

SUPER SOCCER



▲ Up the right wing...



▲ Towards the goal...



Have you ever fancied becoming the manager of one of the world's greatest soccer teams? Does the idea of taking to the pitch yourself and scoring that winning goal fill you with unbridled, pulse-racing excitement? If the answer to both of these questions is in the affirmative, this game could be the one for you.

Super Soccer revolves around the escapades of the professional football teams which represent sixteen countries of the world. Each team is vying for top position in the renowned Human International Cup, sponsored by the game's creators, Human Inc.

The game uses the Super NES spin 'n' scroll custom graphics chips to create a brilliant third person perspective scrolling pitch. You always take control of the nearest player to the ball and use your soccer skills to outwit the opposition and score goals. Control of the spherical item is simple, since the superglue-sponsored ball sticks to the players' feet as they make a run.

Do your goal-scoring skills rank alongside those of the legendary Gary Lineker or have you all the shambling qualities of the school spaz? You'll find out for sure when you play Super Soccer.



▲ Real Formation Soccer.



GER			SELECT LINEUP			BEL		
1	END		1	RIK		1	END	
2	FRANZ		2	PIETR		2	HUBER	
3	ANDRE		3	SID		3	SETH	
4	ORNI E		4	ARCEL		4	SHELL	
5	KARL		5	BYATT		5	VOIL	
6	KLOUS		6	HENRI		6	LEIGH	
7	LOTAR		7	FRED		7	STACY	
8	KURT		8	BRUCE		8	DREW	
9	MAX		9	ROYAL		9		
10	RUDI		10			10		
11	HANS		11			11		
12	PENN		12			12		
13	OTTO		13			13		
14	ULRI C		14			14		
15	BYRNE		15			15		
16	JORGE		16			16		
RT	DF	RH	RT	DF	RH	RT	DF	RH

Each of your players are capable of a number of different sporting-type moves. For starters there are basic passes which tap the ball along the ground towards the nearest friendly player. Then there are volleys, which take many forms. It may be a straight kick, a diving header or even a spectacular overhead bicycle kick. The volley control is best used for shots at goal, given its superior power and controllability.

TWO-PLAYERS!

Just like most sports games, Super Soccer enables one or two players to compete in the football-style proceedings. It has to be said that there is an advantage in going up the pitch, because owing to the bizarre perspective, more of your players are visible at once. However, just like the real thing, you change sides at half-time, thus neutralising any advantage one side may have.



◀ Here we have some tense, by-the-goal mouth action as the reds launch a massive offensive at their opponent's 'keeper.

AFTERTOUCH

Aftertouch is an essential part of today's get-ahead football game and Super Soccer is no exception to the ball-curling trend. In this game, the ball continues to curl for as long as the desired spin direction is pressed down. This allows you to pull off some spectacular (and completely impossible) shots to amuse your friends and infuriate your enemies.



COMMENT



On the surface, Super Soccer looks absolutely incredible. The highly realistic smooth-scrolling 3D pitch and beautifully drawn and animated players make this the

JULIAN best-looking sports game I've ever seen - better even than John Madden's! Sadly though, this ultra-high quality doesn't continue onto the gameplay. Super Soccer simply doesn't play a good game of football. The passing and shooting controls might sound good, but in reality they're very limited and simply aren't practical. Consequently putting together moves is a completely hit-or-miss affair - you just punt the ball into space and hope that a member of your team is there to pick it up. The only real way to play is to simply do solo runs rather than to play as a team, which isn't really football.

Another very weak aspect of the gameplay is that against most teams you can pass the ball back to your goalie, take him on a solo run up the wing, avoid the two players which try to tackle you, run at the goal and, once you've sussed the right angle to shoot, blast the ball into the back of the net time and time again, which is stupid. More rigorous playtesting, a decent selection of moves, better controls and proper computer player logic could have made this the greatest soccer game yet seen. Sadly it falls short of its considerable potential and the end result is a fun, but ultimately limited football game that's great to impress your mates with but just doesn't offer enough soccer thrills to make it a priority purchase.

MANAGEMENT MALARKY

GER	SELECT FORMATION	BEL
4-3-3		4-3-3
4-4-2		4-4-2
4-2-4		4-2-4
SWEeper		SWEeper
3-2-2-3		3-2-2-3
2-3-5		2-3-5
3-5-2	3-5-2	3-5-2
3-3-4	3-3-4	3-3-4
AUTO	SELECT KEEPER	AUTO
MANUAL		MANUAL

If you've ever fancied yourself as a bit of a player manager, Super Soccer gives you the opportunity to partake in some management antics. You get to choose your basic formation, your 'keeper (manual or automatic) and finally you are given the chance to change the team line-up around, switching positions and fielding subs to your heart's content.

A PUNCH IN THE GOALIES



There are two different types of goal keeper in Super Soccer, manual and automatic. Pick automatic and you have a decent enough 'keeper with a few flaws. Choose manual and you have to worry about controlling the goalie as well as coordinating your defence!

DRIBBLING DOWN YOUR SHIRT



▲ Oh! Oh! A close one!



▲ Another fine effort...



▲ Almost in...

牛集 SUPER NES REVIEW

SUPER SOCCER'S IMPORT ALIAS

Super Soccer has been out for quite some time as a Japanese import game named Formation Soccer, so if you fancy getting hold of the game, check out your favourite importer.

▼ Select the trajectory of your corner shot.



COMMENT

Super Soccer certainly defies the laws of tradition in its presentation. The viewpoint is quite original and this coupled with the fine graphics makes Super Soccer right tasty visually. Sadly, this isn't true for the gameplay. For starters, when you're playing downfield (towards the screen), hardly any of your forward players are displayed on-screen which makes passing a little difficult, especially as there's

RAD no radar. Secondly, Super Soccer is lacking in realism. Most of the time it seems as if the ball is one of those plastic 99p ones such are its fly-away qualities. In an average match, the ball may only touch the ground three or four times, the rest of the while it is suspended in a state of one volley after another. Also, the supposed multitude of possible moves are pretty much useless. The passes are always intercepted, so the only way to make any sort of progress is to just welly the ball forward every time you get it and hope for the best. All in all, Super Soccer is a potentially fantastic release spoilt by careless playtesting and minor design faults.

▲ Here's a great goal kick from the 'keeper - causing all of the players to rush out into the midfield. But what happened next?

FOULING FRIVOLITY



Of course, no player of Super Soccer would dream of fouling the opposition (?), but that doesn't mean the players aren't capable of doing it. Thus it pays to be cautious when being tackled, lest you receive a muddy elbow in the face.

THE MEAN MACHINES ARCHIVE

SUPER SOCCER

EXHIBITION TOURNAMENT

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BY: HUMAN

PRICE: £45.00

RELEASE DATE: OUT NOW

GAME DIFFICULTY: EASY

LIVES: N/A

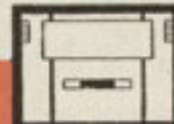
CONTINUES: N/A

SKILL LEVELS: 16

RESPONSIVENESS: OKAY

1-2

PLAYERS



PRESENTATION 90%

Loads of options and smart in-game presentation throughout.

GRAPHICS 93%

Superb 3D with smooth scrolling, excellent player sprites and great animation.

SOUND 68%

Dozy tune which repeats after about ten seconds and only a few effects.

PLAYABILITY 74%

Fun to start with, but the absence of realism and those gameplay flaws makes playing this annoying.

LASTABILITY 71%

The tournament takes a long time to beat and there's a two-player mode as well,

OVERALL 73%

An original approach to football which could have been outstanding, but is sadly let down by its gameplay flaws.