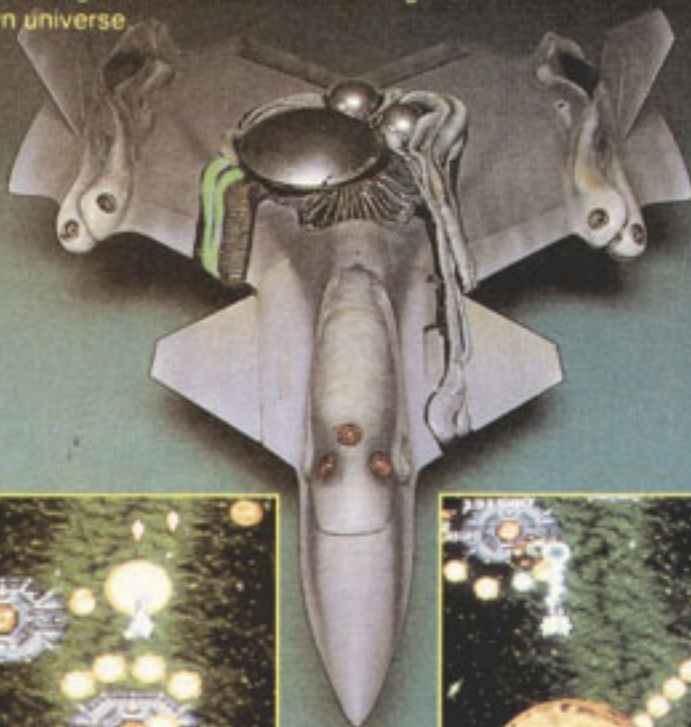




SUPER

The Space Megaforce is the last word in airborne and orbital defence craft. It boasts tough hyper-alloy molecular shielding to protect it from enemy fire and a sophisticated variable weapons system allowing it to adapt to any combat situation. It is the scourge of Earth's enemies throughout the known universe.



▲ *Mega blast action in evidence here.*



▲ *The Megaforce confronts evil alien mechanoids.*

However, an unknown galactic power has made a determined bid for conquest of Earth, destroying all but one of the Space Fleet's Megaforce craft. In this game, you are cast as the last remaining pilot, seeking to defend Earth by destroying the invasion mothership. This perilous journey takes you into the depths of space, from where only the toughest pilots return alive.

Super Aleste is one of the few vertically scrolling shoot 'em ups on the SNES. Your craft traverses the screen in its entirety, allowing maximum potential to manoeuvre.

There are twelve stages to blast your way through. Certain stages offer a departure from the standard up the screen action, with the boss following your ship around from the beginning and requiring hits to many different areas before biting the dust. If all this sounds a bit much for you, there is also a short game configuration for gunners with no time to spare! You begin the game with three lives, and once all these are lost it's game over. However, there are unlimited continues for those who think the challenge is beyond them.

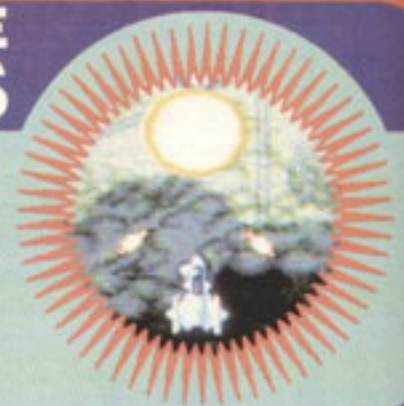
The Megaforce weapons system has eight configurations, each being activated by collecting the appropriate icon. Each weapon can also be swapped between individual directional configurations, usually fore, rear and homing fire. These weapons are powered up to a maximum of six levels, and this power level remains the same even if you change weapons, but resets as soon as you lose a life. Weapon icons are coded by number and are collected by shooting pod-carrying enemy ships, and are powered up through collecting red or green icons. Green icons have an additional use - if they are shot a number of times, they turn into Mega Smarts, which explode on contact, destroying all the enemies on screen. Learning which weapons are best for certain situations is essential for survival.

FIDD



CLAYMORE BOMBS

The Claymore bomb upgrade launches large projectiles to the front of the ship. Once these bombs come into contact with an enemy, they release deadly shrapnel to their rear, disposing of any other hapless meanies in their path.



MISSILES

The homing missiles are one of the better armaments in your arsenal. Although the rockets aren't as powerful as a laser, they are indispensable in situations where there is little room to manoeuvre.



MEGABEAM

The Megabeam is a very potent laser which bolts on to your single barrel cannon. However, it needs powering up for a few seconds before its full fury is unleashed. The megabeam is good against bosses, but not much good where rapid fire is needed.



CIRCULAR

The circular weapon surrounds the ship with indestructible spheres which rotate, acting as both weapon and partial shield. The higher the power level, the more spheres at your command. This pod is good defensively, but poor for attacking.



WILDEST



IG WITH YOUR WEAPON

SUPER BOMB

These gem-like smart bombs drift down the screen awaiting collection. Once grabbed, they remain in your arsenal either until they are used or until you lose a life. Super Bombs are best saved up to use against the end-of-level guardians.



DIRECTIONAL FIRE

This is easily the worst weapon of the bunch. A blue bomb is fired in whichever direction your ship is moving. This means to aim to the fore, your ship must be travelling up the screen! Not surprisingly, this can lead to a few crashes.



DRONES

Drones move in the wake of your ship and let loose with their cannons. Although their fire is not particularly powerful the good coverage it provides makes up for this. Drones can also be locked in position should you so wish.



LASER

A very high-power weapon which suffers from being a little slow and having a narrow spread. The special rebound configuration is devastating if used in the right places.



▲ The drone weapon can be very useful in tight situations like this, but the optimum formation should be locked on.



MULTI

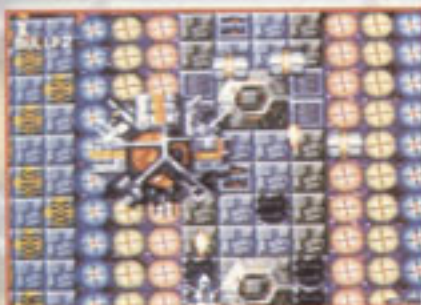
The multi is a high-power variation of your standard cannon. The higher the level of multi-fire, the wider the spread pattern and the greater destructive capabilities of the projectiles it spews forth.



SUPER NES REVIEW



Plenty of death in evidence in this shot, but if those little ships aren't shot soon they'll cause many problems.



▲ Blast aliens over weird landscapes in space.

THE IMPORT ALIAS

The game we've reviewed here is Super Aleste, available now from your favourite importer. We got our copy from ACE Consoles (071 383 0480). However, the game is planned for an official release and has a different name, Space Megaforce. No release date has been settled upon as yet.



COMMENT

Super Aleste is one of the most exciting shoot 'em ups I've seen in a long time. The graphics are superb, from the excellent sprites and colourful, detailed backgrounds right through to the many special effects, such as the warping boss who stretches and distorts his merry way around the screen. The sound compliments things perfectly, with some great tunes and booming effects. The

RAD

mixture of full-on blasting and simultaneously avoiding the manifold traps and barriers placed in your path keeps the action at a manic level, and the speed at which your ship moves leaves you with little time to think. Super Aleste is very tough too, there are five difficulty levels and even the easy level is quite a challenge. If it's apocalyptic japes you're after, Super Aleste is for you.

COMMENT



If you'd asked me this morning what my favourite up-the-screen blaster was on any system, I'd have answered Gunhed on the PC Engine. Now that's changed 'cos I've played Super Aleste - the fastest, loudest, best looking, most maniacal blastathon yet seen! It's mayhem from the word go, with hyper destructive weapons, loads of aliens and installations to shoot

into their component molecules, lots of incredible special graphical effects and stereo sound that'll shake the china shire horse off your mantelpiece! It's tough too! Easy'll keep you occupied for a day or so, but crank it up to the top setting and you're presented with one of the most rock hard challenges I've seen in a shoot 'em up! If you're a serious blastaholic, this is the ultimate fix!



SECRET BOMB

Although there are plenty of power-ups revealed by shooting aliens, some of the best ones are actually concealed in the scenery. Destroying the right bits of the background, and some of the scenery-type hazards which face you may yield either a power-up or, in especially beneficial cases, smart bombs!



SUPER ALESTE



BY: TOHO

PRICE: £39.99

RELEASE DATE: OUT NOW

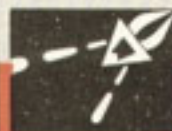
GAME DIFFICULTY: HARD

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 5

RESPONSIVENESS: TOPPER



PRESENTATION 90%

Options aplenty and superb in-game presentation.

GRAPHICS 92%

Detailed and colourful sprites, varied backgrounds, good animation, top notch scrolling and a host of graphical effects.

SOUND 90%

Suitably heavy effects accompany the destruction, as well as some high quality tunes.

PLAYABILITY 93%

Fast and slick, Super Aleste is manageably ultra-responsive with pin-point collision collision.

LASTABILITY 92%

Super Aleste is long, and those difficulty settings provide a formidable challenge for anyone.

OVERALL 92%

Whilst not overly original, Super Aleste is great fun and deserving of a place in your cartridge collection.