

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

- BY: IREM
- PRICE: £7.95
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 16 MEG



GAME INFO

- PLAYERS: 1-2
- CONTROL: Joypad
- GAME DIFFICULTY: Average
- CONTINUERS: More than enough
- RESPONSIVENESS: Smart
- 1ST DAY SCORE: Reach level 3
- GAME ORIGIN: The Irem coin-op classic re-emerges as a massively revamped version of the old favo.



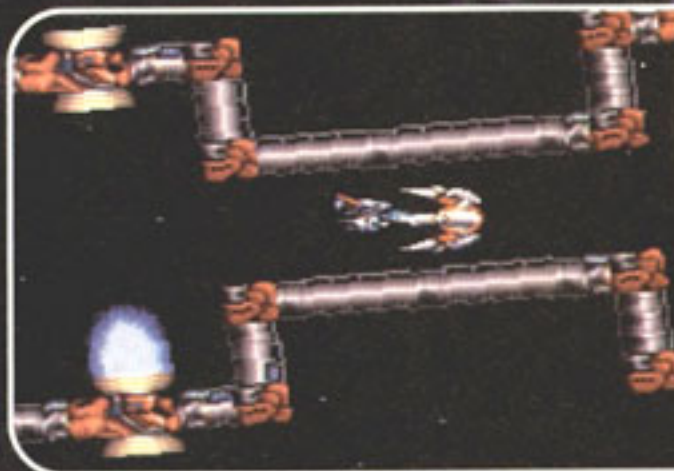
CONTROLS

- HOW TO PLAY: Ah, c'mon - it's R-Type Innit! Guide your little ship through wave after wave of Bydo baddies...not forgetting to shoot them.

- A** N/A
- B** N/A
- X** N/A
- Y** FIRE/BEAM
- L** N/A
- R** N/A
- S** START: PAUSE
SELECT: N/A

It's little known fact the the multi-tentacled members of the Bydo race run their lives parallel to those of TV and movie stars. For instance, whilst the womenfolk are a cross between Anrika Rice and Mrs Walton - and consequently manage to control the day-to-day challenges of the planet AND cook a mighty fine pot roast - the male members of the species are akin to Dick Dastardly and that Marvin the Martian bloke from out of those old Daffy Duck cartoons. Whilst the women are by far the superior species on Bydo, sadly the race is soon to be extinct thanks to the power-hungry men. Time after time they invade other worlds in their rickety old Wacky Racer-style starships, only to be thwarted thanks to a major design flaw in their plans or meddling humans.

Now, however, the last-ditch Bydo attempt at universal demolition is in the hands of one Clunk the mechanic. Freshly recruited after the Bydo planet had seen his works in the newly-imported series, Stop The Pigeon, Clunk has built a fantastic variety of all-new ships for the Bydo warmongers to send into battle. With this awesome new machinery at their disposal, surely nothing can stop their plans of conquest...



▲ Mind the menacing end of level breakfast cereal

GO ON, FORCE YOURSELF

One of the R-Type fighter's key devices is what Irem describe as 'The Force.' This is a shielding device which latches onto the front or back of the ship when you collect the necessary icon. It allows you to deflect any shots which hit the device, whilst also acting as a secondary weapon system. Pressing the A button also unlocks the unit, allowing the player to send it ahead to take out any particularly nasty Bydo warriors. Of course, this is a massively revamped version of the old coin-op and, as such, it's only fair that 'The Force' has been improved too. Before being sent into battle, you're invited to select from one of three 'Force' units, each of which endows the player with different abilities.



Ninter

MAGAZINE S

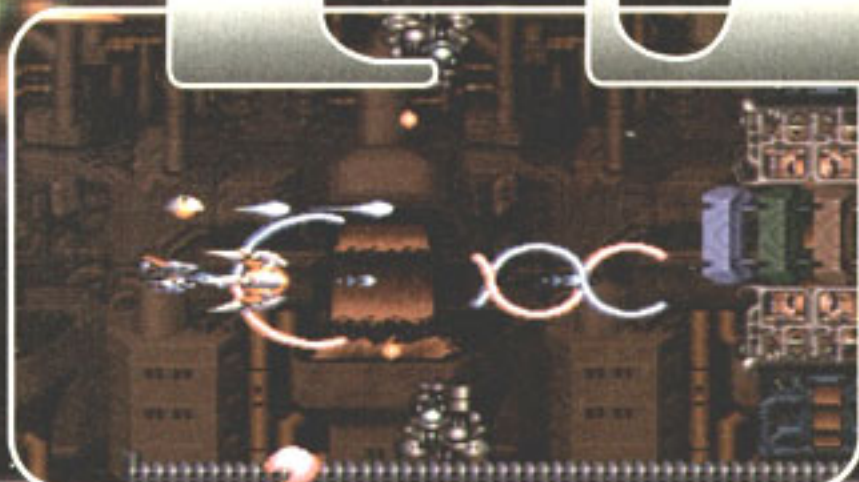
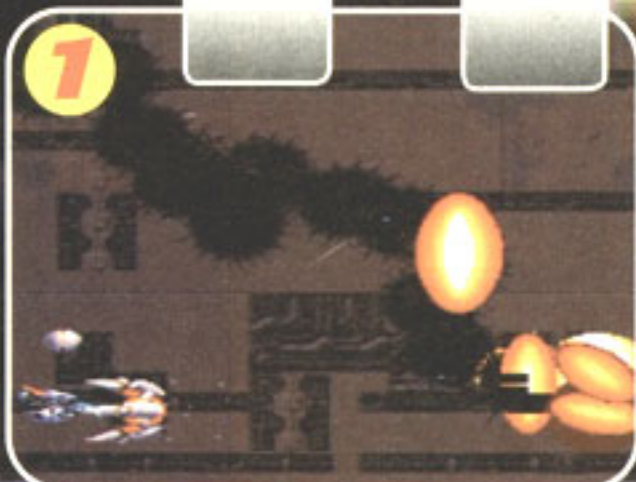


THE MEAN MACHINES ARCHIVE

▼ 'Use the force' Keith

R-TYPE III

QUALITY
★
do
STEM

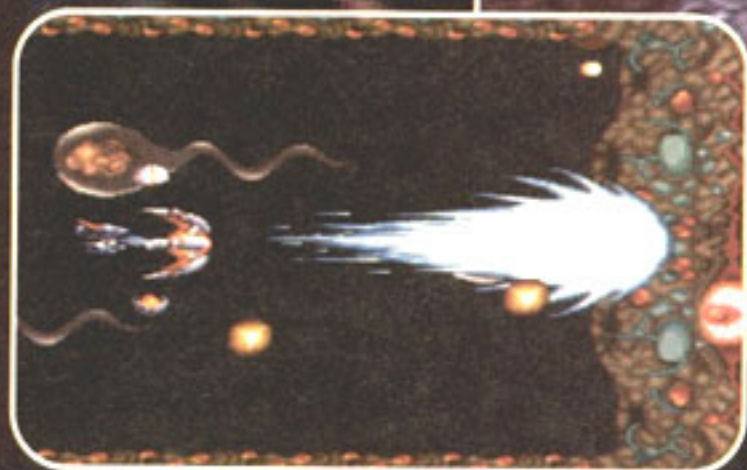


SO WHAT'S NEW, THEN?

Whilst R-Type III sounds rather familiar to say the least, Irem have ensured that the many forms of Bydo attack add a little variety to the action. Aliens now whiz in and out of the screen, whilst large portions of substructure rotate using some clever Mode 7 techniques before letting loose with a massive laser cannon. In addition, you also have four-level parallax to contend with, with foreground detail occasionally obscuring the enemy attack patterns and making your task even harder.



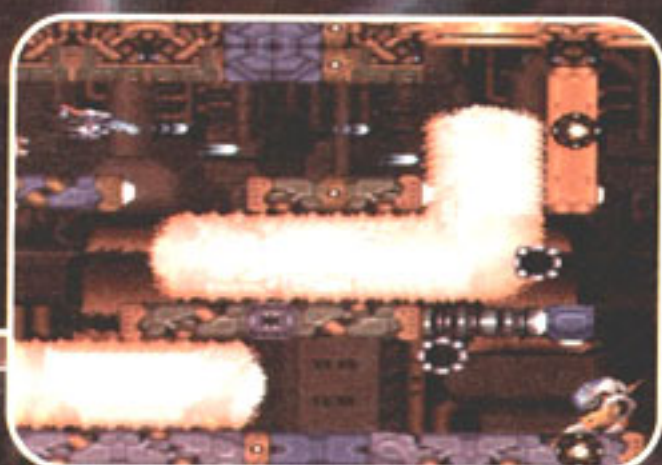
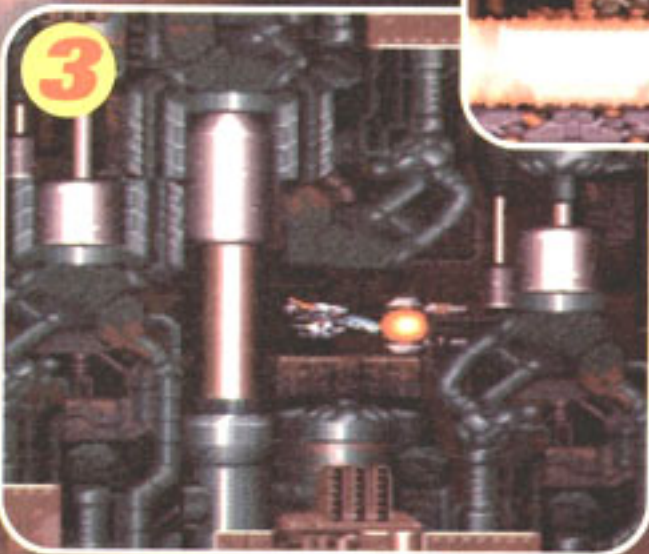
▲ Three stages in the destruction of the excellent level 1 boss!



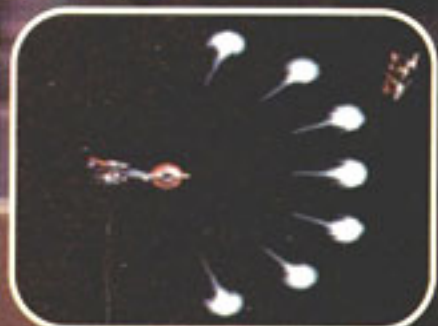
▲ Look out for the cosmic chimp gloop



▼ During level 4 you must quickly position yourself inside the flashing circle to avoid the crushing machinery.



▲ Witness the Bydo dismembered teddybear limb attack of doom.



GUNNING FOR THE ENEMY

In addition to 'The Force', your R-Type fighter can also take on a host of extra weaponry. Whenever a specific alien appears and is shot, he/she or it relinquish a coloured icon to add onto your ship:

Hoopy Fire:

A red icon arms your ship with a looping laser which covers a fairly wide angle.

Clingy Bombs:

Contained within the ochre icon, these resemble linked spaghetti hoops and shoot from the side of your ship before running along the walls and hitting any nearby gun turrets.

Diagonal Lasers:

The blue icon gives you these, and the Diagonal Lasers are probably the best of the bunch. These bounce off any solid objects and are useful for hitting any turrets which are hidden behind oncoming objects.

Satellites:

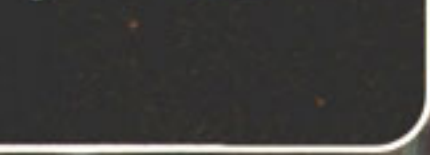
These sit either side of your fighter and add another laser cannon to your inventory. Speed-Ups: Guess for yourselves. C'mon, it's not hard...

COMMENT

Yes, the Super NES has already got stacks of scrolling blasters, but there has always been

STEVE

something a little special about the R-Type games as far as I'm concerned. The addition of 'The Force' idea gives it a slightly more controllable and skillful edge than most of its kind, and this third attack by the Bydo entry is the best of the bunch - better even than the R-Type II coin-op. Whilst not offering anything majorly new to the mix, this is basically a Jive Bunny version of the original with all the best bits repeated over and over again with a few new scratchy bits added to pad things out. The new enlarged choice of weaponry is excellent, and Irem have also managed to improve the graphics without sacrificing the speed - a fault in the original Super NES R-Type. However, the graphics deserve a special mention as some of the Mode 7 effects are nothing short of stunning, and add to the challenge immensely. A corking blaster, and one of 'Santa' will no doubt be inundated with requests for. If he exists, that is. (Ho Ho bloody Ho - NMS)



LOOKS FAMILIAR

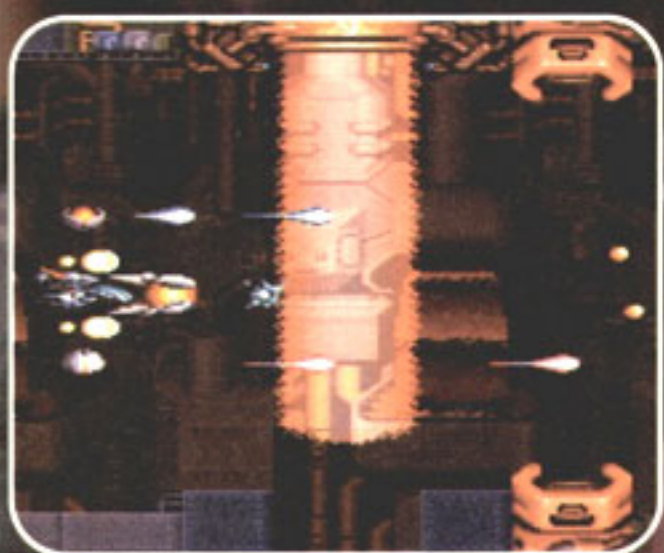
Whilst R-Type III has indeed been massively revamped in terms of appearance, the basic gameplay is virtually identical to that of the original. Once again, the game is set across a number of horizontally-scrolling stages, along which the plucky little Earth fighter is moved. The assorted Bydo ships attack from all directions, and shooting the little 'Hopper' ships which also appear releases a power-up icon which is automatically added to the player's ship when collected. In addition to these extra weapon systems, the player is armed with a 'Beam' device which is powered up whenever the fire button is kept held down. A white bar at the bottom of the screen indicates the beam's power status, but whereas in the original game the beam was fully powered as soon as the white line reached maximum, in R-Type III it doubles back on itself - effectively doubling the weapon's effectiveness and unleashing a massive fireball when released.

COMMENT

Huzzah! Super R-Type was one of the first official UK Super NES carts, and it's still one of the best. So try and imagine a game which takes all the best features of the original, expands them and adds a bucketful of original touches into the bargain.

TIM

That's how good R-Type III is, and for my money this is the best shooter available for the 16-bit Nintendo, bar none. Everything you could ask for is in there - a cool ship, whoppingly tough add-ons, truly loathesome aliens, smooth scrolling, speed, explosions, the lot. And unlike Super R-Type this is no slough when it comes to toughness - the game is rock solid hard and you're going to be hard at it for weeks before the Bydos come to the inglorious end they so richly deserve. Don't just take my word for it, have a gander at these screenshots to get some idea how good this goodie is. Why am I writing this when I should be playing the game? That's it. Bye.



▲ Right, you've got this well smart ship, right, and you have to go around blasting at these alien sorts and that. Its well flippin good innit. © Graham

RATINGS



BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
MONTH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

PRESENTATION

▲ Not a huge amount options-wise it has to be said, but the intro sequences and presentation are top-notch.

89

GRAPHICS

▲ The Bydo race has never looked so good, and the new parallax scenes look superb.

93

SOUND

▲ All the usual 'Zap' and 'Bang' effects, but some very nice music rounds it off nicely.

79

PLAYABILITY

▲ R-Type has always been one of the more playable shoot 'em ups and this is no exception. The ship is easy to control, and 'The Force' idea better implemented than before.

93

LASTABILITY

▲ The levels are fairly long and the game's difficulty level is set at just the right degree - thus, there's plenty of blasting fun to be had here.

92

OVERALL

93

Smart to look at, easy to play and a good challenge. A worthy successor to the R-Type legend and well worth a shuffty.