



Motor racing is one of those things which appeals to everyone but only a few people have the skill, money and disregard for life required to actually make a career out of it. Luckily, SNES owners will no longer have to risk life, limb and family fortunes to enjoy the thrills and spills of Grand Prix driving for F1 Exhaust Heat is here!

The game is a detailed simulation of a Grand Prix season, featuring accurate replicas of the world's most famous circuits and many exciting aspects of racing from constructing your car right down to the weather! So put on one of those funny balaclava things, adjust your fluffy dice and prepare to floor that accelerator.



MOSCOW STATE
CIRCUITS

Sixteen of the world's greatest circuits are faithfully reproduced for your delectation in F1 Exhaust Heat. Any of these may be selected for a practice run before moving on to the race proper. As in real life you are allowed as many practice attempts as you like before competing, and it's advisable to get to know a track before you race on it. Some of the tracks are simple enough, like the UK for instance, but later circuits such as Monaco and the USA take a lot of practice before you achieve a reasonable time.



▲ Approaching a slight turn...





WEATHER OR NOT

Typical, eh? You've just put on your nice thin brightly coloured summer racing togs and it starts to rain. Knowing how frustrating this can be, the programmers have thoughtfully added a weather forecast to the pre-race info (displayed over a revolving map of the course). This also aids you when it comes to kitting out your automobile before the race, such as adding high-grip rain tyres or even replacing these with no-grip-at-all slicks for fine weather.



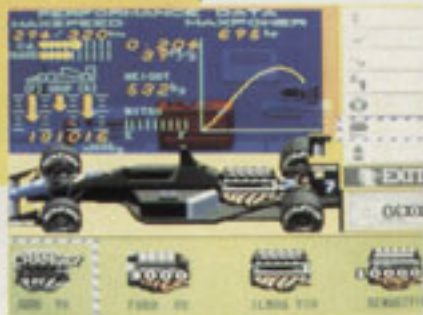
CAR-MA CHAMELEON

The car you begin with may be adequate for your early needs, but soon enough it becomes vastly outclassed by the opposition. Luckily, for every race you complete you are awarded a sum of money (depending on what position you finished in and what repairs are needed). With this cash it's possible to modify your car in many areas, from the transmission, suspension, engine and diffusers to the wings and chassis. You can even add nitro should the whim strike you (just like the real thing...).



▲ A vicious 180 degree turn awaits further up the track. Even if you avoid the visible brick wall, chances are there's another one waiting around the corner.

▲ Sometimes it's best to cut across the grass. Even though it slows you down a bit, you can still overtake computer cars.



COMMENT



Using the same spin 'n' scroll trick as F-Zero and Pilotwings, F1 Exhaust Heat manages to bring all the thrills and spills of Formula 1 racing to the Super NES - although it certainly doesn't feel like it when you first play. There are no trackside obstacles and the game has a rather sparse and empty feel about it. Once you get into the game, however, those negative feelings are left behind in the pits as you accelerate away. Building up your car to top spec takes a couple of seasons, but once done you can really start going for those lap records - which is what this game is all about. The battery back-up stores all your best performances, and really gives you targets to aim for. Gary and I have been competing against one another for well over three weeks now and the differences between our records are mere hundredths of a second - it's that critical, with perfect racing lines and different car setups rewarding you with winning lap times. F1 Exhaust Heat is a surprisingly good game.

JULIAN

Surprising, because first impressions really aren't great: Stick at it though, and you'll find one of the most rewarding, enjoyable and long-lasting racing games around.

SAVING UP FOR A RECORD

With sixteen tracks and as many World Championships as you may care to take part in, F1 Exhaust Heat is certainly a game which keeps you at your SNES for some time. Realising that some people may need to stop and eat or perhaps even sleep, a handy save mode has been included. This allows you to save any campaign data you wish after each race, along with your best laps and course times. Up to four participants may have their Championships saved at any one time, so you can battle against one another for those records.





- ▲ The yellow icons flash up at the top of the screen, warning you of sudden corners up ahead.
- ▼ In the pits, your experienced team help minimise the damage you inflict on your fine Formula One speedster. Don't dally though or you'll lose the race!



Thanks to Nicky Lee of Risborough, Bucks for providing us with our review copy of F1 Exhaust Heat.

▲ We're in the money! Hurrah!



COMMENT

F1 Exhaust Heat re-sets the standard for SNES race games previously established by F-Zero. Right from the start the whole thing is beautifully presented, and the graphical feast is carried over into the game too. Although the cars aren't exactly detailed and the backgrounds are lacking in variety (although they're excellently drawn), the scrolling and 3D update is smooth and unbelievably

RAD

fast. The sprite rotation used for cornering is great too, especially if you spin off the road! The sound is adequate, although not exactly exciting, but all this pales once you start the game. It moves at an incredible pace without any sacrifice to the handling. It's really easy to pick up the basic controls, but it takes hours of practice to start shaving seconds off your best times. The World Circuit is involving, and it's certainly big enough to keep you going for ages, especially when you think of all the car-building exploits to be had along the way. Even non-race fans will be converted by this stunning release.



BY: SETA
PRICE: £45.00

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: CRISP



PRESENTATION 95%

Loads of options, things to twiddle with, a save option and stunning presentation throughout.

GRAPHICS 83%

The cars are a bit dull, the backgrounds are fab, if a little lacking in variety, and the 3D update and general scrolling is breathtaking.

SOUND 72%

The engine noises are good enough to tell you when you've slipped a gear but that's about it.

PLAYABILITY 92%

It's fast, responsive, realistic and absorbing and time flies by when you're racing!

LASTABILITY 92%

The sheer number of courses, plus the GP Championship and all those records to be beaten should keep this in use

OVERALL 91%

One of the best race games on any console! SNES racing fans would be very stupid indeed to miss this.