

SUPERS

Ever fancied using some "real life" artillery with your Super NES games? Ever felt like scoping out that final enemy boss with a "real" gun and blasting him away by pulling a "real" trigger? Well, all of your dreams have come true with the release of the Nintendo Super Scope - a good-looking piece of kit rather akin to a mini-bazooka.

At the moment there is only game available for the Super Scope, and that's the cartridge that comes "free" with the £79.99 package. There are three different mini-games packed into the one game cartridge, all of which are detailed in this MEAN MACHINES review.

BLASTRIS



If you like Tetris (like 95% of the population), you should get a kick out of Blastris. This is just like the original, except that instead of positioning blocks, you blow them to pieces in order to make them fit. Like the original, making lines is the order of the day. As time progresses the blocks move a lot quicker, meaning that all your lightning-fast reflexes are required. There are two versions of Blastris available, one played with blocks falling horizontally (Blastris A), the other depicted with the usual vertical well (Blastris B).



▲ Scope out those blocks! You are only allowed two shots per block so be careful!

PACKING YOUR PIECE

The bazooka-style light gun itself is powered by six Walkman-sized 1.5v batteries and its photon emissions are detected by a box that rests on top of your telly/monitor. This gets its power from port two of your Super NES. When you first power-up the game, you are required to adjust your aim with the aid of the target displayed on-screen. Once this has been primed, you're ready for action.

LAZER BLAZER

There are three different sections to this game. In Intercept Mode, it's your job to blow away a series of cruise missiles that cross from the right to the left of the screen. In Engage Mode, you destroy enemy fighters and missiles that streak towards you. In Confront mode, you take the battle to the enemy and face up to the most deadly fighting machines they have devised!



COMMENT

I actually found the Super Scope itself to be quite an impressive piece of hardware which worked surprisingly well. Most Light Phasers I've used in the past were a tad unresponsive and inaccurate, not so the Super Scope. I did find that after prolonged use, I suffered from a very numb shoulder. The game cartridge supplied shows the potential of the Scope very well. Each of the games are

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well-presented and easy to get into, but I did find that all of them grew quite boring after a short space of time, especially the three-game Lazer Blazer (which is just one game with different graphics for each section). Hopefully, Nintendo will support the Super Scope with some excellent software that makes good use of the decent hardware.



SCOPE



▲ A young fellow-me-lad adjusts his sights with the Scope. Make sure your aim is true.

COMMENT



JULIAN

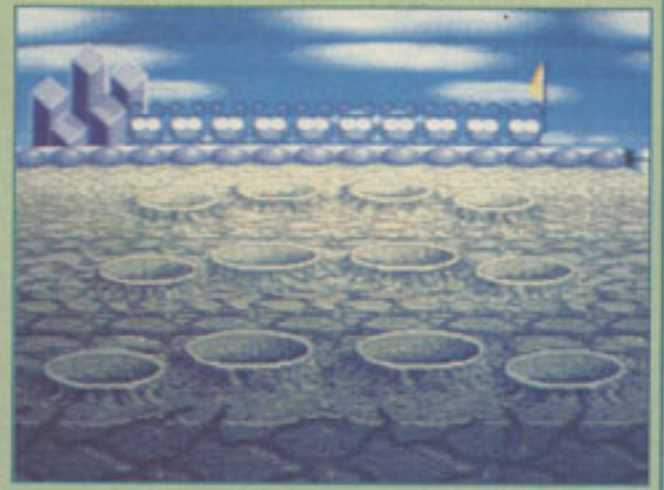
The big 'n' chunky Super Scope is definitely the most impressive light gun yet seen, with a truly accurate sight and a very useful set-up screen so you don't always

have to be right in front of the TV when you play. But there are two big problems. Firstly, the game supplied with the Scope is fun for an hour or so, but gets boring and dull very quickly. Secondly, at present there's no other software to use your gun with. I'm always very cautious when looking at add-ons like these, because with everything I've seen before - Sega's 3D glasses and light phaser and Nintendo's ROB robot and light gun - precious little software ever appears for it and what is released is mostly second rate and you end up with literally one or two games that are actually worth buying for the thing. I'd definitely wait to see what software appears for the Super Scope before spending £50.00 on it.

MOLE PATROL



Mole Patrol is a variant on the mole-bashing coin-ops seen in arcades across the globe. In those games you had to mercilessly club to death moles that sprung out of holes. This game is much the same, except this time you scope them out with your photon firearm and then let rip. Just like Blastris, the game gets faster after a while until it reaches almost manic levels!



▲ The moles line up for inspection.



BY: NINTENDO
PRICE: £49.99
 RELEASE DATE: OUT NOW
 GAME DIFFICULTY: MEDIUM
 LIVES: 1
 CONTINUES: 0
 SKILL LEVELS: 1
 RESPONSIVENESS: SUPER



PRESENTATION 78%

Each game is presented quite well, but there is a lack of options.

GRAPHICS 74%

Although there isn't much variety in the graphics of each game, they are very appealing.

SOUND 83%

Some good blasting effects and tunes spice up the atmosphere.

PLAYABILITY 74%

The Super Scope is responsive and accurate, making for some decent blasting action...

LASTABILITY 41%

...but the six games supplied in the cartridge grow dull very quickly, and as yet there are no other Super Scope compatible carts.

OVERALL 46%

A potentially excellent light gun that desperately needs a range of decent games to make it a worthwhile purchase.