ultra-moves are often quite spectacular, and the game as a whole is graphically excellent. The sprites aren't quite as big as they could have been, but the attention to detail and slick animation more than compensate. Turtles may not immediately appeal to *Mortal Kombat* fans, but they're still pretty mean fighters with some great weapons! The rest of the fighters are even weirder and great fun, while the background scenarios are nicely varied.

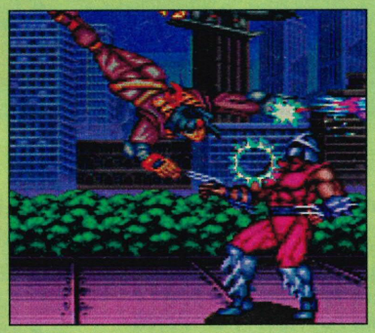
In fact, everything about this game oozes class. The tunes are frantically paced and fit in well with the hard-hitting action; and the same goes for the sound effects and speech – although Mark's warped imagination did interpret the perfectly innocent "Thunder" as sounding like f... oh forget it!

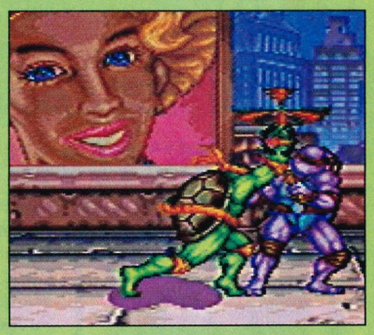
Controls are somewhat limited with the use of only four buttons, but disappointment soon fades when you begin to realise that killer combos are just as easy to perform as they are in *Street Fighter*. Also, each character has several special moves, and the added bonus of ultra moves makes gameplay all the more compelling.

Tournament Fighters is a highly addictive and playable game which will certainly condemn *Street Fighter II* to a dusty shelf – if only for the couple of months it'll take you to go through all the modes. And it's certainly not very often that a beat-'em-up featuring four such desperately unfashionable characters such as these can do that!

PROGOLD SUPER PRO PROGOLD







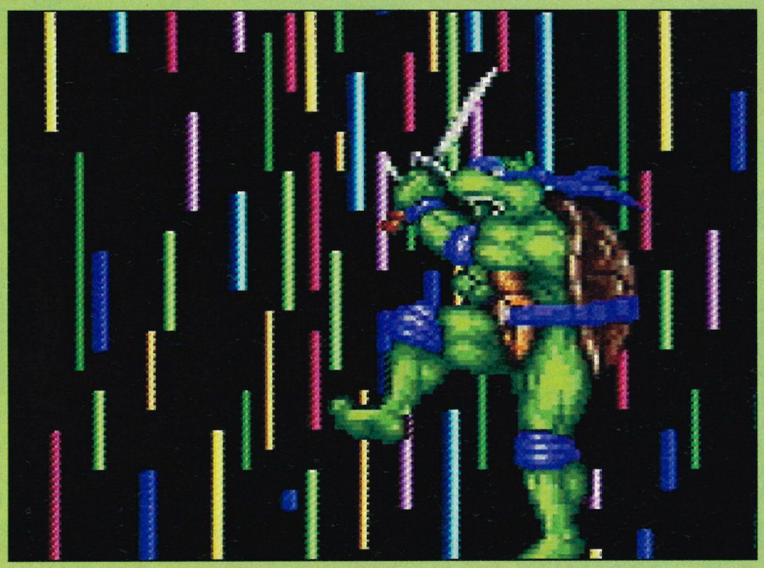




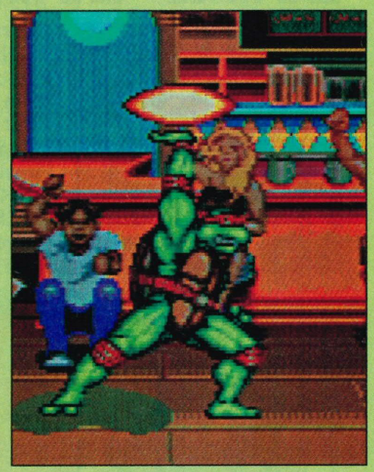
Armaggon lunges into one of his Dhalsim-style nose-dives (above). The stylish intro consists of our hero's springing through the air (below).

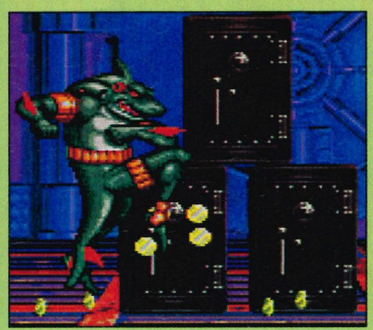


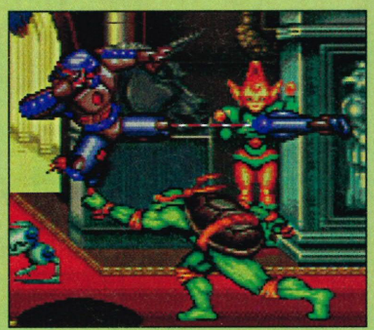
As April dangles helplessly from a rope, fearless Mike must defeat Wing Nut free her. Also note the pointy-bra clad Madonna impersonator in the background (above)! In the bonus stage, your character must demolish a pile of safes before the timer runs out. A perfect bonus awaits if you destroy them all, otherwise you'll be scored for the amount you managed to bust (below). Chrome Dome demonstrates his leg-stretching technique (below right)!



Deja-vu huh? Mike strikes a familiar pose as he hammers Chun-Li wannabe Aska (above)! At the top of the page we see the special story mode in which Mike fights his fetching purple alter-ego (above left)! No it's not a radioactive pizza, this is Raph's special fireball attack (below)!







Armaggon shows that eating a spicy vindaloo before a contest can be a definite advantage in this battle with Chrome Dome (below)!







TEENAGE MUTANT NINJA TURTLES

CYBERSHREDDER CYBERSHREDDER CYBERSHREDDER CYBERSHREDDER



Nickname: C. SHREDDER
Height: 6'06" Weight: 280 lbs
Eyes: BLACK Age: UNKNOWN
Birth Place: OSAKA, JAPAN
Weapons: BATTLE ARMOUR
Favourite Activities: PLANNING WORLD CONQUEST
Ultimate Goal: TO REGAIN HIS CONTROL OVER THE MINDLESS PEOPLE OF NEW YORK

SPECIAL MOVES



DASHING PUNCH
Away for 2 secs, then towards and punch.



KNEE DASH
Away for 2 secs, then towards and kick.



ELECTRIC SHIELD
To deflect your opponents firballs, hold Y+B.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

ARMAGGON ARMAGGON ARMAGGON ARMAGGON ARMAGGON



Nickname: ARMAGGON
Height: 6'00" Weight: 400 lbs
Eyes: RED Age: UNKNOWN
Birth Place: THE EARTH OF THE FUTURE.
Weapons: RAZOR SHARP FINS AND TEETH
Activities: GARBAGE PICKING
Ultimate Goal: TO CONQUER THE EARTH.

SPECIAL MOVES



FACE BITE
Get in close and press fierce punch.



ENERGY BOLT
Away for 2 secs, then toward and punch.



UPPERCUT
down for 2 secs, then up and punch.



ULTRA–MOVE
Push all 4 buttons when bar is flashing.

RAPHAEL RAPHAEL RAPHAEL RAPHAEL RAPHAEL RAPHAEL RAPHAEL



Nickname: RAP
Height: 5'08" Weight: 170 lbs
Eyes: BLACK Age: 15
Birth Place: SHELLY'S PET CITY, NEW HAMPSHELL.
Weapons: SAI
Favourite Activities: SOLITUDE, SARCASTIC JOKING WITH FRIENDS.
Ultimate Goal: TO BUY GIFTS FOR HIS FRIENDS.

SPECIAL MOVES



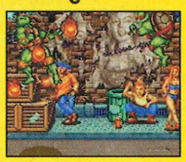
SUPLEX
Get in close and press A.



SPRING VAULT
Away for 2 secs, then towards and kick.



TORPEDO
Away for 2 secs, then towards and punch.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

WING NUT WING NUT WING NUT WING NUT WING NUT WING NUT



Nickname: WING NUT
Height: 6'00" Weight: 300 lbs
Age: 300 KRONO CYCLES
Birth Place: PLANET DEXLON V IN THE HUANU SYSTEM
Weapons: PLASMA-POWERED BAT WINGS
Favourite Activities: CASTLEVANIA 2095
Ultimate Goal: TO WASTE TIME IN THIS TOURNAMENT

SPECIAL MOVES



NOSE DIVE
Jump up and press down+kick.



MID-AIR THROW
Get in close and press fierce punch.



SONIC WAVE
Jump up, then press D, DT, T and punch.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

ANGELO MICHAELANGELO MICHAELANGELO MICHAELANGELO



Nickname: MIKE
Height: 5'08" Weight: 170 lbs
Eyes: BLACK
Age: 15 AND A HALF
Birth Place: WOODY'S PET SHOP, PENNSHELLVANIA
Weapons: NUNCHUKUS
Favourite Activities: SURFING, SKATE BOARDING
Ultimate Goal: TAKE A FEW DAYS OFF TO CATCH A FEW WAVES

SPECIAL MOVES



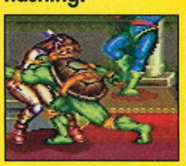
ROLLING ATTACK.
Away for 2 secs, then towards and punch.



THROW.
Get in close and press fierce punch.



HIGH UPPERCUT
Push down for 2 secs, then up and punch.



ULTRA–MOVE
Push all 4 buttons when bar is flashing.

TEENAGE MUTANT NINJA TURTLES

CHROME DOME CHROME DOME CHROME DOME CHROME DOME



Nickname: C. DOME
Height: 5'10" Weight: 200 lbs
Eyes: RED Age: 66 MHZ
Birth Place: SHREDDER'S METAL SHOP
Weapons: THUNDER GAUNTLETS
Favourite Activities: STEEL MAGNOLIAS (!??)
Ultimate Goal: TO EXTRACT THE "WARRIOR" PROGRAM FROM HIS SYSTEM MEMORY

SPECIAL MOVES



LOW SPARK
Push D, DT, T and punch.



HEAD STOMP
Jump up, then push down and soft kick.

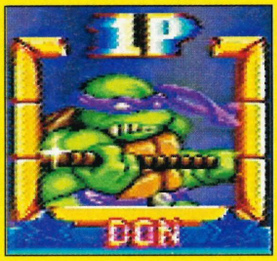


RAPID PUNCH
Get in close and press fierce punch.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

DONATELLO DONATELLO DONATELLO DONATELLO DONATELLO



Nickname: DON
Height: 5'08" Weight: 170 lbs
Eyes: BLACK Age: 15
Birth Place: JOE'S PET PLACE, SLOWKLAHOMA
Weapons: STAFF
Favourite Activities: INVENTING MECHANICAL AND ELECTRICAL DEVICES
Ultimate Goal: EARN MONEY FOR INVENTIONS

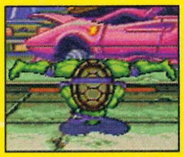
SPECIAL MOVES



POLE SPARK
Push D, DT, T and punch.



HEAD BUTT
Get in close and push fierce punch.



HEAD SPIN
Push D, DA, A and kick.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

ASKA ASKA ASKA ASKA ASKA ASKA ASKA ASKA ASKA ASKA



Nickname: ASKA
Height: 5'02" Weight: 110 lbs
Eyes: BLACK Age: 18 AND A HALF
Birth Place: KYOTO, JAPAN
WEAPONS: KUNAI
Favourite Activities: DISCIPLINING HER MIND AND BODY
Ultimate Goal: TO OPEN HER OWN DOJO AND TEACH THE ART OF THE NINJA

SPECIAL MOVES



BACK NUDGE
Push away and fierce kick.



TWIRL ATTACK
Push D, DA, A and kick.



FIERCE UPPERCUT
Push T, D, DT, and punch.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

WAR WAR WAR WAR WAR WAR WAR WAR WAR WAR



Nickname: WAR
Height: 6'00" Weight: 350 lbs
Eyes: GREEN Age: UNKNOWN
Birth Place: THE UNDERWORLD
Weapons: SIX-INCH TALONS
Favourite Activities: ANYTHING NASTY
Ultimate Goal: DESTRUCTION

SPECIAL MOVES



DASHING PUNCH
Away for 2 secs, then towards and punch.



AIR DROP
Down for 2 secs, then up and punch.

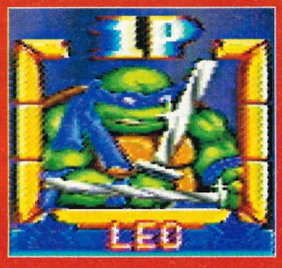


ROLLING THROW
Get in close and press fierce punch.



ULTRA MOVE
Push all 4 buttons when bar is flashing.

LEONARDO LEONARDO LEONARDO LEONARDO LEONARDO LEONARDO



Nickname: LEO
Height: 5'08" Weight: 170 lbs
Eyes: BLACK
Age: 16
Birth Place: MACMAHON'S PET EMPORIUM, CHESABEACK BAY
Weapons: KATANA BLADES
Favourite Activities: MEDITATING AND YOGA
Ultimate Goal: TO PROVE THAT HE IS THE BEST FIGHTER

SPECIAL MOVES



BACK THROW
Get in close and press fierce punch.



SONIC SWORD
Push D, DT, T and punch.



SPINING BLADE
Push D, DA, A and punch.

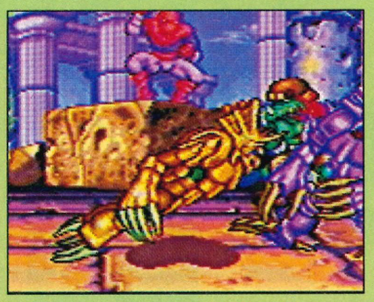


ULTRA MOVE.
Push all 4 buttons

TEENAGE MUTANT NINJA TURTLES

Aska attempts to shy away from the unwanted advances of a love-spurned Raphael.





It's War against War in the ultimate showdown, looks like War's winning but we'll keep you posted!

Raph resorts to foul-play by lobbing a series of deadly fireballs at the unsuspecting Chrome Dome.



Seeing as break-dancing is nearly as unfashionable as the Turtles, why not include it in the game!



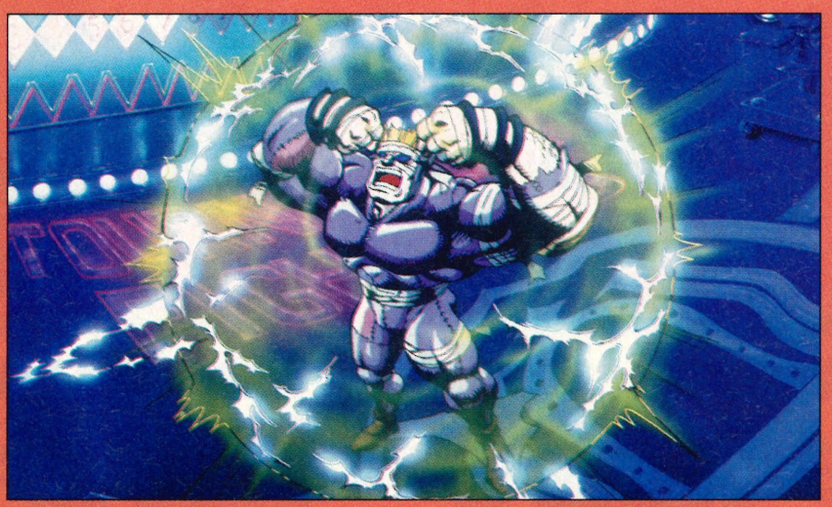


Don summons the powers from beyond to help him win against the metal menace, but will it be enough?

The fight didn't end soon enough for poor Armaggon. By the way he's holding his bum in pain, looks like the vindaloo's back again!

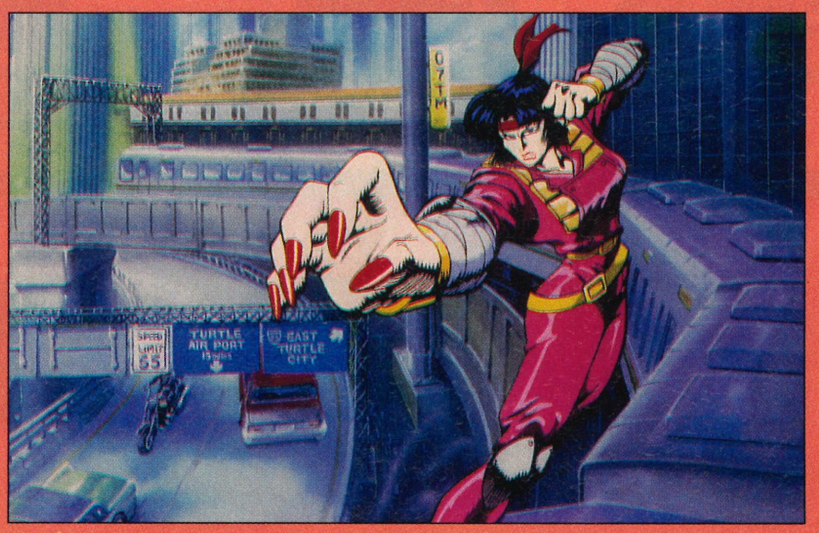


END BOSSES END BOSSES END BOSSES



The first boss you'll encounter is Ratking, the current Tournament Fighting champion. Ratking has returned to defend his crown and will try any trick in the book to ensure that he keeps it! Despite having some of the most powerful throws ever seen in a fighting game, Ratking will also attack from mid-air using his feet, so try to counter attack with a powerful uppercut.

The final challenge comes in the form of Karai. Karai is undoubtedly the strongest woman in the world, and she demonstrates this to great effect during the match! Having been presumed dead for years, she unexpectedly returned to challenge the current winner to a devastating final battle. Beware of her machine gun punch which comes from the air, and don't fall prey to her powerful body blows.





PUBLISHER: **KONAMI**
TEL: **081 429 2446**
PRICE: **£59.99**
OUT: **7th January**

PLAYERS: **1-2**
SKILL LEVELS: **7**
CART SIZE: **12Mbit**
SAVE GAME: **No**
FEATURES: **Simultaneous two-player action, varying game speeds, three different modes of play.**

CONTROLS

- ▲ JUMP.
- ▼ CROUCH.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X FIERCE PUNCH.
- Y NORMAL PUNCH.
- A FIERCE KICK.
- B NORMAL KICK.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Superb graphics and sound. Easy to get into, instantly compelling game-play. Ten characters to choose from, each with their own unique special moves.
CONS: Not as many fighting moves and possibilities as there are in *SFII*. The appeal of the central characters is rather limited.

GRAPHICS	91
SOUND	88
GAMEPLAY	93
LONGEVITY	92

PROSCORE
92
SCOREPRO

WHAT A SHELL-SHOCKER!

ILLEGAL RACING, COPS AND GAMBLING







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"*



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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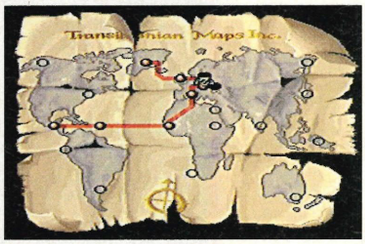




Even artificially created beings worry about their health, as our hero demonstrates here by shielding his eyes from an explosion (left)! Try not to stumble into the lava, otherwise Franky will blow a gasket and do a remarkable impression of our editor, Stuart (right)!







Having already enjoyed a stint of success on the Game Boy, someone obviously thought it was a good idea to convert *Dr. Franken* on to big brother – hey, it worked with *Battletoads*, so why not? With higher standards, hotter competition and perhaps more at stake, Ryan "Lurch" Butt polishes his bolt to see if lightning will strike twice!

Okay, I know, and you know, Mary Shelley's Frankenstein character is the doctor, not the monster, but do Elite? Probably not, and anyways this is a cheap rip-off with old bolt-neck grabbing the moniker Dr Franken and running with it. His quest is to find the bits and pieces of his girlfriend Bitsy. You see, Bitsy lost her passport and so as not to spoil his hols, Franky decided to dismantle her and post the bits to the intended holiday spot.

Don't try this at home kiddies, especially not with the Transylvanian postal service which promptly scattered Bitsy's bits across 20 levels of a remarkably difficult platformer. Each level takes you to a different part of the world – there are eleven different scenarios – with four Bitsy pieces to find per level. Sounds dead easy but, just like reassembling poor Bitsy, theory is infinitely easier than practice. All the levels turn out to be jam-packed with various meanies, contact with which depletes your energy bar at truly alarming rate. Death comes very quickly, complete with a suspiciously Lulu-like sample!

However, unlike the bolt-neck dude in ancient Hammer films, Franky is quite agile and well-armed with a sonic wave punch, smart bomb electricity bolt and a wide arsenal of nifty kicks. The latter are the ones you use most, which is unfortunate as your timing has to be absolutely spot on. The trickiness of the kicks thus casts a very dark shadow over the game.



PRO tip

IF YOUR ENERGY IS LOW, KEEP GOING BACK AND KILLING THE SAME BADDIE TO GAIN A MUCH-NEEDED ENERGY REPLENISHING BATTERY!

It's by no means original, but the levels are big and the scenario fun. Similarly graphics are unspectacular, but the sprites are well drawn and the backdrops reasonably atmospheric. If it were easier, it would be a lot more fun, as it is 20 levels without continues, passwords or battery back-up is a nightmare even Ms Shelley would shrink from. Of course, some of you out there will find the kicks a doddle, the challenge reassuringly challenging. But for myself, I can't see the point of yet another platformer with no new ideas, not even any mega-guardians for once. Roll on, Kenneth Brannagh's *Frankenstein* movie with Sony game to follow, no doubt. Then again, on second thoughts...



PUBLISHER: **ELITE**
TEL: **0922 55852**
PRICE: **£44.99**
OUT: **December**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **20 levels and no form of continuing whatsoever!**

CONTROLS

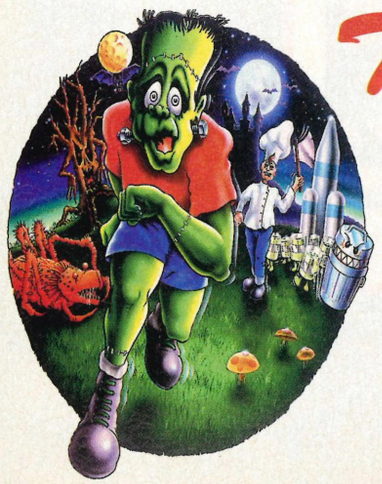
- NO FUNCTION.
- CROUCH.
- MOVE LEFT.
- MOVE RIGHT.
- X: OVERHEAD KICK.
- Y: LEFT KICK.
- A: RIGHT KICK.
- B: JUMP.
- L: SMART BOMB.
- R: STUN PUNCH.

PROS: Fairly addictive, easy to get into, nice sprites and scenarios.
CONS: No form of continuing once all your lives are lost, repetitive gameplay, uninspired sound.

GRAPHICS	60
SOUND	51
GAMEPLAY	52
LONGEVITY	57

PROSCORE
53
SCOREPRO

FRANKIE SAYS DON'T BUY IT!

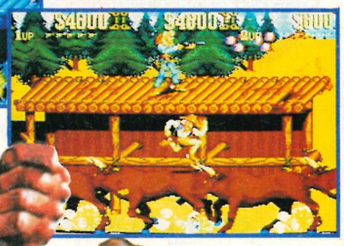


The Adventures Of Dr. Franken

SUNSETRIDERS

The dusty badlands of the Wild West are crawling with dirty lowdown bandits, each lowlife has a hefty price on his head and is sure to give you a run for your money! Seven levels of trigger itching, sharp shootin' spaghetti western action.





Original Nintendo Seal of Quality

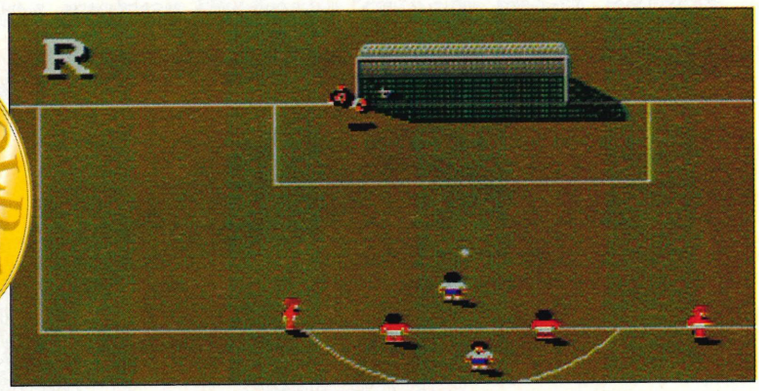
SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

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

SENSIBLE SOCCER

You could say Sensible Software have something of a reputation. With *Wizball* and *MicroProse Soccer* they have serious claims to the best 8-bit games of all time. Then, when they developed an Amiga footie game, they decided to get their name into the title – which was promptly acclaimed the best 16-bit football game ever! Now it's finally arrived on SNES, Stuart Wynne asks whether it's still a world beater.



Footie games are a tricky breed. I still remember wandering into the *Zzap!64* offices and scoffing at the 95% mark for *Kick Off* – 'just another footie game' with remarkably small graphics. Six months later we were still playing the blasted thing! *Kick Off* is a good comparison to make because that's obviously what inspired *Sensible Soccer.* It's the same overhead view and the same tiny sprites (actually they're even smaller), the only difference being *Sensi* is less of an arcade game and more of a sim, with intelligent players and a more realistic pace.



PRO tip

ON EXPERT LEVEL, KEEP NUDGING THE BALL AHEAD TO TRICK THE OPPOSITION INTO FOULING YOU!

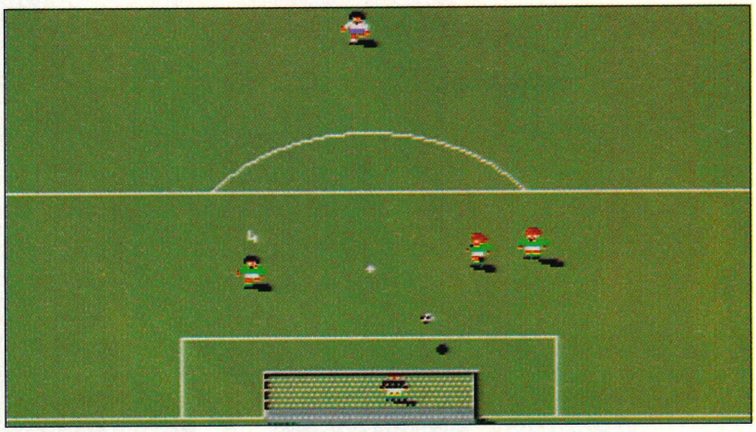
One of the key elements is the control system. It's good to see the original programmers have also handled the SNES conversion, so they're well aware of control problems. There's an idiot button, to press for the best kick in most situations, and the ball is easier to control than on the Amiga version. However, with the original, half the fun was learning how to jerk the joystick back to lob the ball, while simultaneously pressing the fire button for an exact number of milli-seconds. A joypad doesn't give the same sort of interaction, so if you want to get the most out of this game, you'll need a joystick.

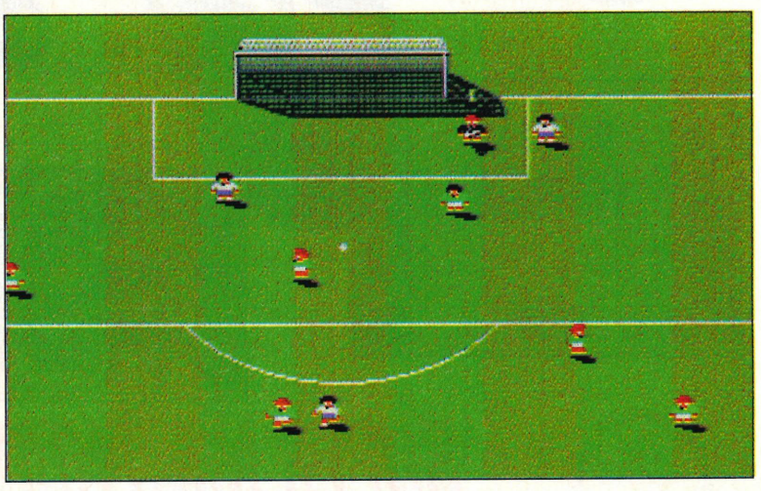
Another problem is presentation. If this is really the best game of all time, couldn't Sony have financed some slick visuals? The option screens are banal, the only static screen is of a sickly looking stadium – identical to the Mega Drive but without the player pics! A full 8Mbit game with some photorealistic presentation shots, a wide range of tunes (*MicroProse Soccer* had an excellent selection) and a fully controllable action replay mode would've offered more chance of pulling in video kids ignorant of *Sensi*'s reputation.

The final problem is obviously the sprites. They're tiny, blocky and minimally animated. They don't instantly draw you in, nor do they offer the arcade speed of *Striker.* However, the way they move, their intelligence and the realistic pitch size create a great sense of realism. Once you get into the game, the superlative play mechanics, the tactics of the opposition and the good control system make it seem like you're playing a professional game.

Of course, the game also boasts a full range of tournaments, weather conditions, substitutions, formations and star players. The latter are key players – on normal setting they're only ones with automatic shoot on goal, on expert level the only ones for which the ball still sticks to their feet.

If football is your thing, *Sensible Soccer* offers an immensely sophisticated, realistic and playable simulation which will keep you playing for months, if not years. But to get the most out of it, you definitely need a joystick!





Seasonal weather conditions include muddy (top), icy (above) and normal (below), each mildly altering the speed and controllability of the ball.

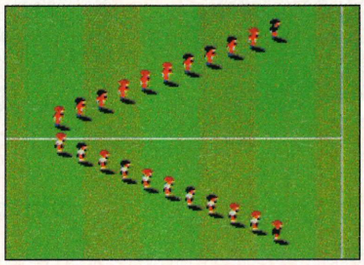


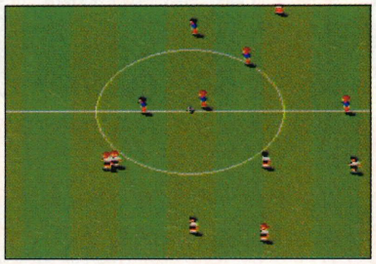
A foul just outside the area leads to a yellow card and a free kick (above). Manchester form a wall to defend the goal.

A goal brings Mode 7 onto the pitch, zooming into the player for a nice reward sequence.



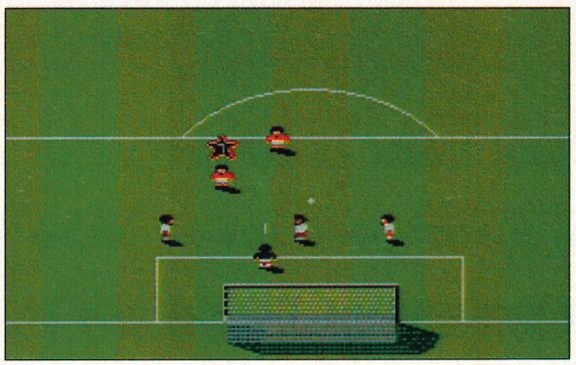






Although the sole presentation pic is poor, the way the players line-up and then rush to the kick off shows the surprising realism of the animation, players moving quickly and intelligently.







Besides the numerous serious leagues, the Booby, Turkey and Egg Cup offer teams such as Flower Power, P's and Q's and On The Farm. Each league has a save game and one of the big selling points of the game is how you can have large multi-player leagues, with lots of friends coming around for a mammoth Sensi session.

ALL THE RIGHT MOVES



Sensible SOCCER

PUBLISHER: **SONY IMAGESOFT**
TEL: **071 734 5151**
PRICE: **TBA**
OUT: **December**

PLAYERS: **1-2**
SKILL LEVELS: **3**
CART SIZE: **4Mbit**
SAVE GAME: **Battery back-up**
FEATURES: **Star players!**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: IDIOT BUTTON!
- Y: PASS/SHOOT.
- A: PASS/SHOOT.
- B: PASS.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Arguably the most sophisticated footie gameplay ever. Once you get into the game it becomes incredibly involving and addictive.
CONS: But the presentaion is disappointingly weak, the sprites are tiny, and the control system really demands a joystick for the full (and rewarding) experience.

GRAPHICS	64
SOUND	70
GAMEPLAY	90
LONGEVITY	93

PROSCORE **90** SCOREPRO

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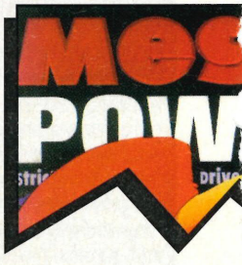
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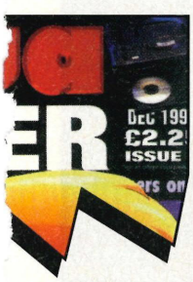


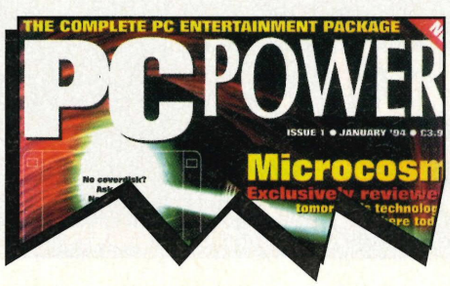
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T2 THE ARCADE GAME

The film was the ultimate juggernaut of an action movie, an unstoppable concoction of brilliant FX, Arnie himself and of course ultra-violence. It was the perfect subject for an arcade game, James Cameron reportedly shooting extra footage for to provide even more digitised graphics. Now the SNES version's arrived, SuperScope owners finally have something to celebrate. Sam "T-2000" Hickman dusts hers off and gets ready for action.

Already a massive hit in the arcades, *T2* explodes on to the SNES with all the action you'd expect of Schwarzenegger and Acclaim. As good ol' Arnie, it's your job to destroy the millions of endoskeletons which have inhabited future earth, go back in time to destroy the Cyberdyne labs then, finally, blast the hell out of the T-1000. It's a huge task and there's just one skill level – mega-tough!

As you'd expect the game is best played with the SuperScope. There is a joypad option, but on such a hard game, attempting to soldier on with a flawed targeting system will get you nowhere fast. With a SuperScope, *T2*'s first-person perspective comes alive, giving the game a fresher feel than most side scrolling shoot-'em-ups. It certainly looks good, the often digitised sprites are huge and backdrops impressively detailed. As with *Mortal Kombat*, Acclaim have worked wonders producing a near-perfect conversion of a hi-tech coin-op.

So wandering along shooting everything in sight is, at first, really brilliant. The coin-op feel is there with all its feverish, intensive action. However, after a while you'll probably find that you're becoming a) very bored or b) very frustrated. This is because while the actual levels are fairly easy, once you reach the level guardian, the game becomes incredibly difficult. In most cases, you'll hardly get a chance to hit anything before you're killed and, with just five continues, this can be rather tiresome.



PRO tip

TO KILL THE FIRST GUARDIAN, BLAST THE TOP THREE LAUNCHERS FIRST. THE BOTTOM LAUNCHERS CANNOT BE DESTROYED UNTILL THIS HAS BEEN DONE.

There are nine levels in all and while it's a hugely challenging adventure, even the use of a SuperScope can't rescue it from an element of monotony. You'll find the same tired graphics popping up again and again, while many of the digitised sprites disappear through the floor rather than blowing up in spectacular *T2* style. There are also no sound or visual effects to indicate whether you've been hit and when you've got about 20 Terminators chucking bombs at you, I think this is rather important!.

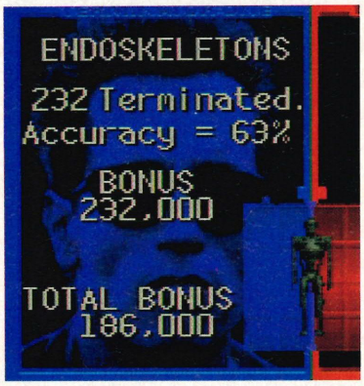
T2 is obviously an excellent conversion and without doubt the most challenging and visually exciting SuperScope game yet. However, be warned, it's one of the most difficult games I've played for absolutely ages and even if you are desperate for a SuperScope game, you may find the whole thing just a bit too frustrating to be considered enjoyable.





Above, the less than spectacular final boss! To kill him, fire a few rockets at him, then keep him away from John Connor. Below, one of the braver Terminators rather foolishly attempts some close-range shooting. Blow his head off!







Right, one of the only levels where being hit restricts your vision. Above, consumate satisfaction as your tally of destruction is racked up.



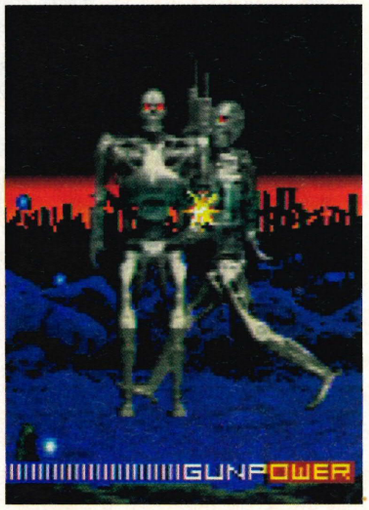




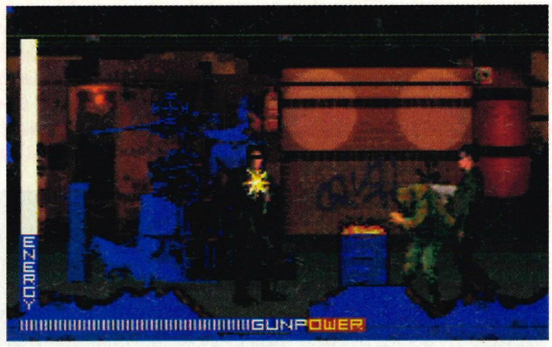








Above, the scientists at Cyberdene are rather worried by your presence and decide to retaliate by throwing a few acid bombs your way. Above right, a police helicopter hotly pursues your stolen van – one hit from it and you'll blow up! Bottom right, Sarah Connor drops by now and again to provide you with a few rounds of ammo. And I thought she was supposed to be the heroine!





T2 THE ARCADE GAME™

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

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **No**
FEATURES: **A non-stop barrage of violence, SuperScope style!**

CONTROLS

- CURSOR UP.
- CURSOR DOWN.
- CURSOR LEFT.
- CURSOR RIGHT.
- X: FIRE.
- Y: NO FUNCTION.
- A: NO FUNCTION.
- B: LAUNCH ROCKET.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: The best looking SuperScope game yet, which offers a massive challenge, some coin-op true graphics and atmospheric gameplay.
CONS: The graphics do tend to become repetitive though, while gameplay is fairly monotonous – *X-Zone* has more variety – and the difficulty setting is way too high.

GRAPHICS	90
SOUND	79
GAMEPLAY	80
LONGEVITY	80

PROSCORE
84
SCOREPRO

THE BEST SUPERSCOPE GAME YET.

FINAL FANTASY MYSTIC QUEST

Love 'em or hate 'em the Japanese-style RPG is here to stay. It's taken the UK branch of Nintendo a long time to get used to that idea, but they've finally seen the light. However, instead of releasing a new *Zelda*-like spin off, they've decided to re-release a two-year old title, *Mystical Quest*. Sam "Brave warrior" Hickman rattles the cart to see if there's any sign of life.

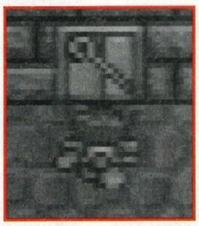






Above and below: This game attempts to be all scary and mystical, but fails miserably. Believe it or not, the dinosaur above is actually a level guard and must take all of five attacks to destroy!

When I was but a young writer on our sister magazine, SegaPro, I avoided RPGs like the plague. There was nothing I found more infuriating than wandering around endless mazes, stabbing a few nasties and collecting the odd bit of gold. So, it seems a little ironic that in two months at SuperPro, I've managed to review every single RPG going. In general, the SNES offerings are more sophisticated than those on the Mega Drive, but they still lack the immediate buzz found in other types of games. *Mystic Quest* is no different; the game dawdles its way into the start up screen and promptly begins to spout about crystals being stolen from the kingdom, how brave you are, and oh, can you rescue them all please? Yes, it's the same old spiel and I'm not about to fall for it again.



PRO tip

IF YOU CAN'T GET THE TREASURE FROM THE OLD MAN, TRY GOING THROUGH THE LAKE AND INTO THE BACK OF HIS HOUSE.

I suppose you can't blame a game for being dated when it's so old, it's Nintendo's fault not the programmers' that we're seeing it so long after Squaresoft finished it. Nevertheless, everything from the tiny main sprite to the mystical surroundings has been seen time after time, and frankly, I'm getting rather sick of it. Although every task is challenging and fairly addictive, they all conform to the standard RPG formula everyone – especially me! – is now so used to.

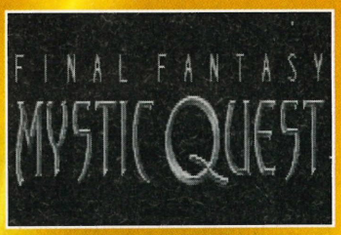
The combat technique in particular seems very dated. Okay, it's not as bad as battling through mazes and unexpectedly stumbling across enemies, but having separate screens every three seconds for combat scenes is annoyingly old fashioned. I much prefer the in-your-faceness of *Young Merlin* – at least this gives you some incentive to carry on playing.

Mystic Quest, by contrast, has completely mediocre graphics and apart from some good use of Mode 7, shows almost no innovation on behalf of the programmers. Even the level guards aren't that impressive, being just larger versions of the creatures you face in everyday combat.

One nice touch is that you can recruit people to join your band, but only one person can fight with you at a time. This completely destroys any visions of a super-hard posse and becomes annoying as you end up running back and forth, collecting and dropping off recruits.

I suppose if you're a fan of the RPG, you'll enjoy this as much as any other adventure. However, why would you bother when you've probably got ten games just like it? Real RPG enthusiasts will already be deep in Squaresoft's *Secret Of Mana* and find little time for this predictable pap. The real market, I suppose, is for people without adaptors to play import games.





PUBLISHER: **NINTENDO**
TEL: **0329 822565**
PRICE: **£39.99**
OUT: **NOW**

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Battery back-up**
FEATURES: **Cutsey RPG action and lots of sub-challenges.**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: SAVE GAME
- Y: CHANGE PLAYER
- A: USE WEAPON
- B: USE INVENTORY
- L: CHANGE WEAPON
- R: CHANGE WEAPON

PROS: Everything you'd expect to see in an RPG: lots of puzzles, plenty of beat-'em-up action, masses of challenge and numerous mysterious elements thrown in too...

CONS: But it's all been seen a hundred times before and there's nothing here that's remotely innovative or new.

GRAPHICS	70
SOUND	68
GAMEPLAY	71
LONGEVITY	72

PROSCORE
72
SCOREPRO

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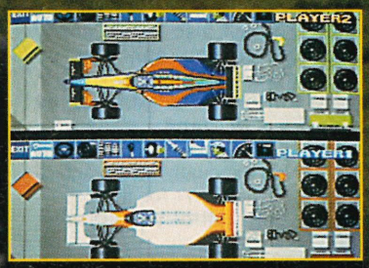
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FLASHBACK

When Delphine's *Another World* catapulted into the SNES world, it blew the minds of many a gamesplayer. The animation was slick, the graphics were plush and the storyline was wonderfully hi-tec. One year later, Delphine have created the unofficial sequel to *Another World* and Sony are claiming it to be bigger and better than the first adventure. Can this be true? Sam "mysterious" Hickman investigates.

Although it's not an official sequel, there's no escaping the fact that *Another World* and *Flashback* are very similar indeed. *Another World* hit the SNES just over a year ago, winning awards for its brilliant rotoscoped animation and highly atmospheric gameplay. While the game was basically a standard platformer, the sophisticated control method, innovative graphics and brain taxing puzzles lulled many into believing it was the inevitable future of console games. *Flashback*, following the same, moody vein as *Another World*, has already enjoyed widespread success on both the Mega Drive and Amiga, with many magazines claiming it to be even better than its unofficial prequel.

After the slick intro screens have shown you escaping from prison and making a crash landing somewhere in the universe, you're left completely alone in your new alien environment. From this point on, all gameplay decisions are up to you, although you'll soon find that hardly any progress can be made without applying a bit of lateral thinking. One of the best but perhaps the most frustrating aspects of *Flashback*, is the way in which it offers absolutely no clues as to your next move. You're left free to wander around the environment, discovering credits and objects at random. While this makes for a great interactive adventure, it can also be extremely frustrating, as you can end up wandering about for hours without knowing why. However, at least the game offers a handy password system, and there are frequent restart points. This is extremely useful and to be honest, if it wasn't for them, this would be one hell of a frustrating game.



PRO tip
FIND IAN ON LEVEL 2 FOR ESSENTIAL CLUES TO DISCOVER YOUR IDENTITY.

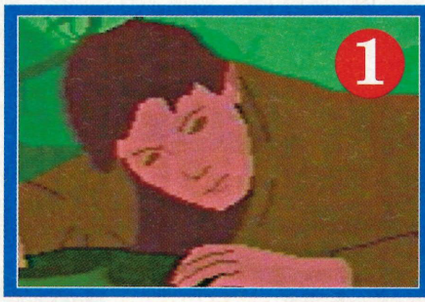
Part of the frustration is caused by the control system. Although it's fairly easy to use once you're used to it, at first you may find yourself dying every other time you make a move! There's no simple button press for jump and if you're trying to get across a fatal gap, you have to use the same button for both running and jumping. While this is a more sophisticated means of control, it causes too many unnecessary fatalities.

Anyway gripes aside, this is actually a very good game. After you've found your holocube (probably the first item you'll stumble across), you'll be told to go to New Washington to find a guy called Ian. How do you do this? Well, your first mission is to get off the planet you're currently on. To do this, you'll have to kill the guards, find some creds, activate a particle bridge and find a personal teleporter. Once you've collected all the necessary objects, a vendor will sell you an Anti-grav device. Activate it and you're transported to level two.

Most of the levels continue in this way, offering a multitude of puzzles to be solved, most of them much more difficult than in *Another World*. For instance, in the Death Tower game you're pitched against various different opponents – the last one standing wins tickets to Earth! It's a tough contest because as well as killing everyone else, you also have to manipulate various traps and switches to find the exit! Although many of the puzzles can be frustrating, at least this is a game that will last the average player a fair while.

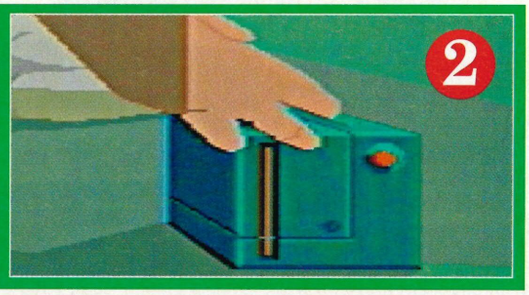
Also improved over *Another World* are the graphics. The sprite has some of the smoothest, realistic animation ever seen on the SNES. The basic platform format is brilliantly disguised by the plush backgrounds and hugely detailed graphics. Although the platforming gameplay remains very similar throughout the levels, the graphics change significantly to convey many different atmospheres. Also, the inter-level sequences are stunning and offer a great reward for completing levels. If it wasn't for these, the game might suffer from being too samey, but the inter-level stages manage to pep up the atmosphere, as well as adding a few humorous elements too!

Overall, *Flashback* does manage to outdo its predecessor; the gameplay is more in depth, the graphics are more polished and the sound is absolutely wonderful. As a game it obviously isn't as original, it's just more of the same, but fans of the first adventure will love it and any platform/puzzle freaks will be in their element!



You begin the level here, with a small box next to you, which you inadvertently knock down a hole. You have no idea how you got here, what your name is, or where you are. Your first task is to get the holocube and find out what's going on. Then it's time to get the hell off this jungle planet.

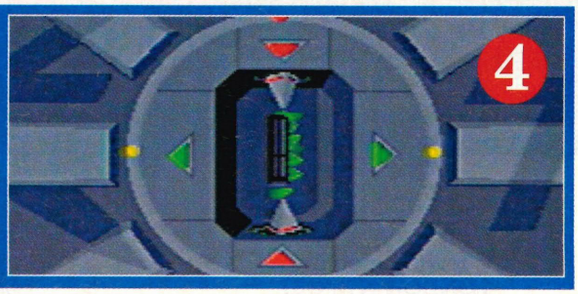
Pick up the holocube by pushing Down and A. A short sequence will explain who you are and what you should do next. Go to New Washington and find a guy called Ian for the truth to be revealed on level two.



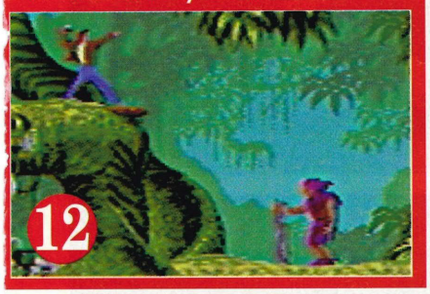


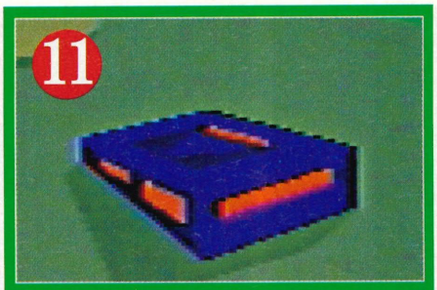
Take this personal teleporter to the old man in the top right of the level and he will disappear, leaving you with a pesonal ID card. This can be used in cetain security doors and is crucial later on in the game.

Recharge your shield or cartridge with this machine. Doing this means you can take more hits. It is vital to use these maps for reference in times of trouble.



Pick up the rock here and then use it later on in the level to distract the guard. When you throw the rock, the guard will walk off in its direction and you can blast him.

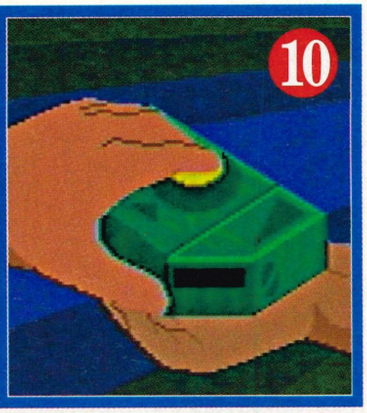


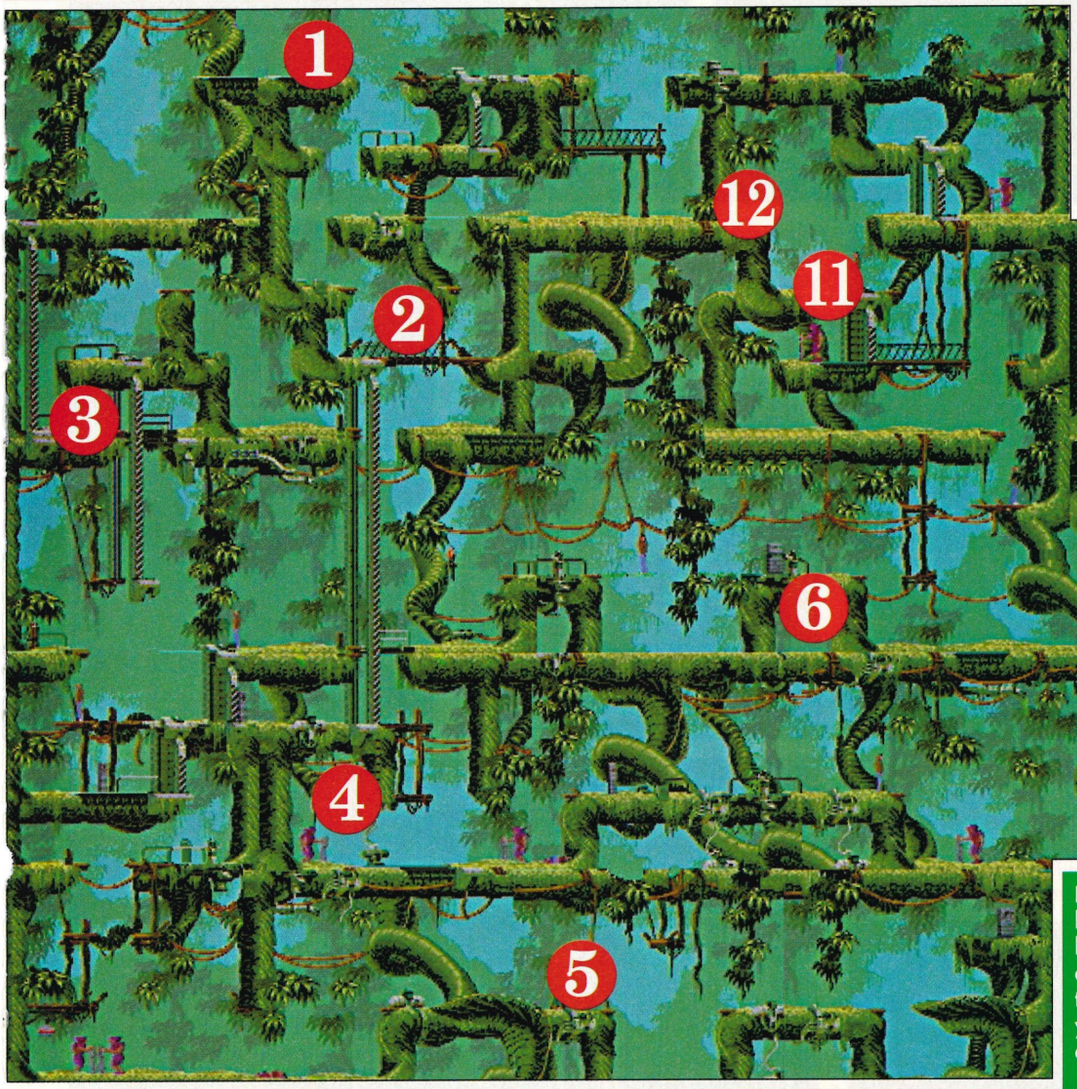


The guard holds the magnetic cartridge used to activate the particle bridge halfway through the level. First of all, you will have to charge the cart at the energy point.

Once you have charged the cart, go to the top left of the map and get the personal teleporter. Take the device to the injured old man here and he will disappear; leaving behind an ID card. The ID is extremely useful on subsequent levels, but can only be used to open one security door here.



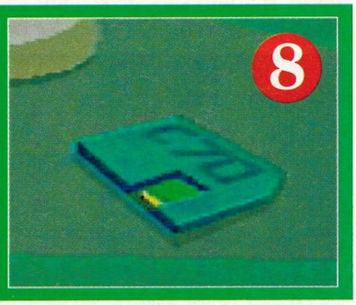




The 'E' stands for Energy point. This allows you to replenish your shields and also charge the cartridge for the particle bridge.



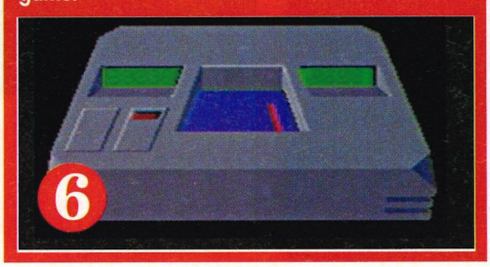
Bingo! Instead of lugging loads of bits of plastic around, here are the 500 credits you need in one easy lump sum.

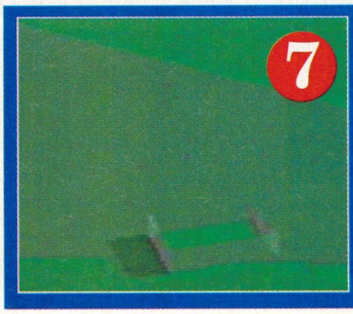




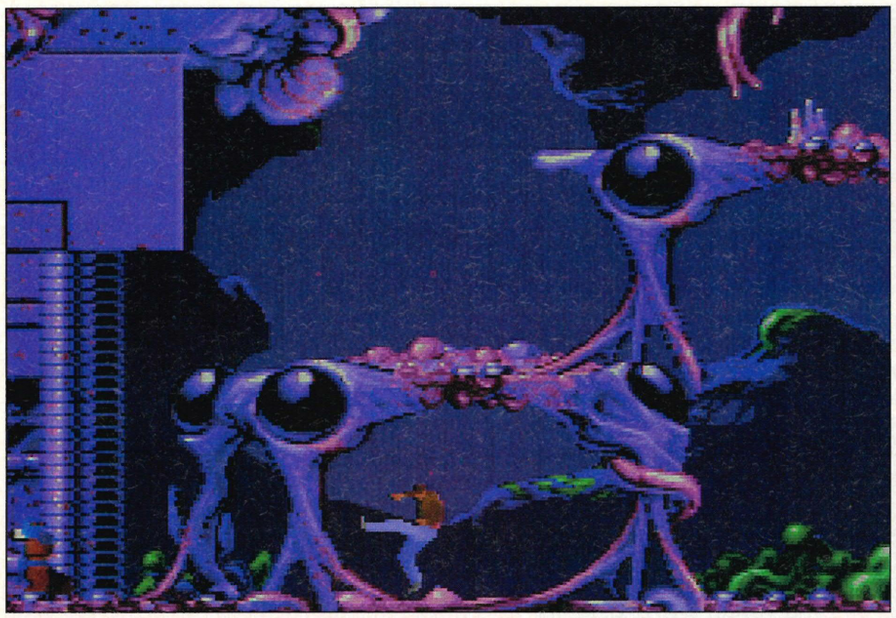
Use the map to locate all the credits (especially the one in the top right) in order to afford the Anti Grav from the old man here. Once you have 500 credits, talk to the vendor and he will hand over the device. Now simply activate it, and leap down the hole. For a second you will tumble out of control and you will think you've died, but then, the Anti Grav will kick in and you will go to level two.

Once you have taken the cart to the energy point (above), you can insert it into the particle bridge control and create a beam to walk on. This will remain functioning for the rest of the game.





Use this key to open the security door on the far left. The other door uses the ID card to open it.

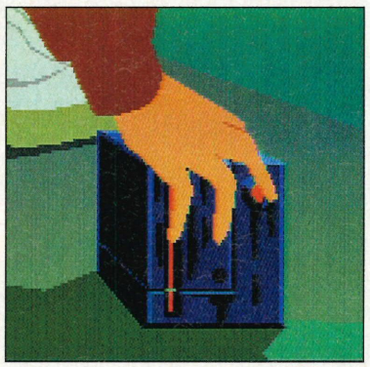








Every time you retrieve an object from the landscape, a cinematic sequnce interjects, to show you what it's for. This holocube will tell you to find a geezer in level two who can help discover your identity. (below)

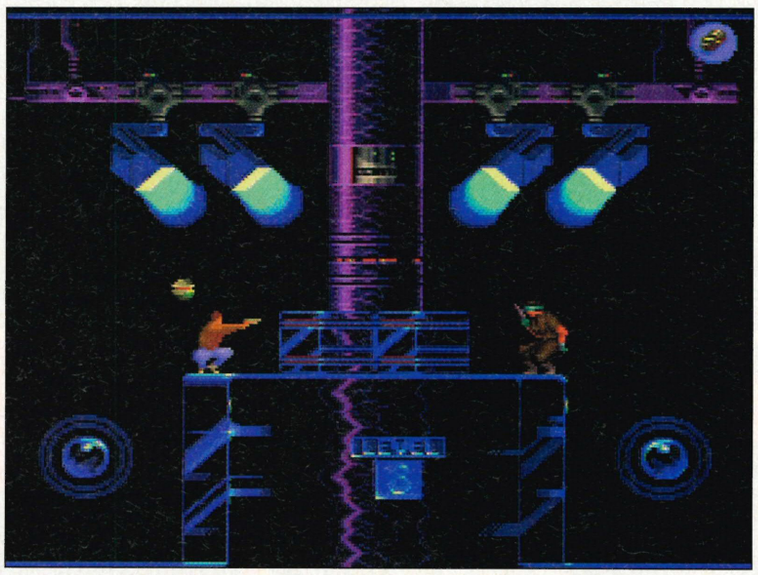




"Come on down! And for taking part in that extra-dangerous game, we've got an extra-special prize for you. Now lets see, you didn't get enough for the star motor home, or the Fiat 126. But wait for it, tonight you'll be taking home a coffee perculator and matching tea set. Now didn't he do well folks!" This wickedly snide game show host (below) couldn't give two hoots about his contestants, rather like the host in Arnie's *Running Man*.





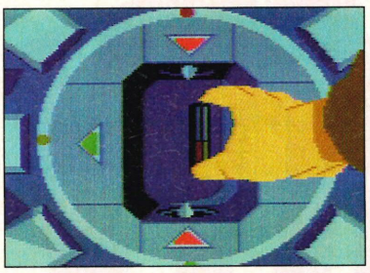


In the Death Tower, the object is to kill all the other opponents before they kill you. While blasting merrily away may sound easy enough, unless you shoot enemies immediately, they follow you, causing a potentially major pile-up! The Death Tower is the alien nation's idea of a good game show and just to make sure they get enough contestants, the first prize is a first class ticket to Earth. Big deal, huh?

ALL ROUND ACTION MAN



One of the best aspects of *Flashback* has to be its brilliant animation. Although initially you can only get your man to run, jump and fire a gun, by the time you're through to later levels, he'll be executing all kinds of stunts. Somersaults, athletic throws or assault-like attacks, nothing is too much for old Conrad.



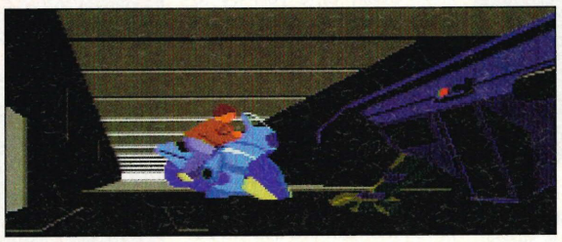






Above right, any time you get stuck, don't forget to consult your inventory. This is especially useful in later levels, where you can use a card to recharge energy at the appropriate points.





Above, Conrad escaping form his top-security prison and making a break for it on his super-fast bike. Below, seconds later, after he has spun out of control and crash landed. Boy racers eh, what do they expect?





PUBLISHER: **SONY**
TEL: **071 734 5154**
PRICE: **TBA**
OUT: **NOW**

PLAYERS: **1**
SKILL LEVELS: **3**
CART SIZE: **16Mbit**
SAVE GAME: **Password**
FEATURES: **Puzzle and platform gameplay.**

CONTROLS

- ▲ JUMP.
- ▼ CROUCH.
- ◀ MOVE LEFT.
- ▶ MOVE RIGHT.
- X NO FUNCTION.
- Y FIRE GUN.
- A DRAW GUN.
- B NO FUNCTION.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Plush graphics, atmospheric tunes and some brain-teasing puzzles. Frequent save points and brilliant inter-level sequences. Animation is great and the gameplay can be riveting.

CONS: The controls are fiddly and unless you've got exactly the right idea, you could end up wandering about for ages. Although excellent, the graphics are still Mega Drive port-overs with no effort at using the SNES's superior palette.

GRAPHICS	87
SOUND	88
GAMEPLAY	85
LONGEVITY	80

PROSCORE **85** SCOREPRO

TAKES YOU TO ANOTHER DIMENSION!

Daffy Duck

THE MARVIN MISSIONS

Warner Bros' wacky toon world has inspired Sunsoft to produce some of the SNES's best graphics, but so far they haven't quite provided the gameplay to match. Now after the abysmal *Road Runner*, and fun if limited *Taz*, our old anti-hero Daffy Duck steps out onto the SNES. Sam "You're despicable" Hickman ponders whether he's as gigglesome on cart as on TV.

Daffy Duck hits the SNES with all the gusto and brashness you'd expect of a Warner Bros hero. The slick intro screens show off a sprite almost identical to his toon counterpart and, coupled with the great Loony Tune soundtrack, you could be fooled into believing you're watching a cartoon (well almost). Daffy's mission begins in the toon control room, where he discovers arch enemy Marvin is abducting politicians from alien planets. Without even pausing to cry "Duck Dodgers," he's whisked off to begin his mission. So far, so good. However, once the intro ends, you'll find a game using the same tired platform format we've seen so many times before. There's not a hint of originality to be seen anywhere, and Daffy's task consists entirely of waddling from platform to platform, shooting and collecting things on the way.



PRO tip

DON'T BOTHER SAVING YOUR NUTTY ATTACKS FOR THE LEVEL GUARDS. THEY TAKE SO LONG TO KILL ANYWAY, USING THEM WILL HARDLY MAKE A DIFFERENCE.

Luckily, the sprite itself is well drawn and has a variety of moves, all toon-like and packed with humour. For instance, Daffy can block his opponent's attacks with a special duck shield and he can also release a "nutty" attack – which can be brought from the shop in between levels. The attack makes Daffy spin uncontrollably, killing all on-screen enemies. You can only carry eight of these though and while they're good fun, they're best saved for the mega-guardians. Speaking of which, the level guards are perhaps one of the most annoying aspects of the adventure. Apart from wrestling between blocking attacks and swapping guns to blast the guardian, each mega-monster takes far too many hits to die. So, more often than not, you'll end up dying through sheer boredom rather than through any difficulties the game presents.

Each level progresses in more or less the same way, the scenarios may vary but gameplay doesn't. There's no bonus stages to aim for and after you've played through about three of the five levels, you could find yourself getting very frustrated indeed.

Daffy is almost impossible to control, no sooner has he jumped onto a platform, he's slipped off the other side. And, every time you try to blast an enemy, he's thrown back by gun recoil. So if you want blast anything more than once, you'll find that you have to stand very close to it, thus risking the chance of losing energy. If just a little more time had been spent correcting these problems, *Daffy Duck* would have been a rather tidy platformer. As it stands, it's just far too annoying to take seriously.

This is all a bit sad really, as the graphics throughout the levels are fairly well detailed. If nothing else, they convey the toon theme well, although the whole game begs to be more polished. For instance, Marvin and the politician appear at the end of every level, but they never seem to do anything. With such a big licence, it wouldn't be too much to ask for just a little interaction between the characters.

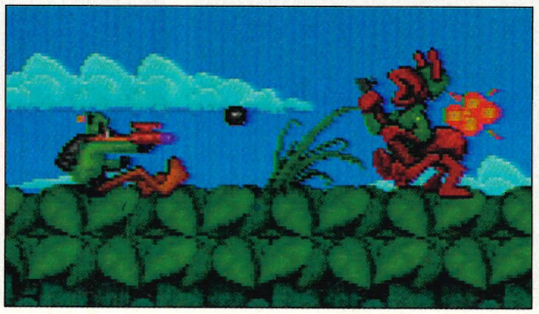
A little more work and Sunsoft could have had a real hit on their hands here. As it is only a die-hard platform fan could love this one.





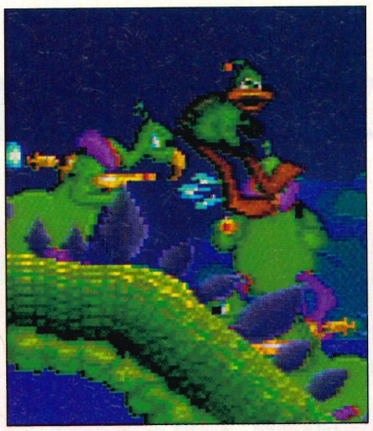






Even though these birds torment you throughout each level, they pop up for more agg-ravation at the end of them too. Each one takes three hits to get rid of, but if you've got a bomb gun, they should disappear after one hit.





Daffy can get his tail feathers singed from time to time (above), as his placid looking opponents are armed with laser guns!

Right, Marvin appears now and again, although it's a shame that the sprite wasn't utilised more often. When he does show up, he often just stands there without doing anything at all!







Each time Daffy gets hit, he'll shout out a pathetic sounding "Mother!" This can become annoying after about 1000 hits!





Between levels, you'll get a chance to visit the shop, which sells many different guns. Each has a different strength, but they're all better than the measly gun you're supplied with at the start!







PUBLISHER: **SUNSOFT**
DISTRIBUTER: **MARUBENI**
TEL: **071 8268600**
PRICE: **TBA**
OUT: **December**

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

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X BLOCK.
- Y JUMP.
- A NUTTY ATTACK.
- B NO FUNCTION.
- L NO FUNCTION.
- R NO FUNCTION.

PROS: Wickedly accessible charcter, some lovely toon graphics and great sound. Most of the Loony Tune themes are identical to the originals, helping to pep up the atmosphere.

CONS: But the gameplay is very monotonous and the control method dicey to say the least. Daffy isn't nearly so charismatic on console as he is on TV, and the whole game has an unfinished air to it.

GRAPHICS	79
SOUND	85
GAMEPLAY	66
LONGEVITY	65

PROSCORE
70
SCOREPRO

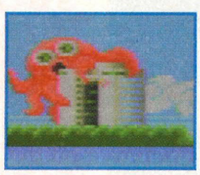
SMELLS LIKE TOON SPIRIT.

THE LEGEND OF THE Mystical Ninja

The Japanese are famed for their epic RPGs, so popular over there that they outsell every other type of game. What they often lack though, is a sense of humour. Not so *Mystical Ninja*. This cutesome RPG has been available on import for well over a year and given many a player a giggle or two. Now it's been released officially, Sam "No Sushi" Hickman gives you the full story.

If there's one thing that can perk a game up no end, it's the inclusion of a bit of comedy. Those tricky levels don't seem so bad, the endless enemy extermination not quite so monotonous if you can laugh about it. *Mystical Ninja* bounds on to screen with a wicked sense of humour typical of Japanese anime, a *Ranma 1/2*-style giggle-fest that's just my cup of tea.

The adventure features Kid Ying and Dr Yang, two muddlesome characters who must rescue a ghost princess. If you've got a friend available, then chuck them a joypad because this has got an excellent simultaneous two-player mode. Once into the game, there's no lengthy dialogues with mundane characters – it's all straight to the point no-nonsense action. And, instead of aimless wandering, trying to obtain money or weapons, all your enemies are directly in front of you. Mix this with a few platform levels and sub tasks such as getting a job, taking part in a quiz show and betting on horses, and you could say that this is one hell of a unique game!



PRO tip

BE CAREFUL IN WARLOCK ZONE FOUR. UNLESS YOU FOLLOW THE STRICT PATH, YOU COULD END UP BACK AT THE BEGINNING OF THE LEVEL!

While most of the character interactions take the form of rather weak, RPG style monologues, the sub tasks focus around interactive games. Thankfully, not all of the tasks are compulsory, so for instance, you only have to get a job if you need one. Taking part in the tasks builds up your money considerably, but if you're a good gamesplayer, you won't need the money to buy equipment, etc. All of the purchased equipment is temporary and in most cases, as soon as you're hit once, the armour (or straw sandals!) disappears. This can be annoying, but this adventure wasn't made to be hugely difficult, so in most cases you can get by without it.

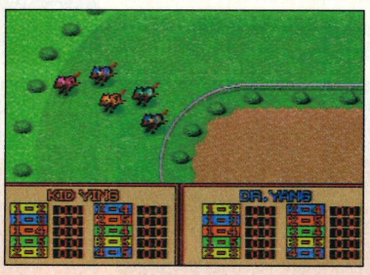
As far as weapons go, again this is nothing like a traditional RPG. To upgrade your weapon, you must collect the cats dropped when you shoot an enemy! To begin with, you (Kid Ying) will only be provided with a peace pipe, with which you can whack your opponents on the head. This can be upgraded to a not so peaceful pipe and in turn, that can be updated to the Yokohama yo-yo. (Dr Yang has his own, similarly weird weapons). Again, get hit once and your weapon will disappear, but fortunately, destroying level guards is more of a tactical process than one of brute force.

Most of the game's brilliant background graphics are inspired by Japanese mysticism and throughout the adventure, various strange characters pop up to give you advice. These all add to the game's whimsical feel and make for a very graphically varied adventure. Okay, the sprites may be just that bit too cute, but with such excellent gameplay, you'll hardly notice.

If you missed *Mystical Ninja* the first time around, you missed out on one of the most novel RPGs ever to hit the SNES. Now it's doing the rounds for the second time, buy it! It could be one of the best decisions you've made all year. SP



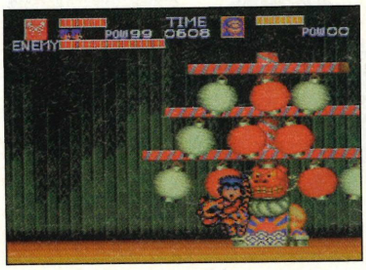


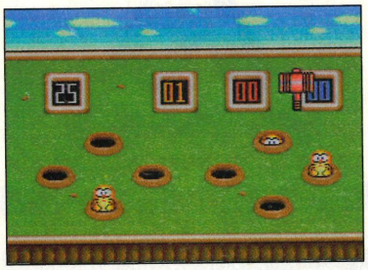




Above, the level guards are every bit as bizarre as the game itself, as this plate-spinning spirit displays! Below left, double your money in seconds by putting a few quid on the horses. I've played this particular game for ages and there's no trick to winning, so take heed, or you could end up losing all your precious pennies!











Above, God only knows why these villagers insist on walking around with paper bags on their heads! Maybe it's an ancient tradition or something.
Below, this pink meanie spits its babies out at you, although he can be killed quite easily, especially with the yo-yo. For best results, just run up to him and start beating him up!













Above, this jutsu instructor is determined to get his money's worth and unless you're in top shape, he won't even take you on!
Below, game centres crop up in most levels and although they don't serve any purpose, they're still good fun!





THE LEGEND OF THE MYSTICAL NINJA

PUBLISHER: **KONAMI**
TEL: **081 429 2446**
PRICE: **TBA**
OUT: **December**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **Bizarre, humorous gameplay!**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: EXIT SHOP/ INITIATE JUTSU.
- Y: ATTACK.
- A: ATTACK.
- B: JUMP/ADVANCE DIALOGUE SCREENS.
- L: NO FUNCTION.
- R: MAGICAL WEAPONS.

PROS: Brilliant story-line, great graphics and absolutely tons of variety. Lots of humour has been injected into the gameplay, making it a hugely enjoyable adventure. As RPGs go, this has to be one of the best.

CONS: Not a lot wrong with this one, except that the password system is far too complicated. Also, it's a bit annoying when you get put back to the beginning of a level after being killed.

GRAPHICS	88
SOUND	82
GAMEPLAY	90
LONGEVITY	87

PROSCORE
89
SCOREPRO

WONDERFULLY BIZARRE!

SECRET OF MANA

Brought to you by the team behind the hugely successful *Final Fantasy* series, *Secret of Mana* boasts everything a true RPG fanatic could ever desire; huge scenarios, plenty of weapons and guardians that would turn a cat grey! Ryan "Brave Sir Robin" Butt finds out if its secrets outclass past-master *Zelda III*.

Despite a few really top-class titles, the RPG scene has become rather tired of late. A new hero was required and *Mana* supplies more than one – thanks to its excellent Multi-tap option!

The game's quality is evident right from the off with a stunningly detailed title track accompanying a typical RPG-style intro. Unfortunately, the storyline is desperately unoriginal; yet another perfect world ruined by the removal of some secret object (the sword of Mana), with your mission being to recover said object.

The game proper also kicks off disappointingly, our hero stumbling mindlessly through the first sections, talking to people and generally getting to grips with the controls. Unlike *Zelda*, *Mana* is surprisingly difficult to get into and without the manual I'd probably have got bored very quickly!

Once you get past the mundane early stages however, the realisation dawns that this game is in fact a bit of a masterpiece. The most striking feature is your character's transformation from geek to barbarian. Instead of picking up a suit of armour and to become more or less invincible, you must gradually equip yourself with all kinds of bizarre garments to increase your endurance level. Of course, all come at a price and collecting coins from treasure chests and fallen foes is vital.

One original touch is that you can recruit two useful companions – a girl and an odd-looking Sprite child! – both of whom can be controlled by two other players using the Multi-tap. This is when the game gets really interesting as the merry troop traipse across the land, wiping out creatures rather like *Gauntlet*! With additional allies come more weapons, more magic, and if you're playing on your own, more hassle! Thankfully though, there's an option to pre-program their attack patterns, ensuring they don't become a liability when fighting without friends to control them.

Arcade-style gameplay is matched by (almost) arcade-style graphics. The sprites are big and colourful, while back-drops are beautifully drawn and exceedingly well det-ailed. There are tons of excellent touches which are impossible to give credit to here – you'll just have to buy the game and see for yourself! One example, however, is cannon travel where our hero(es) are fired from a cannon to a destination of their choice! The effect is truly stunning as you're catapulted hundreds of feet into the air above a scaling and rotating landscape!

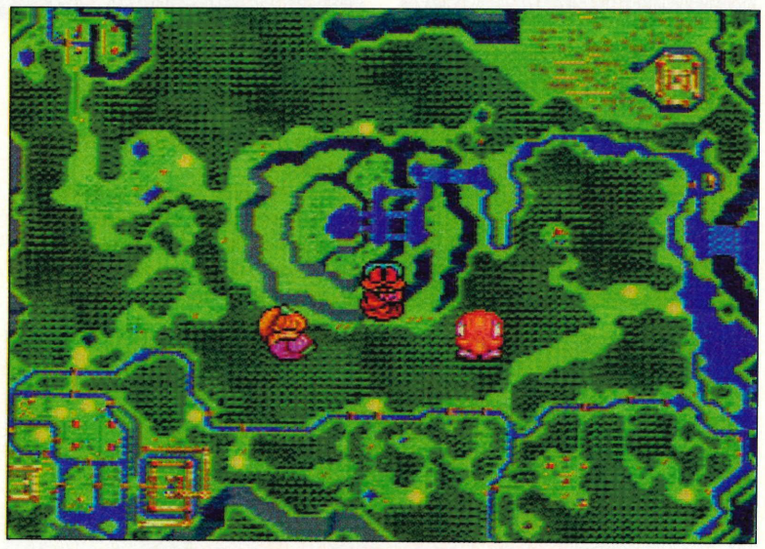


PRO tip

AFTER EVERY SWORD SWIPE, IT'S BEST TO PAUSE AND LET YOUR SWORDPOWER BUILD UP TO 100%. FLAILING ABOUT WITH A LIMP SWORD WON'T DO YOU ANY GOOD!

The soundtrack is even more impressive, with some very delicate scene-setting pieces played throughout, occasionally surging into adrenaline-pumping overtures as the action hots up! Those that like their games thought-provoking and challenging will undoubtedly lock themselves away for weeks with this heavyweight game.

Secret of Mana is definitely one of the best SNES RPGs around and deserves a place in everyone's game collection. I warn you though, once you start you will not stop until you have cracked it!



Although this screen shot doesn't really do it justice, you can probably imagine the scene as you're fired hundreds of feet into the air by a cannon! The effect as the landscapes scales and rotates is truly awesome.



Having teamed up with your two allies, killing off the hordes of hostile creatures is a pushover if you pre-program their attack moves! The giant bees pictured here are particularly life-threatening if not handled correctly!





Having been abducted by Goblins, our hero is in the process of being stewed for dinner. Luckily, help is at hand to prevent him from ending up as soup (above)!





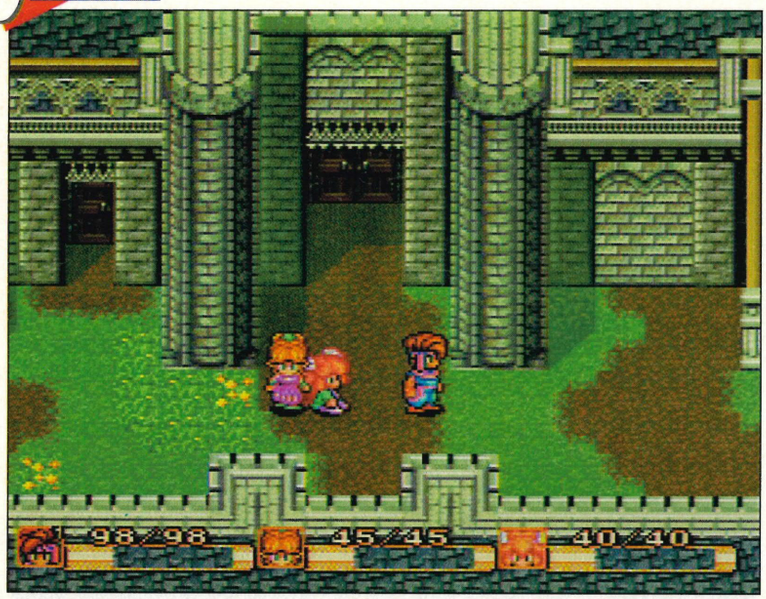
The second guardian you'll encounter starts off looking like a particularly lethal gooseberry, then it transforms into a psychedelic pineapple with the head of an Emu. It will then proceed to spit exploding pumpkins at you. In fact you could sum it up as being a crazed fruit and veg stall (below)!



POTTERING AROUND POTOS

This is the hero's home town of Potos. It is simple in layout, yet perfectly scaled. The building at the bottom is an inn, by staying a night here for a small price, you'll have your energy replenished and given the option to save the game. The next building up is a small shop. These crop up frequently on your travels, giving you ithe chance to purchase food, armour and other useful items. Then we come to the bar, as you would imagine I spent quite a lot of time in here trying to find out how to buy Tequila Slammers! Sadly though they wouldn't serve a minor and so I had to leave as sober as a Judge... rats! The house in the top right-hand corner belongs to the village elder, a highly respected member of the community. The elder makes the big decisions such as throwing you out of the village (what a tyrant!). Despite his razor-like personality, this guy has a heart of gold. When your mother ran off and abandoned you, it was the elder who took you under his wing and raised you. He can no longer take responsibility for your actions though, and so you must venture into the wide world to discover right and wrong.





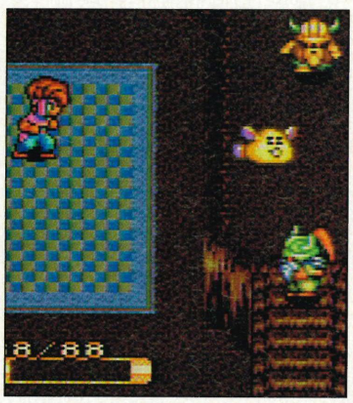


Your beautiful female companion can be found deep within Pandora's Castle (left). After she rescued you from the Goblins, the least you can do is help her to find her fiance, but what a waste! By visiting the Water Palace, you'll not only get the spear weapon, but also have your sword re-energised in the process (below).









Upon arriving at the Dwarf village at Gaia's Navel (!??) our hero is then subjected to a bizarre freak show featuring an amazing Rabbit Man, and the intensely annoying Sprite Child (who later joins you in your quest!). After ripping you off with some sob story, the little brat will then be overcome by guilt and feel obliged to apologise to you (left)!

The Dwarf Blacksmith (below) will forge your sword, making it more powerful. He'll also make you a splendid axe that is strong enough to cut through solid rock. You should then retrace your steps and uncover some of the passages you couldn't reach before.





SECRET of MANA™

PUBLISHER: **SQUARE SOFT**
SUPPLIER: **ZAP COMPUTER GAMES**
TEL: **0532 590077**
PRICE: **£59.99**

PLAYERS: **1-3**
SKILL LEVELS: **1**
CART SIZE: **16Mbit**
SAVE GAME: **Battery back-up saves upto four games.**
FEATURES: **Multi-player adaptor for three player simultaneous action.**

CONTROLS

- WALK NORTH.
- WALK SOUTH.
- WALK WEST.
- WALK EAST.
- X: SEE RING COMMANDS OF ALLIES.
- Y: SEE RING COMMANDS.
- A: DASH.
- B: USE WEAPON/TALK/DASH.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Excellent graphics and sound, wide and varied scenarios, highly playable, immensely challenging.
CONS: A litle hard to get into at first, and some of the talking sections can get tedious after a while.

GRAPHICS	89
SOUND	86
GAMEPLAY	87
LONGEVITY	89

PROSCORE
88
SCOREPRO

THE SECRET'S OUT!

MINDSCAPE

Original Nintendo Seal of Quality



Wing Commander Secret Missions- SNES



Dropzone - Gameboy



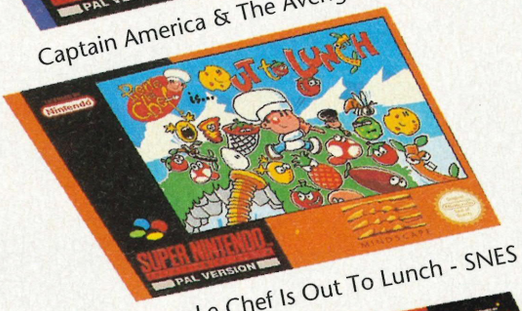
Captain America & The Avengers - SNES



Championship Pool - SNES



Firefighter - Gameboy



Pierre Le Chef Is Out To Lunch - SNES



Wing Commander - SNES



Alfred Chicken - Gameboy

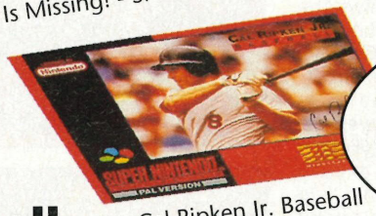


Mario Is Missing! - SNES



Gods - SNES

Mindscape's Nintendo range brings you products with character, fun and edutainment across all hardware platforms.



Cal Ripken Jr. Baseball - SNES

WOW!

Have an adventure!



MINDSCAPE

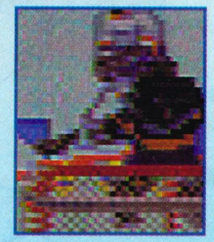
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PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL,
WEST SUSSEX RH15 9PQ. TEL: 0444 246333

BRET HULL HOCKEY

While on the Mega Drive and PC, EA's *NHLPA Hockey* provides the untouchable benchmark, on SNES the '93 version was decidedly sluggish. As the '94 version looms, Accolade have hit the ice with their own 16Mbit sim. Sam "Body Check" Hickman gives it some stick to see how it compares.

Hockey has never been one of my favourite sports. There's something rather sinister about arming a load of people with sticks, then expecting them to behave civilly around a small, rock hard white ball. I learnt this lesson the hard way at the tender age of 12, knocked out by both the goalie's steel-encased foot and a flying hockey ball! And of course in ice hockey, accidents are ten times as dangerous, violence ten times as likely.

Brett Hull Hockey skates on to screen without even a hint of violence, looking very similar to EA's *NHLPA Hockey*. The teams are the same, the options are the same and the graphics are similar too. There's the option to play in one player or two player mode but, despite what some mags have claimed, there's no four-player Multi-tap mode which is a pity. There is, at least, a tournament or exhibition game so even if originality is lacking, the game at least includes everything you'd expect to see in a real ice hockey game.



PRO tip
THE BEST WAY TO SCORE IS TO SWEEP PAST THE GOAL, THEN KNOCK THE PUCK BACKWARDS INTO IT.

Also included is a commentary by Al Michaels', a surprisingly thorough overview of every play and shot. After a few matches you could find him slightly annoying – after all, there's only so many times you can listen to the same bloke jeering "he shoots, he scores!" Still, it's a nice touch and it can be turned off – leaving you with some very atmospheric sonics!

Also impressive is the scrolling. Whereas *NHLPA*'s was so sluggish as to seriously impair playability, in *Brett Hull* it's near perfect. The graphics are also far more sophisticated, with both larger sprites and much smoother animation. Close up, you'll find the sprites are rather blurry, but as the game is played at such high speed, it hardly matters. The only disappointment is that whichever team you choose, their strips often look the same on the rink.

Ice hockey is about more than just speed and graphics though. One of the reasons *NHLPA* scored 78% despite its faults, was the wide variety of shots available. Although its speed makes *Brett* more fun to play, it doesn't have the variety of moves or the novel touches that made EA's sim work so well. For example, fights are supposed to be included but I've played the game for two days solid and I haven't managed to have one yet! Believe me, I've tried! It also lacks speed bursts for players, so you may find yourself pummelling the joypad (a joystick is more advisable) to death, just trying to reach the puck. You can't lift the puck into the air either, nor can you grab hold of your opponent. Minor features admittedly, but without them, the game lacks some depth.

Despite the lack of fine tuning, the 16Mbit cart has been utilised well and you won't find a better SNES hockey sim. It's fast, furious and grows on you the more you play it. It's just a shame that the programmers couldn't have looked at the legendary *NHLPA Hockey* a bit more closely, taken the best features from it, and combined it with their version of events. It's good, but it could have been a great deal better. SP

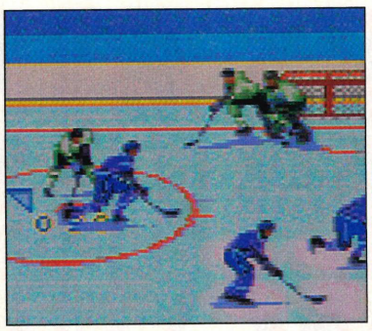




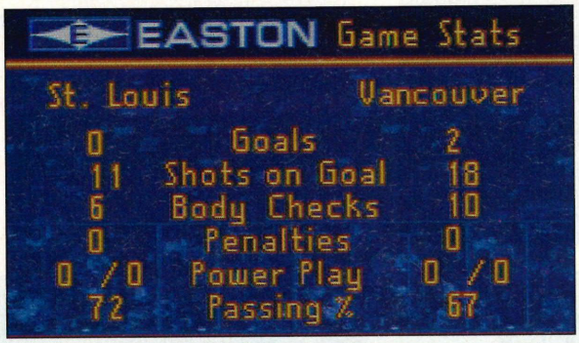
Above, we see the larger than life figure of Al Michaels, who obviously prides himself on annoying players with his witty commentaries as much as possible. Left, a digitised shot of Brett Hull scoring yet another goal and below, players get ready for kick off, or whatever it's called in ice hockey.

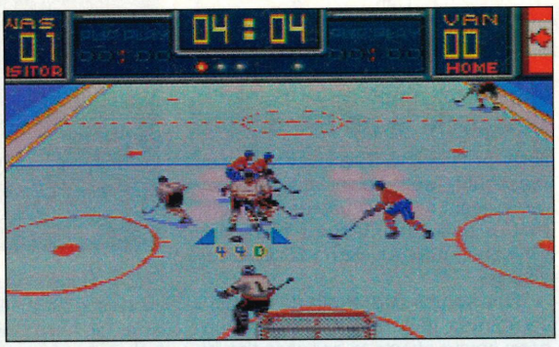


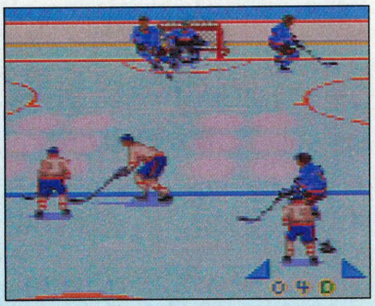


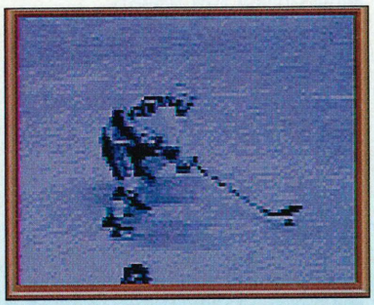


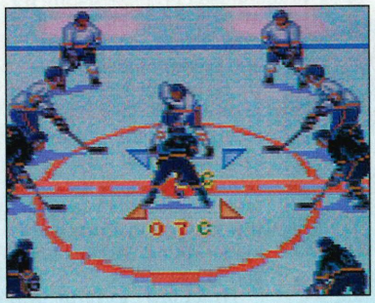
Oh, the joys of writing ice hockey captions. Above, we have the blue team trying for a goal, while left, we see Brett Hull's home team, St Louis, scoring a goal.











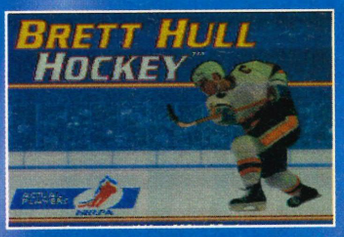


Oooh Brett, you're so scary. Seeing you with that mean mutha look on your face just makes me quake in my boots. Why is it that sports "personalities" always come packaged with monster egos?









PUBLISHER: **ACCOLADE**
TEL: **071 8770880**
PRICE: **TBA**
OUT: **February**

PLAYERS: **1-2**
SKILL LEVELS: **1**
CART SIZE: **16Mbit**
SAVE GAME: **Password**
FEATURES: **Super fast scrolling and non-stop action!**

CONTROLS

- MOVE UP.
- MOVE DOWN.
- MOVE LEFT.
- MOVE RIGHT.
- X: SELECT NEAREST PLAYER.
- Y: GAIN CONTROL/SLAP SHOT.
- A: BODY CHECK.
- B: PASS PUCK/POKE CHECK.
- L: SWITCH LINE.
- R: LINE CHANGE.

PROS: The fastest hockey sim yet, with some great graphics and sound FX. In terms of playability, it's the best on the market by some way and provides some great action.

CONS: However, there are no novel features and the lack of a speed burst for individual players is sorely missed.

GRAPHICS	85
SOUND	82
GAMEPLAY	83
LONGEVITY	84

PROSCORE
84
SCOREPRO

THE MOST FUN TO BE HAD ON ICE SO FAR!

ALFRED CHICKEN

Before flapping a feather on SNES, Alfred Chicken has already achieved more fame than most competitors. Besides featuring in highly successful Game Boy and NES games, he's also run for parliament and been photographed frolicking with a Page 3 girl. Ryan "Prime Pecker" Butt tries to muscle in on the action!

An evil galactic race known as the Meka-Chickens have egg-napped Billy Egg and his brothers for a terrible cloning experiment to take over the world. However, help is at hand in the form of Alfred, a farmyard clucker we should all hold very close to our hearts by now!

Alfred's quest spans 11 levels of platform action. Each level is divided up into several sub-levels and contains a whole host of hidden rooms, power-ups and bonus items. The game opens on top form with an intro which reflects the game itself – very tongue in cheek, with some dark humour thrown in for good measure!

The challenge begins with the first few levels acting as an opportunity to get used to the controls – especially the tricky attack routine. This consists of Alfred soaring into the air and then dive-bombing his enemies! Alfred can also drift across the levels by frantically flapping his titchy wings, and peck to destroy slow-moving enemies. Then there's the chicken feed power-ups, enabling Alfred to throw grain at enemies or surrounding him with a force field.

Alfred himself is well drawn – for a chicken – and there's a few lovely graphical touches. One of the best is when Alfred dies, disappearing in a flurry of feathers! The levels are also reasonably well drawn, at times very reminiscent of *Super James Pond* due to the use of enlarged everyday objects such as pencils and toy soldiers.

The sonics are similarly upbeat, combining jolly tunes with atmospheric sound effects to enhance the joy of gaining bonus and power-ups, or the doom and gloom of losing a life – which I must stress are in short supply. This leads me nicely on to the challenge! Whereas most other platform games spoil the long-term enjoyment by allowing the player infinite continues, *Alfred Chicken* limits you to just three.



PRO tip

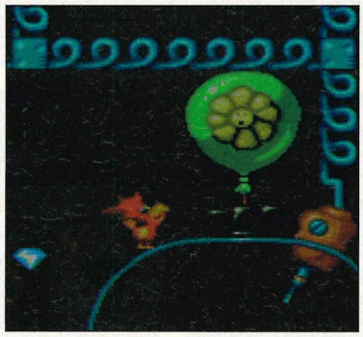
IF YOU FALL OFF THE MOVING PLATFORMS ON LEVEL 2, AIM FOR THE TALL PENCILS, AS FROM THE TIPS WILL APPEAR SPRINGS TO CATAPULT YOU SAFLEY BACK UP AGIN.

However, should you progress far enough into the game, you'll be given a password to prevent too much repetition. And while early levels are mostly a doddle, the challenge increases dramatically after only a short time, giving platform junkies such as myself real value for their money!

Although *Alfred Chicken* offers nothing remotely new, it's not trying to be innovative or radical. *Alfred* is, in fact, obviously designed as a solidly mainstream attempt to promote a new character. As it stands, it's an addictive and challenging game which will appeal more to the younger end of the market. Expect the sequel soon!



No it's not a cheap remake of Treasure Island, Alfred is merely taking a breather on a considerably large toy (left)! Oh crikey it's the Meka Chickens to test Alfred's skill. Kill them and you'll get a password (right).



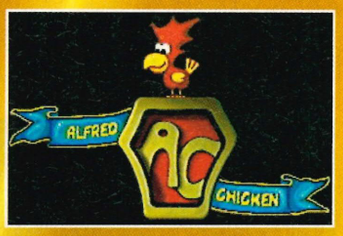
This balloon will carry Alfred to the next level (above). It's droppings time for Alfred as he is chased by a lethal circular saw (below)!





Here we see Alfred demonstrating one of his comical nose dives. Although these are a joy to watch, they are generally hard to pull-off. Should Alfred miss his target, his prime pecker will end-up stuck in the ground (above)!





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

PLAYERS: **1**
SKILL LEVELS: **1**
CART SIZE: **8Mbit**
SAVE GAME: **Password**
FEATURES: **11 levels of platform mayhem, lives and continues can be reduced to increase the challenge.**

CONTROLS

- LOOK UP.
- PECK.
- WADDLE LEFT.
- WADDLE RIGHT.
- X: JUMP.
- Y: NOSEDIVE.
- A: NOSEDIVE.
- B: JUMP.
- L: NO FUNCTION.
- R: NO FUNCTION.

PROS: Nice graphics and sound (Alfred, though simple, is undoubtably a star and very cute), challenging gameplay and good use of humour.
CONS: Offers nothing original to the genre, noticeable lack of on-screen sprites and maybe a bit too samey all in all for some people's tastes.

GRAPHICS	74
SOUND	68
GAMEPLAY	74
LONGEVITY	67

PROSCORE
69
SCOREPRO

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- 6 memory spaces to program your own combinations
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SV 437
£39.99 inc. VAT.

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THE LAWNMOWER MAN

After raking in $145 million at the box office, Britain's most successful film for 20 years finally arrives on SNES, joining *Super Star Wars* and *Lethal Weapon* in the ranks of outrageously belated tie-ins. First previewed as *Lawnmower Man 2*, the delay of the sequel has led to the game being re-jigged to follow (loosely) the story of the first film. Confused? Mark Wynne is. But then, maybe a bit of Virtually-boosted intelligence could revitalise our own, mentally challenged designer!



Lawnmower man Jobe is a simpleton turned Superman by the radical VR experiments of Dr Angelo. Unfortunately, Angelo's government sponsors soon step in to corrupt Angelo's innocent prodigy, turning him into a sociopath bent on world domination via the world's computers...

It wasn't much of a plot and the low-budget movie featured more shots of Dr Anglo worriedly looking at VDUs than the much hyped vr computer graphics. So it's no surprise to find the game taking off on a completely different tangent, alternating long virtual and real world levels in which the one constant is blasting everything in sight! As in the movie, the ultimate objective is to find Jobe in the Mainframe computer ("The Shop") and destroy him before he accesses every computer in the world (yes, even Tandys!).



PRO tip

HANG AROUND ON LATER PLATFORM SECTIONS TO WIPE OUT THE CONSTANTLY RETURNING GUARDS AND COLLECT POWER-UPS AND EXTRA LIVES, SO YOU'VE GOT A CAHNCE LATER ON!

It's a game reminiscent of mid-Eighties Spectrum games, being basically a compilation of tried and tested gaming formulas, all rolled into one package with the wrapping of a inter-level plot screens. The side-scrolling platform games are small and elegant: five minutes long, baddies to shoot, power-ups to collect and a few platforms to jump. They don't offer much originality, but the detail is stunning. Security dogs prowl and leap, the helicopters are realistically scaled with the rotor speed varying with movement, while computer discs revolve in the sky, offering protective exoskeletons, homing missiles and smart guns.

One graphic high-point is the superb monitor at the bottom of the screen, flashing up info on whatever person or object you approach. Not too useful, but a pleasure to watch. Also neat is the simultaneous two-player option, a friend having the option to play Angelo's assistant, Carla, who can blast alongside you on the platform levels. For the 3D, only one gets to play, but in a nice touch if one gets through so does the other – eliminating those tedious waits while your duffer friend fails to follow suit.

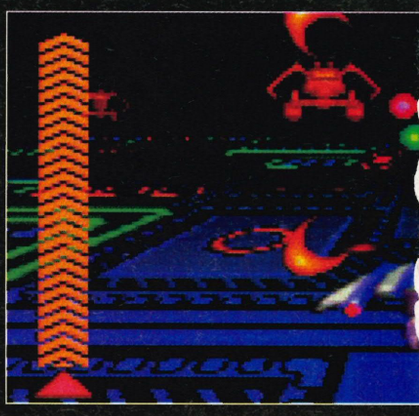
The 3D sections are undoubtedly the visual high point – strange barren landscapes littered with faceless buildings and narrow portals, with one collision sending you back to the start. Virtual Reality it isn't, but super smooth and extremely difficult it is. These sections are about twice as fast as *Starwing* and very smooth. They create an uncanny sensation of movement, particularly as you can see your VR hands floating before you. Every couple of levels, these landscapes are littered with battle chimps hiding behind relics, providing a short, static blast-'em-up. Later 3D sections are simple variants on *Tempest* and even *Asteroids*(!), but for the most part they're blisteringly fast and faultlessly designed.

Design is obviously one of the game's strong points, this most definitely isn't yet another cutesy platformer. There's no cheeky sprites or upbeat ditties, just cool colours and minutely detailed characters, each level successfully blending in style with the last, be it a platform romp or minimalist 3D blaster. Even more impressive is the soundtrack, by London-based band REAL, which ranks as one of the greatest original SNES soundtracks to date. Its consistent, brooding quality brilliantly blends the diverse levels into a single game.

Unfortunately, the superb feel of *The Lawnmower Man* falters about two thirds of the way in, for two reasons. One, the difficulty level, which begins as a nicely calculated curve, suddenly whips off the scale as levels become incredibly tough. End-level baddies (none of which are particularly impressive, being mainly everyday objects such as filing cabinets which have been suddenly possessed by Jobe) suddenly become near impossible to kill, and flying sections become so fast as to induce a heart condition, with impact guaranteed after all of three seconds. Secondly, the quality of the games dips towards the end, with perfect arcade rip-offs being replaced by outrageously basic, uninspired sub-games of Spectrum quality. The final few battles with Jobe, in particular, are a huge disappointment, as is the *Spy Hunter* inspired overhead road blaster, and to be honest it strikes me as unbelievable that such a superbly polished product could be so tainted by these thoughtless additions.

Nevertheless, *The Lawnmower Man* is a stunning addition to the movie tie-in brigade, surpassing *Jurassic Park* as the most imaginative and original yet. If a bit more effort can be made in quality control for the sequel, and a few passwords put in, to save the needless repetition of early levels, *The Lawnmower Man II* could be the best SNES game full stop. As it stands, this game offers heaps of stylish, innovative (for the SNES) fun, in a gorgeous, lovingly produced package, that most toughened game players would be sure to want to add their collection. A great advert for the SNES. SP





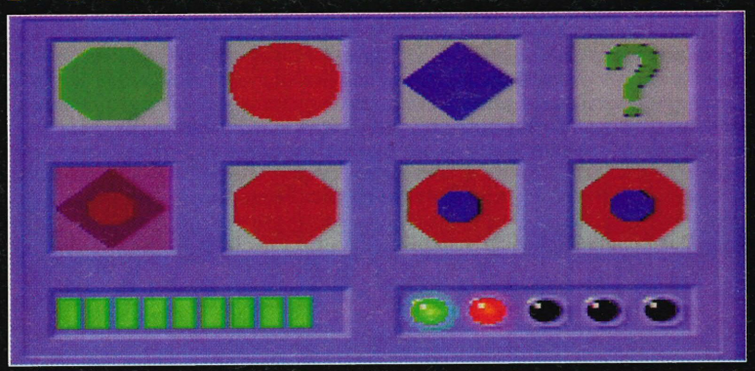
STRICTLY 2D TO BEGIN WITH





All of the horizontally scrolling platform sections (including the lift congested Shop) are basically identical in structure, with the attitude of shoot everything and run, guranteed to ensure success. Power-uips are abundant, and rewarded when nearly any object, static or toting a gun is blasted. They include power-ups, extra lives, rear-firing and homing bulleta, pulse smart bombs and missiles. The most valuable objects to be collected are CDs though, which build up your Data Enscription Level (the green bar on the top left of your screen). When enough CDs have been collected, your character dons a Virtual Cyber Suit which offers more protection. Cars, vans and helicopters are the usual end level baddies, which requirea good deal of blasting. Holding down the A button charges up your constant backup weapon, a bitstream, which when fully charged, (about five seconds) releases a sustained, powerful blast. Remember to check your object proximity monitor, as this tells you whether certain objects (such as helicopters, above) can be entered, to help you traverse tricky obstacles.

PRIME NUMBERS



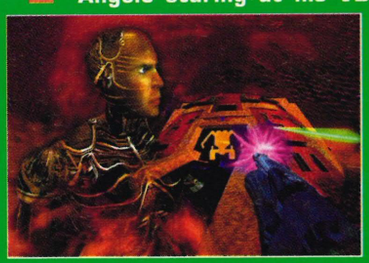
Scattered accross the platform levels are computer terminals. There are ten in all, each with five simple (!?) IQ tests to perform against a strict time limit, in order to blow the terminal up and receive a great wodge of exra power-ups. The IQ tests aren't too tough – a sequence of four numbers or shapes appear at the top of the screen, and from a selection of five possibilities below, you must pick what the fifth picture in the sequance should be. sort of 1 – 3 – 5 etc, only with shapes as well...

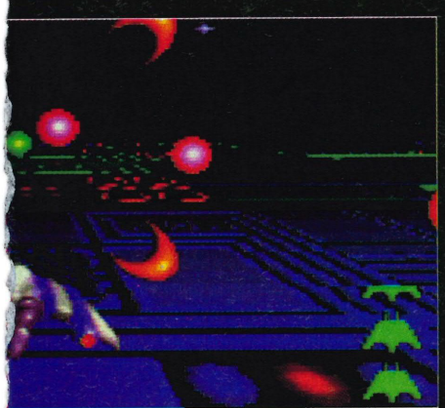




VIRTUALLY NOTHING LIKE IT

The cult movie juggled the high camp drama of the storyline between a few, short (and stunning) computer generated VR scenes, and a lot of long atmospheric shots of handsome Dr Angelo staring at his VDU nervously. The enormous cost of generating the groundbreaking special effects sequences for the movie, meant that loads of bits in between (that you never see in the trailer) were rather boring and rather cheap, thus perfectly stamping the classification B-Movie all over it. Whilst the computer game takes a few elements and characters from the film, the game narrative differs significantly from it's source.

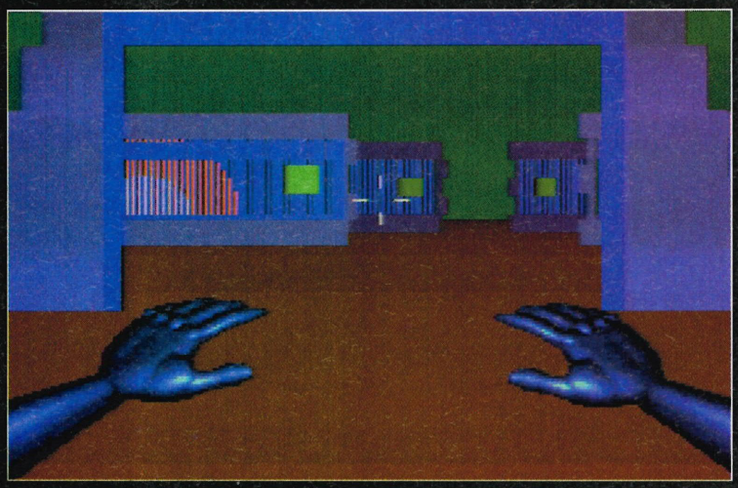


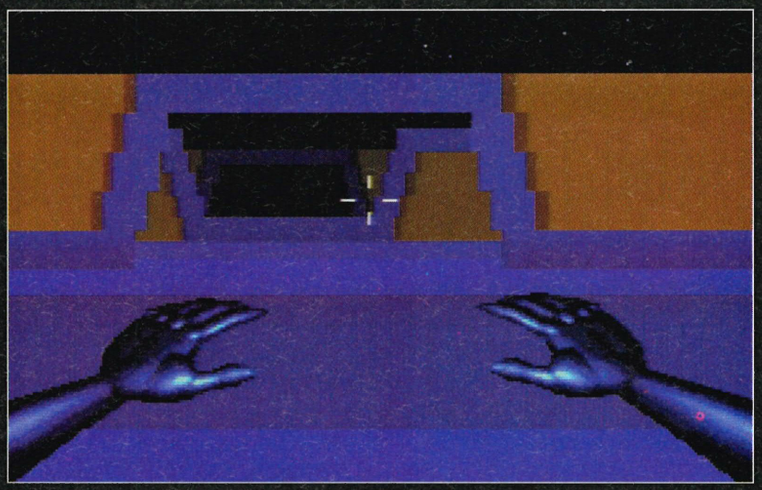




Game sequences such as The Cyber Tube, Cyber Run and Cyber War, are more influenced by the feel and style of the movie than any actual scenes, yet strangley, the whole game flows much more convincingly than its movie counterpart, which was stilted and erratic. This can't be a bad thing though, and what makes this movie license so impressive is the endless imaginative touches and interpretations that the programmers have added, making, all in all, the videogame a much more satisfying experience, and certainly one of the most innovative licenses to grace the SNES.

EVEN FASTER THAN FOX







To get anywhere in *The Lawnmower Man*, you'll have to successfully negotiate virtual reality flying zones, each of which has a portal on either side, and which can be traversed across in either direction (not that you'd ever *want* to fly back through one of these suckers). As soon as you arrive at the first zone, with it's black, ominous wrecked buildings and deep, rolling fog, you'll panic, because you'll be moving forward at full speed, with left and right over-steering you wildly it seems at first, and the first narrow bridge opening whizzing towards you just begging for a collision. Don't bother looking for a slow down button – there isn't one. Nor is there a fire button to blow buildings and platforms away. There's just you and the landscape, and a few hours to kill whilst you try to gently steer your throttling disembodied self towards the huge, spinning, extremely welcoming exit signs. The key is to touch the controls gently, making as little movement as possible, whilst easing yourself through gaps. A moments panic and you'll spin into trouble. These tips don't really apply to the later levels, which have more blocks and obstacles than *StarWing's* planet surface Venom on level three. Really, quite rock hard, but brilliant fun and quite breathtaking.

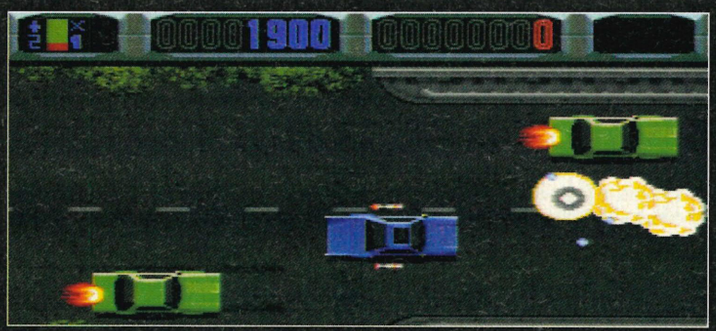
WHO WANTS A REAL WAR?

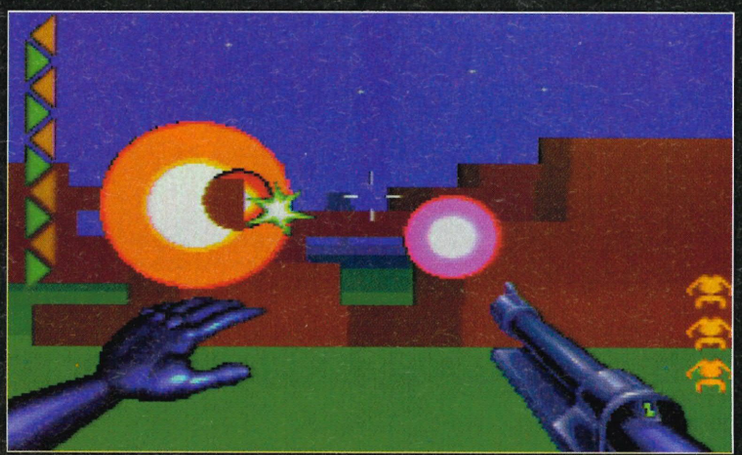
The War Zones are populated by Cyber Chimps (don't ask me, I thought they were Space Invaders), who hide behind buildings and bridges taking potshots at you. The gameplay couldn't be simpler – blast them, but it gets rather confusing as your target sight updates slowly and the chimps are fairly nippy, fast firing rascals. The key is to avoid the chimps shots primarily rather than try and pick them off quickly, as they fire in pulses of three or four, and the hits against you soon mount up and twelve hits toasts you. As soon as you've polished them off, aim up immediately or you'll fly straight into the wall – you guessed it, you're off again.



I DROVE ALL DAY...

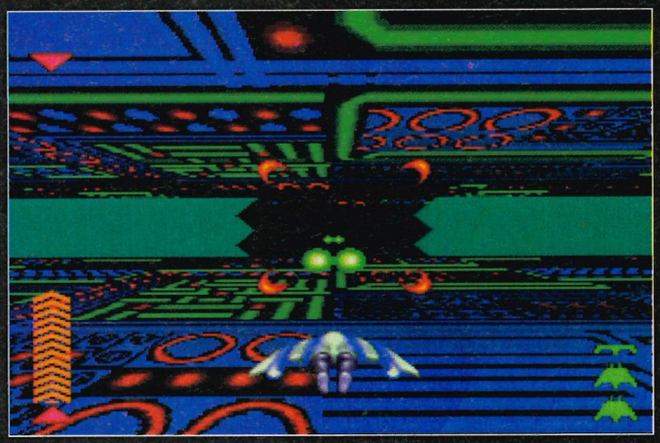
Bump and shoot and steer. One of the simplest sub-games and certainly one of the least interesting to play. Not very virtual or realistic, just old fashioned...



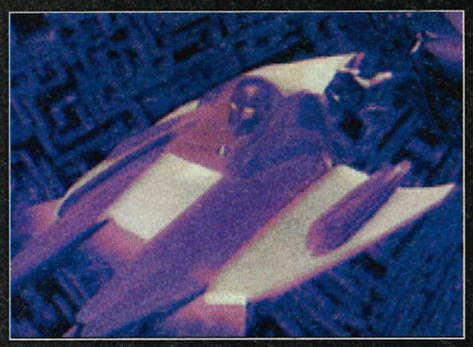


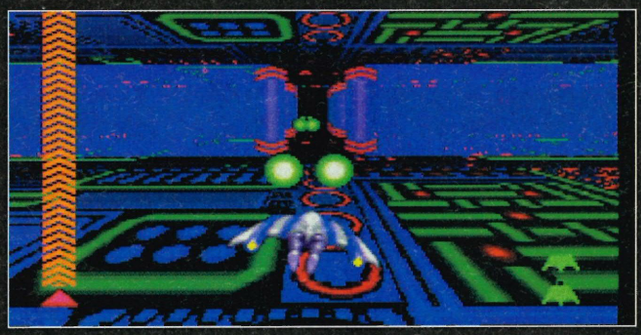
TUNNEL VISION

The Cyber Run and Cyber Tube sections are similar to the other flying sequences, except that they're faster. Instead of barren landscapes, you're now flying through complex circuit boards, with opening and closing walls, various obstacles popping up to collide with and more battle chimps. You can take twelve hits with the scenery before you're sent back to the beginning, whilst turbo rings should be avoided, because they double your speed! Hexagons in the centre of walls must be accurately blasted to create a passege for yourself. Occasionally the tubes lead to *Tempest* clones which are predictably speedy. Brilliant fun, and gorgeous graphics.



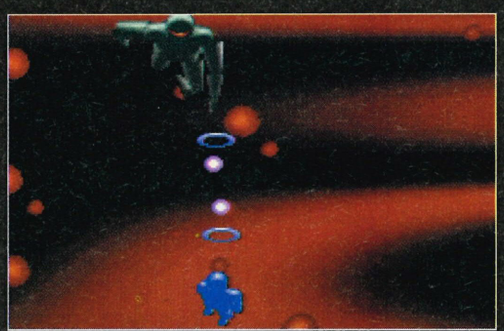


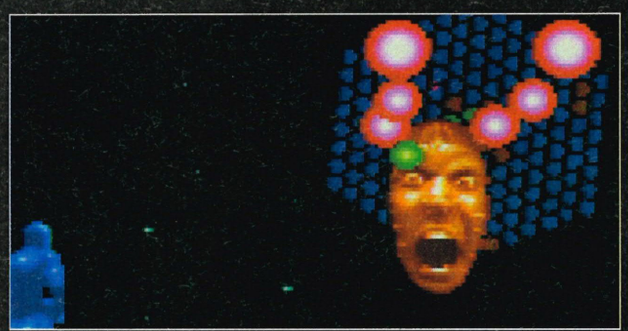


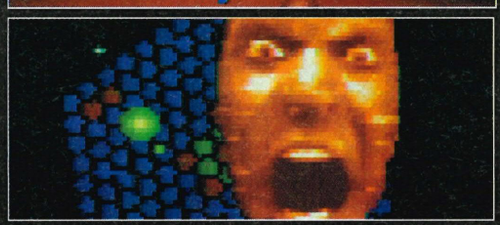




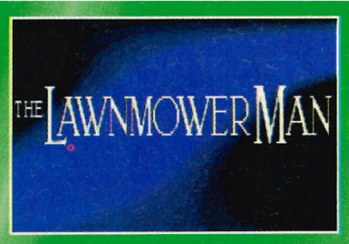
MAJOR HEADCASE







The later levels feature Jobe himself in a two-player blaster (if desired) and a large robot called the Doomplayer. In the Jobe battle, you must simply avoid his shots and blast Jobe seven times. The Doomplayer is an inelegant *Asteroids* spin off, which is very tough. Weapons can be collected, but as well as Doom's shots, meteors which split into smaller metors pelt you continually. Both games look pretty rough and play like dogs.



PUBLISHER: **SALES CURVE**
TEL: **071 5853308**
PRICE: **£49.99**
OUT: **10th December**

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

CONTROLS

PLATFORM LEVELS
- ENTER DOOR.
- CROUCH.
- WALK LEFT.
- WALK RIGHT.
- X: JUMP.
- Y: FIRE.
- A: CHARGE BITSTREAM.
- B: JUMP.
- L: CHARGE BITSTREAM.
- R: CHARGE BITSTREAM.

PROS: Surprisingly innovative for a film tie-in. Some sections, particularly the 3D ones, set new standards for fast, enjoyable play, whilst others are given a fresh look and feel with excellent graphical touches. The soundtrack is superb.
CONS: But later levels are disappointingly simplistic and sparse, while the high difficulty level could ruin the game for many. Passwords please!

GRAPHICS	94
SOUND	95
GAMEPLAY	80
LONGEVITY	82

PROSCORE
87
SCOREPRO

VIRTUALLY PERFECT.

12 DAYS OF CHRISTMAS

ON THE THIRD DAY OF CHRISTMAS UBISOFT GAVE TO ME...

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5 COPIES OF F1 POLE POSITION ON THE GAMEBOY!

5 COPIES OF JIMMY CONNORS PRO TENNIS ON THE SNES!

10 MINIATURE F1 POLE POSITION RACING CARS!

10 JIMMY CONNORS T-SHIRTS!

(PHEW! IS THAT IT? CAN I GO HOME NOW?)

F1 Pole Position was reviewed in last month's SUPERPRO and was judged to be 100 times better than its import predecessor! The game features fast and furious racing action and is a must for any F1 racing fan. To celebrate its release, Ubisoft are offering five copies of the game on the SNES and five copies on the Gameboy.

Oh, and does anyone out there remember Jimmy Connors? Well, if you're an avid SUPERPRO reader, you'll know that he had his own game reviewed way back in SUPERPRO 3. As tennis games go, it's still one of the best with an excellent four-player Multi-tap mode. If you still haven't got a copy, we've got five games worth £49.99 to give away.

As runners up prizes, there are ten exclusive miniature F1 racing cars (approx 8" x 5") made especially for the game's release. And if that's not enough, there are ten *Jimmy Connors* t-shirts to be won too! To enter this competition, answer the questions below and mark your entry (see page 104)with the letter **C**.

WHO IS JIMMY CONNORS?

A) A childrens' TV presenter.
B) The sixth member of Take That.
C) A rather famous tennis player.



The Ultimate Games Bible For SNES Players!



The essential guide to all Super NES games is out now! With over 220 pages, 150 reviews and 5,000 screen shots, it's the most comprehensive read you'll find!

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- Collectable. Perfect bound, glossy, full colour, fact-packed – all the ingredients necessary to ensure it's referred to again and again.
- Authoritative. Every Super NES game review occupies at least a page, so you know exactly what the game is about, how it plays and what it looks like.

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Please make payable to Paragon Publishing Ltd

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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.

THE EMPIRE STRIKES BACK

After the classic space opera of *Star Wars*, Irwin Kershner's *Empire* provided a darker, slicker vision of the traditional fight between good and evil. In this version, the howling winds of Hoth announced the advance of an unstoppable Imperial war machine. By the movie's end Han Solo would be encased in carbonite, Luke mutilated and almost broken by the revelation that Darth Vader is his father. Stuart 'Red 5' Wynne wonders whether LucasArts can truly capture such a bleak masterpiece on cartridge.



After the success of the original game, it comes as little surprise to find *Empire* following in the footsteps of its predecessor with all the subtlety of an AT-AT. Although the movie took off in a dramatic new direction, the game plays it safe, changing only the window-dressing to suit the new sets and costumes.

Technically, *Empire* advances the trilogy very little, only the stunning Mode 7 AT-AT attack is at all innovative. By contrast, other additions such as the Asteroid Field and a handful of horizontally-scrolling shoot-'em-up levels, are both simplistic and unchallenging.



PRO tip

AS IN SUPER STAR WARS, WHENEVER ENERGY IS RUNNING LOW, STOP AND BLAST A FEW STORMTROOPERS TO COLLECT SOME ENERGY HEARTS.

The core of the game revolves, as in *Super Star Wars*, around a huge number of blast-'em-up platforming levels. *Empire*'s 12Mbits have been well utilised to provide a bigger challenge, offering much more variety and a few mazes too. The biggest appeal is undoubtedly the graphics and there's a jaw-dropping set of brilliantly drawn characters and vehicles to take on. Time and again you're gobsmacked by the sheer artistry, a personal favourite being when an ice encrusted Probot rises from the sea on Hoth.

John Williams' soundtrack is another star attraction, a near perfect recreation with masses of sampled FX. The distinctive sound of the AT-AT's guns, the roar of the Taun Taun and, best of all, Vader's sampled speech taunting you on the last level!

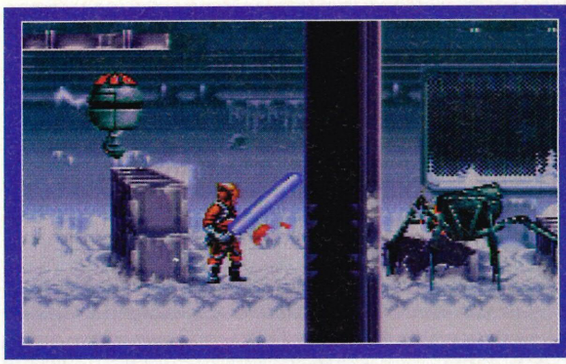
Getting to the last level is certainly a mammoth task, as many of the levels are huge and reset points can be frustratingly far apart. The password system is essential even on easy level, but even then it can still prove annoying. On a game such as *Mario*, the sprites are small but gameplay is worked out to the last millimetre, so you always feel in control. In *Empire*, the sprites and big and bold but there's not that much variety across the levels. To prevent boredom you're always being hustled and pushed around, even at the cost of major slowdown.

In conclusion, this is a fantastic achievement as a recreation of the movie. It looks and sounds wonderful, besides offering a huge challenge with a massive number of stages to complete. If gameplay remains a little rough and ready, occasionally more dependent on perseverence than skill, well what do you expect? This is a *Star Wars* game, so you'd expect to need the Force with you!







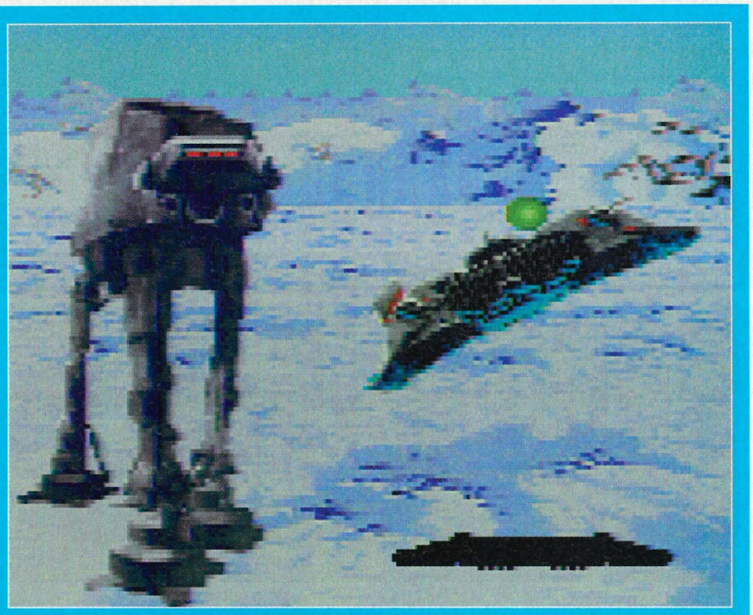




2. LUKE RETURNS

PLOT: Erh, this didn't actually happen. As I recall, Luke fainted after a vision of Obi Wan Kenobi and had to be rescued by Han!
GAME: Luke blasts his way through Imperial spider droids, before clambering on to a Speederbike for simplistic but fun blasting. The level ends with him getting in his Snowspeeder.
VERDICT: A short, but varied level.



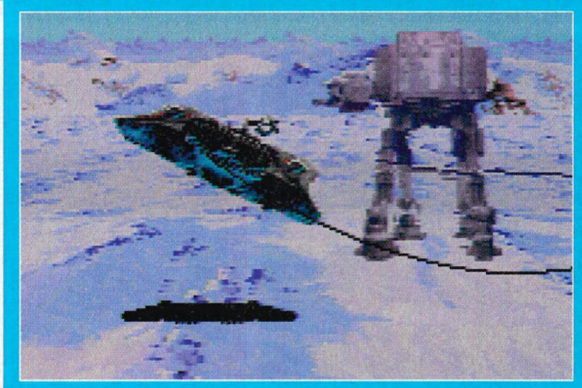


3. HOTH 3D

PLOT: Rebel Snowspeeders take on Imperial Walkers.
GAME: This is the level with the screenshots that made everyone go 'wow!' In play, the game is hard and moves so fast you don't have much time to appreciate the detail. But it is there. And the way you can bring an AT-AT to its knees with your tow cable is excellent.
VERDICT: Excellent graphics, good fast-action playability with a modicum of originality.

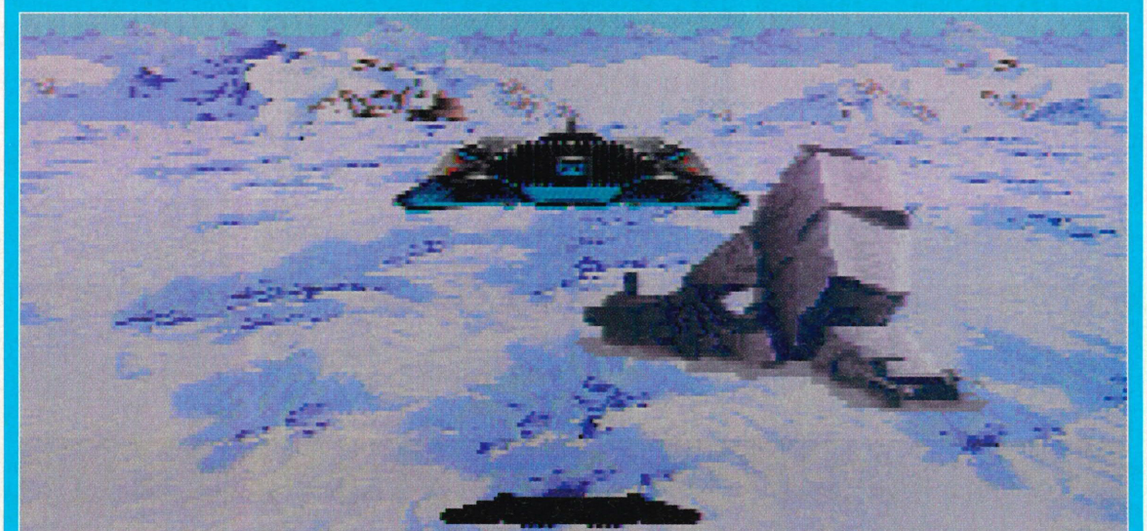
1. HOTH

PLOT: Luke gets lost while out on a routine patrol mission.
GAME: A less than friendly intro to the game, with many slippery platforms and plenty of mean creatures pushing you around. There are no less than seven stages, and three mega-guardians, to overcome. For a lesser movie, this level alone would be enough of a game!
VERDICT: Attractive to look at but gameplay is somewhat frustrating.











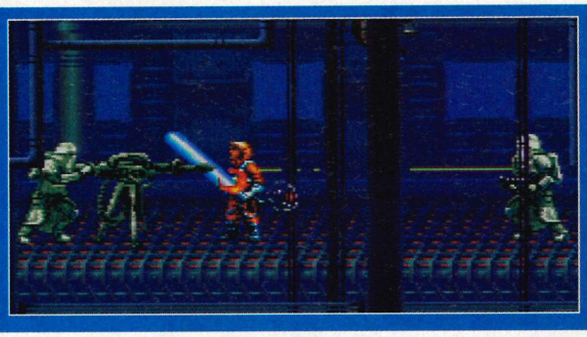


4. OUTSIDE WALKER

PLOT: Luke keeps Imperial forces occupied while Han escapes.
GAME: This begins with a ridiculously large Snowspeeder blasting its way through Speederbikers. The Snowspeeder then crashes and Luke hops out to blast through a predictably huge amount of heavily armed Snowtroopers. After this, he leaps up the side of an AT-AT's leg.
VERDICT: Short and rather silly!

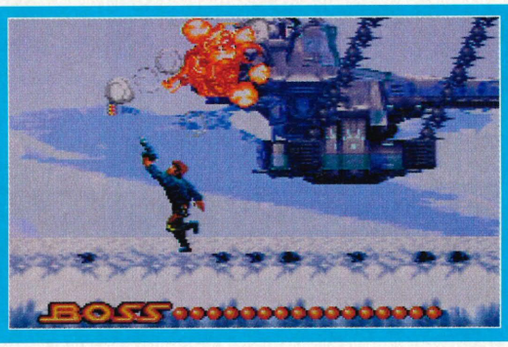
5. INSIDE WALKER

PLOT: Uhm, this didn't happen either, although my brother insists that there was a scene shot of Luke inside the Walker but it was cut...
GAME: Luke blasts his way through yet more photon gun infested corridors before climbing out of the AT-AT and taking on the AT-AT's head – not a very wise move!
VERDICT: It's the Sandcrawler interior again, but the AT-AT head is well done.









6. REBEL BASE

PLOT: Han runs for the *Millennium Falcon*.
GAME: *Star Wars* games seem top be standard in that they all include aggravating, scrolling action with or without platforms. This level is mostly without platforms, although there's still plenty of Stormtroopers to push you around. One neat touch is how the lifts whizz you about at stunning speed.
VERDICT: Classic *Star Wars* gameplay, lots of blasting, lots of hassle.



7. ASTEROID FIELD

PLOT: Han, Leia and the droids flee Hoth in the *Millennium Falcon*.
GAME: You must shoot 20 TIE fighters before being allowed to jump to safety. The cockpit is reasonably detailed, asteroids impressively animated and the TIE fighters sound great...
VERDICT: ...but gameplay is embarrassingly simplistic.









8. DAGOBAH

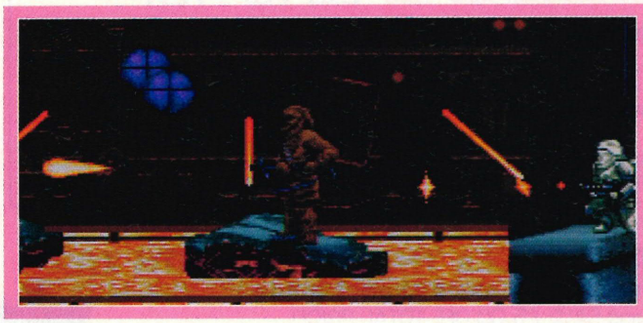
PLOT: Luke arrives on Dagobah searching for Jedi Master Yoda.
GAME: There are three stages to this level, concluding with Luke finding R2-D2, Yoda, then a mega-guardian. The backdrop is plain, but there are some splendidly slimy platforms, vicious enemies and atmospheric foreground graphics. The Sarlacc-faced guardian is beautifully ugly, but all the detail makes dealing with its wormy-weapons confusing and of course, there's considerable slowdown too.
VERDICT: Collecting your Force power-ups before meeting the guardian is tricky, but it's a nice idea.



9. CLOUD CITY 1

PLOT: Han and friends take refuge with Lando Calrissian – who promptly betrays them!
GAME: A humongous level which mixes finicky platform action with rapid-fire blasting – culminating in a confrontation with Slave 1 – and a confusing maze. Look out for power-up rooms!
VERDICT: A huge challenge which can be more frustrating than enjoyable at times!



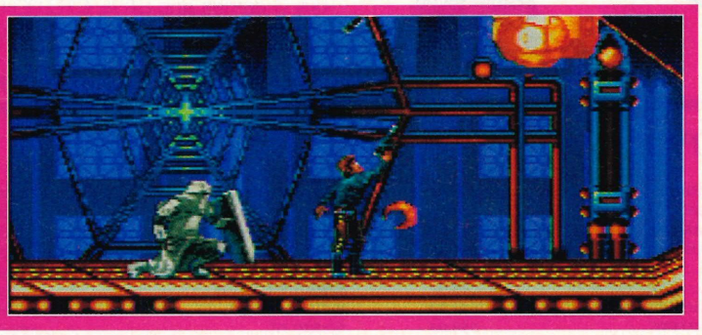


10. UGHNAUGHT FACTORY

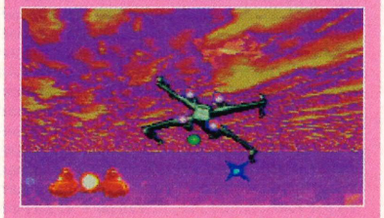
PLOT: Chewie stumbles upon the dismantled remains of C-3PO.
GAME: The factory is nicely expanded into a big level, with lots of slippy angled floors, lava rivers and squat, difficult to shoot Ughnauts. Also adding to the fun are jetpack-propelled storm-toopers and 1G-88 bounty hunter droids. The latter fire immobilising rays which leave you defenceless against an Ughnaut pushing you into the lava.
VERDICT: Fun, but it's the Sandcrawler again!

11. CARBON FREEZING CHAMBER

PLOT: Han is frozen in carbonite!
GAME: The gorgeous graphics make it a shame to mention that this is the Tattooine Hanger level all over again. Lots of platforms, lots of blasting, concluding in an ironic confrontation with the carbon freezing machine as an end-level boss.
VERDICT: Fun, but the end-level guardian is very difficult until you find the right technique – stand at the bottom and keep blasting!



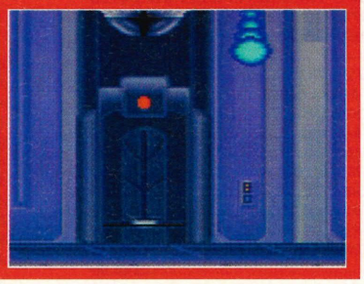




12. CLOUD CITY 2

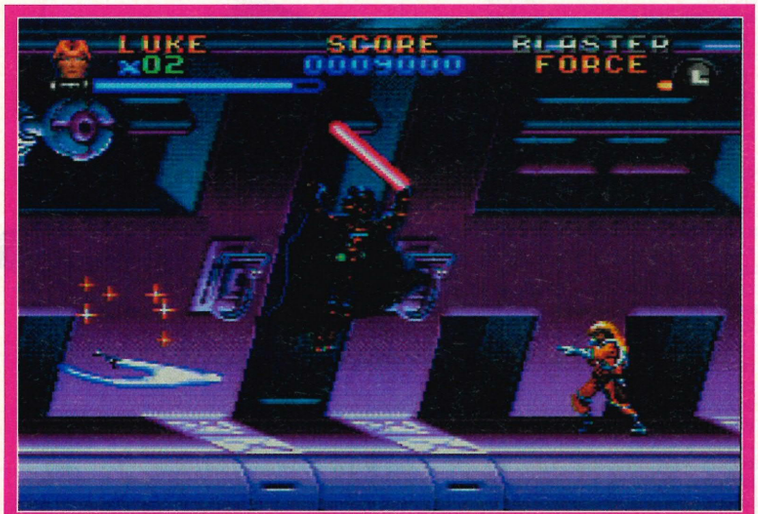
Yet more of Cloud City, only darker and with Chewie rather than Han...

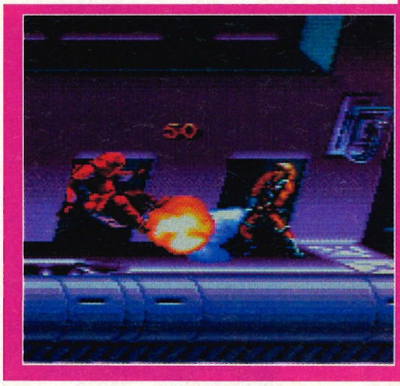




13. APPROACH ON CLOUD CITY

PLOT: Luke flies his X-Wing through Cloud City to rescue Han, Leia and the droids.
GAME: The X-Wing's animation is crude, however, the background graphics are gorgeous – with a beautifully drawn Cloud City getting ever bigger. Diving through the Mode 7 scaled clouds is a neat effect.
VERDICT: A simplistic blast-'em-up, but providing some much needed variety.

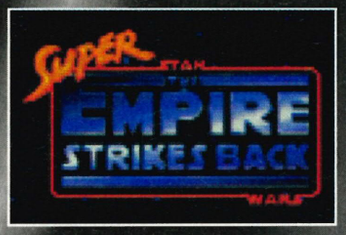




14. REACTOR

PLOT: Luke confronts Vader, who turns out to be his father...
GAME: More photon guns, Snowtroopers, Speederbikes and laser traps! Background graphics are okay, but disappointing considering it's the last level. One nice touch is that Luke can use the Force to help him out. He also encounters Vader a couple of times before the final, mega-hard showdown!
VERDICT: Enjoyable and varied, although Vader is very hard and, of course, it hardly compares with the AT-AT attack or *Star Wars*' trench scene finale!





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CART SIZE: **12Mbit**
SAVE GAME: **Password**
FEATURES: **3 Continues**

CONTROLS

PLATFORM LEVELS

△ NO FUNCTION.
▽ CROUCH.
◁ MOVE LEFT.
▷ MOVE RIGHT.
X SPECIAL.
Y FIRE.
A WEAPON SELECT.
B JUMP.
L SCROLL SCREEN LEFT.
R SCROLL SCREEN RIGHT.

PROS: Superlative presentation, from the cinematic opening sequence to the Yoda sampled speech. The graphics and sonics are among the best to appear on a domestic machine and the challenge is huge, with masses to see and do.
CONS: But gameplay doesn't quite match the presentation. The platforming can become irritating, whilst levels such as the Asteroid Field appear to have been just thrown in.

GRAPHICS	95
SOUND	95
GAMEPLAY	88
LONGEVITY	91

PROSCORE
91
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Although you probably haven't heard that much about Vic Tokai, in Japan the company is very big news. The parent company owns a cable TV company, a shipyard, supplies half of Japan with its gas and even organises peoples' marriages! Now it's finally opened an office here with some official UK releases lined up, and if these succeed who knows where Vic will stop...

Thankfully, for the first step in their bid for domination of the UK and the world, they've decided a bit of quaint old English Christmas cheer is in order. As an extra-special prize, they're offering a ghetto blaster as first prize to one lucky reader. The blaster will include a double tape deck, radio tuner and um, some other stuff which hasn't been decided yet. Whatever it's finer points are, it's definitely a prize worth having, and at the price of no pence at all, you can't go far wrong!

Ten runners up will also receive their choice of a Vic Tokai game, which avoids those major Christmas upsets quite nicely! Incidentally, this includes titles such as *Timeslip*, *Imperium*, *Super Conflict* and the absolutely stunning *Super Turrican*. The latter is their latest signing and a most impressive one it is too. On import this mega-blaster scored no less than 89%, the Ed raving on about it being 'a solid, extremely playable platform shoot-'em-up... without doubt one of the best games of its type on the SNES.' There's masses of firepower upgrades, some great sampled effects and 12 huge levels including some stunning HR Giger inspired graphics. SP

Answer the three questions below, write your answers on the entry form page 104–105.

QUESTIONS

1. Which one of the following movies used artwork by HR Giger?
a) Aladdin b) Amadeus c) Alien
2. Which company originally released *Turrican* in Japan?
a) Ocean b) Elite c) Seika
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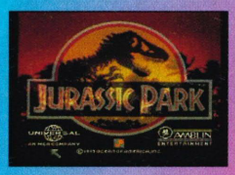
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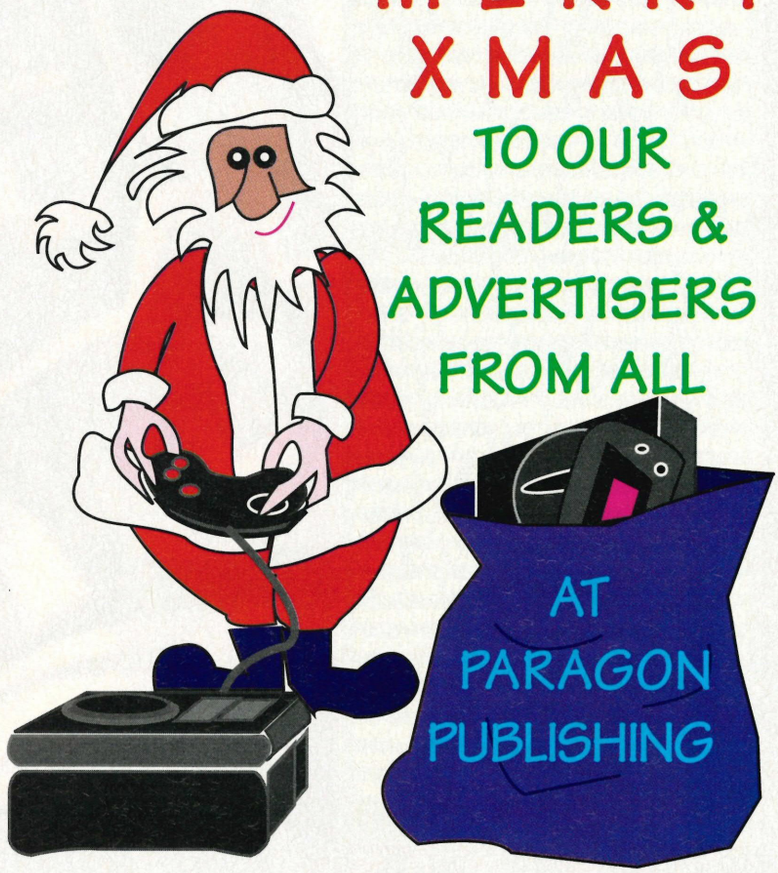
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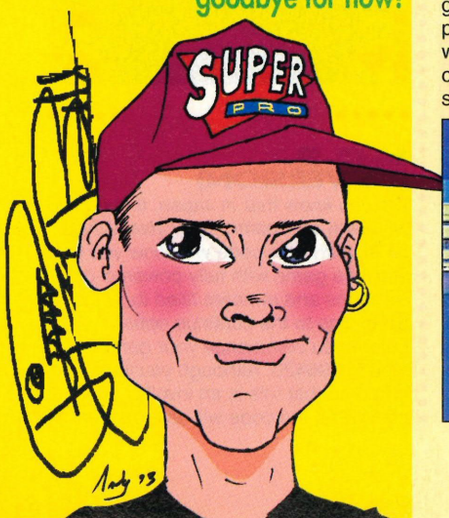
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TIPS

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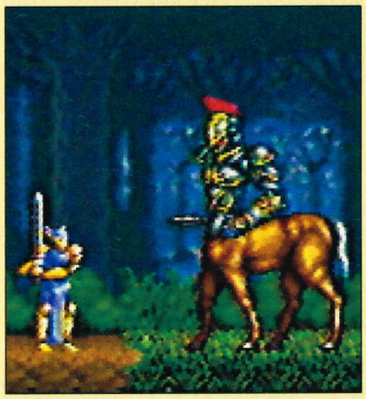
Merry Christmas folks, and nobody means that more sincerely than I, being the decent sort of traditional chap that I am! Although I've received a lot of flak from my colleagues in the past concerning my moral values (*he means his Sunday Sport Roadshow excursion! – Ed*), I'd like to take this opportunity to quash these accusations and pledge that my true place is here, bustin' the latest games. Literally split in two this month is the final (Yipee!) part of *Asterix* solution and the first part of my *T2* guide. If that wasn't enough to keep you ticking over til the new year then there's also more cheat cart codes and Shorts. Right, I'm off to get merry so goodbye for now!



RYAN'S SNAPPY SHORTS

ACTRAISER

Here's a handy cheat to gain extra lives. Call the rain over the forest in the Northeast and the people will hand you a 1-up. In Kasandora, when the pyramid appears, cause an earthquake and a 1-up will appear.



AEROBIZ

This cheat enables you to access a hidden sound test. Wait until the new game/continue screen appears, then press Select. The sound test screen will appear. Press Up or Down to control the selections and play the sound via the B button.

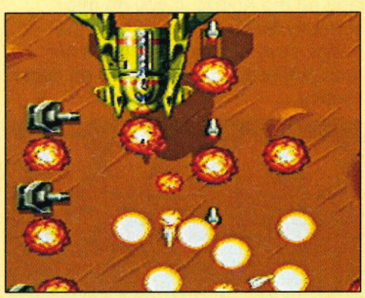




JOHN MADDEN '93

Here are some handy passwords for all you football fans out there:

Dallas vs Greenbay - DJGPBBKC
Dallas vs Philadelphia - DJLPBBPC
Dallas vs Cincinnati - DFRNCFVC
Chicago vs Washington - DFGNBBFC
Chicago vs Greenbay - DFLNCBLC
Chicago vs Cincinnati - DFRNCFVC
Houston vs Cincinnati - MNGLBBVC
Houston vs Kansas city - MNLLBBFD
Houston vs Greenbay - MNRLBDMD

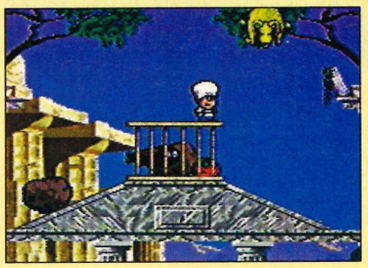


SUPER SWIV

This cheat allows you to control the jeep and the helicopter simultaneously for double fire-power. During the title screen, press SELECT to access the two-player option, then press START and A together to access the cheat.

OUT TO LUNCH

Thanks to Barry Whiting from North Yorkshire for this handy hint. In Greece, jump on the tree at the top. By doing this, you'll cause olives to fall from the branches. When you see a gold one, catch it. A door should now appear on the level to warp you to a secret room. Inside the bonus room, jump on the safe and swing your net to catch the money that pours out, then hit the drawer for an extra life. Finally, on the last level in Switzerland, hit the clock and a bird will pop out. Hit it with your flower and two birds will appear. Jump off the platform next to them and swing your net to play a weird bonus game.



DOOMSDAY WARRIOR

Here are some passwords for the later levels:

AMON;
Layban - 9D49D9D4
Daisy - 696999D4
P-Lump - 442D49D6
Grimlock - 442HF4D6
Nuform - 6C2HC6D6
Bosses - GG2HCBD6

DAISY;
Layban - C44999G9
Amon - CF6949G9
P-Lump - 4GBCC9GC
Grimlock - 4GBDB4GC
Nuform - 6CBD66G6
Bosses - 6BBD6BG6

GRIMLOCK;
Laybon - 6D49D974
Amon - 496C9976
Daisy - 4DBHD976
P-Lump - 645H9976
Nuform - 6F5H4476
Bosses - G45HFF76

LAYBAN;
Amon - 9F49D9C4
Daisy - CCF999C4
P-Lump - C689F9C4
Grimlock - 6B89F4C4
Nuform - 468946CG
Bosses - 4B894BCB

NUFORM;
Layban - 9449491C
Amon - 9F69C91C
Daisy - 44B9G91C
P-Lump - 6459H91C
Grimlock - 6G59H41C
Bosses - 6G5D161C

P-LUMP;
Layban - CF49F9H4
Amon - 9F69C49H6
Daisy - 9GBCG9HG
Grimlock - C65DB9HG
Nuform - 465FHCHD
Bosses - 4B5FOGHD

SLEDGE;
Amon - 64C94994
Daisy - 6FGC4994
P-Lump - 9F39F994
Grimlock - C43C4494
Nuform - CF3CC694
Bosses - 643CGB94



STRIKER

Just in case anybody is having difficulty beating the computer, here are some passwords:

SUPER CUP INDOOR FINALS

N2KJDCHL
BBBBBBBB
3BBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB

SUPER CUP OUTDOOR FINALS

ZD?6FGGB
BBBBBBBF
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB

LEAGUE INDOOR FINALS

QM4BBVSB
B969BBBB
BBBTBYCB
QRH4C4MW
CO4CRSGM
8GJ843HC
S1VZM8WF

LEAGUE OUTDOOR FINALS

997CBQW?
?BB BMBBB
BBB?B8XL
RMMHCCDW
OMCHR8CC
5434VCOG
5787OWWF
BBBBBBBB

WORLD KNOCKOUT INDOOR FINALS

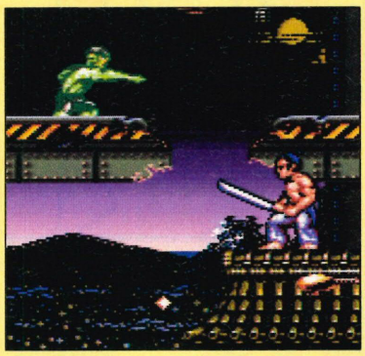
ZFMYFBHB
BBBBBBBB
CBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB

WORLD KNOCKOUT OUTDOOR FINALS

4MPKXLHC
BBBBBBBV
CBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB

THE FIRST SAMURAI

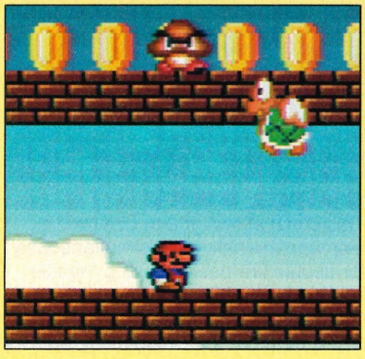
For an extremely handy level select, go to the option screen and press X, A, L, and R together. Two doors will now begin to close over the writing. Before they do, press the following directions whilst keeping the original sequence pressed down. RIGHT – Stage 1-2, DOWN – Stage 2-1, LEFT – Stage 2-2, UP – Stage 3.



SUPER MARIO ALL-STARS

Here are some nifty tactics to get extra lives. Go into the first *Super Mario Bros* game and make your way to world 3-1. Near the end of the stage you will come across a large staircase with two Koopas walking down the blocks. Stand next to the bottom block and once the second Koopa moves down to the bottom, jump up and bounce on it multiple times to score vast quantities of 1-ups.

For more extra lives, go into the *Lost Levels* game and begin on world 1-1. At the beginning of the level go right and locate a C shaped block with a Koopa in it. Nudge the second block from the left to produce a red mushroom. Nudge the other blocks and grab the falling mushroom to become larger. Be sure not to scroll the screen on too much, otherwise you won't be able to return to the "C" shaped block. Jump up and smash the left hand block, then smash the one to the right of the mushroom block. When you do this make sure the Koopa is always to the right so that you can trap him on the right hand block. Now jump up to balance on the mushroom block and from there smash the top blocks in order from the left. Leave the last two blocks at the top before leaping over to land on the Koopa. If you do this correctly Mario will bounce on the Koopa several times until the timer runs out, scoring an extra life on every contact.

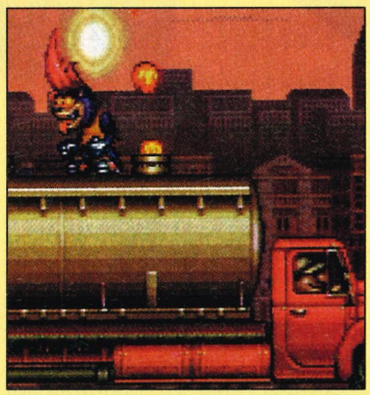




SUPER BOMBERMAN

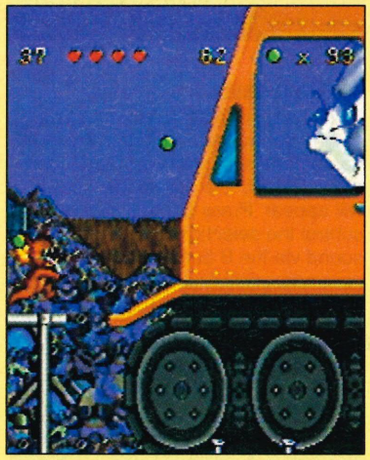
To make your character sprites miraculously shrink in size, enter 5656 as a password at the start of the game.

To access a hidden sound test, plug in your multi-tap accessory, then hold down R on the fifth controller. The sound test should now appear.



ROCKY RODENT

For unlimited continues, wait until Rocky runs across the title screen from left to right, and then press Y, A, R, A, B and A. This should make an options screen appear. Highlight the "Credit ?" option and the world is your oyster!

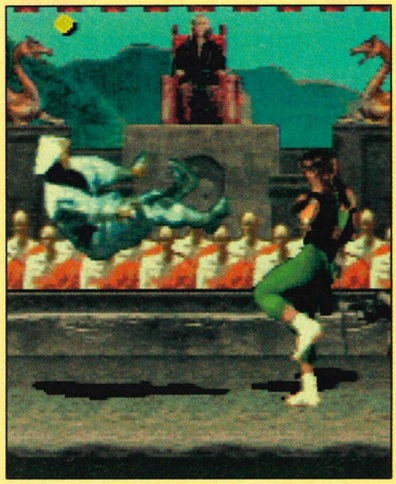


TOM AND JERRY

To get a bucket-load of extra lives, go to the title screen and press Right, Right, Up, Left, Up, Right, Down, B, A, Select, Start and Start.

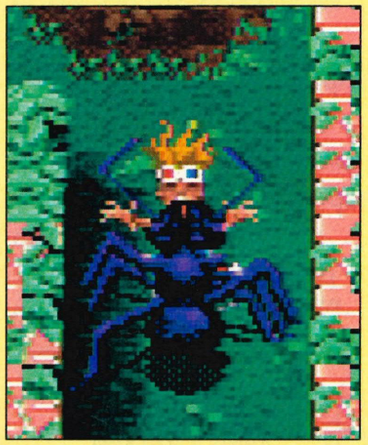
MORTAL KOMBAT

A lot of people may already know the cheat to stun your opponent, but here goes nothing! Get close enough to your opponent to perform a flying kick, so that you land on the other side of them. Quickly perform the same move again before there's any retaliation, then once again quickly. On landing the third time, jump back over the opponent with a normal rolling jump. Your opponent will now be stunned and unable to move a muscle. Now push them over to the edge of the screen and perform an uppercut, then follow up with a series of low punches. Your opponent will be helpless and unable to resist! This sounds much more complicated than it is, so don't worry!



ZOMBIES

To get the bonus level with the greatest of ease, simply enter BCDF as your password at the beginning of the game.



B.O.B. (US VERSION)

Did you know that in Japan, this game is known as *Cosmic Bob*? Honestly, it is! Anyway, this code will allow you to start the game with fully powered-up weapons and remotes filled to 9. Simply go to the continue option before you commence your game and type in 196420. Although you'll be informed that this is an invalid password, the code will still register!

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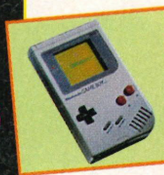
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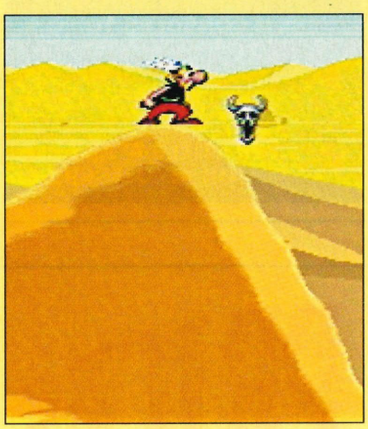
Asterix

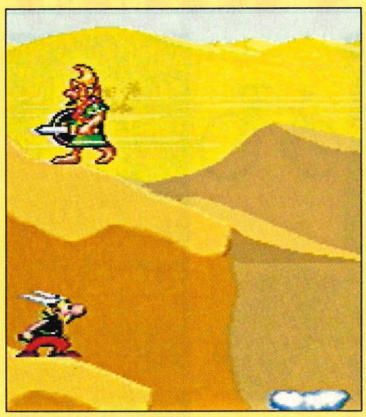
PART DEUX

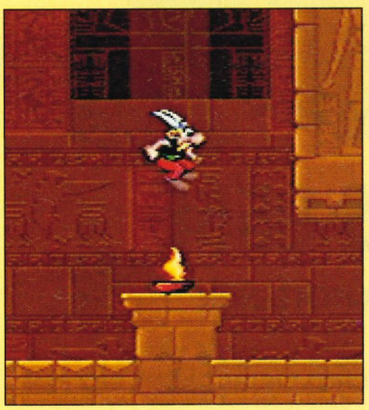
Welcome to the second and final instalment of my gripping *Asterix* guide. Last issue, our hero had just made his getaway from the pirate ship and was heading towards Egypt. We pick up the story just as Asterix has reached the sun-drenched shores of the Pharaoh country.

ACT III-II

This is the second level to use rapid scrolling, so remember to stay at the front of the screen to prevent being squashed! Apart from a few asps and Egyptian soldiers, this level poses no real problems. Just take time to avoid falling between sand dunes.









THE PYRAMID PART 1

Having entered one of the ancient pyramids, Asterix must find a path through the labyrinth of tunnels. The first section is a real pushover, simply walk right avoiding the fire-spitting lamps, then after the steep climb, fall down the second gap to gain some bonus coins. Finally, drop down the hole indicated by the arrow.

THE PYRAMID PART 3

If you aren't too bothered by bonuses, this level can be completed in seconds. Simply walk right and drop onto the ledge next to the lamp. Now turn and walk left into the wall and you'll stumble upon a secret passage leading to the next level.

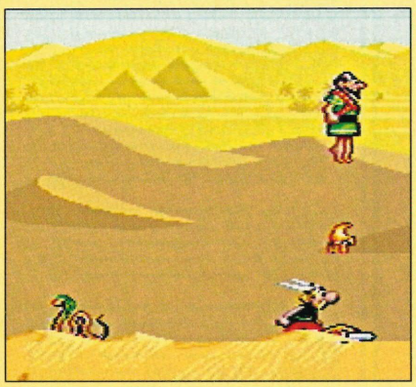
THE PYRAMID PART 4

As you land, walk right and drop off of the end of the platform, then go left and punch the two blocks. This will cause a row of fall-away platforms to appear on the right. Use them to get to the higher platforms. Now keep going left until you reach a series of blocks in a star shape. Break through them, then jump up to the platform just above the starting point. Now walk left to the exit.



THE PYRAMID PART 5

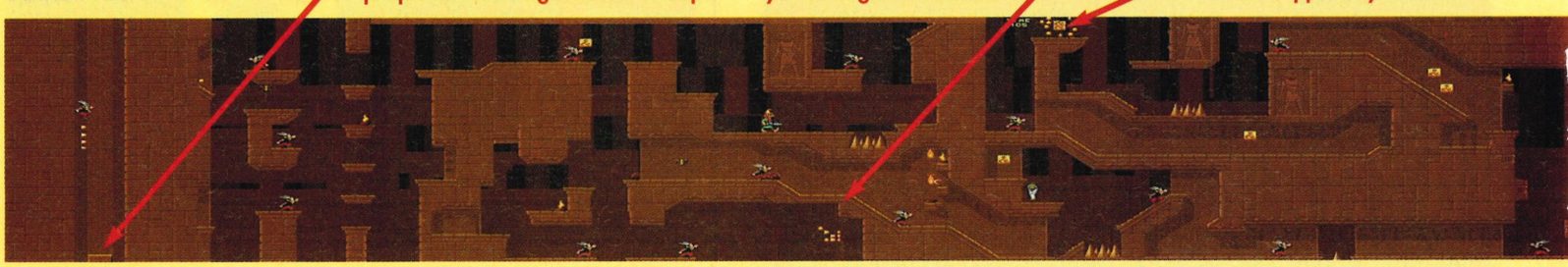
This level is fairly difficult, as you're pursued by an indestructible golden ghoul. Make your way up to the top using the platforms provided, then drop down to the right. Be sure to land on the ledge sticking out of the wall, as this is a secret passage that will take you to the other side. Use the two fall-away blocks to get to the top again and head for the top right corner. When you drop into a little cove, push left into the wall and you'll drop down onto a ledge in another secret room. To exit the pyramid, simply jump over to the ledge on the right and walk into the wall.



ACT III-IV

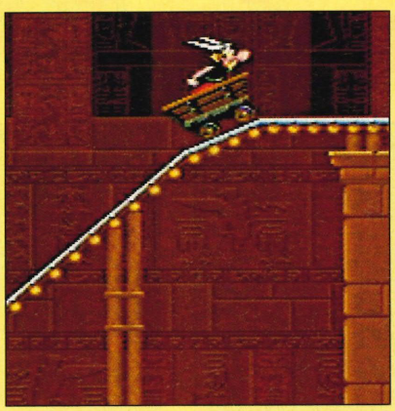
This level is similar to the first desert stretch, but this time you don't have to contend with the annoying scrolling! There are also more creatures to fight off, such as asps, flying skulls and scorpions. The only real test comes near the end when Asterix must make a leap of faith over a seemingly impossible chasm. Luckily though, his fall is broken by a row of clouds which appear at the last minute. Cross them quickly though, as they don't last for long!

THE PYRAMID PART 2



ACT III-V

Once again, our hero must escape from an ancient pyramid (why doesn't he just go round them!), but this time he must brave a mine cart journey through the core of the structure. Hop into the first cart and start rolling right. As you go up the first ramp, punch the block at the top to clear your path. Pass the dip in the track and get ready to jump as the track breaks. You must jump onto the disappearing block in front of you, then into the awaiting mine cart. Keep going right at full speed, then when you come to the next block, hit it, jump clear of the cart, and hop over to the ledge on the right.







ACT III-V PART 2

As the trams falls over the edge, jump onto this platform, then into the awaiting cart.

There are bonuses to be collected up here, however I wouldn't recommend you risk a life getting them.

Once again, as the tram falls, jump over to this platform, then get to the next tram via the series of small blocks.

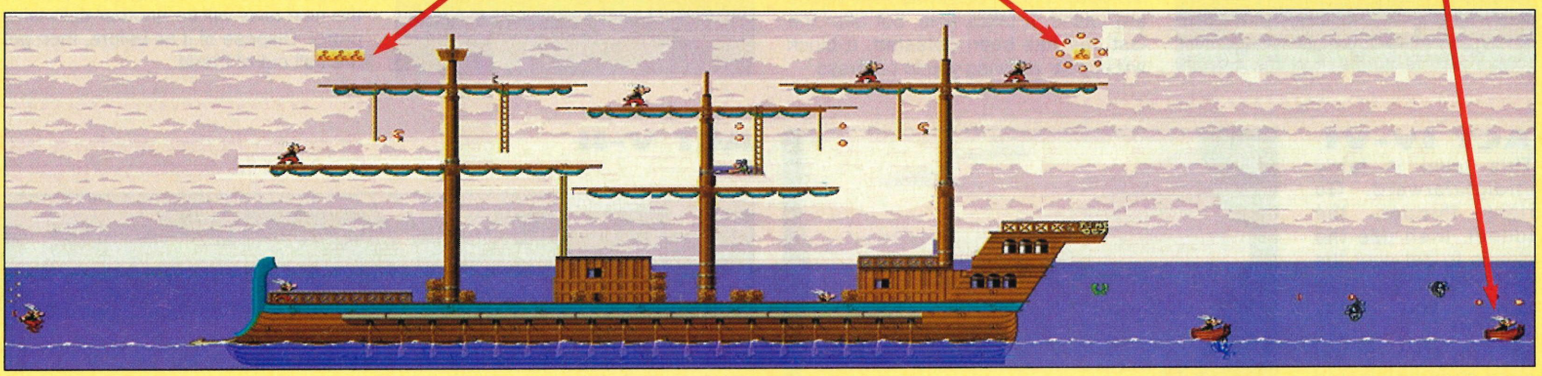


ACT IV-I

Take time to explore the masts in order to gain the various bonuses on offer.

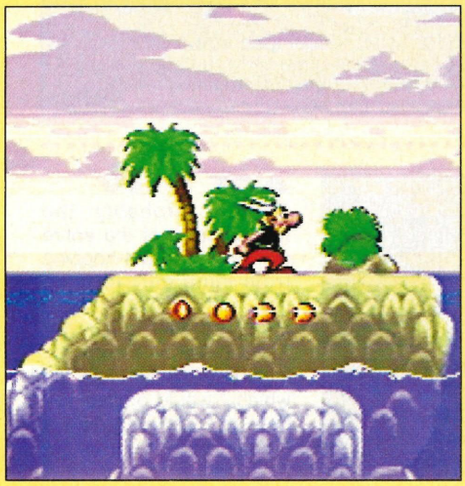
Bash this block here to make the little jolly boat appear.

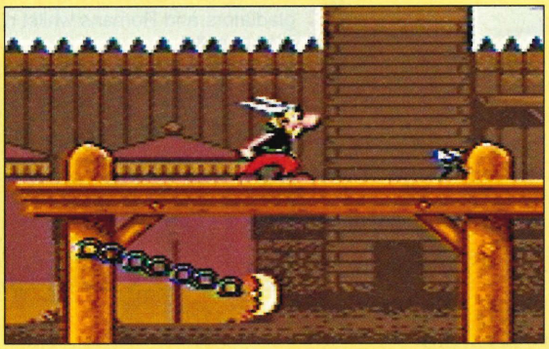
Once again, make your getaway via the small boat, watch out for the over-friendly fish though!



ACT IV-II

Having arrived on the shores of Greece, this level is basically bonus heaven! No real challenge comes from the hordes of nasty creatures, so the best technique I can recommend for getting to the end is to simply to run like mad!



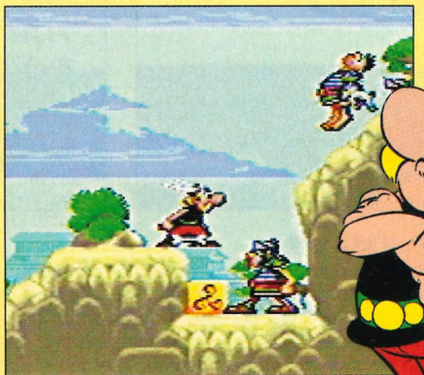


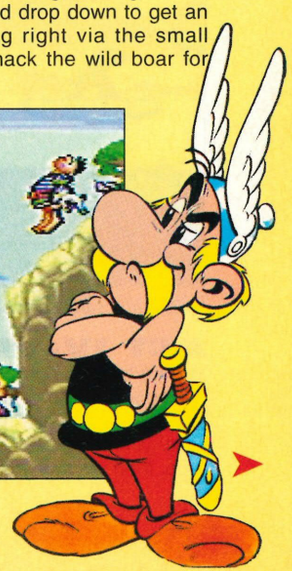
ACT IV-III

Asterix certainly likes to make life difficult for himself as he takes on the whole of a fortified Roman camp single handed! Watch out for opening hatches and lethal wooded spikes. Go right and bash the first couple of legionaries, then jump up to the high platform and grab the extra life. This place is littered with boulder-lobbing catapults so try to avoid the line of fire. The only other problem comes from the swinging blades and jumping SPQR signs. I would advise that you keep your finger permanently pressed on the run button, as some of the jumps you are required to make cannot be cleared using your standard jump.

ACT IV-IV PART 1

Use the cloud to make your way upwards, bop the Roman at the top, then use the two disappearing clouds to go right. You should then stumble across some more Romans. Hit the golden block to bring Dogmatix onto the scene, then take care of the Romans. Now continue right using the big cloud, jump over to the little cloud and drop down to get an extra life. Finally, keep going right via the small clouds, then jump up and whack the wild boar for extra energy.



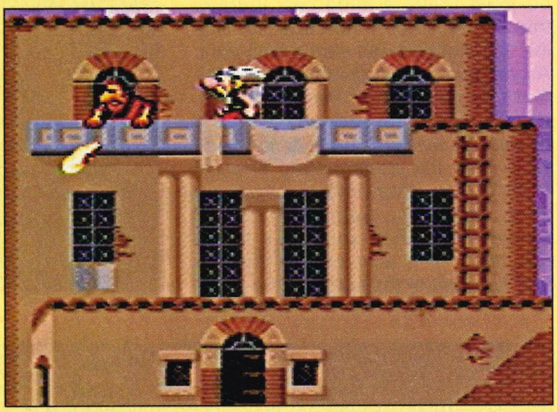


TIPS Asterix

ACT IV-IV PART 2

Go right over the hill, then as you descend down the other side, push left to go into a secret cavern. Now keep going right, pick up the lire to summon the bard, then while he's stunned the guards, give 'em a good smacking. To clear the next gap you must jump on the back of the majestic eagle who will carry you to the other side. The next series of jumps could be cause for concern, so again I'd advise you keep your finger firmly poised on the run button. Keep going right past the hazardous see-saws and follow the coins to the exit.







ACT IV-V

Once again, our heroic Gaul winds-up in a fortified Roman camp, although this one's a little easier than the first! Walk right until you see the cauldron, then drop down to get it. Once you're invincible, run to the right until you come to a set of swinging blades. These take split-second timing to avoid, so observe how they move before dashing through. The next obstacle is a troop of Romans clustered together behind a wall of shields. To defeat them you must avoid the spears, then attack as their heads are raised. It takes time, but after the last one has been defeated, a block will appear allowing you to progress.



ACT V-I

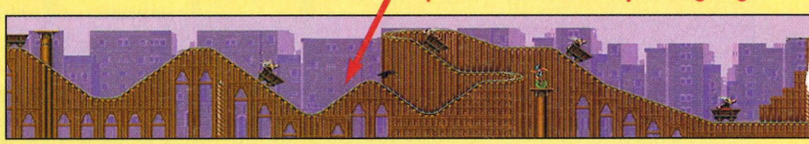
At last, Asterix has finally reached Rome. Although his quest is nearly at an end, there are still plenty of crafty traps to negotiate before his goal can be accomplished. Go right avoiding the holes in the ground and pick up the bonuses littering your path. Eventually you'll encounter some hostile citizens who'll throw fire at you, so make a swift getaway before you get your bum singed! You'll then come to a V-shaped building. Kill the bouncing SPQR signs, then destroy the blocks for an extra life and some hefty bonuses. Blocking your path to the next level will be another defensive patrol. Dispose of it as before, then get the hell out of there!

ACT IV-VI

This level is fairly straightforward. Go right through the tunnel, then use the clouds to get over the gap. You must now make your way upwards in a zig-zag pattern. Many of the gaps must be cleared with help from the birds, so be patient and wait for them to appear before jumping head-long into the unknown!



ACT V-II

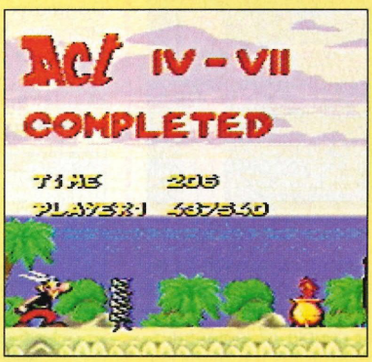


ACT V-III

This level redefines the word "easy"! Simply walk right killing the various gladiators and Romans whilst collecting the various bonus blocks. That's all there is to it really!







ACT IV-VII

Having trekked right through Greece, our courageous hero now finds himself at the opposite end of the country. Go right avoiding the fish and eventually you'll reach a block which will activate a cloud when hit. Hop on the cloud and let it carry you back to the platform above the starting position. Hit the block to get a 1-up, then resume you original course. The rest is plain sailing.



ACT V-IV

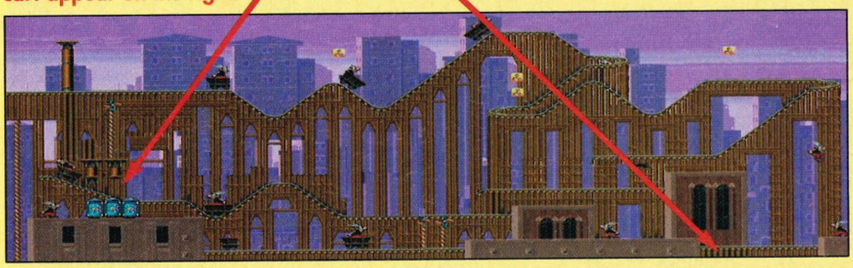
This is probably the hardest level of the entire game. It involves hopping from mine cart to mine cart, and completing it is a matter of trial and error. About half way through the level there is an extra life which I would advise you get, as I certainly lost a bucket load trying to get past this bit!

TIPS Asterix

ACT V-V

Bash these Romans to make another cart appear on the right.

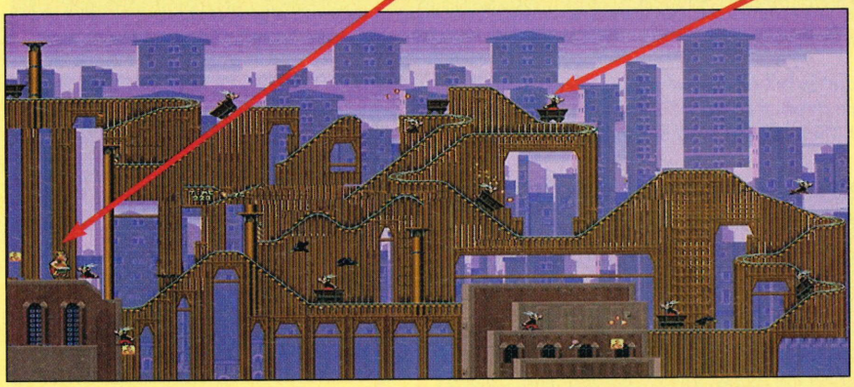
A cart will appear here to take you over to the exit.



ACT V-VI

Take out this Centurion to uncover a hidden block, now go down and exit to the left.

This tram system is quite tricky, so watch the tracks closely and plan where you need to jump off. Otherwise you may go round in ever decreasing circles!





ACT V-IX

Make your way to the right, jump on the various pillars and you'll come to another troop of shielded legionaries. Bash them in, turn, and jump over to the golden block. Continue right, bash the Roman Centurion then hit the blocks to gain invincibility. The exit is but a stone's throw away!

ACT V-X

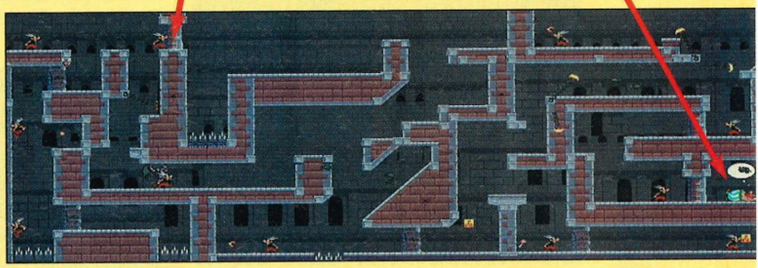
Make your way upwards using the various pillars and bubbles, then run through the tunnel full of falling blocks. Be careful not to fall through the gap otherwise you'll end up back at the start of the level. Use the next series of ledges to continue going up, then grab the magic potion. Continue drifting upwards around the passages. Finally, bash through the bonus blocks to get to the exit.



ACT V-XI FINAL ROUND

Punch the doors.

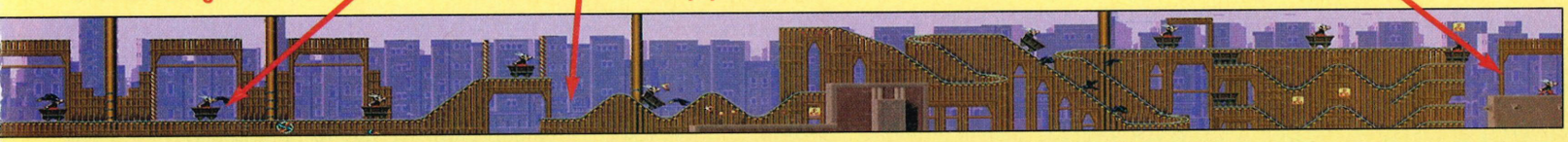
At last, here is your inseparable friend, dreaming of wild boars (as usual!). Simply bash the final door to rescue him.



The hill will give you enough speed to whizz through this section.

Stay inside your tram as it runs off the edge. Don't worry, you'll land on the track below.

Finally, jump over to the exit to the right of the wall.

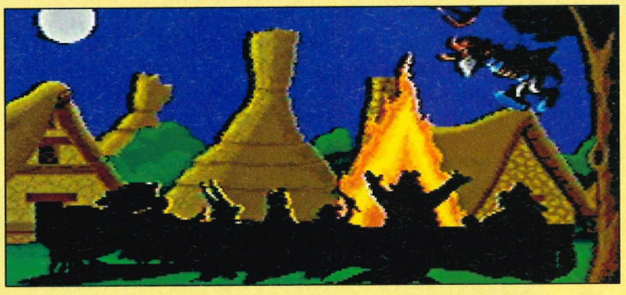


ACT V-VII

This is another one of those levels that requires nothing more than a few well-timed jumps and a lot of speed! The only real problem comes in the form of swinging pendulums which need precision timing to avoid. Other than that, you shouldn't have any real problems completing this level.



END SHOT





ACT V-VIII

Take time to avoid the swinging blades, as extra energy is scarce.

This is another level in which you're chased by the scrolling. Try not to fall down into these gaps, as getting out wastes vital time.

Take the lower path and take out the Centurion and foot soldiers for extra points.

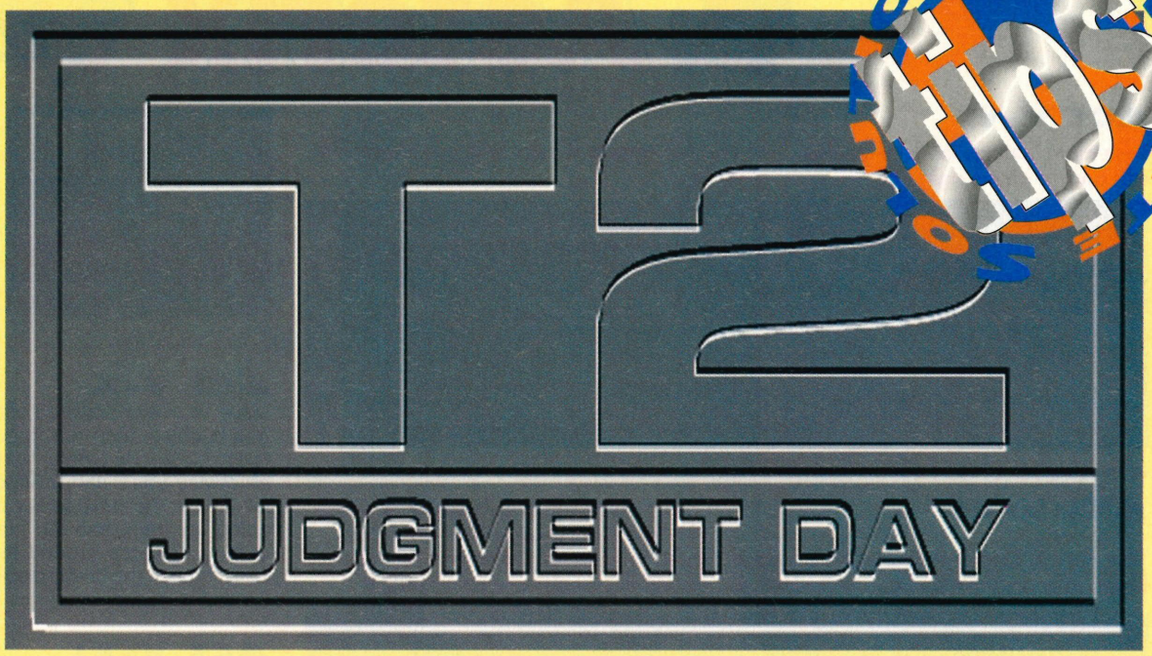
Jump from pillar to pillar collecting the bonus blocks and bopping the patrolling Romans.



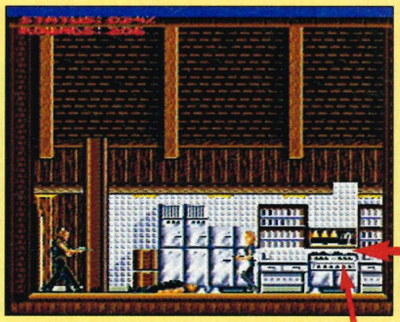


PART 1

Acclaim's *T2: Judgment Day* certain won't appeal to everybody, but the subtle blend of puzzles coupled with mindless violence earned it a very favourable score with me last month. To show you what this game offers, I've decided to open up the first few levels to help you get a little further. The concluding part follows next month, so stay tuned!

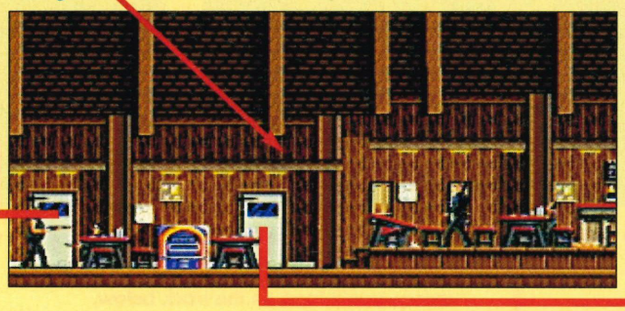


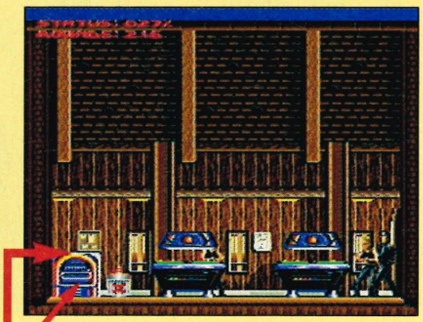
LEVEL 1



There's nothing of any interest in the kitchen apart from a few cabinets to destroy for pure sadistic pleasure!

This mean looking joint is full of mean-looking bikers who'll not think twice before peppering your jacket with bullet holes. Walk to the far right, then kill the man at the bar to get the shot gun.





In the pool room you'll find one of the future objects that must be collected. You can also get the pistol.

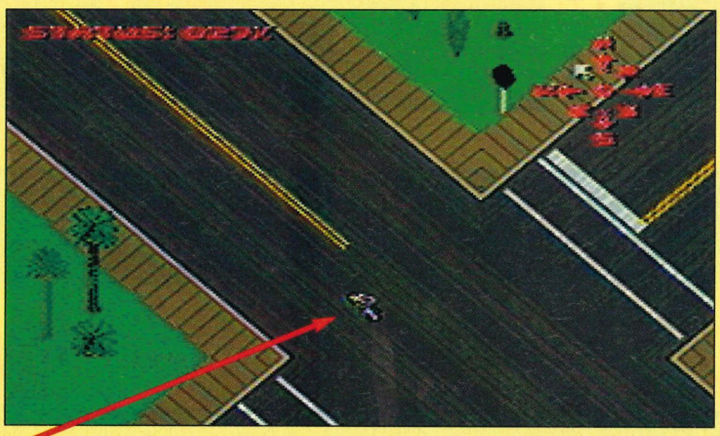


Walk along to the left to pick up the future object. Two of these must be found before you can complete the level. Simply shoot the case to uncover the object inside, then crouch down to pick it up.

To find John Connor's residential address, go to the middle telephone box and push up. After a brief search, you'll locate the destination, completing your mission objectives for this level. Now walk right to progress to the next level.

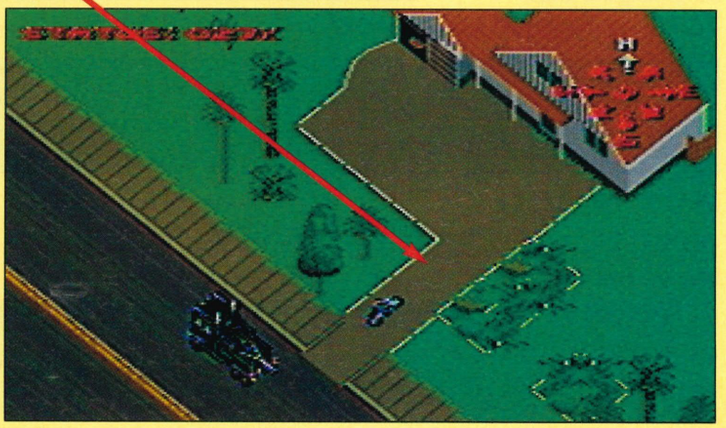
For an added bit of mindless fun, why not try blasting the motorbikes! It is also a good idea to hang around, shooting a few more Hells Angels until they drop more guns – you'll need all the ammunition you can get.

LEVEL 2

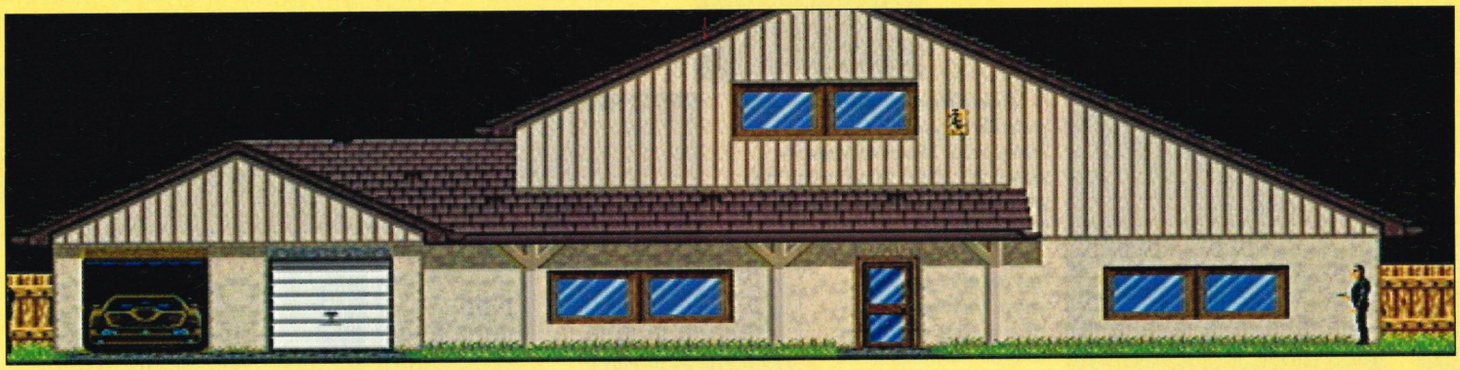


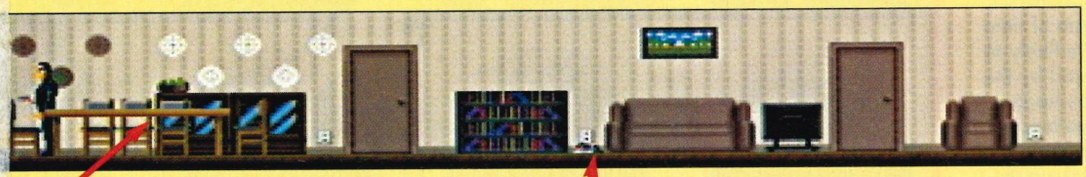
This first driving section is a doddle! As you turn out of the truck stop, go straight down the main road. Try to avoid the bikers that give chase, then take the third turning on the right, just as the green lawns come into view.

As you turn onto the correct road, your bike will suddenly slow down, don't panic! This simply means that you are nearing your destination, in this case John Connor's house. You'll then automatically turn into his driveway.



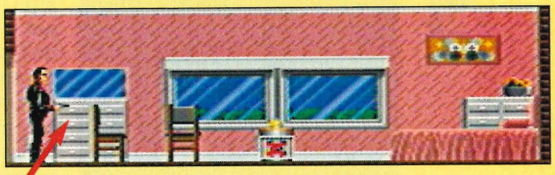
LEVEL 3



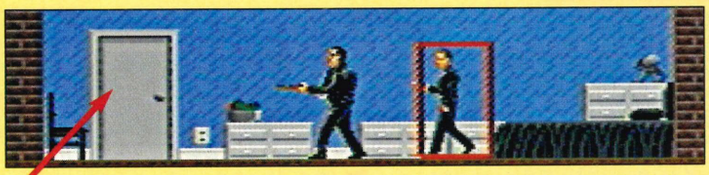


When you arrive at John Connor's house, walk left and use your pistol to shoot the burglar alarm, thus preventing an unwelcome visit by the cops.

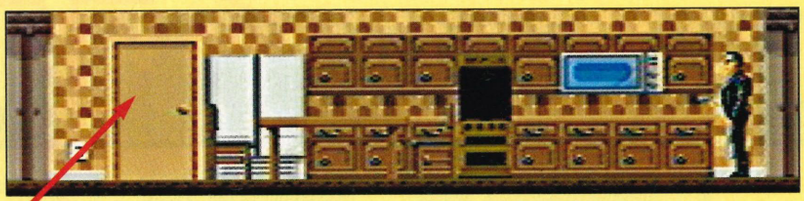
After entering the front door, step into the sitting room. Go left and push down over the answering machine to get a message as to John's whereabouts.



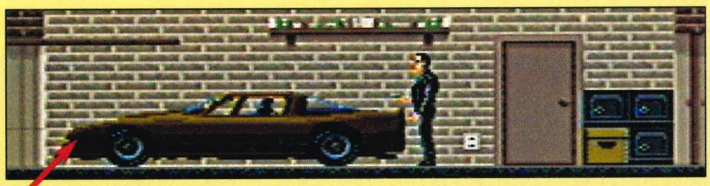
The first door will lead you into one of the bedrooms. Here you'll find one of the future objects. Try searching the drawers for John's ID card.



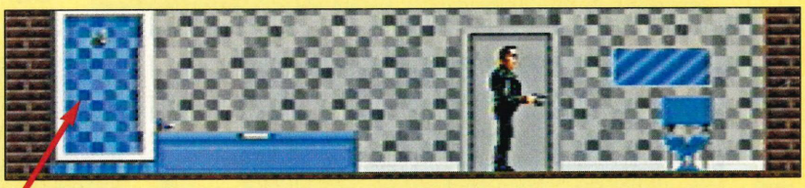
Now go back to the living room and go through the door to the left on the end. This is John's room. Search the drawers in the corner, if you haven't already got John's ID, you'll find it here. Now shoot the ladder and get the third and final future object.



The second door in the sitting room will take you through to the kitchen. Nothing of any great importance can be found within, however, why not shoot the appliances and cabinets for more kicks!

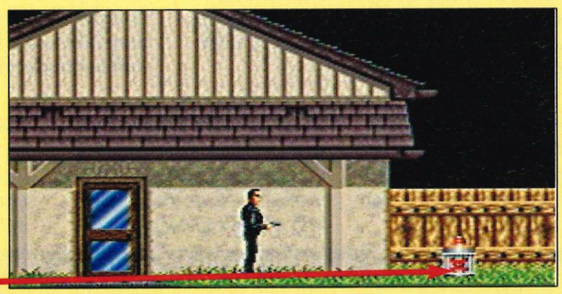


The door in the first garage leads directly to the second. The car is worth blowing up for a laugh, but otherwise there's nothing of any importance in here.



The first door in the kitchen leads to the bathroom. There's nothing remotely interesting in here apart from the mirror and shower that can both be wrecked!

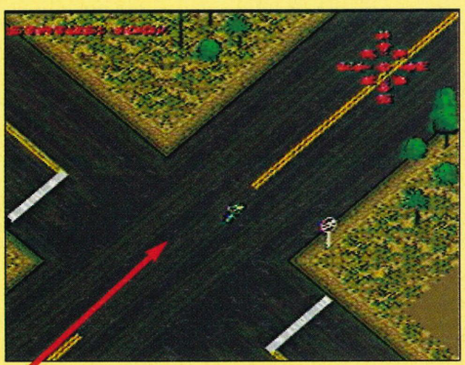
Go through the door to the right as you step into the second garage and it will take you into the back yard. This secluded area hides the second future object, so be sure to pick it up. You should now only have one more to collect.





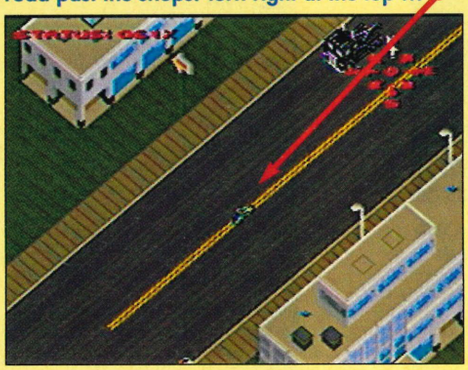
The door at the end of the kitchen leads to one half of the garage. Shoot the blue drawers as a precaution because John's ID may be inside.

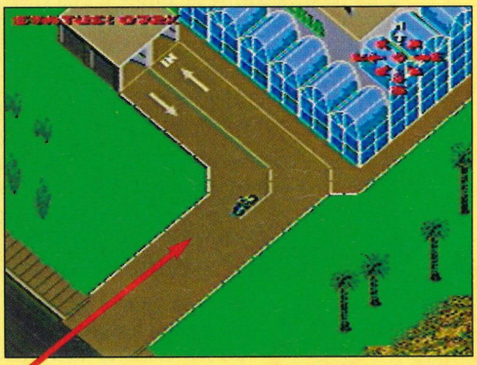
LEVEL 4



The second driving section is a little harder than the first. Hotly pursued by the Truck-driving T-1000, Arnie must now find the mall.

As you leave John's house, take the fifth turning on the left and then keep going up the main road past the shops. Turn right at the top ...





...and then left. Take the fifth turning on the left and keep going straight on. Eventually you'll slow down and turn into the mall.

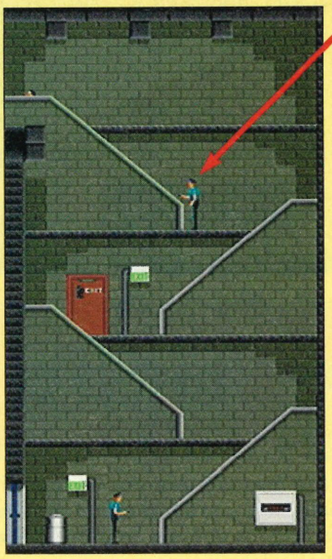
SUPER PRO

TIPS

T2

You'll find John in the arcade. Only go here after you've collected the future objects and armed yourself with a machine gun. Pause the game, then select the command for John to follow, but look out because the T-1000 is lurking around and could spring from anywhere. Remember, John's life is precious!

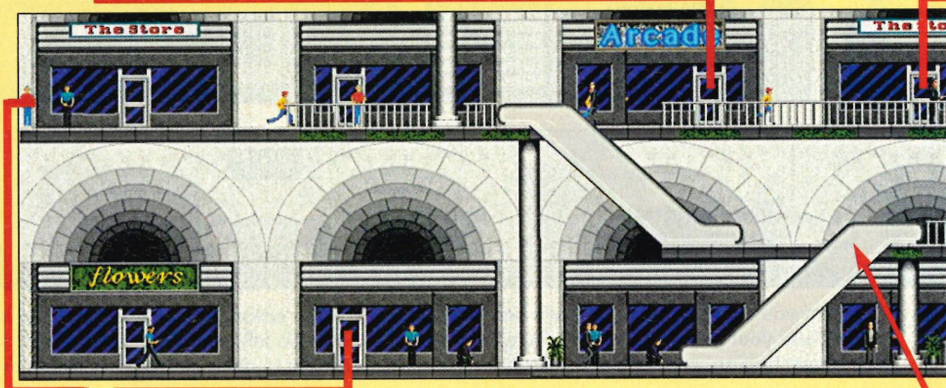
LEVEL 5

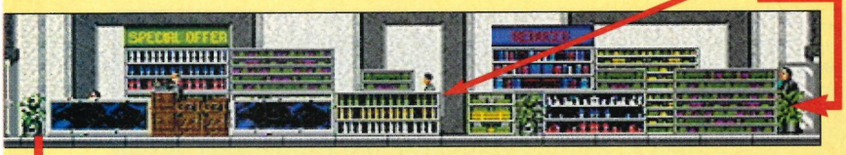


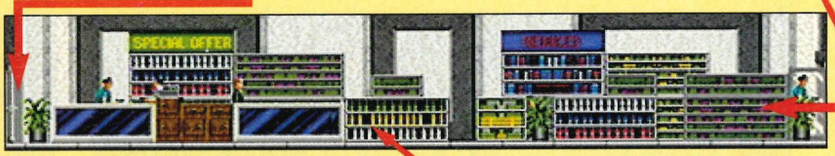
Apart from a couple of patrolling guards, the stairs are fairly safe. Shoot diagonally down the stairs to wipe out the guards, then jump down them to save time.

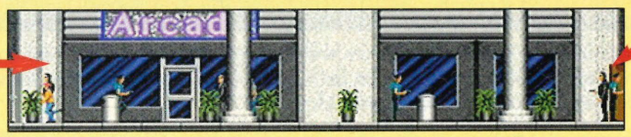


Yet another boring shop. Visit here only as a means of getting to other sections of the level, otherwise it's just a waste of time and you're likely to get cornered by the cops if you hang around too long. Shops are good places to hold stake-outs. Blast every cop you see and hopefully gain some extra ammo.





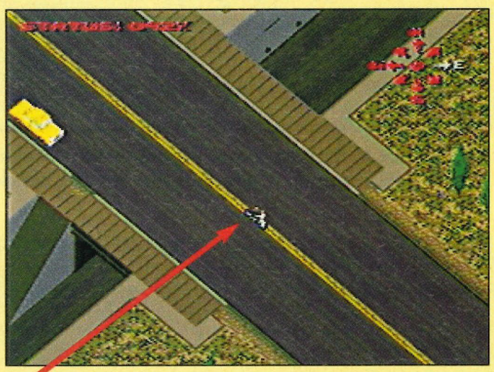




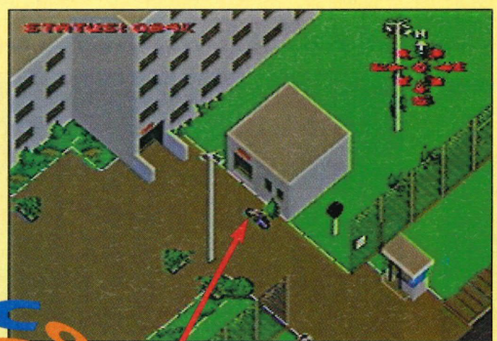
This is the other side of the arcade. When you find John, lead him out of the door behind his machine, then go right along and exit through the door at the end. You'll emerge on the stairs.

This is another short cut from the car park. There's precious little of interest here, apart from some nice cabinets that can be blown away!

LEVEL 6

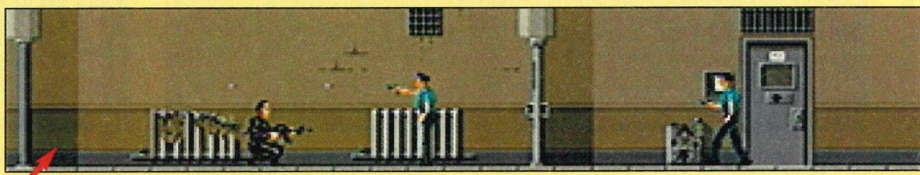


This third driving section is by far the easiest yet. All you have to do is keep your finger on the accelerator, the route doesn't require any turning on your part, so sit back and enjoy the ride!



In no time at all, you'll turn into the mental hospital where Sarah Connor is being held captive. Be on your guard because the T-1000 is also searching, so it's just a case of who reaches her first!

LEVEL 7



The radiators are a good way of killing the enemies. Simply fire a well timed shot and watch them go up in smoke, wiping out anything in the area. Be careful not to walk through the steam though.

When you go through the first door on the stairs, you'll emerge inside this small corridor. Try checking the first cell, as Sarah may be inside. If she is, leave John with her and set about finding the future objects.

Check out the computer in this office. Push up in front of it, after a few seconds it will respond by telling you what cell Sarah is in.

There are two future objects in this office. One is out of view as you enter, but if you walk forward, the second will scroll into view.

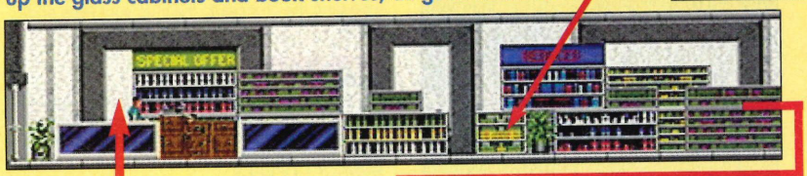
The remaining future objects can be found on the bottom floor inside the first set of doors, at the end on the next floor, and finally in the office on the fourth.



SOLUTIONS COMPLETE

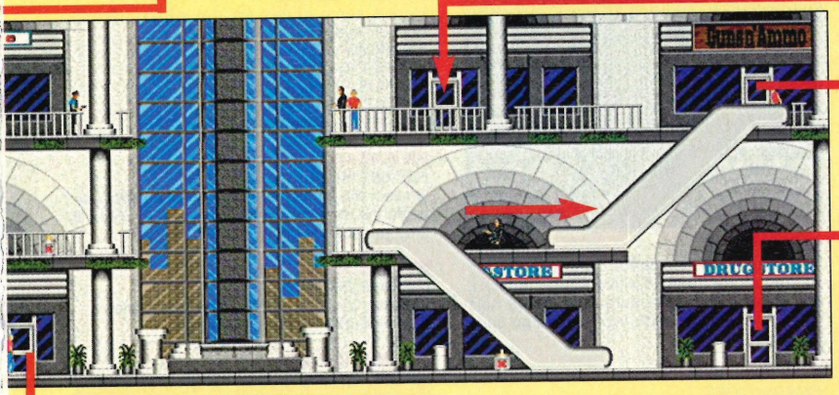
T2

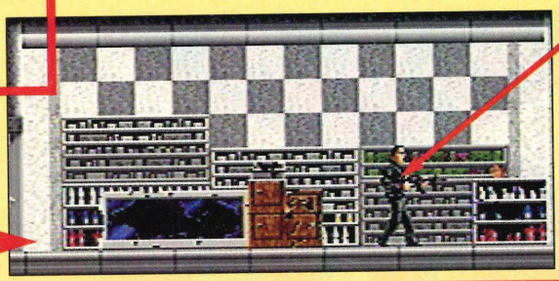
This rather pointless shop can be used as a short cut to get to the other side of the mall. If you can spare the ammo, why not shoot-up the glass cabinets and book shelves, all good clean fun!



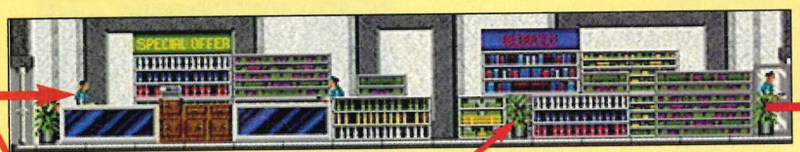
Destroy the gun shop in order to gain a couple of machine guns and some spare ammo. This gun is essential for the next level, so don't miss it!

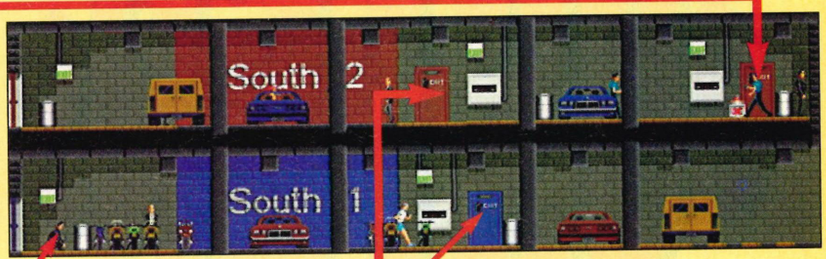






If your health bar is low, go to the drug store and shoot the cabinets. You should see a couple of green boxes fly from the wreckage. Pick them up and be revitalised.



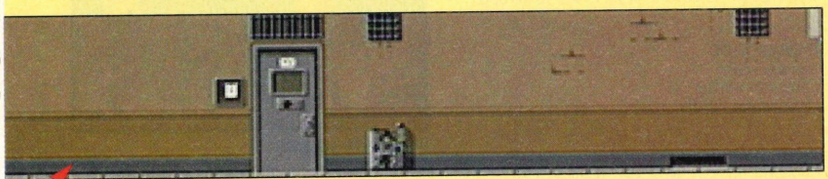


To get the future object at the top of the first escalator, don't go the long way, simply press the jump button continuously. You should eventually reach the top.

After collecting the future object from the car park, nip into this door for a short cut to the ground level of the mall.

When you begin the level, don't shoot anything until you've collected the four future objects and the machine gun. Only then should you start the carnage!

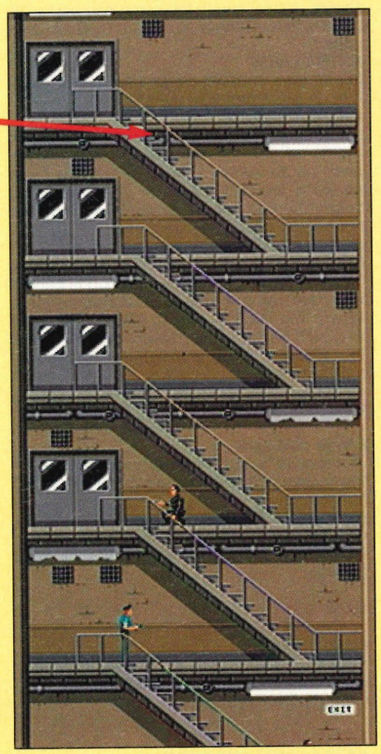
This door will lead you onto the staircase. Use it as a short cut to get John safely through to the exit.



Look out for guards on the stairs as they could cause serious damage to John or Sarah when you make your getaway.

Look out for the T-1000, his pliable structure enables him to take on the form of anything, like this plant for instance. Don't get too close or he'll take a swipe at you!





PART 2 NEXT MONTH

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

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SUPER MARIO WORLD	0891 445924
THE IMMORTAL/RODLAND	0891 445928
ST.FIGHTER 2 WORLD WARRIOR/TURBO	0891 445940
FIRST SAMURAI	0891 445926

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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.

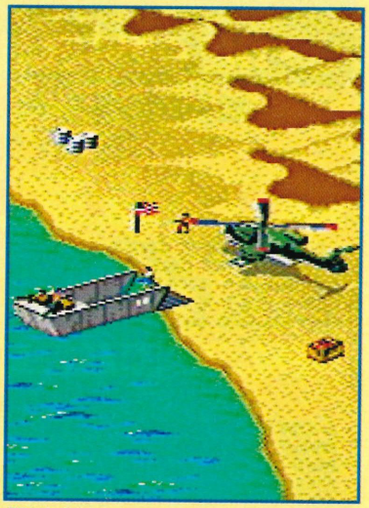
BATMAN RETURNS
LIVES CHEAT
During the title screen, move the bat down to the options and press START. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. Tones of music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST." Your life count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

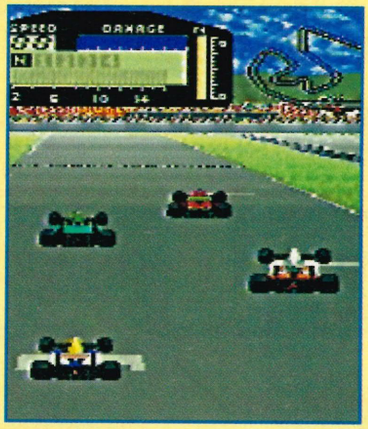


FINAL CODE
Enter the following code to view the game over sequence: 99P55LM.

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

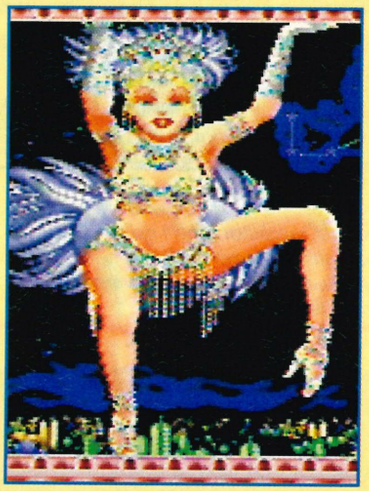
JOE AND MAC
EXTRA LIVES AND ITEMS
Go to a stage that you've already completed, collect a useful item (such as an extra life or special item), then press START to pause and SELECT to quit the level. Simply keep repeating the process to build up your lives and items.

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, 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, 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, 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

ALADDIN
7E036433 – Infinite lives.
7E036937 – Infinite apples.
7E036708 – Infinite energy.

COOL SPOT
7E00D265 – Always have 101 cool points (turn Action Replay off after each level).
7E00D403 – Infinite lives.
7E00D00F – Infinite energy.
7E00CEFF – Unlimited time.
7E00AAXX – Level select, replace XX with 00-10.

GOOF TROOP
7E1A5500 – Allows USA version to work on UK machines.
7E015703 – Infinite lives player 1.
7E01D703 – Infinite lives player 2.
7E011D06 – Unlimited energy for player 1.

JURASSIC PARK
7E02A304 – Infinite lives.

KEVIN KEEGAN'S PLAYER MANAGER
07868680 – Lets you play the UK version on Japanese and US machines.

MORTAL KOMBAT
7E197208 – This code allows player one to become Shang Tsung.
7E03F4FF – Player two fights in turbo speed.
7E04BD58 – Use with the codes below to obtain infinite energy for player one.
7E04C158 – Use with above and below codes.
7E04B9A1 – Use with above codes.
7E04BBA1 – Use with the codes below to obtain infinite energy for player two.
7E04BF58 – Use with above and below codes.
7E04C358 – Use with above codes.

ROCK 'N' ROLL RACING
00800300 – Use with below code to allow you to play the US version on a UK machine.
00804483 – Use with above code.
7E0EF10X – Replace X with the number of laps you wish to race.
7E0E9505 – Unlimited plasma rifle.
7E0E9905 – Unlimited bear claw mine.
7E0EAD05 – Unlimited jump jets.

RUN SABRE
7E1F2303 – Infinite lives.

SHADOW RUN
7E3C113B – Infinite karma points.
7E3C0F14 – Infinite money.
7E3C3063 – Armour value of 99.

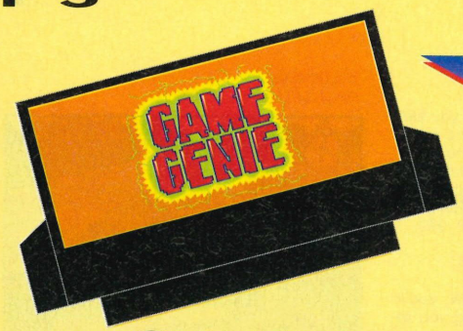
STREET FIGHTER II
7E0D9949 – Don't have to charge up Guile's flash kick.

SUPER PUTTY
01EC8180 – Removes the country protection from Japanese version.
00D010AD – Stops timer from counting down.
00DD15AD – Only one magic is needed to finish each level.
00E204AD – Stops energy loss after expanding and popping.
00DAF9AD – Stops energy loss when being hit by baddies.

WORLD HEROES
7E08C199 – Stops the time.
7E00DE01 – Simply keep kicking the middle of the screen for a perfect bonus.
7E08C308 – Allows player one to be Geegus.

ZELDA III
7E005E16 – Zelda walks faster than he runs.
7E005EFF – Zelda runs through walls.

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



RYAN'S

GAME GENIE CODES

ALIEN 3
EE2637D4 – Slower fuel consumption for the flame thrower.
FD3644D1 – Start with more rifle clips.
4D3644D1 – Start with even more rifle clips.
FD3B4F01 – Start with more grenade clips.
FD3B4F01 – Start with even more grenade clips.
CD2A44A4 – More ammo in rifle clips.
F0233D64 – More ammo in grenade clips.
3C2844D4 – Infinite ammo for pulse rifles.
3C223D64 – Infinite ammo for grenade launcher.
3C253704 – Infinite ammo for flame thrower.

CYBERNATOR
DFB117AF – Start with 2 credits.
D9B117AF – Start with 6 credits.
DBB117AF – Start with 10 credits.
C2344FDD – Infinite credits.
82C9470C+82C74FDC – Protection against some hazards.
CD3F1406 – Energy clip worth more.
62BF176F – Start with lazers.
62BF17DF – Start with homing missiles.
62BF176F – Start with napalm bomb.
D4BF1FDF – Weapons start at level 2.
D7BF1FDF – Weapons start at level 3.
D4614D62 – Only 2 P's needed for level 2 vulcan.
D0614FD2 – Only 4 P's needed for level 3 vulcan.
D7614462 – Only 3 P's needed for level 3 laser.
D7654DD2 – Only 3 P's needed for level 3 missile.
D4654FD2 – Only 2 P's needed for level 2 napalm.
D0654F62 – Only 4 P's needed for level 3 napalm.
D4654462 – Only 2 P's needed for level 2 punch.
D76547D2 – Only 3 P's needed for level 3 punch.

GODS
1DE731E8 – Shield lasts until the end of the level.
C269C1EB – Infinite lives.
A28435EC – Items you can afford in the shop are free.
DF3C4073 – Start with 2 lives.
D93C4073 – Start with 6 lives.
DB3C4073 – Start with 10 lives.

KING OF THE MONSTERS (US VERSION)
F5AFD5A1 – Faster timer.
1DAFDFA1 – Slower timer.
D7A10DA1 – 3 points needed to progress to next power level.

SUPER SOCCER
6365AF01 – Win every game.

TEST DRIVE 2
176EA401 – Start with 99 lives.
4AB8076C – Don't lose a life when crashing.
4A67D4A8 – Don't lose a life when out of fuel.
4ABA0DDC – No penalty when you crash.

TINY TOONS ADVENTURES
BB6F14DF – Start the game with 99 lives.
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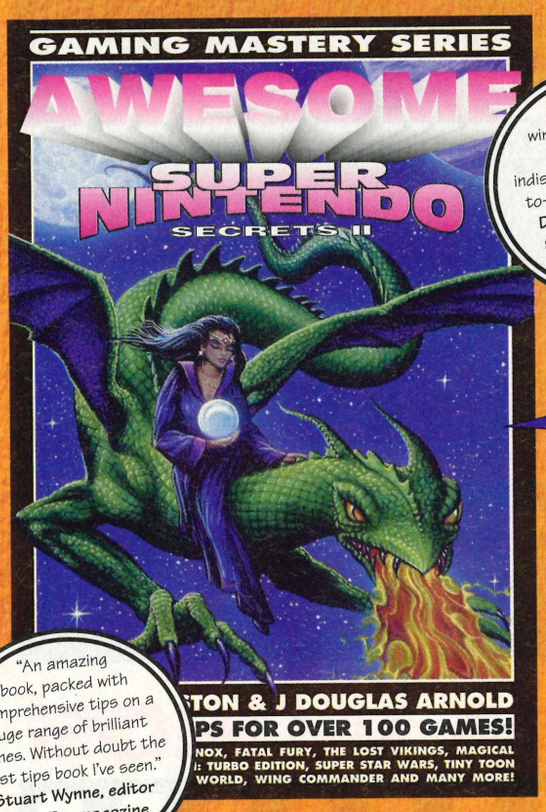
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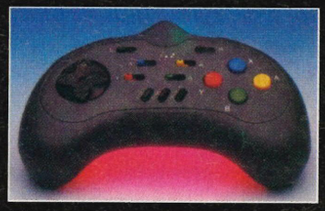
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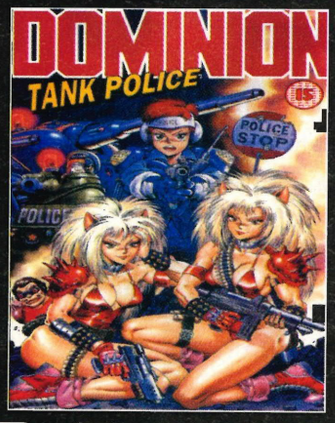


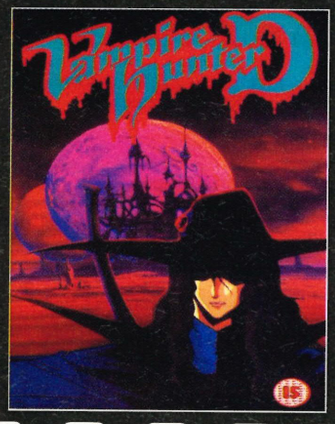
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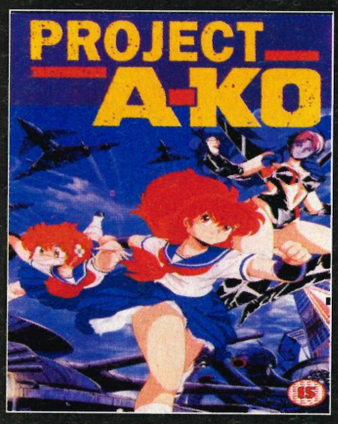


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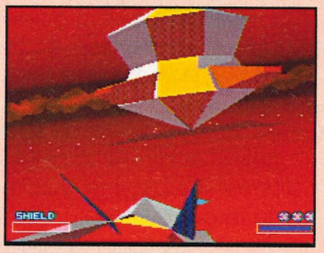
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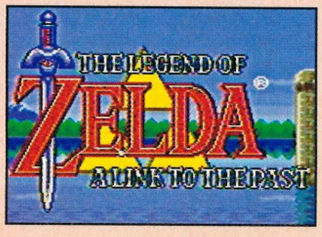
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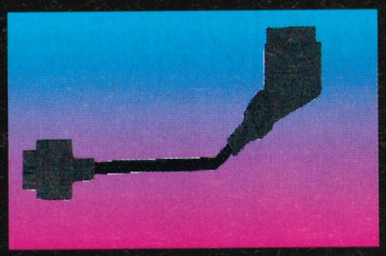


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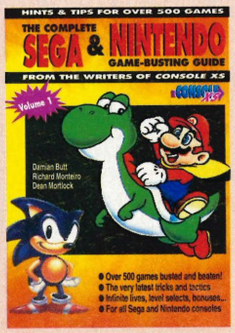
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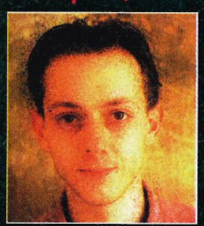
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MARK'S MAIL

Feeling festive? I'm not, but then I'm toiling over a malfunctioning computer whilst you're probably sprawled across a comfy couch. Am I wrong? I doubt it. I bet you're all tormenting the family pet, picking on smaller siblings and enjoying marathon SNES sessions, while I'm looking forward to Christmas about as much as a plump turkey living on Emmerdale Farm.

Despite my complete lack of love for Christmas, and utter loathing for all things layered in snow, my Mail section this month is dedicated to positivity and redemption, as I'm determined to buck off the recent tide of moaning letters. There's one stringent requirement for every letter chosen this month – a big, crawly slurp to SUPERPRO. Sound harsh? I think not. As you'll see, every letter has a little halo of love and gratitude around it this month, and that's the way it should be, in this season of good will and brotherly love. I would have taken this opportunity to remind all you gaming morons of the true spiritual connotations of Christmas, the potent life affirming meaning of the biblical metaphor of Christ, but I've forgotten, and I'm dying for a quick race on Super Mario Kart...



FROM A GREAT HEIGHT

Dear Mark,

First of all, thank you for such a wonderful read every month. Your mag really p****** on it's rivals! ***(Get the gist?)***

Being a person of the female persuasion ***(an odd way to call yourself an inferior, neurotic... (Sorry Kahe, the rest of this comment was deleted due to a sad case of male chauvanism on Mark's behalf – Sam),*** I would just like to make a point to the Capcom's and Konami's out there. Why don't you put female characters in your games? I know some companies put them in a few games, but if it was made a general policy, games might be more appealing to a further 50% of the population!

I also thought that your review of *Mortal Kombat* was ace. It was a truly objective review, not just comparing it to THAT GAME but rating it as a game in its own right. Anyway, it looks ace, and if I win, I'd like *MK*, and not *that game*, 'cos hey, we girls like blood and guts as much as the next guy!

I've also sent in a couple of pics – one of the ace Mario crew, with Wart and the Shy Guys from the underrated (in my opinion) *SMB2*, and one of the best baddies going (excluding Bowser), Goro, from *MK*. Hope you get better soon!



Lots of love,

Kahe Noola Rashine, Runcorn.

I guess that the People In Control think that their target audience consists primarily of young men, who empathise more strongly with butch, muscley beefcakes. Certain games do offer female characters, like* Final Fight 2, *the* Streetfighter *games and* The Lawnmower Man, *but I can't help feeling that those characters are there to appeal to



the more sexually confused males out there rather than genuine femmes such as yourself. Having said that, I think that Sonya Blade from* MK *is the most delightful incarnation of femme flesh I've ever seen and I'm sure that the alluring contours of the agile sprite have increased the sales of the game considerably. You can't win though, can you. As soon as women do begin proliferating games, all buck naked and over-developed, there'll be uproar (as there is on certain other machines at the moment) about the exploitation of women (excuse me while I give Mark a quiet kicking in the corner – Sam). I can't wait, although knowing the kiddie oriented mentality of Nintendo, I think I'll have to. Bah.

IT'S A WONDERFUL LIFE

Dear Mark,

Firstly, I would like to congratulate you on such a marvellous magazine. I particularly enjoy Mark's Mail. I find it nice to have somebody to write to, because whenever I try to find a pen pal, I get people who (a) slag other people off, or (b) people who never write back. Anyway, let me tell you my happy story.

In Christmas of '92, my best friend bought a SNES. After playing it, I decided to buy a SNES magazine. I picked yours because it had a free book on the cover. I read and enjoyed it a great deal. Now, in May '93, my dad bought me a SNES. I was filled with excitement and gratitude, and thanked my folks again and again. For the next month, I played *SMW4* every day, until my Mum and Dad bought me *Zelda III*. I was thrilled. Then one night, out of the blue my Dad came home with a box in an Argos bag. He gave it to me, and to my amazement, inside was a Competition Pro Joypad! I decided to dedicate this letter to my loving parents, to thank them for buying all my SNES stuff. Oh and Mark, could I have two T-shirts as I am going to give them to my Mum and Dad?

Matthew Young, Basingstoke.

What a marvellously moving tale, Mathew. Your parents do indeed seem to be wonderful people. It reminds me of the day my Mum and Dad bought me the AT-AT to go with my Star Wars figures. It was a completely incredible toy, with pulsating laser guns and big, clicky legs. What transcendant joy I felt as I popped my snow troopers into their storage compartment and rushed into the garden to stamp all over my mum's flowers with the big beastie. Almost as exciting was the day we were in Prestatyn, and my brother, Big Ed, fished into his wallet for a few notes to purchase the tremendous Rebel Transport, surely one of the most thrilling toys ever. Mind you, he had no choice, as I was sobbing and screaming at the window of the toy shop, and in the process causing major distress amongst the shop assistants. Still, I was all smiles when I had my arms full with the big box, even though I could barely walk for the weight of it. Happy days. Three T-shirts (freshly designed and better than ever) are on there way to you to keep your family snug as a bug, although there seems to be enough love and compassion in your abode to heat up even our, icy offices.

RESPECT IS DUE...

Dear Mark,

Although I bought your mag on its first issue and thought it was quite good, I'm not the sort of person who buys a magazine religiously every month. Now you probably think I'm scrounging for a game, and you're not far wrong! I bought your eleventh issue recently and I counted fourteen reviews – one of which was only previewed in N*S! I write a regular computer page in a local magazine, so I know what hard work is involved in producing a polished production, let alone an excellent one such as yours. So to anyone thinking of writing in and complaining, bear this in mind: all you have to do is walk down to your local newsagent, pay your money and read SUPERPRO. I mean, we know that you lot don't just walk into the office, play computer games, write down some words and then go home, picking up a fat pay cheque at the end of the month. Like any job, it involves lots of hard work.

Before my pen runs out, could you please send me a PAL version of *Super Mario Kart*? Scrounging over. Thanks for your time.

Karl Fonseca, Middlesex.

I'm very tempted to reply in a witty, sarcastic fashion, and humorously imply that your description of our office is in fact completely accurate. However, my publisher, who I know reads this section avidly with a broad grin across his handsome face, may mistake my irony to be the complete truth and promptly sack me. My job is very hard, there is no doubt, and I'm sure that regular friends of Mark's Mail will recall many times when I've complained at the lot of a lowly assistant designer cum part time writer. But Christmas isn't the time for such complaints. I've given out so many copies of* Super Mario Kart, *Karl, but since we've got it it in our Super Savers department, and your letter was so nice, I'll relent again. OK?

IN SPADES

Dear SUPERPRO,

And I do mean *SUPERPRO*, for your name perfectly describes your magazine, which is the best computer magazine ever to be read by a devoted SNES worshipper such as

myself. Your previews and news sections are exciting, and your reviews are cleverly and expertly marked. Your letters pages are good fun, and your features are absolutely brill! I especially like the specs on the SNES CD and *Microcosm*. The only complaint I do have is that I have to wait a month for each issue.



I hope you will print my two pictures because I spent a considerable amount of time and effort drawing them. I would've taken up Art as a GCSE subject, but my Mother preferred Music. So all you little kids out there, never let your Mum choose what you do at school. Do you think I should have taken up Art as my GCSE? You can judge for yourself, and I'll take a copy of *SFII Turbo* as a yes.

Now, a few questions.

1) Are there any sequels planned for *Mortal Kombat* or *Zelda 3*, as these are two of my all time fave games?

2) Is *SFII Turbo* actually *SFIII*?

3) Why...***(Blah, blah, wittering about the percentages of SFII Turbo and Mortal Kombat – piffle paffle)***

...So please explain. Thanks for printing this letter and for sending me and my brother a copy of *SFII Turbo*. Bye bye.

Roy Lim, Hounslow.

After inspecting your doodle, Roy, I think that your Mum had your best interests at heart. But, who am I to talk? I spent five years rigorously studying the infinitely subtle complexities of Great Art and Design, creating, if I say so myself, some thoroughly commendable paintings, videos and photographs along the way (and no shortage of female admirers *(oh dear, he's off again – Sam)*, only to end up designing a magazine centred on the success of a video game sprite, one inch tall, called Mario! I don't know what the Big Plan is, but I'm sure I've ****ed up somewhere. Oops. Losing that festive feel a bit, there. Soz.

1 – I'm sure that the proverbial pipeline could contain the games that you desire for the not too distant future. Over to big Ed for the facts. The latest *Zelda* game has just appeared on Gameboy and the next one is bound to be on SNES. A *Mortal Kombat* sequel seems invevitable, but appearing first in the arcades.

2 – *SFII Turbo* is actually... *SFII Turbo*. *SFIII* is still quite some way away, after all only a few months ago *Super Street Fighter* was launched as yet another remix.

WHO WROTE DAT?

Dear Mark,

Gasp! What a brillo magazine. All the other SNES magazines seem like total trash in comparison! Yours is bold, bright and simply the best.. I used to buy about three magazines a month, but all that has changed now, because I only buy, yes you guessed it, SUPERPRO! It has the most honest reviews, previews and all round fabness. There. Now I think this letter deserves a game. *Mario all Stars* wouldn't – ***SNIP.***

Yours thankfully,

Peter Malgrew, Stewartstown.

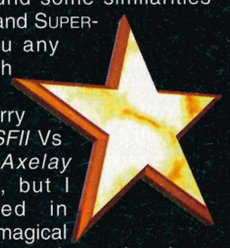
You're not the first person to say that SUPERPRO is Paragon's greatest title, Peter. I was, so that makes you the second. It goes without saying though, doesn't it? SEGA-PRO, although it oozes professionalism and high quality, hard nosed journalism, is, basically, a girls' mag (being Sega oriented), whilst – OOPS! A big ugly bod designer from another magazine (no clues, but he's very ugly) just nipped in, so I won't say any more, except that Paragon is a fine company that produces more high quality titles than you could shake a stick at. OK? Oh, and I may be feeling festive, but not so festive as to give you a game for such a measly letter. Next!

YOU SING IT I'LL BUILD IT

Hi folks,

I've been reading your magazine for a few months with great pleasure and here are two questions I'd like you to answer for me.

1) I regularly read a French magazine called *Super Power*. It's also a SNES mag, and I found some similarities between them and SUPER-PRO. Have you any connection with them?



2) I tried to carry out your tips (*SFII* Vs mode and *Axelay* infinite lives), but I never succeed in hearing those magical tunes which let me know the cheat has worked. What's the trick? Speed? Timing? Time of day?

Finally, you'll find a picture of my son, Jonathan playing his Super NES after a few alterations. What's the main difference between a SNES and an arcade machine? For me, it's mainly the frame. One is a small box connected with messy wires to the family TV with two small joypads, whilst the other has everything you need in the perfect position for a great game. So, a bit of DIY and there you are. A six foot unit including a SNES , a TCV set, two arcade-like joysticks, a 40W power amp and two loudspeakers right in front of your ears. It's very handy and very convincing. My friends are suitably impressed, and my son, as you can see, loves it. If



you or any of your readers are interested, I could easily send out a copy of my building plans.

If you think that this bit of work proving the arcade quality of the SNES deserves a free cart, Jonathan would enjoy one of his favourite cartoon charters games, Mickey or Buster Bunny.

So long,

Jean-Michel, Cherbourg *(that's in France, readers).*

Yet another parent fighting for the Hearts Of Gold badge. What a superb Dad you are, and how selfless of you to construct this arcade doobrie for your son. Have you thought about locking young Jonathan in a cupboard though, and hiring out your fine gizmo to complete strangers for 30 francs a go? Just a thought.

1 – Super Power and ourselves have an arrangment where we can take features and pictures from each other, although it's sadly very rare that we borrow material from them.

2 – All three.

Tell your lucky son to expect a gaming treat, courtesy of my good self (and my publisher's ever open wallet). Did you hear that high pitched scream in the background?

I WAS WRONG

Dear Mark,

I would like to congratulate you and the rest of the team on the excellent last issue of SUPERPRO (issue 12). At first, when I saw it was £3.50, I thought ******* **ll, that's a bit dear, but how wrong I was. Talk about value for money. The cart stacking system is a great idea, and I'm pleased to see that the standard of the articles is still high. What with all the latest news, great players guides and tips, previews, 18 reviews, plus the ECTS feature, it was a very reasonable price. Having bought your magazine every month since issue one, I am pleased to say that SUPERPRO is and always has been the best SNES mag around. Now, could you answer a few questions.

1) I saw in the players guide for *Mortal Kombat* a picture of Reptile Vs Reptile. How can you play as reptile or was this a trick?

2) When is *Cool Spot* coming out, as the release date was missing from the ECTS feature?



If I win a free cart, which I doubt I will, could I please have a copy of *Jurassic Park*?

Ian Parsons, Bristol.

PS Hope you get well soon.

I swear I didn't make this letter up, did I Ian? Still, you're a bit of a creep, I must say.

1 – Ryan's super Reptile Vs Reptile Action Replay code was printed in issue 12. As a loyal reader, you should be able to dig that one out.

2 – Cool Spot is coming out in December.

I was perfectly well until I saw the production schedule for next year.

HOW DO YOU DO (IT)?

To the Managing Editor,

Hi. My name is Andrew Williams. Me and my friend would like to make a magazine and comic (but mainly a comic), and we would like some hints and tips on how to go about it. We wouldn't want to get in trouble with anyone else and end up in court. What is the price of publishing and what should you expect from a magazine? It would be nice if you could contact us as we'd be very grateful. If you do write back, please enclose your signature of approval.

Yours sincerely,

Andrew Williams, Stafford.

The most important ingredient of a quality publication is an understanding, nay, loving publisher (like ours). You only get in trouble with companies if you slag off their products. So for example, if I said that Sega were the biggest load of (SNIP!) I'd be in court for the rest of my life. Generally, don't call anyone a pervo unless you've got photos, and always get on with your Advertising Manager, because they're notoriously unscrupulous types, motivated completely by money and the thrill of blatant corruption. They also spend days thinking of more elaborate career titles than they already have to give more importance to their intrinsically menial jobs. Thank God our Advertising Manager isn't like that!

That's enough, I think. I feel the need to purchase a few more bottles of Christmas spirit from the off-license.

Write in to:

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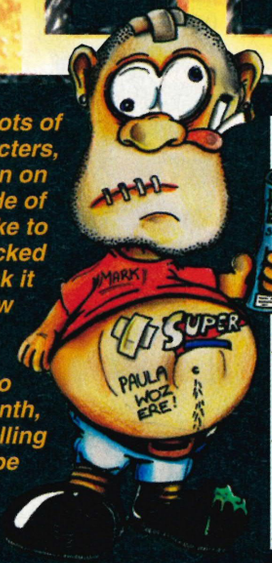
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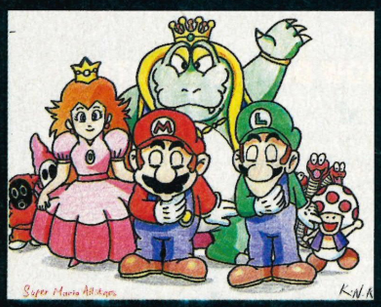
See you all next year! SP

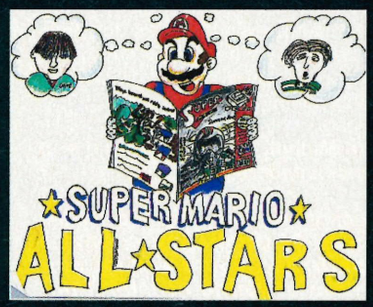
GALLERY

A traditional Gallery this month, with lots of pictures of Mario and Streetfighter characters, and a superb StarWing illustration darwn on computer by Giles Roadnight taking pride of place as Picture Of The Month. If you'd like to pick a game from our ever so well stocked SuperSavers department, Giles, we'll whisk it on to you immeditaley with a spanking new SuperPro t-shirt lovingly included in the package to keep you especially snug in these winter months. I didn't get the two pages of Gallery I was promised this month, which is a shame, as the office really is filling up with drawings and paintings, but maybe next month, eh, Ed? Keep them coming, and I'll see you all next year. Publishing disasters not taken into account.



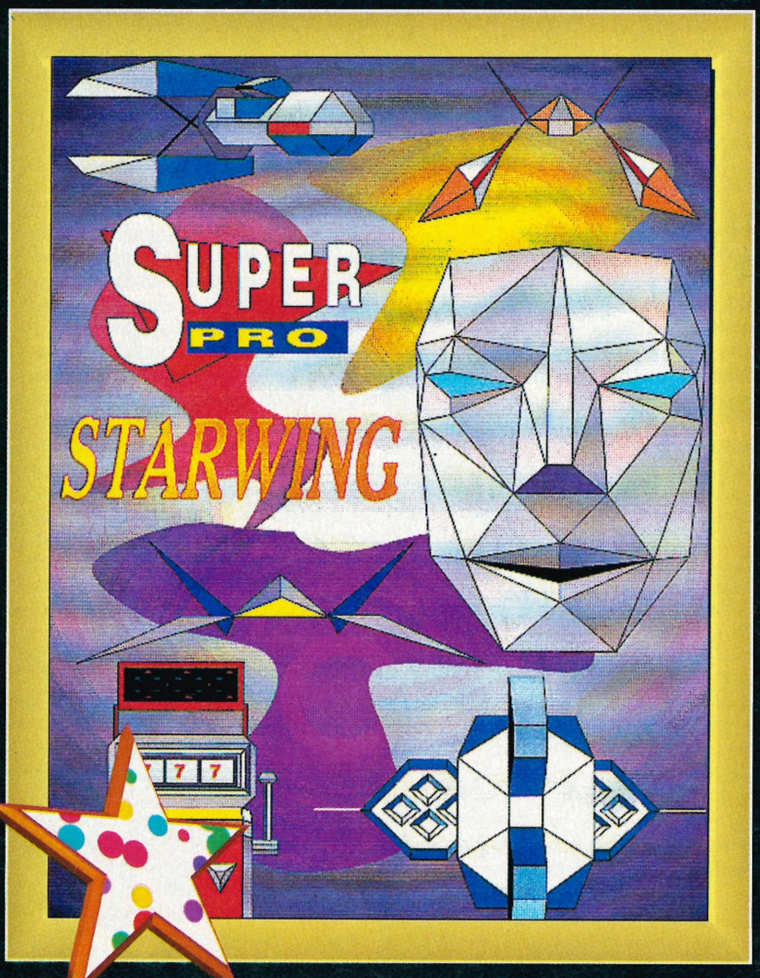






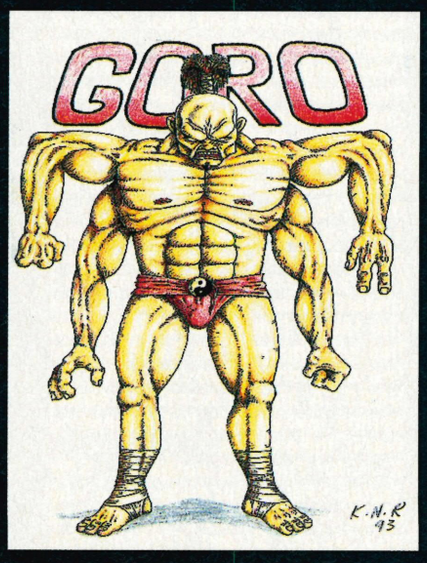
Far left, Kahe Rashine lets the Nintendo stars take a bow in this delightful drawing, whilst left, we have a felt tip doodle by J. Bradfield, who's illustarted Mario reading our flattering review of *Super Mario All-Stars*. Those two people in bubbles are supposed to be Stu and Dave! Consider offence taken, J.!





Left, Star Picture to Giles Roadnight from Evesham for his *StarWing* masterpiece. Above and top, action-packed renditions of Karting Mario and battling Streetfighters, courtesy of Chris Soden from Staffordshire. Below right, even uglier than the real thing, Gorro, by Kahe Rashine from Runcorn (again!), beside Vega, one of the most popular *SFII Turbo* characters by Ben Boston of Bristol.





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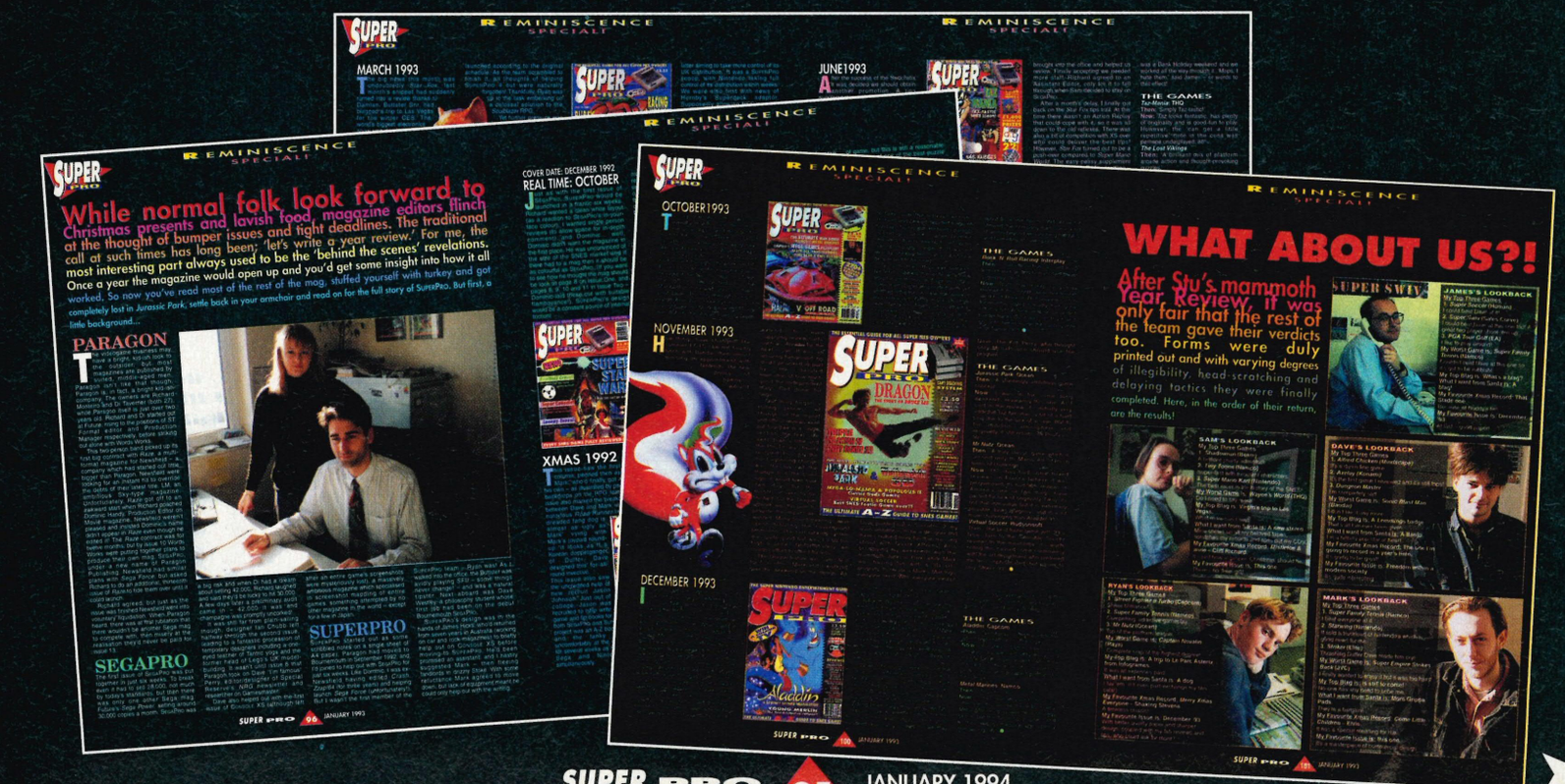
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LOOK BACK IN WONDER

STARDUST MEMORIES OF AN ACTION-PACKED YEAR, COURTESY OF THE MAN WITH THE PLAN – STUART WYNNE!

As the Christmas season looms, the bite in the Bournemouth climate inevitably brings back memories of this time last year; the first issue of SUPERPRO had just hit the news shelves and we were working late into the night to finish the second. Looking back over the past year it seems incredible that time has gone so fast. With yet another deadline imminent, Stuart 'deadline?' Wynne takes time out to remember how it was, from way back in September, 1992. The mission? To create the best SNES console mag ever.



While normal folk look forward to

Christmas presents and lavish food, magazine editors flinch at the thought of bumper issues and tight deadlines. The traditional call at such times has long been; 'let's write a year review.' For me, the most interesting part always used to be the 'behind the scenes' revelations. Once a year the magazine would open up and you'd get some insight into how it all worked. So now you've read most of the rest of the mag, stuffed yourself with turkey and got completely lost in *Jurassic Park*, settle back in your armchair and read on for the full story of SUPERPRO. But first, a little background...

PARAGON

The videogame business may have a bright, kid-ish look to the outsider, but most mags are published by suited, middle-aged men. Paragon isn't like that though. Paragon is, in fact, a bright kid-ish company. The owners are Richard Monteiro and Di Taverner (both 27), while Paragon itself is just over two years old. Richard and Di started out at Future, rising to the positions of *ST Format* editor and Production Manager respectively, before striking out alone with Words Works.

This two-person band picked up its first big contract with *Raze*, a multi-format magazine for Newsfield – a company which had started out little bigger than Paragon. Newsfield had once dominated the industry, but the ambitous *LM* (a forerunner of *Sky*) had failed and landed the company with big debts.

Unfortunately, *Raze* got off to an awkward start when Richard poached Dominic Handy. Newsfield weren't pleased – insisting Dominic's name didn't appear in *Raze* even though he edited it! The *Raze* contract was for twelve months, but by issue 10 Words Works were planning SEGAPRO, to be published by themselves as Paragon. Newsfield had similar plans with *Sega Force*, but asked Richard to do an additional, thirteenth issue of *Raze* to tide them over until it could launch.

Richard agreed, but just as the issue was finished Newsfield went into voluntary liquidation. When Paragon heard, there was jubilation that there wouldn't be another mag to compete with, then misery at the realisation they'd never be paid for issue 13..

SEGAPRO

The first issue of SEGAPRO was put together in just six weeks. To break even it had to sell 28,000, not much by today's standards, but then there was only one other Sega mag, Future's *Sega Power*, selling around 30,000 copies a month. SEGAPRO was a big risk and when Di had a dream about selling 42,000, Richard laughed and said they'd be lucky to hit 30,000. A few days later a preliminary audit came in – 42,000 it was and champagne was promptly uncorked!

It was still far from plain-sailing though, designer Ian Chubb left halfway through the second issue, leading to a fantastic procession of temporary designers including a one-eyed teacher of Tantric yoga and the former head of Lego's UK model-building. It wasn't until issue 6 that Paragon took on Dave "I'm famous" Perry, editor/designer of Special Reserve's *NRG* newsletter and researcher on Gamesmaster.

Dave also helped out with the first issue of CONSOLE XS. His one and only stint on the magazine ended when he lost a spread with all the last maps of a game! Specialising in the screenshot mapping of entire games, the XS mag was enormously ambitious and the first few issues all missed deadline due the workload. In the entire world the only other mags to attempt anything similar are a few huge Japanese productions.

SUPERPRO

SUPERPRO started out as some scribbled notes on a single sheet of A4 paper. Paragon had moved to Bournemouth in September 1992, and I'd joined to help out with SEGAPRO for just six weeks. Like Dominic, I was ex-Newsfield having edited *Crash*, *Zzap!64* (for three years) and helping launch *Sega Force* (unfortunately!). But I wasn't the first member of the SUPERPRO team – Ryan was! As I walked into the office, the Buttster was avidly playing *SFII* – some things never change! – and was a natural tipster. Next aboard was Dave Westley, a philosophy student whose first job had been on the debut issue of the Bournemouth based SEGAPRO!

SUPERPRO's design was in the hands of James Hicks, who'd returned from seven years in Australia (working on car and rock magazines) to briefly help out on CONSOLE XS before moving to SUPERPRO. He'd been promised an assistant, and I hastily suggested Mark – then fleeing landlords in drizzly Stoke. With some reluctance Mark agreed to move down, but lack of equipment meant he could only help out with the writing to begin with.



COVER DATE: DECEMBER 1992

REAL TIME: OCTOBER

Just as with the first issue of SegaPro, SuperPro would be launched in a frantic six weeks. Richard wanted a clean white layout (as a reaction to SegaPro's in-your-face colour), I wanted single person reviews (to allow space for in-depth comment) and Dominic... well, Dominic didn't want the magazine in the first place. He was unconvinced of the size of the SNES market and if there had to be a mag then it should be as colourful as SegaPro. (If you want to see how he thought the mag should be look at page 8 on Issue One, and pages 8, 9, 10 and 11 in Issue Two – Dominic laid these out with suitable flamboyance!). SuperPro's design would be a constant source of internal friction!



Despite these divisions, the magazine came out on time with full reviews of every SNES PAL title – an unbelievably puny 38 releases, many of them not actually on the shelves. In those days, the name of the distributor on every review was Bandai. But if Nintendo were still struggling with the UK market, so were we. By the time the magazine came back we were already hard at work on the second issue, and it wouldn't until after Xmas that the 49,869 sales figures came in. Although we were the last SNES magazine out in 1992, we'd got off to a good start and a year later would get an official audit placing us as the second best selling SNES magazine.

THE GAMES

***SUPER STAR WARS*: JVC**

Then: 'Gameplay isn't massively original – just well thought out, brilliantly implemented and impossible to leave alone... No other film conversion is likely to come within light years of the quality on show here.' 95%

Now: Rather sadly, I was right. Only *Batman Returns* come close to the quality of *Super Star Wars* and even that is substantially smaller and less varied. However, the quality of the presentation on *Star Wars* perhaps blinded us to some gameplay flaws – it's a bit too easy and levels can be repetitive: 91%

***THE MAGICAL QUEST*: CAPCOM**

Then: 'Brilliant cartoony graphics, imaginative and massively varied.' 94%

Now: Still a great game, but the graphics have been superceded by *Mr Nutz* while infinite continues make that imaginative gameplay all too easy: 89%

AXELAY

Then: 'The most awesome shoot-'em-up yet seen on the SNES. An incredible experience and a pretty good game too.' 91%

Now: Ditto – as the year winds on, the Konami name just gets more and more impressive: 91%

OFFICIAL ROUND-UP REVISITED

One big feature of the first issue was its round-up of official releases, in addition to all the standard reviews. Some of the games date back to the SNES's launch, but as will become evident from the rest of the review, SNES games don't tend to date. Computer games may be more innovative, but by the year's end you'd look back and be thinking about knocking down some marks quite heavily. By contrast, the best SNES titles such as *F-Zero*, *Contra III* and even *Super Mario World* (the very first SNES game) have been programmed with such care that even a couple of years on they stand up extremely well.

***F-ZERO*: NINTENDO**

Then: 'Super-fast golden oldie.' 91%

Now: Ditto. An amazingly fast racer which still has the edge for single-player playability, even over much more recent, high profile titles such as Seta's DSP-powered *F1 Exhaust Heat II*: 90%

***LEMMINGS*: SUNSOFT**

Then: 'One of the best games of the past decade.' 90%

Now: Ditto. There's a bit of slowdown and the joypad isn't ideal for this type of game, but this is still a reasonable conversion of one of the best puzzle games ever: 90%

***SFII*: CAPCOM**

Then: 'Unquestionably the best beat-'em-up.' 93%

Now: Except *Street Fighter II Turbo*: 93%

***SUPER CASTLEVANIA IV*: KONAMI**

Then: 'This game is one of the most complex you'll ever play.' 92%

Now: Graphically it seems increasingly dated, while the clever gameplay lacks variety, but it's still extremely playable: 87%

***SUPER MARIO WORLD*: NINTENDO**

Then: 'Classic Nintendo gameplay.' 92%

Now: The graphics were dated even when it came out, but gameplay remains excellent: 92%

***SUPER PROBOTECTOR*: KONAMI**

Then: 'Coin-op quality mega-shooter.' 90%

Now: We thought everyone would rip this off and do even more spectacular versions. We were wrong. No-one's even tried to take on this mega-game. 92%

***SUPER TENNIS*: NINTENDO**

Then: Championship quality. 91%

Now: The graphics are even more dated now and a four-play option is missing, but it's still got the best tennis control system: 91%

***ZELDA III*: NINTENDO**

Then: 'The ultimate adventure.' 92%

Now: Ditto. It's just 4Mbits and extremely cute, but the imagination and scale of the game provide the ultimate RPG for everyone. Even non-fans – especially non-fans should try this out: 92% ●

XMAS 1992

The festive SuperPro saw the first letters column, penned then as now by Mark, who'd finally got a Mac of his own – as illustrated by psychedelic backdrops on the RPG feature! This issue also marked the breakout of war between Dave and Mark with Dave's notorious *Road Runner* tips – 'The dreaded fang dog is almost as ugly as Mark' vying with Mark's joypad round-up 'it looks as if a Korean doppelganger of Duffer Dave designed this' for all-round invective.

This issue also saw the uncredited help of new recruit Jason Johnson. Just out of college, Jason was recruited to help write game and tip books for both SegaPro and SuperPro. His first project was an A-Z book for SuperPro and the lanky lad perched uncomfortably at the side of my desk for several weeks as he laboured over Sega and Nintendo projects simultaneously.

THE GAMES

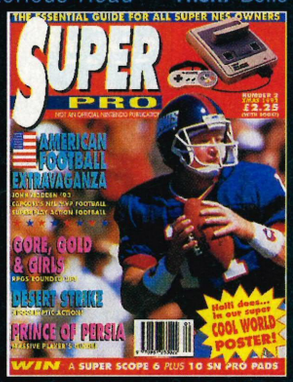
***ACTRAISER*: ENIX**

Then: 'Great graphics, awesome soundtrack and great gameplay.'

Now: One of the first gosh-wow SNES games, this is still a pretty good mix of arcade action platforming and god-style strategy: 84%

***DESERT STRIKE*: ELECTRONIC ARTS**

Then: 'Boffo arcade-sim action.' 90%



Now: I was a bit dubious about this one, it's just a Mega Drive port after all, but good SNES shoot-'em-ups remain rare and this is still one of the best: 90%

***MARIO PAINT*: NINTENDO**

Then: 'As any kind of serious arts package it's fatally flawed, but as an extremely well presented introduction to computer art for kids it's actually okay.' 90%

Now: Ditto, although the mark was a bit generous as you do need a video recorder to save artwork: 80%

***SUPER MARIO KART*: NINTENDO**

Then: 'The best race game ever.' 90%

Now: Ditto. The short tracks and cutesy graphics led us to underestimate just how good this game was. This is simply one of the greatest games ever: 94% ●

FEBRUARY 1993

The much agonised over cover logo went through its first change with the removal of the red strap in favour of the triangle featured on the inside. This issue also saw the book idea dropped just as Jason was about to finish writing it – although it would take a few hours for anyone to gather courage to pass the word onto the Walkman isolated tipster! Jason would now finally get to work for just one mag, SegaPro, while the tips special moved inside the magazine. Console XS had proved to be such a success, Richard had decided to split it into two – Sega XS and Super XS. As work progressed on the latter, Richard suddenly decided to delay its launch by a couple of months to ensure a proper launch. While this was prepared, Damian's team was to provide big tips sections for SuperPro and SegaPro. This month's '26-page tips bonanza' included eleven pages of maps pulled from the first issue of Super XS. On an incidental note, I finally found an excuse to get the world's top group, Curve, into the magazine on the pretext of *Drakkhen* comp with a CD Walkman and Pinnacle CDs as the prizes!



THE GAMES

***TINY TOON ADVENTURES*: KONAMI**

Then: 'Brilliantly and incredibly varied gameplay – there's something here for everyone.' 95%

Now: Ditto. The graphics aren't really comparable to *The Magical Quest*, but the size and variety of the game is far superior. I was a little worried afterward that I'd gone over the top, but there's been nothing since to touch it: 95%

***SUPER NBA BASKETBALL*: TECMO**

Then: 'All in all this is a pretty brilliant basketball sim.' 90%

Now: Ditto, although possibly the 'pretty' should be struck out. This is still the one to beat: 90%

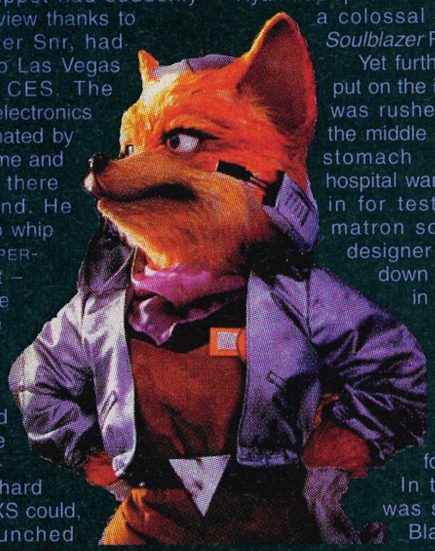
***WING COMMANDER*: MINDSCAPE**

Then: 'Classic space opera.' 90%

Now: It's still a brave conversion, but the combat looks dated set against *Starwing* and *The Secret Missions* sequel offers a more involving plot: 80% ●

MARCH 1993

The big news this month was undoubtedly *Star Fox*, last month's snippet had suddenly turned into a review thanks to Damian. Buttster Snr, had blagged a trip to Las Vegas for the winter CES. The world's biggest electronics show was dominated by the Star Fox Dome and Damian was in there for hours on end. He also managed to whip up the first SUPERPRO show report – full of exclusive PROPLAYS. All in all, it was a very busy month for Damian as no sooner than he'd delivered the maps for SUPERPRO 3 than Richard decided SUPER XS could, in fact, be launched according to the original schedule. As the team scrambled to finish it, all thoughts of helping SUPERPRO 4 out were naturally forgotten! Thankfully, Ryan was up to the task embarking on a colossal solution to the *Soulblazer* RPG.



Yet further pressure was put on the issue when Mark was rushed to hospital in the middle of the night with stomach troubles. The hospital wanted to keep him in for tests, but when a matron scolded the star designer for meandering down the corridor, fag in hand, saline drip wheeling after him, he decided to check out. He promptly fell ill again and was confined to bed for a week.

In the office Dave was suffering with a Blackadder haircut and artistic sensitivity (I'd been cutting his novella-sized reviews into something more concise!). As ever the issue ran close to the deadline, then just at the last minute the humble British Toy Fair provided some hot news over: 'rumours concerning Bandai's reputation with Nintendo, the latter aiming to take more control of its UK distribution.' It was a SUPERPRO scoop, with Nintendo taking full control of its distribution within weeks. We were also first with news of Hornby's Superdeck adaptor. Supposedly allowing NES carts to play on a SNES, this was 'due out in June' but suffered massive delays before finally being cancelled in November. With the NES dropping to £29.99, an adaptor costing around £40 no longer made sense.



THE GAMES

***STAR FOX*: NINTENDO**

Then: 'Quite possibly the best thing to happen to a console ever.' 96%

Now: Although the *Starwing* pack has now been dropped, because some duffers (like Dave) just don't appreciate it, this is certainly my favourite Nintendo game by a light year or so. Those stunning 3D graphics still cause me to duck as I'm playing it, while the depth and variety of gameplay is nothing less than stunning. Sheer brilliance: 96% ●



APRIL 1993

Bearing in mind previous legal entanglements over April Fool jests (don't ask!), I decided to avoid similar japery on SUPERPRO. However, there were still a few problems with the 'streamlined sex-mobile' of SUPERPRO, apart from the 'rusty screw that needs oiling' (a Mark jibe at Dave!), there was 'Purple Anxiety' in the letters column over a girly pic sent in by a reader. At the last minute it was cut over copyright problems, so yet more pictures of Karen flouncing around in the snazzy new SUPERPRO T-shirt were put in.

As Ryan struggled on with *Soulblazer*, I picked up the gauntlet with *Star Fox* tips. A new grabbing system allowed for positively huge pictures, which was good fun, but I was certainly sweating trying to get all the right pictures as deadline approached. Making the deadline even more critical was the Switchstix promotion. This little doobrie converted any SNES pad into a joystick but, sadly, didn't quite solve the lack of SUPERPRO coathooks despite Dave's red-faced efforts.

THE GAMES

KIKIKAIKA

Then: 'A brilliant shoot-'em-up and a great two-player game, this sort of weirdness just isn't available on other machines!'

Now: This caused some controversy at the time between Mark and Dave, the latter gave it a PROGOLD, the former 'forgot' to put it on the spread. Neverthless, it hasn't aged at all and remains great fun: 90%

MECH WARRIOR

Then: 'A massive and highly involving challenge, a whole other world really.' 90%

Now: Due for official release any day now for months, this is could well be dated before it's ever available on PAL. The huge robots are impressively scaled for rapid-fire combat, the adventure involving – but it can get somewhat repetitive: 88% ●

MAY 1993

For me this was something of a milestone for covers. The official UK scene had finally got so organised we could at last start arranging covers with software houses. Unfortunately, EA's *BOB* artwork had already been used so we contacted Brian Curtis – a local artist who'd decorated both Sega World and Hamley's with oversized videogame heroes. This was the first and last time we commissioned special artwork, as usually it's supplied by artbanks or software houses.

Inside the mag I was in techie heaven. I'd visited Psygnosis early in the month to look at *Dracula* and *Puggsy*, but while the screen shots didn't come out, a look at *Microcosm* (on the FM-Towns) turned into a feature with the publication of detailed specs for the 32-bit Nintendo CD-ROM Drive.



Microcosm was the ideal demonstration of what the new hardware could offer. Of course, the Drive would eventually be scrapped but there's no doubt the machine did exist and games were in development for it. One team with games on line was Argonaut, whose Jez San took time out to give an interview on the Super FX chip.

Sadly, despite all Jez's claims for the chip, his hope that it would be picked up by other developers has yet to be widely realised. Only Elite have confirmed they're developing FX games; *Powerslide* being the first in late 1994. Even Nintendo's own *FX Trax* now seems unlikely to make its Xmas release date. On a rather less esoteric plane, letters were again controversial – the reader's girl in her thermal underwear finally made print, but letters were still being censored – by me now – with Mark's savage red inking of one poor letter being substantially toned down. Also, suffering the red ink treatment were Dave's profiles. Since Issue One his profiles had been one of the best parts of the mag, but after comparing Ryan to Pooh Bear, Mark to Rolf Harris, James to a cross between Mussolini and Paddington Bear, and me to a Michael Foot lookalike, Dave was axed and Ryan took over with a more generous tone. Part of Dave's bad mood stemmed from his belated return to tips with *Xandra's Big Adventure* – the emphasis being on the 'big.' Dave's tips were pretty good, except he missed out a few levels which had to be printed next month!



On the design front, Dominic's desire for a brighter design hit its high-point with Mark's explosive backdrop for the *Terminator* spread. Thankfully, when it came back from the printers the *Terminator* terminated the bold colours experiment. The 'less is more' approach was back with a vengeance at Richard's insistence.

THE GAMES

***BATMAN RETURNS*: KONAMI**

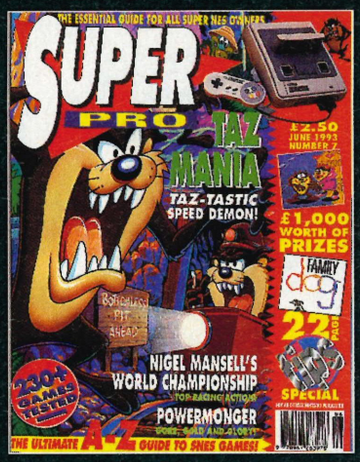
Then: '...a crunchingly satisfying beat-'em-up... A fantastic movie conversion and a great game.' 90%

Now: As we said at the time, it is a bit easy. However it not only looks and sounds fantastic, it also plays well: 90% ●

JUNE1993

After the success of the Swtichstix it was decided we should obtain another promotion. A tips supplement was decided on, but what to fill it with? Richard had wanted to print CONSOLE XS's *Super Mario World* solution in SUPERPRO 1 but there hadn't been space. I suggested that it be used for the supplement since it would be so easy...

This month was also when Ryan and Dave went on an Infogrames freebie to the Asterix theme park just outside Paris. This was Ryan's first experience of Dave on a PR junket and, after seeing him merrily insult all the other journalists after a few glasses of wine, he resolved never to go anywhere with him again! Fortunately, we did have help this



issue from Bob Goodwin, a part-time builder who enjoys incredibly complex strategy games like *Gemfire*, which he brought into the office and helped us review. Finally accepting we needed more staff, Richard agreed to an Assistant Editor, only for it to fall through when Sam decided to stay on SEGAPRO.

After a month's delay, I finally got back on the *Star Fox* tips trail. At this time there wasn't an Action Replay that could cope with it, so it was all down to the old reflexes. There was also a bit of competition with XS over who could deliver the best tips! However, *Star Fox* turned out to be a push-over compared to *Super Mario World*. The easy-peasy supplement had been left to the Friday deadline – after all, how hard could it be? It turned out to be very hard with maps going missing, pages corrupting and me trying to cram an extra level in which had originally been missed. It was a Bank Holiday weekend and we worked all the way through it. 'Maps, I hate them,' said James – or words to that effect!

THE GAMES

***TAZ-MANIA*: THQ**

Then: 'Simply Taz-tastic!'

Now: *Taz* looks fantastic, has plenty of originality and is good fun to play. However, the 'can get a little repetitive' note in the cons was perhaps underplayed: 88%

THE LOST VIKINGS

Then: 'A brilliant mix of platform arcade action and thought-provoking puzzles.'

Now: This has only just come out officially, so it's fortunate it hasn't dated at all. Funny, addictive and very challenging this is excellent fun: 92% ●

JULY1993

With the Assistant Editor post gone missing, an ad went in for a staff writer just as the magazine was being finished. There were plenty of applications but it was post destined never to be filled. In the meantime we got some help from France's *SuperPower* who got us an interview with Nintendo of Japan, introduced with an in-depth background feature by my good self. We also previewed the *Mario Bros* movie, reporting the disappointing US reviews which – after being forced to watch the wretched thing on an airline flight, I can only say were rather generous. Much more fun were the trio of excellent games we got in, *Bubsy* being rushed over the day after our deadline by Video Games Box – an exciting weekend that was – and *Shadowrun*, leading to one of my favourite covers ever.

THE GAMES

***ALIEN 3*: ACCLAIM**

Then: 'A saliva dripping masterpiece, and easily one of the biggest challenges yet.' 92%

Now: This caused some debate due to a certain lack of variety. However, for its size, challenge and atmosphere there's no doubting it delivered value for money: 92%

***BUBSY*: ACCOLADE**

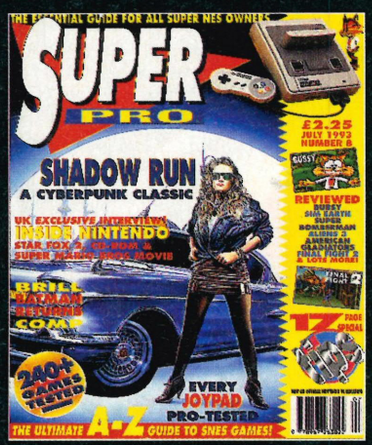
Then: 'One of the wildest, funniest, fastest video games ever.' 93%

Now: It's still wild and some people (ie Sam) loathe it for the ease with which you can die. Even I've got rather irritated with it, but all the same I had a lot of fun with this one: 89%

***SHADOWRUN*: BEAM SOFTWARE**

Then: 'One of the most atmospheric, addictive and enjoyable games we've seen.'

Now: This should at last be out officially, and we still love it. In fact, Sam's an ardent fan of the RPG which inspired it and was soon hooked on the SNES version: 92% ●



AUGUST1993

The Chicago CES saw the death of the Nintendo CD-ROM Drive,and the company seemed in a bit of panic. In an unprecedented move they showed the unfinished *FX Trax* with playability severely lacking. Fortunately, third party developers saved the day with a humongous line up of products. The show report was virtually unending, leading tothe suggestion of an eight page supplement in addition to the normal 100 pages. Getting it past Dominic wasn't easy, but we did and it's one of the features I'm most proud of. Dave als hit the software house feature trail, staying late to chat to Capcom in California. Now that Dave had a mortgage, the student philosopher suddenly seemed a lot more ambitious...



THE GAMES

STRIKER

Then: 'Highly addictive, instantly appealing and unbelievably difficult to turn off.' 93%

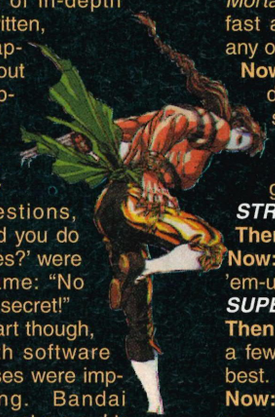
Now: Ditto. This is still huge fun but you really need two players to get full value: 93% ●

SEPTEMBER1993

After just about coping with 108 pages last month, the powers that be decided to give us 116 for this issue. This was just as well considering all the mega-games that came storming in, none more impressively than *SFII Turbo*! After getting Richard to spend £100 on the cart, the Buttster decided to take a rare holiday, to recover from the summer Paragon party. His lurid detailing of that unsavoury affair brought the end of the team profiles, as no rewrites could make them fit for publication!

One team activity we can publicise is *Super Family Tennis*, an unspectacular looking game packed with humour and, as we soon discovered, masses of playability. From then until now, there's barely been a single day that's passed without fevered four-player games after work's close.

This month the prime features were Sunsoft and Konami, the former bringing Dave in at the crack of dawn to phone Japan. Konami was easier with two big games to preview, but the promised follow-up interview would never be printed. A string of in-depth questions were written, translated into Japanese and faxed out to Japan. The replies were then faxed back, translated and faxed to me. Unfortunately all sixteen questions, including 'what did you do before video games?' were answered the same: "No comment" or "Top secret!"



For the most part though, our relations with software houses were improving. Bandai even got around to sending us a cart for review, unfortunately *Intern-ational Tennis Tour* was nothing to compare to *Super Family Tennis*. Then again, we weren't above creating our own stinkers – the *SFII* T-shirt transfer included with this issue turned out to be nasally unfriendly. When the issue came back the office smelt like a farmyard!



THE GAMES

MORTAL KOMBAT

Then: 'So while *SFII* remains king, *Mortal Kombat* is a worthy runner-up – fast and furious with more fun than any other challenger.' 90%

Now: It's tempting to knock this one down for Acclaim's shameless self-congratulation over their relentless hype, but the graphics are a real breakthrough and gameplay isn't bad either: 90%

STREET FIGHTER II TURBO

Then: 'The best just got better.' 96%

Now: Ditto. Simply the ultimate beat-'em-up: 96%

SUPER FAMILY TENNIS

Then: For great tennis, and more than a few laughs, family entertainment is best. Buy it!

Now: Ditto. You could argue that for one or two players not too fussed over graphics *Super Tennis* is still the best. But for all-round fun and an excellent four-player mode this is the business.

SUPER MARIO ALL-STARS

Then: 'Brilliant, dazzling and highly varied gameplay and a huge challenge.' 91%

Now: Its one of Dave's constant whinges that he never reviews PROGOLD games, but this was one exception and there's no doubting its quality: 91% ●

OCTOBER 1993

To say the least this was an eventful month, Sam decided to join us as Assistant Editor but still had to finish the current issue of SEGAPRO. In the meantime we got ex-*Amiga Action* editor, Alan Bunker. This lanky, professional Northerner had joined Paragon to work on PC POWER, but while the equipment was brought in he was to 'help' us. Soon the office resounded to the Mancunian tones of 'you Southern poof, Dave!' Possibly through trying to outdo Alan for sheer cynicism and outright sexism, Mark fell ill again and was put on the Valium (step in Dave to take over the letters section). Richard and Di had decided to go on holiday, staying with Richard's parents in Portugal, which is when Dominic revealed he was leaving to set up his own company, Legend. It wasn't exactly unexpected, but a lot of new people had to be hired.



Outside the office excitement, Nintendo upped the ante with new adaptor protection on Capcom's *SFII Turbo* cart. Datel responded with yet another adaptor on sale the week it was released! On a more positive note, Nintendo finally announced a corporate strategy, pairing up with Silicon Graphics to produce the ultimate, 64-bit home console to debut as a coin-op in 1994. At last it showed the company had some kind of vision beyond relaunching the NES and Gameboy at lower prices.

THE GAMES

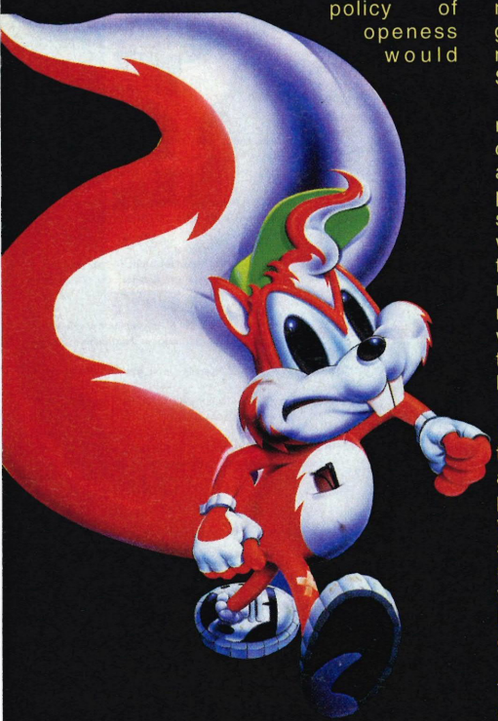
***Rock 'N' Roll Racing*: Interplay**

Then: '...arcade action, a solid long-term challenge and brilliant two-player gameplay.' 90%

Now: Both the Interplay games reviewed this month were borderline, we'd had *Rock 'n' Roll* preview cart in for months, loved it madly then gone off it a bit. A new version provided harder tracks but it was still touch and go, until James made the casting vote in its favour: 90%●

NOVEMBER 1993

How things have changed! The summer ECTS saw me having lunch with Bandai, then almost missing an appointment with Nintendo. The new policy of openess would extend to even supplying review carts, such as *Aladdin* for the next issue. It was an amazing turnaround, no doubt provoked in part by the belated realisation of how much good the independent mags had done for Sega.



Our mag began a rolling process of change, all the import and official reviews were put together in a single section, the text size went down a little and the PROTIP was finally restyled. Possibly the most agonising change was the loss of the triangle from the cover logo. It would take over two days for this month's cover to be finished, but the *Dragon* artwork was too pale to provide the impact we wanted. Many board meetings were spent debating the covermount promotion. The cart racking system was quite good but was £3.50 too high a price? Unfortunately, we couldn't afford to offer it for less.



The *Dragon* feature was Sam's first for SUPERPRO, Mark and I working over the weekend on the design. As Dave pointed out in SUPERPRO 2, my main ambition is to be a designer and there's nothing more fun than messing about with Quark XPress! Also occupying my weekends was the mammoth *Jurassic Park*, while Mark was having fun with a 3D arts program, to create a Mark's Mail logo everyone liked! Well, everyone except Dave 'The Kid' Perry, who thought only MEGAPOWER should use the program...

THE GAMES

***Jurassic Park*: Ocean**

Then: 'A stunningly ambitious game concept.' 90%

Now: I was in for some long weekends reviewing this one. As I said in the review, it's initially very addictive but becomes a bit of a hard slog due to the lack of a save. But its for ambition, atmosphere and originality it still retains its PROGOLD: 90%

***Mr Nutz*: Ocean**

Then: 'A truly classic game which is second only to *Mario All-Stars* in terms of challenge.' 93%

Now: This has had some mixed reviews, in France (where it was programmed) it's had 96% reviews, in America one or two mags have pasted for lack of originality. Okay, it's not that innovative but it is extremely playable, looks gorgeous and is a lot more challenging than *Aladdin*! 93%

***Virtual Soccer*: Hudsonsoft**

Then: 'The best footie game yet!" 93%

Now: Turn to the *Sensible Soccer* review! In the meantime, it's worth noting this caused some controversy with the art department who preferred the less sophisticated, but easier to play *Striker*. 93%●

DECEMBER 1993

Issue 13 and although normally not superstitious I began referring it to as Issue 12A. James had great fun mocking me for this and so Issue 13 it was... To say the least, the deadline was tight for this one. What's worse Virgin offered a flight to Vegas for *Young Merlin* starting the day after deadline. To go I had to hit deadline! It was seven days a week, with plenty of late nights but we did it. On Saturday morning Sam and I stumbled aboard a Virgin Atlantic 747, feeling jetlagged even before we'd began. The casinos turned out to be surprisingly dull, each like the one before, but there were stand-outs like Luxor, a massive pyramid-shaped hotel, and the newly opened Treasure Island where two life-size galleons have daily battles outside the casino. The Grand Canyon was fantastic too!



Back in Bournemouth the one tiny thing we'd hadn't done – the cover game and mega-review *Aladdin*! – was causing a few upsets. Transatlantic calls ensued, but if Mark was finding it a bit of strain – he was also enjoying ringing software houses to tell them their games were crap. A year's worth of contacts were in danger!

When I finally got back I found the issue still unfinished, James' lack of respect for superstition had rebounded. No less than three disks full of review spreads had crashed, meaning they had to be redone!

Videogames mags may seem like fun, but pressure is relentless with intense competition and lots of late nights! Indeed, even as you read this we may be slaving over a hot word processor... (Or alternatively having a game of *Super Family Tennis*!)

THE GAMES

***Aladdin*: Capcom**

Then: 'Gameplay is highly addictive whilst presentation is ultra-slick.' 90%

Now: A great game obviously, although as we said very easy and mainly for younger players, who'd be thrilled to receive this superbly professional and polished product for Christmas: 90%

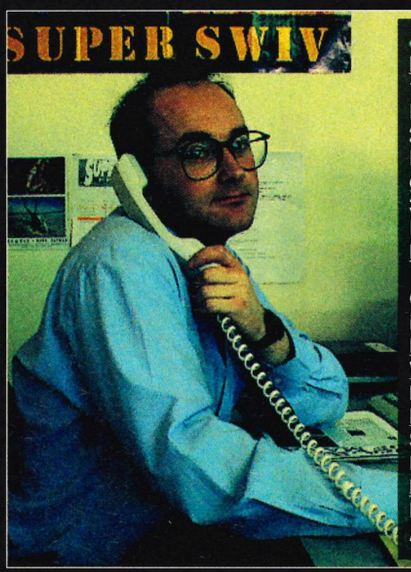
***Metal Marines*: Namco**

Then: 'Mega-hit.' 90%

Now: If the issue in your hands is a little late, this will be the reason why. *Metal Marines* may well be a strategy game, but the fantastic graphics and enthralling gameplay are utterly compelling: 90%●

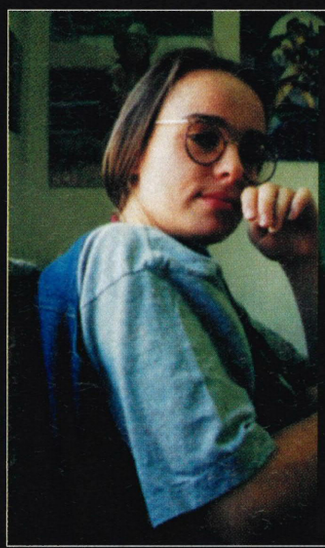
WHAT ABOUT US?!

After Stu's mammoth Year Review, it was only fair that the rest of the team gave their verdicts too. Forms were duly printed out and with varying degrees of illegibility, head-scratching and delaying tactics they were finally completed. Here, in the order of their return, are the results!



JAMES'S LOOKBACK

My Top Three Games
1. *Super Soccer* (Human)
I could beat Dave at it!
2. *Super Swiv* (Sales Curve)
I could beat Dave at this one too! A great two-player shoot-'em-up.
3. *PGA Tour Golf* (EA)
I like to play around!
My Worst Game is: *Super Family Tennis* (Namco)
Couldn't beat Dave at this one so it's got to be rubbish!
My Top Blag is: What's a blag?
What I want from Santa is: A blag!
My Favourite Xmas Record: That Slade one.
Because of Noddy's tie!
My Favourite Issue is: December '93
At last – good paper!



SAM'S LOOKBACK

My Top Three Games
1. *Shadowrun* (Beam)
A brilliant shady adventure.
2. *Tiny Toons* (Namco)
Super-fast with excellent characters.
3. *Super Mario Kart* (Nintendo)
The best racer in the history of the SNES!
My Worst Game is: *Wayne's World* (THQ)
Do I need to say more?
My Top Blag is: Virgin's trip to Las Vegas.
What more can I say!
What I want from Santa is: A new stereo.
Mine chews up all my beloved tapes, scratches my records and spits out my CDs!
My Favourite Xmas Record: *Mistletoe & wine* – Cliff Richard.
It's just how a 'proper' Christmas should be.
My Favourite Issue is: This one.
There's no 'free' gift!

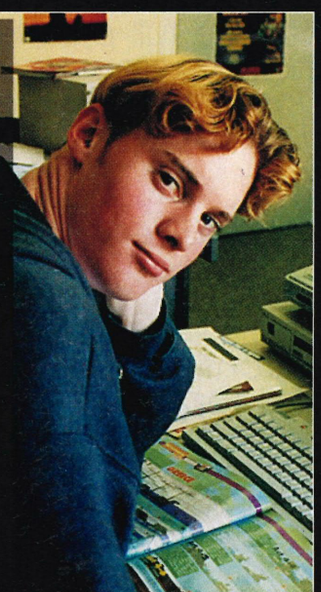
DAVE'S LOOKBACK

My Top Three Games
1. *Alfred Chicken (Mindscape)*
It's a damn fine game.
2. *Axelay (Konami)*
It's the first game I reviewed and it's still tops!
3. *Dungeon Master*
I'm completely sad.
My Worst Game is: *Sonic Blast Man (Bandai)*
I don't like it any more.
My Top Blag is: A *Lemmings* badge.
That's all I've ever been given.
What I want from Santa is: A Banjo.
I'm a hillbilly pop star at heart.
My Favourite Xmas Record: The one I'm going to record in a year's time.
It's going to be great!
My Favourite Issue is: Freedom within a modern society.
It's quite interesting.



RYAN'S LOOKBACK

My Top Three Games
1. *Street Fighter II Turbo* (Capcom)
Sheer brilliance!
2. *Super Family Tennis* (Namco)
Compelling, addictive gameplay.
3. *Mr Nutz* (Ocean)
Top of the platform league.
My Worst Game is: *Captain Novalin* (Raya)
.Complete crap of the highest degree!
My Top Blag is: A trip to Le Parc Asterix from Infogrames.
It was all expenses paid.
What I want from Santa is: A dog
I luv 'em. (I'll even part-exchange my two cats!)
My Favourite Xmas Record: *Merry Xmas Everyone* – Shaking Stevens.
A timeless classic!
My Favourite Issue is: December '93
With better quality paper and sharper design, coupled with my fab reviews and tips, who could ask for more?



MARK'S LOOKBACK

My Top Three Games
1. *Super Family Tennis* (Namco)
I beat everyone at it.
2. *Starwing* (Nintendo)
It sold a truckload of Nintendo's which is good news for me.
3. *Striker* (Elite)
Thrashing Duffer Dave made him cry!
My Worst Game is: *Super Empire Strikes Back* (JVC)
I really wanted to enjoy it but it was too hard!
My Top Blag is: is still to come!
No-one has any need to bribe me.
What I want from Santa is: More Grippa Pads.
They're a bargain!
My Favourite Xmas Record: *Come Little Children* – Elvis.
It has a special meaning for me.
My Favourite Issue is: this one.
It's a masterpiece of commercial design.



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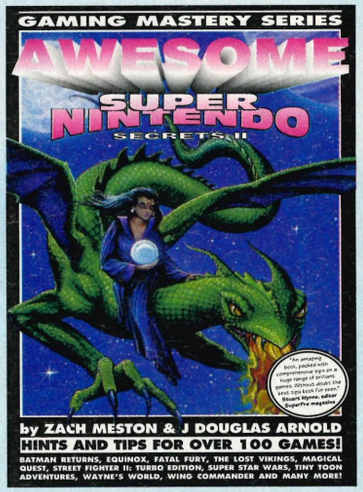


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FORM13DEC

AND THE LAST

THE FINAL 8 COMPETITIONS IN OUR FESTIVE FIESTA, *PLUS* YOUR *HUGE* MULTI-ENTRY FORM!

ON THE FIFTH DAY OF CHRISTMAS *CYBERQUEST* GAVE TO ME...

Ten *Mortal Kombat Fighter's Kompanion* books! Ever since *Mortal Kombat* was released, our phones haven't stopped ringing with requests for the players' moves. As you probably know, Acclaim didn't include the moves in their instruction manual, so playing the game can prove difficult at times! However, help is at hand on the form of a new book by Cyberquest. Entitled *Fighter's Kompanion*, the book contains everything you need to know about *Mortal Kombat*, including history, character profiles and special moves. It costs £9.99, but if you could get one for nothing if you enter our compo. Answer the question below and mark your entry with the letter **D**.

1) What does the Mega Drive version of Mortal Kombat have that the SNES version doesn't?
A) Terrible graphics and awful sound.
B) Blood and guts.
C) Both of the above.

ON THE SIXTH DAY OF CHRISTMAS *ACCLAIM* GAVE TO ME...

A copy of the astounding *Crash Dummies* and a runner-up prize of a *Crash Dummies* Toy, plus five further runner-up prizes of a copy of the *Crash Dummies* forthcoming record. After making their debut on duff safety commercials in the late seventies, the Dummies have managed to get a range of toys launched, star in a cartoon and even get a record cut! Of course, they've starred in their own game too and you should be seeing copies in the shops any day now. As for the record, uhm we haven't heard it as yet and to be honest we don't think it's going to make Radio 1 – making all the more valuable as a collector'sd item! Erh, well... To enter this competition, answer the question below and mark your entry with the letter **F**.

Which monster game has Acclaim already released this year?
A) Mortal Kombat.
B) Mortal Monday.
C) Zombie Fighters from Hell.

ON THE SEVENTH DAY OF CHRISTMAS *SONY* GAVE TO ME...

A copy of *Super Bomberman and* two cuddly Bombermans Aaah! Isn't he cute, eh? *Super Bomberman* toys aren't available in the UK, so these bundles of fun are exclusive to Sony! Both Super Bombermans are approximately eight inches high and come in a choice of five different colours. If that's not enough for you, how about winning yourself a copy of *Super Bomberman*? A firm office favourite, this is especially awesome in four-player mode and would set you back £50 if you wanted the privilege! To enter this competition, answer the question and mark your entry with the letter **F**.

What is Bomberman's lethal weapon?
A) Caroline Stokes from Sony.
B) His rock hard mates down the pub.
C) Some bombs.

ON THE EIGHTH DAY OF CHRISTMAS *MICROPROSE* GAVE TO ME...

Ten MicroProse goodie bags! The kings of PC flight sims haven't had a good year, *Super Strike Eagle* arriving on our shelves at something less than supersonic speed. But after a merger with fellow sim specialists Spectrum Holobyte, the new company is aiming to make a very big impact in 1994. Besides a conversion of their PC adventure *Pirates' Gold*, they've got revamped golden oldie *Impossible Mission 2049*, high-speed platformer *Tinhead*, and best of all *Star Trek: The Next Generation*. It's a strong line-up and to make sure you're waiting in eager anticipation they've offering ten goodie bag crimbo pressies. The bags themselves are embossed with the MicroProse logo and inside you'll find T-shirts, caps, pens badges and much more! To enter this compo, answer the question below and mark your entry with the letter **G**.

1) Who are the main enemies in Star Trek: The Next Generation?
A) The Klingons.
B) The Borg.
C) The Tribbles.

ON THE NINTH DAY OF CHRISTMAS *KONAMI* GAVE TO ME...

Five copies of *Mystical Ninja*! *The Legend of the Mystical Ninja* has been out on import for absolutely aaages now, but the good news is that Konami are about to release it officially in December. So all those Ninja fans who missed it the first time around will now be able to get it! For anyone who doesn't know what this game is about, it stars Kid Ying and Dr Yang. Their mission is to find the missing ghost princess and return her to the town of Horo Horo. The adventure is hilarious and if you check out the review in this issue, you'll discover that the gameplay is pretty cool too! *Mystical Ninja* will cost you a pocket-pinching £59.99 in the shops, but we've got five copies to give away for absolutely free! All you have to do is answer the following question, fill in the form and mark it with the letter **H**.

1) Who does Mystical Ninja star?
A) Laurel and Hardy.
B) Kid Ying and Dr Yang.
C) That bloke with the long hair from Eastenders.

COMPETITION

FEAST!

8 DAYS...



ON THE TENTH DAY OF CHRISTMAS *VIRGIN* GAVE TO ME...

25 *COOL SPOT* T-SHIRTS!

50 *COOL SPOT* PIN BADGES

After a great review in SUPERPRO 13, *Cool Spot* is already on his way to becoming a video games legend! The game should be available in the shops now, so if you want an exclusive T-shirt to match the title, enter this compo! We've got 25 T-shirts to give away and 50 pin badges for the runners up. To enter this compo, answer the question below and mark your entry form with the letter **I**.

1) What is Cool Spot?

A) A small, round red spot.

B) A sunburnt English tourist in Torremolinos.

C) An acnified teenager wearing Ray Bans.

ON THE ELEVENTH DAY OF CHRISTMAS *ACCOLADE* GAVE TO ME...

2 EXCLUSIVE *BUBSY* BEANIE HATS!

2 *BUBSY* MUGS!

5 *BUBSY* PIN BADGES!

Although *Bubsy* was ultimately released through Nintendo, it was the guys at Accolade who were responsible for the programming. Since his release, *Bubsy* has enjoyed a celebrity lifestyle and has even starred in his own video. Although the hype has died down slightly since then, Bubs has stood his ground and the game itself has enjoyed huge success. For the taking are two exclusive *Bubsy* beanie hats, two mugs and five *Bubsy* pin badges. To enter this compo, answer the question below and mark your entry with the letter **J**.

1) What sort of animal is Bubsy?

A) The yellow bird from ancient BT adverts.

B) A three legged rhinoceros.

C) A bobcat.

ON THE TWELFTH DAY OF CHRISTMAS *LASERBEAM* GAVE TO ME...

A COPY OF *SHADOWRUN* (WORTH £44.99)!

A COMPLETE SET OF THE 12 *SHADOWRUN* BOOKS!

A COPY OF *SHADOWRUN* THE BOARD GAME!

3 COPIES OF THE FIRST *SHADOWRUN* NOVEL!

Yes, we've said it a million times before, but it's still worth saying again – *Shadowrun* is the ultimate in RPGs! In fact we've raved about it in SUPERPRO so much, that you couldn't fail to have noticed it. However, you may not know that the game is based on a role playing game from FASA. It's had a massive cult following for years and the SNES version was even based on one of the RPG episodes Now, if you've already spent your Christmas pennies a hundred times over and are in desperate need of this brilliant adventure (incidentally, it's the first game Laserbeam have released in Europe), enter this compo – you could be the winner of a copy of *Shadowrun*, the *Shadowrun* series of books (published by Penguin) and a copy of the *Shadowrun* board game. There's also three copies of the first *Shadowrun* novel up for grabs. To enter this competition, answer the question below and mark your entry with the letter **L**.

1) Who originally developed the Shadowrun concept?

A) FASA

B) Clive Sinclair

C) Stock, Aitken and Waterman

I WANNA WIN!

So, you're astonished at the amount of prizes to be won, and you're such a clever pod, you're going to enter them all. Unless you're really stupid, and can only answer a few of our questions. It doesn't matter, just pencil in the letters that you think are the right answers on whichever compos you want to enter, and post this form in an envelope to:

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CHRISTMAS BONANZA COMPO,
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Good Luck!

1) PROBE	(p16)	1 _ 2 _ 3 _	7) SONY		1 _ 2 _ 3 _
2) MARUBENI	(p19)	1 _ 2 _ 3 _	8) MICROPROSE		1 _ 2 _ 3 _
3) UBISOFT	(p38)	1 _	9) KONAMI		1 _ 2 _ 3 _
4) VIC TOKAI	(p71)	1 _ 2 _ 3 _	10) VIRGIN		1 _ 2 _ 3 _
5) CYBERQUEST		1 _ 2 _ 3 _	11) ACCOLADE		1 _ 2 _ 3 _
6) ACCLAIM		1 _ 2 _ 3 _	12) LASERBEAM		1 _ 2 _ 3 _

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A-Z OF GAMES

Game Guide

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

ACROBAT MISSION (TEICHIKU)
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)

AERO THE ACRO-BAT *(SUNSOFT)*
One of the most imaginative and varied platformers about, although some of the variety comes in the form of irritatingly simplistic reaction tests, such as Aero rolling along in a barrel!
ProScore 86% (Issue 13)

AGURI SUZUKI F1
Now an official release, cf *F1 Suzuki*.

AIR MANAGER (KOEI)
Japanese text version of *Aerobiz*.



ALADDIN *(CAPCOM)*
A beautifully presented 12Mbit cart with great graphics and sonics. However there's not much gameplay variety and a password save makes it a bit easy.
ProScore 90% (Issue 13)



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 a 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)



AXELAY *(KONAMI)*
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
ProScore 91% (Issue 1, 5)

BASS BROS (LASERSOFT)
Another dire *SFII* clone. There's some interesting aliens and special moves but 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%

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

COLOUR KEY

RPG/STRATEGY
Role-playing and strategy games emphasise the planning side of things. *Zelda III* and *Sim City* are games in this category which match any no-brainer shoot-'em-up for addictivity and have a much longer term challenge.

SHOOT-'EM-UPS
Vertically scrolling, side-scrolling, omni-scrolling games where the main objective is not to peacefully resolve problems through macro-economic decisionmaking. Nope, in these games if it moves you shoot it.

RACERS
Yes, we know Formula One is a sport, but there are so many racing games that it seemed obvious to give them their own category.

SPORT
Everything from golf to soccer to bowling, even a few made-up future sports feature in this category.

ODDBALLS
Awkward so-and-so's which don't fit into any conventional game-type. A bit irritating for our system, but often the most innovative and interesting games break conventional norms so well worth checking out.

PUZZLERS
Stop! Where are you going? They're not all boring variations on obscure oriental boardgames. You even get some arcade action in games like *Lemmings*. But the main thing is the emphasis on brainpower.

BEAT-'EM-UPS
As above only you use your fists, feet and occasionally a broken bottle instead of hi-tech military hardware.

PLATFORMERS
The main part of the game here involves leaping from platform to platform (cor!). Sounds a bit dull but fiendishly clever programmers have made this one of the most popular and addictive game types.

OFFICIAL: **This shows if the game has been released in the PAL-format UK machines require.**

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)

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

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

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

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

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

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

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

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

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

BOMBUZAL
See *Ka-Blooey.*



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)

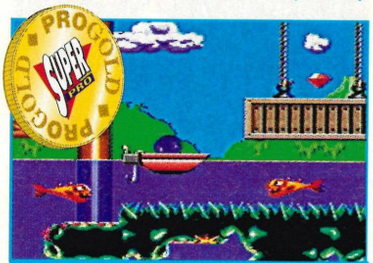
CAPTAIN TSUBASU SOCCER 3 (KOEI)
This football management game verges on the ridiculous as youbattle through tiresome Jap text to decent match sequences.

CARDMASTER
See Import *Arcana.*

CHAMPIONSHIP POOL *(MINDSCAPE)*
A dodgy control system, the inability to see the computer opponent make its moves and a distinct lack of perspectives to view the table make this a very disappointing game.
ProScore 60% (Issue 13)

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 SPOT *(VIRGIN)*
An extremely slick and playable game with great graphics and sound. The bonus game is fun too, but there's not enough variety between levels.
ProScore 89% (Issue 13)

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)

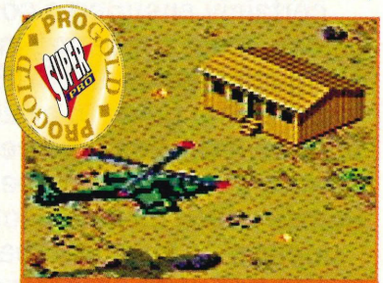
COSMO GANG: THE VIDEO GAME (NAMCOT)
Space Invaders gets souped up for the '90s in this cutesy Jap game. Fun for a while in two-player mode, but soon gets repetitive.
ProScore 55% (Issue 2)

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.*

DENNIS *(OCEAN)*
An extremely pretty and challenging game, although gameplay is rather fiddly and slow.
ProScore 74% (Issue 13)



DESERT STRIKE *(EA)*
In this slick Mega Drive conversion you pilot a gunship through five very tough campaigns. It isn't that realistic, but a wealth of detail gives an irresistably authentic feel and most military buffs will be delighted, as will players wanting a novel shoot-'em-up.
ProScore 90% (Issue 2)

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

D FORCE (ASMIK)
When somebody gets hold of Mode7 without the manual, this is what happens.A very dated shoot-'em-up.
ProScore 23%

DINOSAURS/DINO CITY *(IREM CORP)*
Dino land is jam-packed with platforms and monsters who want to make your cute little dinosaur extinct. Packed with slick graphics and plenty of gameplay but too easy.
ProScore 86%

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

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

DRAGON BALL Z: THE RPG (BANDAI)
An RPG in which you select options to dictate your actions (like fly, fight, run, etc), but Jap text makes it utterly useless.

DRAGON BALL Z: THE ARCADE GAME (BANDAI)
The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical splitscreen with Mode 7, but playability is low.
ProScore 51% (Issue 6)

DRAGON'S LAIR *(ELITE)*
One of the best looking and worst playing coin-ops emerges still looking good, but playing like a pretty darn good platformer. Levels aren't massively varied though and the password system frustrating.
ProScore 80% (Issue 1)

DRAKKHEN *(KEMCO)*
The perspective is unusual for an RPG; a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a decent introduction to RPGs.
ProScore 88% (Issue 2)

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

EARTHLIGHT (HUDSONSOFT)
The play area seems to be in space, and some sort of strategy is involved.

EVO (ENIX)
A truly bizarre game which has you evolving from a tiny fish to a human being. Novel and fun, although repetitive in places.
ProScore 75% (Issue 11)

EXHAUST HEAT II (SETA)
A brand new custom chip ensures this is the fastest racing game ever but sadly handling is a bit off, leading to a repetitive feel. However there's lots of tracks, battery-saved progression and a nice feature whereby you can research new car bits.
ProScore 74% (Issue 5)

EXTRA INNINGS (SONY)
A baseball sim with cutesy graphics. Batting is easy, fielding is not, so it can be frustrat-ing. AKA: *Ganba League.*
ProScore 61%

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

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

F-1 POLE POSITION *(UBISOFT)*
The PAL version of *Human Racing* gets significantly improved due to a superior control system. Overall, a fair F-1 racer with lots of realistic detail and a good two-player mode.
ProScore 78% (Issue 13)

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 few combat moves.
ProScore 70% (Issue 3)

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

FINAL FIGHT *(CAPCOM)*
Final Fight was the first real beat-'em-up to emerge on the SNES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
ProScore 77% (Issue 1)

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)

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

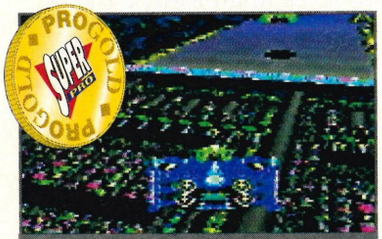
A-Z OF GAMES

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 fun and comprehensive F1 racer marred by a tricky control system. Thankfully this has been fixed for the UK version (see *F1 Pole Position*).
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)

INCREDIBLE CRASH DUMMIES *(ACCLAIM)*
Fun for a short while, but soon becomes tedious due to irksome gameplay and a distinct lack of variety.
ProScore 63% (Issue 13)

INTERNATIONAL TENNIS TOUR *(LORICIEL)*
This has a wide range of tournaments and fun, cartoony sprites. Unfortunately the split-screen two-player mode is a neat idea which doesn't work that well.
ProScore 61% (Issue 10)

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

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

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

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

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

LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its successful Super Deformer robot into a side-on beat-'em-up, but two players can take part and the action can get quite fun.
ProScore 70%

LEGEND OF THE MYSTICAL NINJA (KONAMI)
Based on an old Jap computer game, this adventure/action game is okay even if the graphics are dodgy and the action's a little bit repetitive. AKA: *Geoman Warrior.)*
ProScore 61%



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

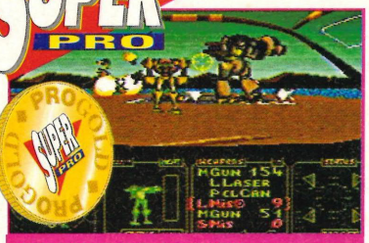
LETHAL WEAPON *(OCEAN)*
All three movies rolled into one five-level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops. Plenty of challenge though and giving you the choice of which order you attempt first four levels is a good idea.
ProScore 76% (Issue 4)

MAGIC SWORD *(CAPCOM)*
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 67% (Issue 5)



MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable only briefly and is much too expensive due to the inclusion of a vital mouse controller.
ProScore 90% (Issue 2)

SUPER PRO A-Z OF GAMES



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 (IMAGINEER)
This takes you from Stone Age conflict to the Nuclear age, with masses of challenge and humour. Reasonable gameplay, but it's more about organising factory production runs than anything else.
ProScore 69% (Issue 12)

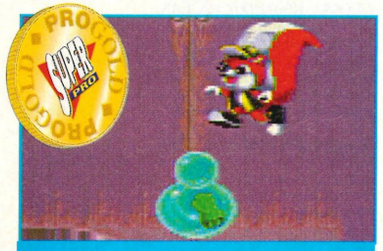
METAL JACKET (ATLUS)
There aren't that many truly dreadful platform games on the SNES, but this is certainly a member of that group.
ProScore 05%



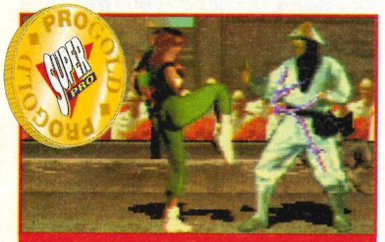
METAL MARINES (NAMCO)
The best presented strategy game yet. This addictive, 12Mbit cart provides a reasonably in-depth strategic challenge with 20 levels, password save and plenty of beautifully detailed war toys to play with.
ProScore 90% (Issue 13)

MIGHT & MAGIC II (ELITE)
An efficient conversion of a huge, if somewhat dated PC RPG.
ProScore 77% (Issue 13)

MONOPOLY (PARKER BRO)
The classic boardgame makes a surprisingly good SNES game. Quite playable with plenty of options and some graphical sequences.
ProScore 78%



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)



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

MUSYA (DATAM)
A great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
ProScore 45%

NBA ALL-STAR CHALLENGE (ACCLAIM)
The four sub-games here only use half the basketball court, most being simple variants of one-on-one. The game looks great and plays well – but soon becomes very repetitive.
ProScore 55% (Issue 4)



NBA BASKETBALL (TECMO)
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
ProScore 90% (Issue 3)

NCAA BASKETBALL
See *World League Basketball*.

NFL FOOTBALL (KONAMI)
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
ProScore 62% (Issue 11)

NHLPA HOCKEY (ELECTRONIC ARTS)
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
ProScore 78% (Issue 3)

NIGEL MANSELL'S WORLD CHAMPIONSHIP (GREMLIN)
Looks good with plenty of speed, tracks, password save championship and car modification options. Feel is a little off though.
ProScore 74% (Issue 7)

NOLAN RYAN'S BASEBALL (ROMSTAR)
The sport is fairly accuartely translated, but due to its nature fails to keep addicted in one-player mode.
ProScore 65%

ON THE BALL/CAMELTRY (TAITO)
You must guide a marble through various mazes by revolving the *maze* around the ball and letting gravity pull it down. Great fun but too easy.
ProScore 69% (Issue 2)

OPERATION LOGIC BOMB (JALECO)
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and 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)
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 simultan-eous 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 (IMAGINEER)
An attractive update of the original with a much smoother control system. A huge challenge, although it's somewhat repetitive.
ProScore 82% (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 your arcade reflexes and your brain cells. Brilliant game.
ProScore 88% (Issue 2)

PRO SOCCER (IMAGINEER)
Another overhead view footie game ruined by poor controls.
ProScore 53%

PTO (KOEI)
A sophisticated wargame based on the ocean-spanning conflict between Japan and America in WWII. Plenty of depth, but the control system is slow and unfriendly while the graphics are very poor.
ProScore 62% (Issue 13)

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% (SuperPro 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% (SuperPro 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 challenge. The only good point is the simultaneous two-player mode.
ProScore 51% (Issue 1)

ROAD RUNNER (SUNSOFT)
Road Runner and Wily Coyote are both brilliantly drawn, the latter appearing in ever more bizarre and funny Roadie killing guises. The speed of the game knocks *Sonic* into a cocked hat, but perhaps it's a little too fast and later levels are incredibly hard. One for pros only.
ProScore 82% (Issue 1)

ROBOCOP 3 (OCEAN)
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived. Avoid.
ProScore 46% (Issue 1)



ROCK 'N' ROLL RACING (INTERPLAY)
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets (!). A bit repetitive in one-player though.
ProScore 90% (Issue 11)

ROCKY RODENT (IREM)
A particularly irksome and mundane entry in the cutesy platformer stakes.
ProScore 41% (Issue 13)

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% (SuperPro 12)

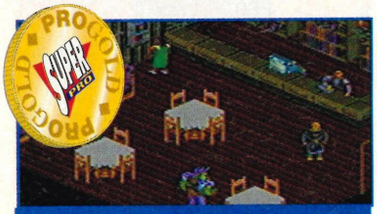
RUSHING BEAT 2 (JALECO)
A sequel to the dire *Rival Turf* this one or two-player scrolling beat-'em-up with reasonable graphics, plenty of characters to choose from and some original touches. However the limited number of moves make it ultimately very repetitive and dull. AKA: *Brawl Bros* (US).
ProScore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

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

A-Z OF GAMES

SEVENTH SAGA (ENIX)
The cast is imaginatively varied, combat impressive with Mode 7 scaling, but the 'future of RPGs' actually plays like every other RPG, with lots of repetitive trudging about.
ProScore 78% (Issue 13)



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

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

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

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

SKULLJAGGER (AMERICAN SOFTWORKS)
A reasonably enjoyable platformer with plenty of pirates, ninjas and mutant aliens to hack 'n' slash. It's a big game with plenty of challenge, secret rooms and warps. It also has a great soundtrack. Unfortunately it looks poor with naff sprites and animation, besides lacking originality. Worth a look though.
ProScore 68% (Issue 2)

SMARTBALL
See *Jerry Boy*.

SOUL BLAZER (ENIX)
From the same people who developed the outstanding *Actraiser* this is more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
ProScore 85% (Issue 1)

SONIC BLAST MAN (BANDAI)
Taito did a great job of the coin-op, and this is just as good. Stunning graphics combine with an excellent soundtrack to make hitting everyone you see extremely fun. A very, very funny game but easy.
ProScore 87% (Issue 1)

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

SPACE MEGAFORCE
US name for Jap/UK game *Super Aleste*.

SPANKY'S QUEST (NATSUME)
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided by all but masochists.
ProScore 44%

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

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



STARWING *(NINTENDO)*
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. A squadron of furry critters are flying their spaceships against asteroids, battleship armadas, black holes, heavily fortified planets and lots, lots more. You're the squadron commander and as the game progresses they chat to you, asking for help. An unbelievable cart. (AKA: *Star Fox*.)
ProScore 96% (Issue 4)

STREET COMBAT (IREM)
One of the worst *SFII* clones yet. (AKA *Ranma 1/2*.)
ProScore 34% (Issue 8)



STREET FIGHTER II *(CAPCOM)*
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button on the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game. The only flaw is the price: £65. Import versions are available cheaper though so shop around.
ProScore 93% (Issue 1)



STREETFIGHTER II TURBO (CAPCOM)
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of the four boss characters.
ProScore 96% (Issue 10)



STRIKER *(ELITE)*
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
ProScore 93% (SuperPro 9)

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% (SuperPro 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*.



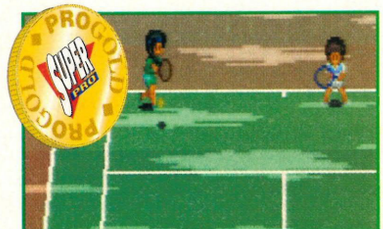
SUPER CASTLEVANIA IV *(KONAMI)*
Super Castlevania IV. is a great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.
ProScore 92% (Issue 1)

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 FAMILY TENNIS (NAMCO)
This has the lot. Eight courts, 20 different players, a tournament mode, plenty of humour and, best of all, an excellent four-player Multi-Tap option. Supremely playable this is the best tennis game yet.
ProScore 93% (Issue 10)

SUPER F1 GRAND PRIX (VIDEO SYSTEM)
While *Super F1* looks pretty good and plays fine, its inaccuracy and frustrating controls mean that Formula One buffs will be a little disappointed. Overhead views never seem to work anyway.
ProScore 59%

SUPER F1 HERO (VARIE CORP)
A conventional F1 racer with nothing special except for rough graphics.
ProScore 65% (Issue 4)

SUPER FIRE PRO WRESTLING (HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

SUPER FORMATION SOCCER II (HUMAN)
A simultaneous four-player multi-tap mode and a custom team option are the only enhancements to the original – which now seems rather dated and slow.
ProScore 69% (SuperPro 9)

SUPER GOAL *(JALECO)*
A side-on view footie game which plays well and has battery back-up for saving your progress in the tournament. On the minus side there's no bookings, switching players is awkward. Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (Issue 1)

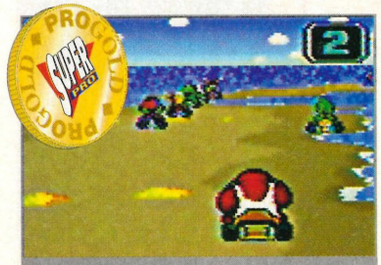
SUPER HIGH IMPACT (ACCLAIM)
A relatively simplistic and easy to get into American footie game with lots of flash effects. Unfortunately there's no league and the game runs much too slowly on UK SNESes.
ProScore 74% (SuperPro 9)

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

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



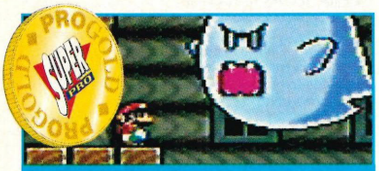
SUPER MARIO ALL STARS (NINTENDO)
This incredible, 16MBit cart boasts *Super Mario Bros*, *Super Mario Bros 2: The Lost Levels*, *Super Mario USA* and *Super Mario Bros 3* – the entire NES Mario saga, in fact. As you'd expect most of the games are no longer state-of-the-art, although presentation is excellent with brilliantly reworked graphics and sonics, plus a comprehensive save game system. Best of all is playability, still amazingly high while *SMB 3* remains one of the best platformers ever!
ProScore 91% (Issue 10)



SUPER MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! Good in one-player mode, unmiss-able in two-player mode.
ProScore 94% (Issue 2, 4)



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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 path through the game. A too friendly save game option means it won't take too long to complete but it's an excellent introduction to video gaming, and finding all 96 levels will test any pro!
ProScore 92% (Issue 1)

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

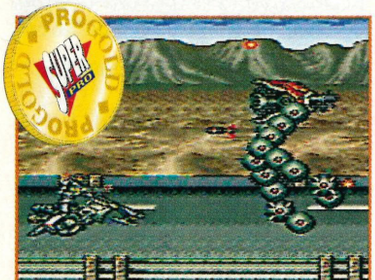
SUPER NINJA BOY (CULTURE BRAIN)
A wacky Japanese scenario, simultaneous two-player mode and password save all sound promising, but combat is overly frequent and unenjoyable. Extremely irritating. AKA: *Super Chinese World.*
ProScore 54% (SuperPro 9)

SUPER OFF-ROAD 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. Its options are comprehensive, with 28 NFC teams, loads of high school and college teams, different NFC players and loads of moves.
ProScore 70% (Issue 2)



SUPER 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 PRO BASEBALL (JALECO)
It's strange with so many baseball sims on the SNES that no-one has yet captured the atmosphere of the American sport – probably because all the games are programmed by Japanese people. *(Also known as: Super Bases Loaded.)*
ProScore 36%

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

SUPER PUTTY (SYSTEM 3)
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
ProScore 84% (Issue 13)

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

SUPER SLAP SHOT (VIRGIN)
Nice graphics, masses of options and plenty of violence in this ice hockey sim. Unfortunately, programming glitches ruin playability.
ProScore 59% (Issue 11)

SUPER SMASH TV (ACCLAIM)
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. There's plenty of power-ups, prizes and fearsome end-level guardians. As a test of shoot-'em-up skills little comes close, but it can get repetitive.
ProScore 75% (Issue 1)

SUPER SOCCER (NINTENDO)
An impressive 3D view made possible by the clever use of Mode 7 will entice any football simulation fan to this top quality cart. Minor details such as fouls always leading to a booking or at worst -the dreaded red card - don't impair the gameplay. Overall, *Super Soccer* is one of the best football games available on the SNES.
ProScore 80% (Issue 1)

SUPER SOCCER CHAMP (TAITO)
A fast but inaccurate soccer game that many real fans will find terribly easy, terribly boring and, well, terrible. AKA: *Hat-Trick Hero.)*
ProScore 48% (Issue 1)

SUPER SOKO BAN (PACK-IN-VIDEO)
An incredibly sexist intro gives way to a huge, extremely challenging and well executed puzzle game. Unfortunately lack of graphical or gameplay variety mean only hard core puzzlers should apply.
ProScore 59% (Issue 8)



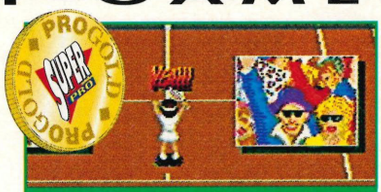
SUPER STAR WARS (JVC)
The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
ProScore 95% (Issue 1)

SUPER STRIKE EAGLE (MICROPROSE)
Air-to-air combat is presented sim-style but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not bad 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. Iit makes very little use of the SNES's graphics, but sound is good, and gameplay great fun.
ProScore 85% (Issue 4)

SUPER VALIS IV (ATLUS)
The Valis babe has had hits on other consoles but this time her platforming swordplay is sadly mediocre. Gameplay is extra boring. Avoid.
ProScore 35% (Issue 7)

SUPER WAGAN ISLAND (NAMCOT) An English version would be great to attract inexperienced RPGers.

SUZUKA 8-HOURS (NAMCO)
A DSP-chip makes for some super-fast racing action, even in two-player mode, but the control system is tricky and variety limited.
ProScore 70% (Issue 13)

SYLVALION (JVC)
A very weary coin-op conversion where you guide a snake-like dragon through enemy infested mazes. There's a few nice ideas but the execution is very poor.
ProScore 38% (Issue 5)

T2: JUDGMENT DAY (ACCLAIM)
The graphics are awful, but this is still surprisingly playable with blast-'em-up side-on walkabout action and angled overhead view racing levels.
ProScore 74% (Issue 13)



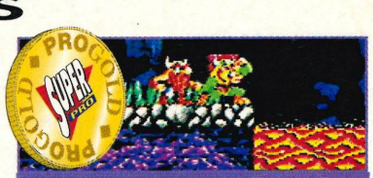
TAZ-MANIA (THQ)
A truly original game. Taz races across some very hilly, traffic crammed roads in search of kiwi birds to munch. Hilarious toon-like graphics and fun, if limited gameplay.
ProScore 90% (Issue 7)

TEST DRIVE II: THE DUEL (ACCOLADE)
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic – great sound, a choice of three supercars and fast, effective graphics score a big hit. Overtaking at 200mph on a two lane highway is nerve-wracking, which is as it should be!
ProScore 89% (Issue 4)

THE ADDAMS FAMILY (OCEAN)
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master. There's a password system, although in truth the game's not that difficult. A worthy runner-up to *Mario.*
ProScore: 84% (Issue 1)

THE HUNT FOR RED OCTOBER (HI-TECH)
This bizarre movie licence turns the *Red October* into a nippy little sprite blasting its way through an underwater shoot-'em-up. It looks like an 8-bit game but SuperScope owners should enjoy the sub-game where you can use the lightgun to blast crudely animated ships, planes and helicopters.
ProScore 48% (Issue 2)

THE ROCKETEER (IGS)
Based on the movie this looks nice but plays dreadfully.
ProScore 20%



THE LOST VIKINGS (INTERPLAY)
Across 36 levels you must control three vikings – jumpin' Erik, archer Balerog and Olaf with his flying shield – to overcome a huge variety of puzzles. Funny, fun and completely addictive.
ProScore 92% (Issue 7)

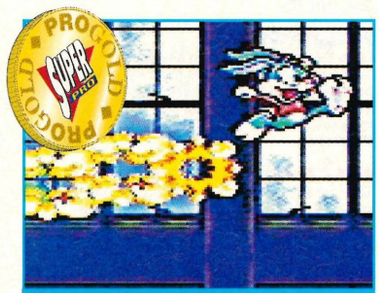


THE MAGICAL QUEST (CAPCOM)
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. A bit easy with infinite continues but still extremely playable.
ProScore 94% (Issue 1)

THE TERMINATOR (MINDSCAPE)
A big game which mixes platform shoot-'em-up action with *Roadblaster*-style driving. It's varied enough and some graphics are excellent but gameplay is lacking.
ProScore 69% (Issue 6)

THUNDER SPIRITS (SEIKA)
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%

TIME SLIP (VIC TOKAI)
A sadly underpowered clone of *Super Probotector.*
ProScore 54% (Issue 13)



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

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much. AKA: *World Championship Boxing.*
ProScore 47%

TOM & JERRY (HI-TECH)
Another toon-styled platformer but this one has dull graphics and tedious gameplay.
ProScore 58% (Issue 5)

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)

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

A-Z OF GAMES

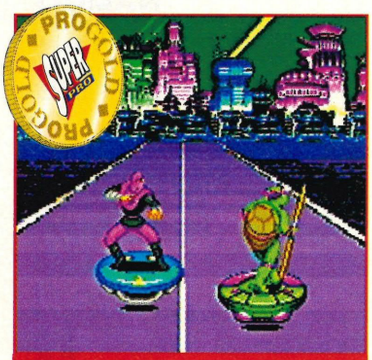
TOP GEAR 2 *(KEMCO)*
A slick development of the original game with better graphics and more depth. Unfortunately, the music is worse and there are some glitches.
ProScore 82% (SuperPro 12)

TOTAL CARNAGE *(THQ)*
One of the fiercest, fastest and most challenging shoot-'em-ups around. However the graphics are disappointing and it can get repetitive.
ProScore 83% (Issue 13)

TOYS (ABSOLUTE)
A duff movie and a worse game. Three levels of repetitive isometric 3D blasting followed by a dull side-scrolling section.
ProScore 52% (Issue 7)

TRODDLERS *(SALES CURVE)*
Although neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with good co-operative and competitive two-player modes.
ProScore 71% (SuperPro 9)

TUFF E NUFF (JALECO)
Another *SFII* clone but at least this one's well done and actually very playable. AKA: *Dead Dance.*
ProScore 83% (Issue 7)



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)

TURRICAN (SEIKA)
As much a platformer as a blast-'em-up, this boasts 12 huge levels ranging from snowy wastelands to a stunning *Alien*-style finale. You've got masses of firepower, but while enemies are numerous there aren't as many mega-monsters as there could be. The only flaw in a brilliant game.
ProScore 89% (Issue 9)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
ProScore 33%

ULTRA BASEBALL
Jap version of *Baseball Simulator 1000.*

ULTRA BASEBALL II (CULTURE BRAIN)
The sequel to *Ultra Baseball/Baseball Simulator 1000* which doesn't actually improve on the original enough.
ProScore 57%

ULTRAMAN *(BANDAI)*
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
ProScore 31% (Issue 1)

UNCHARTED WATERS (KOEI)
High seas adventure with plenty of opportunity for exploration, trade, piracy and poker. Dire graphics, frust-rating gameplay and awful controls spoil it.
ProScore 28% (Issue 7)

U.N. SQUADRON *(CAPCOM)*
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
ProScore 89% (Issue 1)

UTOPIA (KEMCO)
A complicated and visually dull strategy game in which you control a futuristic city at war. Even so, the challenge is immense and strangely involving.
ProScore 77% (Issue 13)

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)



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)

WAIALAE COUNTRY CLUB (T+E SOFT)
Digitised graphics and authentic play don't really make up for the slow pace.
ProScore 70%

WARPSPEED *(ACCOLADE)*
Mode 7 produces some stunning graphics, but the gameplay is strictly antique – a banal remix of *Star Raiders*. Fighting enemy fighters one-by-one is incredibly tedious.
ProScore 69% (Issue 4)

WAYNE'S WORLD (THQ)
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
ProScore 61% (Issue 7)

WE'RE BACK *(HI-TECH)*
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
ProScore 71% (Issue 11)

WHEEL OF FORTUNE (GAMETEK)
Wheel Of Fortune is nothing without Nicky Campbell! Also, it features a lot of American phrases and spellings.
ProScore 64%



WING COMMANDER (MINDSCAPE)
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships. Excellent atmosphere and good gameplay.
ProScore 90% (Issue 3)

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% (SuperPro 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 all rather frustrating.
ProScore 70% (Issue 7)

WORLD HEROES *(SUNSOFT)*
A good *SFII* challenger with an imaginative set of characters but not enough moves or challenge.
ProScore 72% (Issue 11)

WORLD LEAGUE BASKETBALL (NINTENDO)
A stunning demonstration of Mode 7. All of the characters are digitised and the extensive movements are super smooth.AKA: *NCAA Basketball* (US).
ProScore 83%

WORLD LEAGUE SOCCER (MINDSCAPE)
An overhead-view footie game in the style of *Kick Off* but the ball's stuck to your feet and gameplay is dull.
ProScore 56% (Issue 1)

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)*
The characters have been digitally recreated for some clever stills, and inside the ring it's all very bright and energetic but there's no special moves!
ProScore 76% (Issue 1)

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

XARDION (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 SUPER PRO MONTH

COMING SOON

MEGA MAN X ➤ CLAYFIGHTER ➤ LEGEND
GOEMAN 2 ➤ CLIFFHANGER ➤ ZOOL
R-TYPE III ➤ TWIN BEE ➤ NHLPA '94
LAST ACTION HERO ➤ EYE OF THE BEHOLDER
JOHN MADDEN '94 ➤ THE JOURNEY HOME
TURN AND BURN ➤ SUPER BATTLETANK 2
DSP TENNIS ➤ LUFIA ➤ MAGIC BOY

***SeaQuest DSV*: Spielberg, Schnieder and *Star Wars* progammers, Sculptured Software!**

Every SNES game re-reviewed for the 1994 A-Z Guide!

ON SALE THURSDAY JANUARY 20

MAXIMUM OVERDRIVE

UK RELEASE DATES

DECEMBER

COOL SPOT	VIRGIN
CRASH DUMMIES	ACCLAIM
DENNIS THE MENACE	OCEAN
DR FRANKEN	ELITE
FLASHBACK	SONY
F1 POLE POSITION	UBISOFT
PLOK	NINTENDO
ROBOCOP V TERMINATOR	INTERPLAY
ROCKY RODENT	IREM
SENSIBLE SOCCER	SONY
SUPER TURRICAN	VIC TOKAI
SUZUKA 8 HOURS	NAMCO
TIMESLIP	VIC TOKAI
TOTAL CARNAGE	THQ
T2: JUDGEMENT DAY	ACCLAIM
YOGI BEAR	EMPIRE

JANUARY

ALFRED CHICKEN	MINDSCAPE
CLAY-FIGHTER	NINTENDO
DAFFY DUCK	MARUBENI
EMPIRE STRIKES BACK	JVC
METAL MARINES	NAMCO
MYSTICAL NINJA	KONAMI
POPULOUS 2	IMAGINEER
RUNES OF VIRTUE	EA
SUPER BATTLETANK 2	EA
SUPER EMPIRE STRIKES BACK	JVC
SUPER PUTTY	SYSTEM 3
TURTLES V	KONAMI
TURN AND BURN	EA
T2: ARCADE	ACCLAIM
WINTER OLYMPICS	US GOLD
ZOOL	GREMLIN

OFFICIAL RELEASES

There's only a few day left until Christmas, so if you want to get stocked up on games to keep you occupied over the festive period, you'd better do it quickly! Fortunately, there's a few rather excellent releases available in December, with all of Sony's better releases finally making their debuts. If it's a good footy game you're after, then *Sensible Soccer* should be able to provide you with some realistic play. If you're more of a puzzle solver, then Sony's excellent *Flashback* will give you an excellent playing excuse while Auntie Vera's making a nuisance of herself on Boxing Day. Don't forget to check out *Plok* too – for just £39.99, this offers a great soundtrack and some extremely playable platforming action. If you're an atheist and can't be doing with all this goodwill and fluffiness, check out THQ's bloodfest, *Total Carnage*. Mindless violence doesn't come much better than this, so grab your Granny and get her to plug in for some wicked two-player action.





Hopefully, most of you will have more than a few pennies to spend after Christmas and luckily, there are some good releases on offer in January too. Anyone who has a SuperScope should definitely check out Acclaim's *T2: The Arcade Game* – the best SuperScope game ever! January also sees the re-emergence of a few EA titles – the first since their dispute with Nintendo. However, if you're still feeling a bit jolly after Christmas, there are plenty of cutesome characters on offer, *Daffy Duck*, *Alfred Chicken* and *Zool* being just a few. Anyway, that's all for this year, I'm off home for some festive frolics and hopefully a beer or three! Merry Happy!



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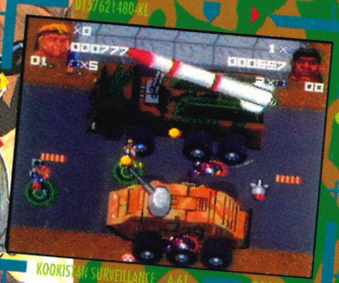
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