TOTAL!

100% FOR NINTENDO PLAYERS

A totally independent mag from Future Publishing



I swear, zis is ze *only* mag for NES and Game Boy reviews, no problemo! *(Boy, do I feel a gimp.)*

March 1992
Issue 3
£1.95

GAME BOY

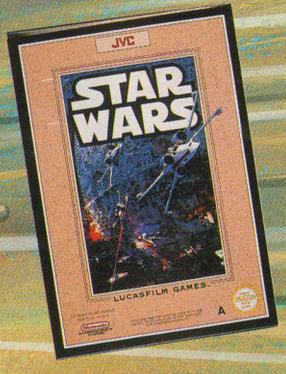


Bill and Ted's Excellent Game Boy Adventure

plus:
Dragon's Lair,
Paperboy, Spiderman
– and lots, lots more!

JUDGMENT DAY!

NES



Star Wars

plus:
Smash TV
Captain Planet
Dragon's Lair
Maniac Mansion
Shadow Warriors...
– and *loads* more!

Terminator 2 hits NES and Game Boy: Arnie gets the red hot TOTAL treatment!

9 770964 935007 03

Future PUBLISHING
Your guarantee of value

BOWZER! Defeat the Koopa King in Super Mario 3

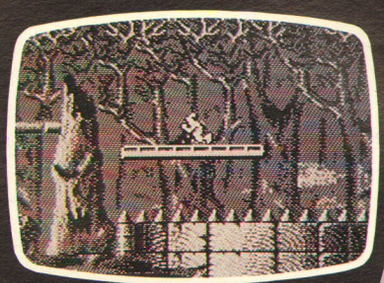
SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR

THE LEGEND

LICENSED BY Nintendo

Dragon's Lair, the Legend™ is a trademark owned by Bluth Group, Ltd. All characters, audio visuals and concept © Bluth Group, Ltd., used under licence from Sullivan Bluth Interactive Media, Inc. Character designs © 1983 Don Bluth. All rights reserved. Dragon's Lair, the Legend™ developed by Motivetime Ltd.
Nintendo®, Game Boy™, Nintendo Entertainment System™, the Nintendo Product seals and other marks designated as "TM" are trademarks of Nintendo®.







ALSO AVAILABLE
Now you can experience the Dragon's Lair phenomenon on the Nintendo Entertainment System too! The award winning U.S. version has also been improved and enhanced, and is now available for the first time in the UK!



NEW UK VERSION!
Previously unavailable in any territory, this specially commissioned version of the arcade classic now includes many new features and enhancements, in addition to the already impressive array offered by its American partner. See why this is the OFFICIAL and BEST version for yourself!

- **Unique anti-blur system**
- **Huge play area**
- **Finely 'tuned' gameplay**
- **Outstanding graphics show off your Gameboy to the full**

Original Nintendo Seal of Quality ™

elite ™

Elite Systems Limited,
Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW, England.
Telephone: (0922) 55852 Fax: (0922) 743029

TOTAL!
100% FOR NINTENDO PLAYERS

March 1992
Issue 3

Contents

NEWS 4 — Trevor McDonald? Yawn! This is real news, and that means the latest secrets from Nintendo-land.

LETTERS 8 — Our resident experts, Baldy and Thicky, answer your questions. (*Oh dear, you'd be better off asking a potato – Baghead.*)

TEA-TIME 13 — Burnham-on-sea where the crystal clear waters lap against the golden beaches. So the TOTAL team stays indoors to play games with a few readers.

T2 COMPO 14 — Five Terminator 2 videos and Game Boy carts to be won, in our dreadfully easy-to-enter compo.

NES REVIEWS 15 — It's been a good month for film licenses, so we review two brilliant ones – T2 and Star Wars.
16 Terminator 2 18 Star Wars 20 Trog 22 Smash TV 24 Dragon's Lair 26 Blades of Steel 28 Shadow Warriors 30 Captain Planet 32 Maniac Mansion

JOYSTICK FEATURE 34 — When your joypads finally give up the ghost what are you going to do? Turn to page 34 to find out.

POSTER 37 — We bet you almost fainted when you saw our Arnie cover at the newsagents, so why not bung our free, T2 pull-out poster on your walls?

GAMEPLAYER CHAMP '92 38 — There's still time to enter our fabby gameplaying tournament. Are you the best gamer in Britain?

QUESTION PAGE 43 — Tell us about yourselves. Fill in our questionnaire and win £100 worth of free games.

TACTIX 44 — Stuck on Solstice? Ranting at R-Type? In a rage over Robocop? Sweating over SMB 3? It's all here.

GAME BOY REVIEWS 53 — Yo dudes! Bill and Ted hits the Game Boy and Arnie hits everyone. We review both brilliant games-of-the film. So what are you waiting for?
54 Terminator 2 56 Amazing Spiderman 57 Gargoyle's Quest 58 Gauntlet 2 59 Dragon's Lair 60 Bill And Ted 62 Paperboy 63 Balloon Kid 64 Radar Mission 65 Boulderdash

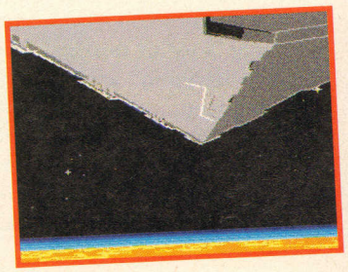
TOTAL! RECALL 66 — We summarise and rate everything we've reviewed so far (in case you missed 'em first time around).

SUBS 72 — Don't be a dweeb! Take out a subscription and have TOTAL delivered to your door every month.

NEXT MONTH 74 — Even *we* don't know everything that'll be in issue four. But you can get a rough idea on page 74.



Mr Arnold Schwarzenegger requests the pleasure of your company on page 16 (NES) and page 54 (Game Boy).



Star Wars finally comes to the NES (after only 15 years). Turn to page 18.



Don't be put off by the berks in the picture. Our Joystick feature is actually rather useful. Turn to page 34 now.



Bill and Ted, make a *most* unbogus Game Boy appearance on page 12. Excellent!

Roll those credits! Yet again!
Andy and Steve would like to make it perfectly clear that they aren't the only people responsible for this comic. All the people who must take at least some of the blame are listed below.

Editorial (Keyboard-bashers)
Jokes, reviews even the features have been (mostly) written by:
Number 1 Steve 'Misery' Jarratt
Number 2 Andy 'Thicky' Dyer
Prod Ed Rachel Collinson

Art (Mouse-pushers)
Linotronic machiney thing blocked up by pages coloured in by:
Number 1 Wayne 'Baghead' Allen
Number 2 Vicky 'Queeny' Mitchard

Advertising (They pay our wages you know)
All ads taken down the market and flogged by:
Advertising manager Simon 'deux' Whitcombe

Production Printers told there hasn't been much by:
Co-ordinator Tracy 'O' O'Donnell

Illustrations (Picture peeps)
Drawings and photos were done by:
Cover Gary 'Quick' Slater
Characters Mike 'Swot' Roberts
Photography Ashton 'Flashton' James

Contributors
Although they'd like you to believe otherwise, not all of the writingy, arty stuff was done by the four gimps at the top of this panel. They also had help from: Stuart Campbell, Neil West, Lam Tang, Rod Lawton.

Linotronic operators
Great big metal thingies with deadly chemicals and spiffy big lasers inside, told what to do by:
Number 1 Jerome 'We' Clough
Number 2 Simon 'hate' Windsor
Number 3 Chris 'Baghead' Stocker

Very important people
Strident striding, ordered ordering, persuasive persuading and very loud shouting done by:
Publisher Steve 'Wary' Carey
Group publishing director Greg 'Scissors' Ingham
Circulation director Sue 'Still who?' Hartley
Production manager Judith 'Bless her' Middleton
Colour origination Avon Scanning and – wait for it! – Planning. Brislington, Bristol
Printing Redwood Press Ltd., Melksham, Wiltshire
Distribution Future Publishing

Addresses
Where to write to if you would like to take out a subscription (funny? Us? Ooh, any time soon) or if you just want to just drop us a line:
Editorial TOTAL!
Future Publishing
30 Monmouth Street
Bath, BA1 2BW
Telephone (0225) 442244
Subscriptions The Old Barn, Somerton
Somerset, TA11 7PY
Telephone (0458) 74011

Nintendo, NES and Game Boy are trademarks of Nintendo Co Ltd. All rights recognised
© Future Publishing 1992

Thanks also to: Charlie from ad sales, Julie Stuckes, Stuart Anderton, Maff Evans (for not killing us when we left his name out last month) and anybody else who helped us out in any way.

TOTAL TALK

It's a been a busy month for Nintendo, with the official unveiling of the Super NES and the CES show in Las Vegas. But no matter where the Nintendo action happens, you'll read about it here!

SHOW TIME!

Every six months, all the people even vaguely connected with the video games industry get together at the Consumer Electronics Show in America. The summer show is held at Chicago, and the winter show is held in Las Vegas.

As you've probably guessed, the last one finished a couple of weeks ago, so we thought we'd bring you some info on the hot new Nintendo releases!

The star of the show was definitely the Super NES (which we looked at in the last issue of TOTAL). And the star of the Super NES was undoubtedly Street Fighter II. This 16-bit version of the arcade beat 'em up has been hailed as one of the *best* console conversions ever. It's almost arcade perfect in every way!

Nintendo also stole Sega's thunder by releasing technical specifications of their planned CD-ROM unit.

This unit plugs into the Super NES to provide extra processing power, a huge memory capacity from CD and the potential to show real-time full-motion video!

It is planned that the CD-ROM unit will have one megabyte of RAM, 128K of sub-memory, 256K ROM and a co-processor (to give the SNES's processor a helping hand with the tricky bits).

Nintendo are working with electronics giant Philips to make the unit 'CD-I' compatible. Basically, this means that Super NES CD software can also be played on Philips CD hardware.

Nintendo are hoping to have the unit ready by early '93 with a price tag as little as £150.

But whatever happens, we won't see it for at least another year. What you want to know is what can you expect to see this year. There were loads of new games on display, and here's the pick of the bunch:

NES

There were 50 new carts shown or announced at the show: let's hope some of those listed below make it to the UK!

FELIX THE CAT, Hudson Soft
Slick platform collect 'em up starring the yonks-old cartoon character on a quest to find his beloved Kitty.

Surprise! Surprise! The Super NES shows off

If you were lucky enough to be invited down to last month's British Toy Fair at Earl's Court, you might have seen a lot of business-type dweebs hanging around the Nintendo stand.

That's because it was the first official showing of the Super NES in the UK and here was a grand excuse for all those stuffy types to go absolutely bananas for a moment or two!

A spokeswoman for Bandai said lots of people tried out the Super NES and thought it was incredible! As well as demonstration units, there was also a 15-minute video which played every half hour: visitors could go in and learn all about Nintendo's new wonder machine.

Most people have been guessing which style of casing Nintendo would use for the European Super NES – and getting it wrong. After showing both the Japanese and American consoles to distributors, it was agreed that the rounded, Japanese-style casing is far more desirable (we totally agree!).



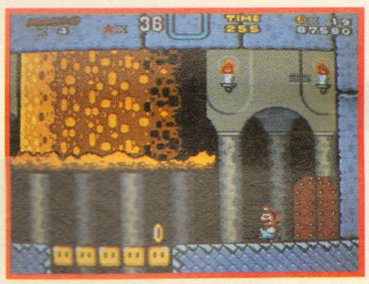
Unfortunately, but like most magazines, we got it wrong about the Super NES. The new European machine will actually resemble the slicker, more rounded Japanese console, not the boxy US version.

WONDERFUL BUNDLE-FULL!
Initially there will be 12 games available for the Super NES when it comes out this May. But the big news (well, rumour) is that the system will be bundled with one joypad and (get this!) SMB4, Pilotwings, Super Tennis and Super Soccer!

So not only do you get a superb console but you also get nearly two hundred pounds' worth of games!

And don't worry about the lack of a second controller: Nintendo will be selling replacement pads for around the £10 mark.

Tune in next month for full details on the tech-spec of the SNES!



Super Mario World (SMB4) will be waiting for new owners when they open the box of their new Super NES. And...



... Surprise, surprise, so will Pilotwings. This stunning flight-trainer simulator really shows off the SNES' capabilities!

TOTAL Adventure winners

The TOTAL Adventure competition in issue one astounded us with its popularity – we've had well over a thousand entries and most of you got it right! But out of the flippin' great boxfull of entries we've got cluttering up the office, only three can take the grand prize of a Game Boy.

The five items you should have found during your adventure were a diamond, some car wax, a gun, a driving licence and a year's subscription to TOTAL (which incidentally is part of the prize anyway).

And the three lucky winners are **David Lee** of Anglesey, **Stephen Caton** of Preston and **James Ace** of Herne Hill in London. Mega congratulations to you all, and for those who didn't win, don't worry. You might be luckier when we run the next adventure compo in the very near future. (Like next issue, maybe.)

Coming Soon!

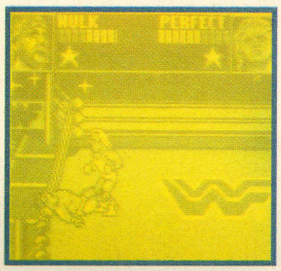
WWF Superstars

Game Boy

After the unenthralling action of WWF Wrestlemania on the NES comes WWF Superstars on the Game Boy. It's slightly different in that you view the action from 45 degrees above the ropes rather than the corner post, but as in the NES version you get to play all those freaky American wrestlers.

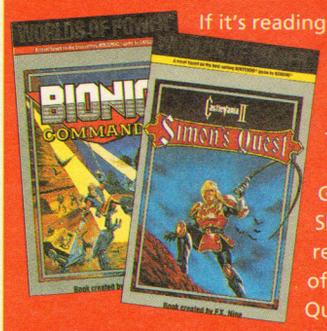
There appears to be quite a wide variety of moves available such as body slams, punches, suplex and pile-drives. You can even pull your opponent's legs out from under him after recovering from a fall! Unfortunately, the option for tag-team wrestling appears to have been left out which is a bit of a shame, but you can still link up two Game Boys and play head-to-head against a friend.

The characters in the game are larger than in the NES game too, which is a good thing on the Game Boy – it means you don't have to strain your eyes to see what's going on. We've only had a brief glimpse at WWF Superstars but we'll bring you the full review next issue.



In WWF Superstars you can perform the unusual one-and-three-quarters Nelson move, where you stand on the oppostion's legs until they go blue. It's not exactly fair... but this isn't exactly wrestling.

Power of the written word



Now you can really *live* your NES adventures with these storybooks – and they're full of tips, too!

If it's reading you're into, check out the paperback versions of six top NES games now on the market.

Metal Gear, Ninja Gaiden (known as Shadow Warriors and reviewed on page 28 of this issue), Simon's Quest, Wizards and Warriors, Bionic Commando and Blaster Master cover the complete story of each action adventure *and* have game-solving hints at the end of each chapter.

Published by Scholastic under the Worlds Of Power banner, each book is just about pocket size and presented in an easy-to-read, large print style. And the stories are self-explanatory, so you don't have to be a gamer to understand them!

'The Worlds of Power were released last Spring and Summer and there's been a good response so far,' sais one of the chaps from Scholastic. 'But we don't intend to release any more at the moment.'

All six books are available from most large book shops, priced £1.95 each. Check 'em out!

Yo! Nintendo's takin' over!

That means this mag is gonna get even bigger! Me and Thicky are working all hours as it is!



Nintendo is planning to boost it's UK sales to a massive £500 million during 1992 – a figure not far off Steve's salary actually (*you must be flippin' kidding! – Steve.*)

Nintendo's UK distributors, Bandai, reckons the company will have a 75 per cent hold on the UK console market this year, increasing from last year's 60 per cent. (Basically, all this maths talk means that more people are buying Nintendo stuff than anyone else (and who can blame 'em?)

Mike Hayes, Bandai's boss, says he expects to sell nearly two million NES and Game Boy machines in the coming year. And that's just the consoles! Game Boy and NES software sales – the carts themselves – should reach four million in the United Kingdom alone.

Sales of the new Super NES (which has sold a million in the US already and is due out this May at £149), should reach 650,000, claims Bandai, with Super NES games topping the one million mark!

GARGOYLE'S QUEST, Capcom
Big-screen colour version of the stonky little Game Boy cart. We're looking forward to this one!

HAMMERIN' HARRY, Irem
Based on the unusual coin-op, this cart follows the fate of construction worker Harry, who's building job is absolutely rivetting!

TECMO CUP, Tecmo
Single-player soccer sim, with cinema-style graphics and animated announcers. More strategy than arcade.

ROBOCOP 3, Ocean
Officer Murphy returns in another stroll along 'n' shoot 'em up. Stop the bad guys from evicting poor families (he's all heart!).

BLUES BROTHERS, Titus
Simultaneous two-player arcade scroller, with Jake and Elwood from the cult movie.

F117A STEALTH FIGHTER, Microprose
Take the yoke of the toppest secretest fighter there's ever been in this air combat simulator.

F-15 STRIKE EAGLE, Microprose
More of an arcade combat game than a true simulator, but still packing heaps of firepower!

THE ADDAMS FAMILY, Ocean
Based on the movie, this is a Duck Tales-style walk 'n' collect 'em up, starring that ooky family!

YOSHI, Nintendo
A Doctor Mario variant starring Mario's dinosaur chum from Super Mario 4 on the SNES.

DIE HARD, ASC
Defeat the terrorists as John McClane in a rip-roaring action game with multiple endings!

WACKY RACES, Atlus
Another Super Mario style scroller starring Muttley and all the racers from the cartoon series.

MUTANT VIRUS, ASC
A sort of biological Gauntlet as you enter a human body and try to rid it of a deadly infection.

TOXIC CRUSADERS, Bandai
Horizontally scrolling beat 'em up in which Toxie cleans up the town.

GAMEBOY

Hand-held gamers have got plenty to look forward to – most of the US titles find their way over here eventually!

PIT FIGHTER, THQ
The hot beat 'em up coin-op looks amazing on this hand-held version – down to the digitised characters.

BATMAN: RETURN OF THE JOKER, Sunsoft
144 levels of Gotham city crime-fighting. Turtles-style graphics with *huge* characters make this a game to seriously watch out for!

MISSILE COMMAND, Accolade
The aged trackerball coin-op gets a new lease of life (though how well it'll work on the Game Boy remains to be seen).

GRADIUS: INTERSTELLAR ASSAULT, Konami
The sequel to Nemesis surfaces on the Game Boy. A classic fast-action power-up zapper.

ASTEROIDS, Accolade
At last! One of the all-time classic coin-ops finally graces the green screen. One of the TOTAL team's favourite blasters. We can't wait!

STAR TREK, Konami
Join the crew of the USS Enterprise on an all-action mission. Kirk and chums have finally crossed the final frontier, and ended up on the Game Boy.

MEGAMAN 2, Capcom
A brilliant small-screen version of the wonderful NES arcader that has proved so massively popular.

MONOPOLY, Parker Bros
Now you can play the classic property-based boardgame on the move! Go to Jail! Do not pass go!

BOGGLE, Parker Bros
Fans of the word-based dice game can now test their brain power against the Game Boy.

PRINCE OF PERSIA, Virgin
This amazing platform beat 'em up features some of the best animation you'll ever see.

SWORD MASTER, Activision
Impressive looking and sounding fantasy hack 'em up. Lush parallax scrolling and neat effects.

More news thru the tubes

If you're sitting in front of the telly, don't blink twice or you'll miss Nintendo's version of Star Wars.

And no, it's not a new block-busting cartoon series, but one of Nintendo's six new NES and Game Boy TV ads.

Our roving reporter... (well, not so much roving as slumped in front of the Sony 24-inch) says Star Wars, Mega Man II, Dr Mario, and Rescue Rangers will be shown for NES, while Game Boy players will experience the delights of F1 Race and Dr Mario. The ads are going to appear on ITV (where else?), Channel 4 and RTE. But be warned, they only last a fleeting 30 seconds.

So, for those who like the bits between the programmes more than the programmes themselves, keep your eyes peeled!

Coming Soon!

NES

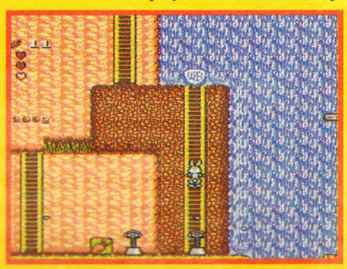
Bugs Bunny

To celebrate Bugs Bunny's 50th birthday (he doesn't look a day over 48) Warner Brothers, Kemco Seika and Nintendo have all got together to bring you The Bugs Bunny Birthday Blowout for NES.

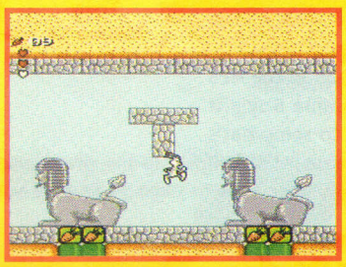
But don't worry, if you think this is an 'eating jelly and feeling sick' simulator. No, Bugs has received his invite to the party, but all the other Looney Tunes characters are a bit miffed – *they* never have birthday parties, so why should Bugs?

So, as our lop-eared hero lopes along Looney Tune land, he has to avoid all manner of 'contraptions', like evil soap boxes, poisonous frogs and jumping telescopic bullet sprinklers. And if the bold bunny survives *that* lot he has to face the likes of Elmer Fudd, Daffy Duck, and even sweet little Tweety-Pie in an end-of-level contest.

This platform collect 'em up is a sort of Super Mario in a rabbit suit – and if you want to know more, check out the TOTAL review!



Bugs Bunny scurries down a ladder on his way to the party.



To get the carrots, smash the sphinxes with Bugs' hammer!

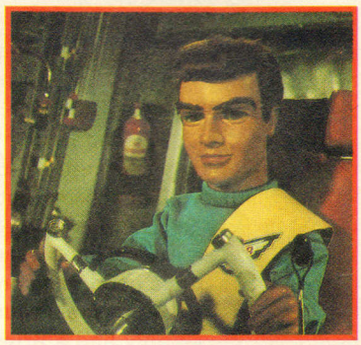
Thunderbirds are nearly go for Bandai

Don't you just love the Tracy family? Virgil, Scott, the doddery old lady and the gimp with the goggles.

Well you could be seeing a lot more of him and the rest of the Thunderbirds team on your NES, if Bandai has anything to do with it.

Thunderbirds, the cult puppet drama first televised 27 years ago, has boosted its massive cult following thanks to BBC2's re-run of the series.

Now Nintendo's UK distributor is desperately trying to locate a Thunderbirds game it saw demonstrated at last year's CES in Las Vegas. If it can get hold of the title it hopes to release a Nintendo version later this year. FAB, we reckon.



With all the Thunderbird re-runs on TV at the moment, the stars of Gerry Anderson's brilliant puppet show could be making an appearance on your NES real soon!

Coming Soon!

Bart Simpson – Escape From Camp Deadly

Game Boy

Oh man! Bart Simpson's been sent to summer camp. But it's not any normal summer camp, for this is Camp Deadly, and what's worse, Bart's sharing a room with his arch-enemy, Nelson the bully!

This Game Boy Bart game shares a few features of the NES game, Bart Vs The Space Mutants, but is different enough to be a pretty neat game in it own right. As the hero moves through the horizontally scrolling first level, in a dangerous game of hunt the flag, he has to fend off the attacks of Nelson's gang using boomerangs and er, spitwads.

There are rivers to cross, swarms of bees to avoid and mid-level guardians (mega bullies really) to defeat. Fortunately it takes place in a forest so there are lots of available trees to climb out of harm's way. And when you're through with that level, you still have to survive the mess tent and Mount Deadly!

The graphics look great and the sprites are nice 'n' big. And while Bart could only say 'Eat my shorts!' in the NES game, he has now added 'Aye caramba' to his vocabulary. This digitized speech is surprisingly good.

We thought the NES game was pretty hot, but this could be even better! So get next month's TOTAL and read the full review.



Too late! It's trouser-munching time for bully-beaten Bart!



'Aye caramba!' Don't hang around on flimsy tree branches.

Update: colour Game Boy and CD-I

The latest word on the Colour Game Boy is that it is to be called, wait for it, the Super Game Boy (hardly worth waiting for). The machine is said to retain the same size and shape of our beloved Game Boy, and uses a similar dot-matrix LCD screen ensuring compatibility with the original.

The Super Game Boy is nearing the final stages of development and publishers were already in discussion with Nintendo at the Las Vegas CES. It's full steam ahead for a US release before the end of '92, but UK players will probably have to wait until '93 for theirs. Sigh...

More details on the Super NES CD-ROM unit are that it contains a co-processor to speed up operations and will be compatible with Phillip's own range of CD-I hardware. According to Nintendo, the first US units will be shipped towards the end of '92 and cost a paltry $200 (that's less than £150!).

Head man and chief detention-giver for Nintendo America, Minoru Arakawa, revealed plans for the CD-ROM unit at last month's Consumer Electronics Show in Las Vegas

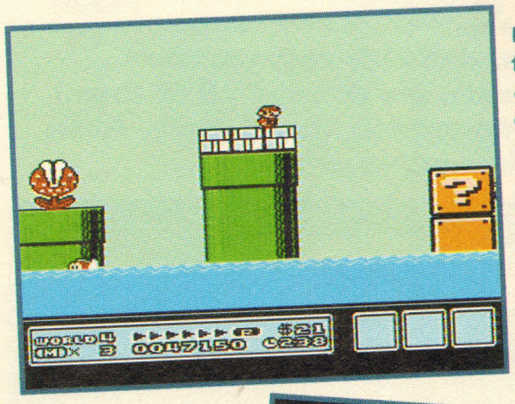
'Nintendo's new compact disc accessory will launch the next generation of video games,' he told reporters. And spookily enough, one of the first CD games will be Star Trek: The Next Generation!

Where did all my pennies go?

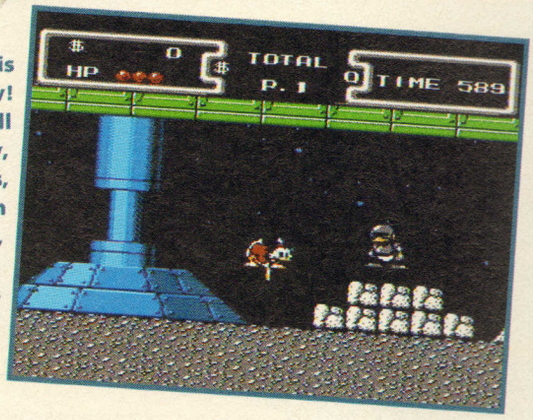
Blinkin' flip! It's official! You just can't stop buying Super Mario and Duck Tales, can you?

According to the latest Gallup survey Super Mario Bros 3 was the top-selling NES game in the land, while Super Mario Land sold the most out of all Game Boy carts over Christmas.

Second best seller was... yep, you guessed it! Duck Tales for NES *and* Game Boy. Just goes to show, doesn't it, that you can't keep a good game down, whichever machine you play it on!



Heck, is Mario your favourite or what? He came top of the Christmas charts in Super Mario 3 (NES) and also in Super Mario Land (Game Boy). (So if you're a Mario fan, tune in next month for a sneak preview of SMB4 on the SNES!)



Scrooge McDuck is jumping for joy! Duck Tales did well on NES, Game Boy, on video, in books, at the cinema, on pencil cases, towels, boxer shorts, bedclothes, wallpaper, you name it!

Coming Soon!

Fortified Zone

Game Boy

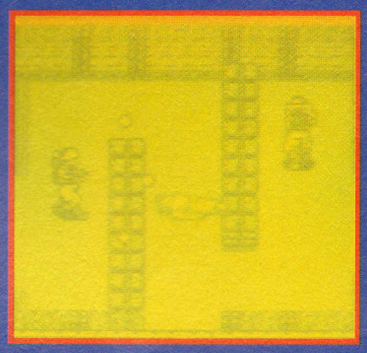
No elaborate plots in this game. Simply infiltrate the fortress using two highly trained military infiltrators, one male and one female.

There are four stages of maze-wandering, guard-blasting action to get through with a smattering of mid- and end-of-level guardians before reaching the final Boss.

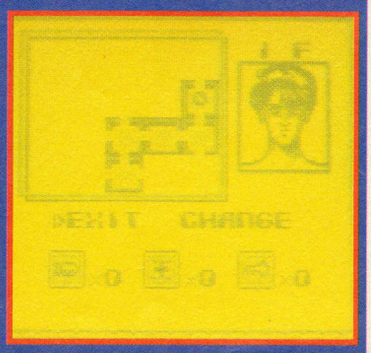
Due to the military theme, guardians and foes alike take the form of foot soldiers (of varying strengths), tanks, and armed jeeps. The maze-like rooms of the fortress are viewed from overhead (well all right, from a slight angle) and the passageways twist and turn so much, it's a good job they included an auto-mapping feature. Dead ends can sometimes be opened up by using keys or just brute force and it all seems quite jolly.

One of the nicer aspects of the game is the presentation, with big cartoony in-betweeny screens appearing from time to time.

This smart-looking cart appeared just too late to be included in this months' review section. So you can be sure it'll definitely be in next month's TOTAL. Be there.



Fortified Zone – looking like a cross between Gauntlet and Ikari Warriors. (Uh-oh. It looks like the girlie's just bought it!)



Fortunately, your character is kitted out with the latest high-tech equipment – he's even got his Stickle Bricks with him.

SUPER NES

There were 60(!) new games on show for the NES' big brother. We won't see any for a while, but these should whet your appetite:

STREET FIGHTER II, Capcom
The first 16 megabit (2,000K) cartridge with almost arcade-perfect beat 'em up action. The star of the show!

XARDION, Asmik
Strider-style platform action game with massive guardians and loads of strategy.

SOUL BLADER, Enix
The follow-up to the brilliant Actraiser. A wonderful swords 'n' shields-style arcade adventure.

GUNFORCE, Irem
Lovely-looking side-scrolling walk 'n' shoot 'em up in the style of E-SWAT (only better).

PGA GOLF, Electronic Arts
Wowzer golf sim with incredible ball-cam – see the course for the ball's eye view!

3D RAMPARTS, Electronic Arts
A version of the Tengen coin-op, with whizzo Mode 7 3D map screens. Could be a stormer!

MAGIC SWORD, Capcom
Yet another Capcom coin-op... and what a stonker! This wonderful mythological hack 'em up has some of the meatiest monsters yet seen.

THUNDER SPIRITS, Seika
Sega owners know this as Thunder Force III. A splendid side-scrolling shooter with brilliant parallax and massive monsters!

STAR TREK: THE NEXT GENERATION, Spectrum Holobyte
Crammed full of digitised scenes for the brilliant television show. Join Captain Jean Luc Picard and his brave crew on a fabulous deep space adventure.

SUPERSCOPE, Nintendo
No, not a game, but a stonking great light gun (like the zapper). This bazooka-style peripheral will appear with a three-game combo cartridge in the US later this year.

LETTERS



The mail has been pouring in this month, and although we can't possibly print every single letter we receive, we do read all of them! So keep on sending 'em to: TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW. (You never know, you could even win a prize!)

Grappling gamers

TOTALly wrong about WWF?

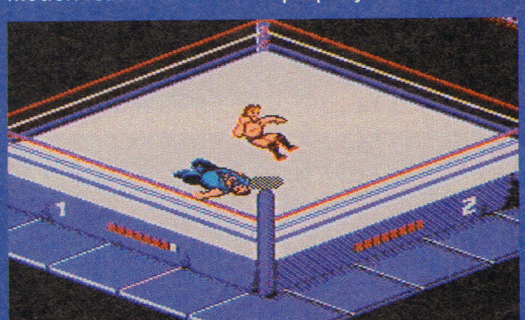
Dear TOTAL
I liked your magazine – the layout and reviews were excellent. But I do not agree on your reviews of WWF and Super Mario 3. WWF is an excellent game (all my friends agree), and Super Mario 3 is not as good as the previous two!

Could you tell me why the NES advantage slow motion only works on some games?
Craig McDougall
Ross-Shire

Dear Craig
We're utterly baffled by your opinion on SMB3, we thought it was fab in almost every respect. But, if you like WWF then fine. Basically, there are an awful lot of very different gamers out there and we can't possibly hope to agree with every single one of them. All we try to do is give people a rough guide to a game's merits and faults.

WWF scored low because it's not particularly varied, and is far too easy to complete. But if you're a wrestling fan – and the game isn't *totally* awful – then you'll probably like it, whatever we say. It's better that people buy and like a game that we didn't enjoy, than for someone to go out and buy some pile of old rubbish that we said was brill. Hopefully that won't ever happen.

As for the slow motion feature on the NES Advantage, it works by pausing and un-pausing the game very quickly. So, if the game doesn't have a pause, has a pause that works in a strange way, or blanks out the screen when it pauses, the slow motion feature won't work properly. **STEVE**



WWF on the NES – jolly, or jolly awful? We gave it a measly 37% in issue one!

TOTALly right about WWF!

Dear Thicky
How's your not-so-wonderful life? No! Stop! Please, I can't bear any more boredom, ha, ha!

I only wrote to you to ask one question on a computer game. You know WWF Wrestlemania, well I've got it and I totally agree with your final rating of 37%.

I reckon the game is total (*now hold on!*)... not very good *(Phew! Got out of that one!)* . But I have still got a question to ask you. How the heck do you get Fat Bloke, André the Giant, back into the ring once he's thrown out by The Warrior?

I ask you because Fat Bloke can neither climb up or jump off the corner posts, and there's got to be a way to di it because the computer can get him back in.
Vickrim Deol
Reading

Dear Vickrim
Ha! I hope young Craig McDougall is reading this 'cos he thought WWF was brilliant. See Craig? One man's meat is another man's bowl of disgusting sloppy tapioca pudding. Point proven, but do keep letting us know your views on games – it's always useful for us to know what *you* think

You can't get André into the ring? I can't even get him out! (Told you it wasn't much cop.) **ANDY**

Dear TOTAL!
I would like to know if Moonwalker is a game for the Game Boy. I would be very grateful if you could give me an answer.
James Bowman
Fife

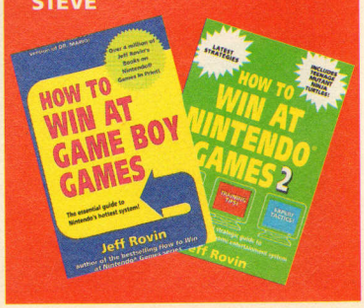
Dear James
Not to our knowledge. And besides, it was a pretty awful game in the arcades so the Game Boy's better off without it.
ANDY

Tips 'n' tricks 'n' things

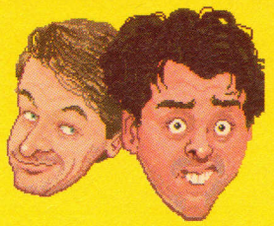
Dear TOTAL,
I have seen 'Not Endorsed By Nintendo' books of tips and tricks for Nintendo games in Smith's for £2.99. Have you seen these? Are they any good?
J D Gunn
North Humberside

Dear J D
Yes we've seen them. They're all right but they're full of reviews and playing tactics rather than ever-so-useful cheats, so you might be disappointed. (And there's no pictures in them!)

Anyway, what do you need them for – tune in to TOTAL for the best tips. And if you want help with a specific bit of game, why not write in and ask?
STEVE



Dweebs' question time



Thicky and Baldy answer all your queries quite spontaneously on the spot without having to think

Dear TOTAL!
I have a few questions I want to ask about the Game Boy because I own a Game Boy and my friend owns an NES.
1) Will it be possible to run a Nintendo game on the Game Boy with the use of a converter?
2) I might be going to America soon. Will I be able to play American Game Boy cartridges on my English Game Boy? If so, roughly how much would they cost?
3) Which are your favourite games for the Nintendo and the Game Boy?
Keith Hasted
Liverpool

Dear Keith
1) No. Can you imagine sitting on a bus playing a hand-held the size of an NES? No, we thought not. **ANDY**
2) Yes indeedy. All GB carts from all parts of the world are compatible. But if you go to Japan you'll find that any text in a game is probably in Japanese. American carts range in price from $22 to around $33. In English money this is from about £12 to £19. So yes, Americans do pay less for their carts. Why? I have no idea. **STEVE**
3) Our fave NES games are SMB3, Snake Rattle N Roll and Low G Man (plus too many more to mention). Game Boy titles that get us all excited are Nemesis, Super Mario Land, Tetris and Bill And Ted's Excellent Game Boy Adventure. **STEVE**

Dear TOTAL
Please could you answer a few of my questions for me:
1) I have £60: shall I spend it on The Simpsons or Batman?
2) Is it true that the Japanese are releasing Mega Man 4 in Britain next year?
3) What's your favourite game for the NES?
4) I have completed SMB3. Could you recommend any harder games for the NES?
Adam Tang
Cambridge

Dear Adam
1)These are two very different games. Having said that you won't be disappointed by either of them. We reckon Batman just has the edge but your best bet is to go and try them out in the shops. **STEVE**
2) Hold on! What happened to Mega Man 3? Did I miss it? Actually, we've heard that MM4 has just hit American streets, but it won't be over here for ages yet. We'll keep you informed. **ANDY**
3) Our absolute, total, favouritest game has to be Super Mario Bros 3. But there are lots of others that we like huge amounts for other reasons. **STEVE**
4) You must be Fab-o-brill. No, you must be stonk-o-triff-o-fab-o-brill. Why not try Snake Rattle N Roll or Captain Planet, oh or Solar Jetman. And if you finish those quickly, send some tips in for us – you might win some goodies! **ANDY**

Dear TOTAL!
I've got a few questions to ask you so I hope they're not too hard for you!
1) Are the Super Nintendo and the Famicom the same thing and how much does the Famicom cost?
2) Will the game Turtles – The Coin-Op be coming out on the Nintendo?
3) What is the best football game made for the NES?
4) Is Bayou Billy a light gun game because half my friends say it is and half say it isn't?



Super NES or Super Famicom? It doesn't matter, they're both the same inside!

5) Can you still get Punch Out in Britain?
6) What is the best game for the light gun?
Derek Ross
Grampian



The Zapper light gun – what's the best game for it? Tune in next month!

Dear Derek
1) Apart from the design of the casing they're exactly the same. And when this spiffy 16 bitter arrives in Britain it'll cost about £150. Turn to this month's news pages for more information on the Super NES. **STEVE**
2) Yep! The Turtles should be hitting your screens again in a few months' time. **ANDY**
3) At the moment it's Nintendo World Cup but hang around for Kick Off to come out. If it's anything like it's home computer counterparts it'll be dead smart. **STEVE**
4) Yes, you can play it with the Zapper. **ANDY**
5) Copies might be a bit thin on the ground but it is still available. Happy hunting. **STEVE**
6) Buy issue four and we'll tell you. There's going to be a feature on the Zapper and all the software you can use it with. **ANDY**

Dear Total
Will there be a converter for the NES to play Mega Drive games?
Ali

Dear Ali
The answer is most definitely no, no and thrice no. And now a question for you. Why on earth would you want to play tacky Sega rubbish on your beloved Nintendo? **STEVE**

Party on dudes!

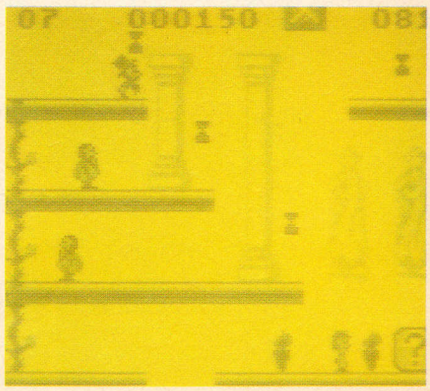
Yo TOTAL!
My first and most triumphant question is:
Is Bill And Ted out on the NES? If not , is it going to be released?
My next most excellent question is:
Is NARC going to be released in the UK? If so, when?
I have to go and do my heinous homework now, so catch you later Dudes.
Bill S Preston (esq.)
Aberdeenshire

P.S. Party on Dudes! And also 'Hi TOTAL!' from my most bodacious compatriot Ted Theodore Logan.

Dear Bill
First of all – loved the movie (didn't know you lived in Scotland, though).

Bill And Ted on the NES? Er, dunno. But it would be most bogus if it doesn't appear. We'll bring you any news of it when we find out ourselves. NARC is already out in the States so if Acclaim do the business, you could well be seeing this in the not-too-distant-future. P'raps. **STEVE**

Bill And Ted on the Game Boy is superb. What we want to know is, where's the NES version?



Game Boy doctor to the rescue...

Dear TOTAL!
Can you help me, please? My Game Boy is poorly (aaah!). You see it's when I'm playing Tetris in particular – I've found that I can't move the blocks over to the right fast enough.

I've had the game for over 12 months now, so the guarantee has expired. I took a peek inside and found that, after a bucket of screws had been removed, the rubber diaphragm under the right-hand side of the joy pad had split .

I doubt it would cost more than 10p, if it is available. Could you tell me where I could get one, or whether I have to send the whole game off to be repaired?

Maybe I could give you the diaphragm when you come round for tea, doughnuts and eclairs!?

I would be very grateful for any help or advice you could give. Love the mag, hope you have lots of success with it.

Timmy 'Tetris' Powell
Bristol

Yo Guys!
I've had my Game Boy for just over a year now and I play it all the time. This has really worn out the keypad, to such an extent that it sometimes 'locks' in the down position. What can I do about it and how much will it set me back?

Matthew Brunt
Isle of Wight

Dear Timmy and Matthew
It's really not wise to open up the Game Boy yourself (especially if it's still under warranty). A much safer bet is to wrap the poorly machine up in a jiffy bag and pop in a little note explaining what's wrong with it.

Send the whole lot to the address printed below and they'll contact you direct with a quote before carrying out the repair. Oh yes, and send it by recorded delivery.

F.A.O. Dave Thurston
Bandai UK Ltd., Warehouse 1, Fareham Industrial Park, Fareham, Hants PO16 8XB.

STEVE

TOTALLY! wired to the rap trap

Here's a rap about the best mag – TOTAL! – and a game that I would really like. Here goes:

The best computer mag is TOTAL!
Totally better than any other
Considering what's in it, it's really cheap
And every issue I'll always keep.
Here's the main part of my rap:
There is a game I really need
I want it so much my heart does bleed
I can't get it, not enough money
It makes me as mad as a hot-cross bunny
Can you guess the game? I'll give you a clue
When I was thinking about how to get this game – WWF I came up with this song.
So please TOTAL! could you send me this game,
Or I'll begin to cry.

Simon Beynon
Camberely

Dear Simon
Better whip out the tissues. We only have one copy of WWF and we need that, sorry. Why don't you fill out the questionnaire on page 43, you might win the game vouchers worth £100. Then you could buy two copies of the game (if you're completely mad).

Oh, and by the way, your rap was, erm, awful. Try again – and this time make it *rhyme*! **STEVE**

All that dosh... and no colour!

Dear TOTAL!
Could you please tell me why the Game Boy cartridges cost nearly as much as the other Nintendo cartridges, and also why the Game Boy doesn't have a colour screen?

Daniel Green

Dear Daniel
The most you can expect to pay for a Game Boy cart is £25 whereas NES carts now cost anything up to £55, so GB carts are still considerably cheaper.

Wow! This guy's letter has won a prize! PRIZE LETTER

On to your next question though. Only Nintendo know why the Game Boy is black and white. But we reckon it was made that way so that it would run for hours on one set of batteries, and so that it could be pitched at the ultra-affordable price of £70. Most other hand-helds cost a packet and eat up batteries in only a few hours. The Game Boy is a very practical, pocket-sized machine (and the games are brilliant too). Your interesting questions have won you a prize (dunno what, though). **STEVE**





Game Boy or Game Gear? Our vote's for the beige box!

Dear TOTAL
Which hand-held console would you buy – Game Gear or Game Boy? And what game do you think I should buy next for my NES? I really like your magazine but could you make it a bit bigger because Mean Machines is bigger and less money.

Thomas Wenn
Ely

Dear Thomas
Buy a Game Boy, the Game Gear's got no decent games. Try Star Wars, it's ace.
Now, let's talk numbers:

Mean Machines Feb Issue
Not including ads, letters, etc.
NES – 14 pages
Game Boy – 7 pages
Tips – 3 pages
Overall coverage – 24 pages

TOTAL Feb issue
Not including ads, letters, etc.
NES – 44 pages
Game Boy – 22 pages
Tips – 5 pages
Overall coverage – 71 pages

This means you get 195% more Nintendo stuff in TOTAL magazine for only 20 pence more. Now if that ain't good value I don't know what is. **ANDY**

Save my screen!

Dear Thicky
For Christmas I got a Game Boy. I played on it a couple of times then found that scratches started to appear on the screen.

How can I prevent any more scratches appearing? Also, can you tell me if there will be anything coming out that makes Game Boy's graphics colour. I think TOTAL is brill, keep up the good work.

Stephen Clegg
Ashton-Under-Lyme

Dear Stephen
There are several ways of protecting your Game Boy.
1) Treat it better
2) Buy one of the many carry cases that are available (the Nuby Play And Carry Case is a pretty good one at £10).
3) Stick a large piece of black insulation tape over the screen.
That third one is the least desirable as it makes game playing impossible and completely and utterly ruins the Game Boy when you take the tape off.

I'm afraid there will never be an add-on that makes the Game Boy graphics colour, although a spanky new colour Game Boy is in the pipeline. Stay tuned.

ANDY

Write to us...

... No-one ever writes to us. Well, Actually, that's not true. We've been swamped by letters from all our beloved readers and although we can't possibly reply to all of them, we still want you to keep 'em coming. Ask us anything you like, and we'll try to give you a fairly sensible answer. Send your words to Misery Guts or Thicky at: TOTAL, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

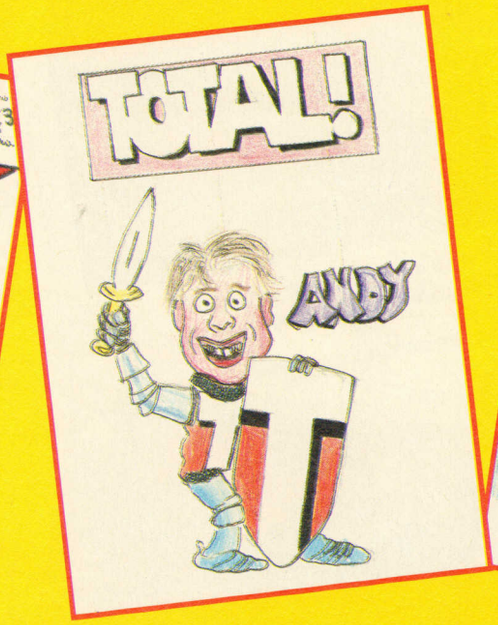
Crayon Corner

Keep sending all your drawings and sketches to Baghead and Vicky (to show them how it's done). The address is Crayon Corner, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. And remember to put your name and address on the back of your works of art.





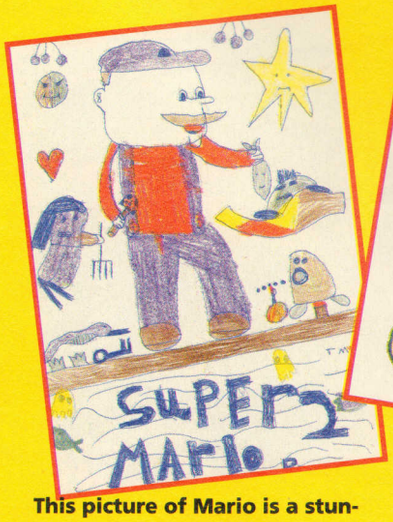
This is a pretty good piccie of Steve by Paul Cook of Prescot. (Except he looks a bit too jolly.)



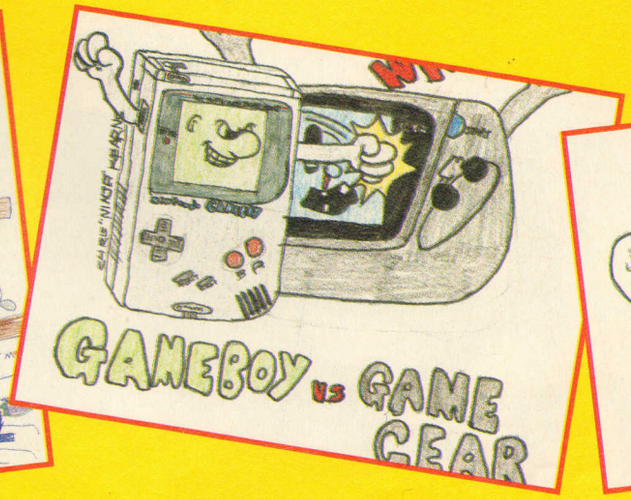
Ha, ha! Nice one Ellis Williams of Haddesdon. You got Thicky's huge, oversized gob just right.



We knew it. Even Sonic can't resist Nintendo games. Thanks Martin Foster of Abbey Hey.



This picture of Mario is a stunning achievement from six year old Ross Weszka of Blackpool.



Chris Kearns has the right idea. Tell us, is this a traditional welcome in Newcastle Upon Tyne?



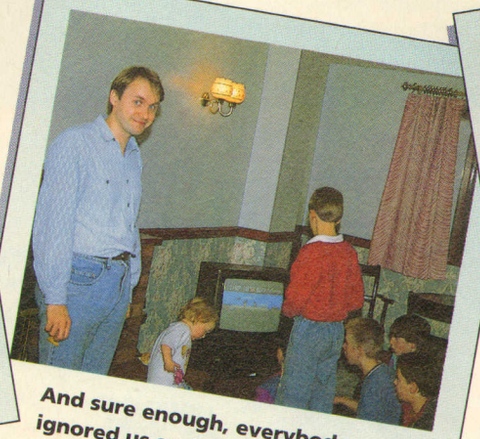
Has Tom Fielder of Fareham met us before? Because he seems to know pretty much what we're like.

TOTAL! TEA TIME

Yes indeedy, off we went to Burnham-on-sea to visit the home of Dan West and friends. And were they incredibly excited to see their heroes, Thicky and Baldy? Were they bombarding us with questions about our glamourous lifestyles? No. All they wanted was the Super NES. Poop!



As soon as we arrived at the Chez West, cakes were thrust upon us.



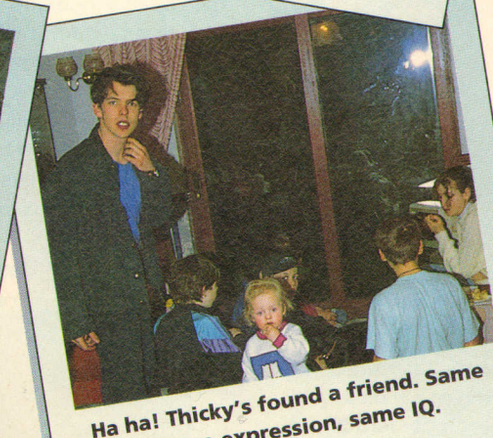
And sure enough, everybody ignored us and played games.



Dan West (the guy who wrote to us) gets to grips with the Super NES.



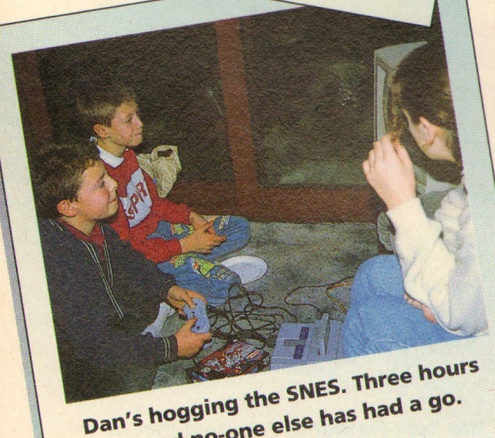
Oh look! Cherilyn and Liana seem to have taken straight to the Game Boy.



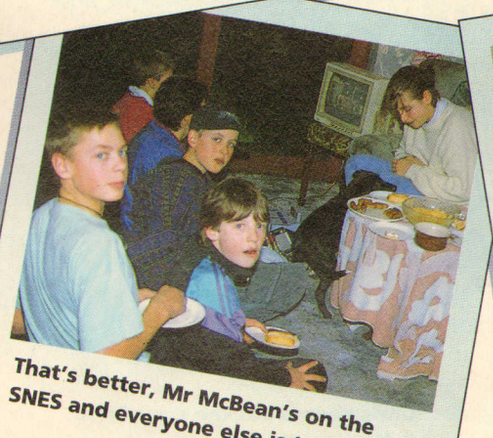
Ha ha! Thicky's found a friend. Same pose, same expression, same IQ.



Andy's friend's off for a more intellectual conversation, with her trainers.



Dan's hogging the SNES. Three hours later and no-one else has had a go.

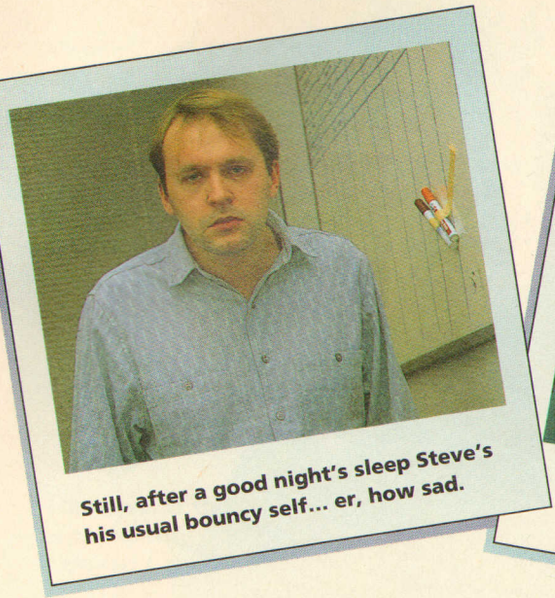


That's better, Mr McBean's on the SNES and everyone else is troughing.

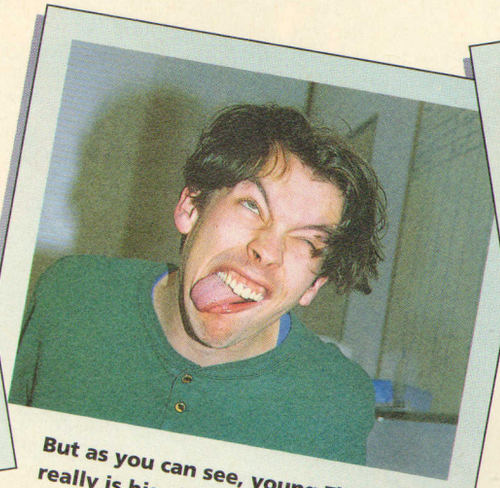


Oh dear! Baldy and Thicky have been put to shame by the youngsters.

The morning after



Still, after a good night's sleep Steve's his usual bouncy self... er, how sad.



But as you can see, young Thicky really is his old self again... stupid.



Who's the next winner Vicky? Why it's Ross McElwain of Llandaff. Poor soul.

Dan's gang





Steven Chedzoy (14)
Fave game: Tetris



Billy Frost (12)
Fave game: SMB 3



Shane Skuse (14)
Fave game: SMB 3



Andy Dyer (2)
Fave game: Sorry? What?
(Thicko-flongy-dweeb)



Christopher LeMarchand (11)
Fave Game: WWF



Simon McBean (11)
Fave game: SMB 4



Steve (342)
Fave Game:
Solitaire
(he has no friends)



Pepp the dog, and a cat
Fave game: Don't be daft!



Liana Palumba (11)
Fave game: SMB 1 and 3



Dan West (11)
Fave game: SMB 4



Craig Luck (3)
Fave game: SMB 1

Cherilyn Galley (11)
Fave game: Simpsons

Gavin Higgs (14)
Fave game: Final Fight

GUILD
Home Video

© 1991 Carolco International N.V. All rights reserved.
LJN® is a registered trademark of LJN Ltd.
© 1991 LJN Ltd. All rights reserved.

WIN A TERMINATOR



Win one of FIVE copies of Terminator 2 (now available on rental) plus a copy of the Game Boy cart by simply dressing up as Arnie. Using whatever props and make-up you can find, impersonate the T-800 then take a photo. Pop it in an envelope, include your name, age and address and send the whole caboodle to:

I'm a Terminator too!
TOTAL!
29 Monmouth Street
Bath, BA1 2BL

We'll then pick the five most imaginative or silliest pictures and award prizes as we see fit!

Review info

What's all this reviews rubbish then? Well, money's short and you can't afford to spend dosh on a game that turns out to be naff. Read our reviews in full, and you need never buy a bad game again. But if you're lazy, there are quick reference points in each review which you can look at. Try the 'thumbs' up and 'thumbs down' bits first...

GOOD THINGS

Anything that's good about the game goes in here. For example, 'It makes a pot of tea for you'

BAD THINGS

Likewise, if there are any dreadful aspects, they go here. For example, 'It doesn't make a pot of tea for you'

... Now you have a better view of the game. Of course, it takes more than a few good 'n' bad points to make a cart worth buying, so to help you out a bit more we include power meters for graphics, sound, gameplay and lifespan. Green is good, red is bad. And if you're still unsure, have a look at the summary bubble and overall rating.

TOTAL!

Looks

■ Animation, scrolling, sprites, colour, backdrops, guardians, it's all rated here

Sounds

■ Is it Christmas all over again for your ears? Or, er... not? We'll tell you here

Gameplay

■ This really is the most important thing. If it doesn't play well, it ain't worth it

Life span

■ Will you still be playing it when the sun freezes? Or is it five minute bin-fodder?



This is the bit where I give an intelligent, balanced summary of the game and where Thicky wibbles on in his usual, clueless fashion

Final rating: 79 Percent

This month

To be said in a Manchester accent... By 'eck, look at all th'reviews in 'ere. Next month: a west country accent



Terminator 2
Page 16

Break a mirror and it's seven years bad luck, but blow a raspberry at a T-1000 Terminator and you're six feet under. What are we trying to say? Gawd knows! Just read the review.



Star Wars
Page 18

The famous story of Jedi meets Princess, smuggler and Wookie and swans off around the universe showing off his lightsaber. Star Wars finally comes to the NES in style?



Trog
Page 20

Go back through the mists of time to a land where dinosaurs roamed the plains and were forced to play tedious revamps of really old games. Trog is pretty and, hrmph, dull.



Smash TV
Page 22

This stunning Williams coin-op blasts it's way onto the NES. And while the arcade game had squillions of sprites on screen at once, this version has... almost as many. Hurrah!



Dragon's Lair
Page 24

Animation that'll blow your trousers off is the name of the game here. And fortunately this version is very different from the coin-op. which was mind-numbingly awful.



Blades of Steel
Page 26

Anyone for ice hockey? This sport sim' is so realistic you can even enter into punch-ups with the opposition. But the slick gameplay is slightly ruined by breaks in the action.



Shadow Warriors
Page 28

This game was hugely popular in America. Why? Because the Americans don't have a clue when it comes to good games. Annoying gameplay ruins this big, big beat 'em up.



Captain Planet
Page 30

Oi! Stop using that bleach. These are the caring nineties, and we should be friends with the earth (or some such rubbish). Still, this ecological shoot 'em up is brilliant.



Maniac Mansion
Page 32

Enter Maniac Mansion. SCREAM, at the sight of Dr Fred. SHIVER, as the tentacle slithers. GASP, when you discover the nuclear reactor. FAINT, when you see the huge price tag.

TOTAL!

NES REVIEWS

TERMINATOR 2



For NES (1 player) **From Acclaim** **Price £35**

Machines, eh? Not to be trusted if you ask me. It all starts with simple things like electric toothbrushes and TV remote controls. Next thing you know, they've taken over the world and would much prefer it if the original occupants, erm, died horribly.

This is the unpleasant fate that awaits young John Connor. However, luckily for us he grows up to be the saviour of the human race: leader of the rebel forces that attack and eventually defeat Sky Net – the evil human-hating computer system.

Obviously Sky Net isn't too chuffed about this and decides to send a Terminator-series android back in time to kill young Connor. The T-1000 is a state-of-the-art combat droid. Made from metal poly-alloy he's basically a cross between the Silver Surfer and a lump of intelligent Playdoh.

And what's the best way to protect a lil' kid from this Plasticene killing machine? Easy, use another Terminator as a protector. So that's what John Connor does: he infiltrates Sky Net and re-programs a T-800 series android to go back in time and protect his younger self. Confusing, huh?

And so the scene is set for Terminator 2 – one of my favourite films, like, ever. This NES version takes five big globs of plot and turns them into playable levels. In each one you take control of the T-800 (big Arnie), as he runs, jumps, punches, kicks and shoots-people-in-the-kneecaps his way to a final showdown with the shiny old T-1000.

The action kicks off in a truck-stop cafe, where Arnie beats up a bunch of truckers, avoids some bikers and clobbers some big guy in the pool room.

With the big guy down, Arnie nicks his bike and gun and boards his newly-acquired Harley Davidson for a chase through some flood-channel trenches. As long as Arnie catches up with young John before the T-1000 squashes them both with a big truck, he can move onto the next level.

The story so far...



Sky Net sent a T-800 back in time to kill Sarah Connor – mother of future resistance leader, John Connor...



... It failed, defeated by Sarah and Kyle Reese – a soldier in John Connor's army. But now there is a new target...



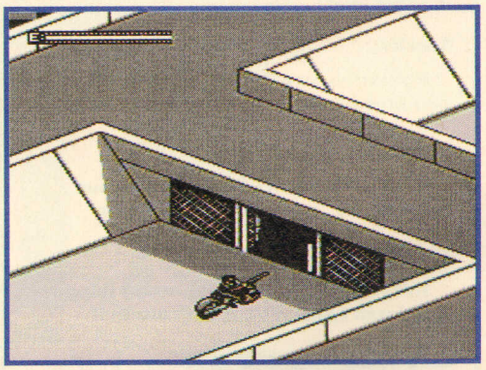
... John Connor as a boy. Sky Net has sent a new T-1000 Terminator unit into the past to find him and kill him...



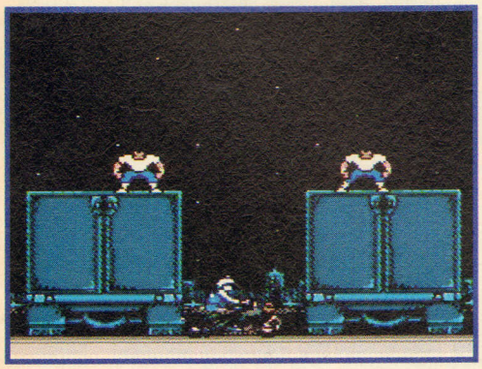
... This state-of-the-art killing machine can take on the shape of anyone – or anything – he touches. John is in grave danger...



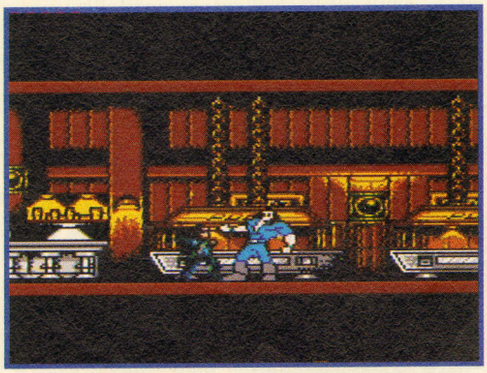
... So the future John Connor sends a T-800 back to protect him. But is this lumbering android any match for the T-1000? Why not see for yourself? turn to page 14 – you could win a T2 video!



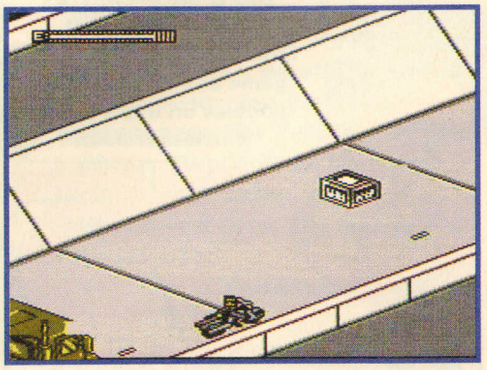
In the rain-water canal things, Arnie has to blow open these gates before riding his bike through – one crash and he's terminated.



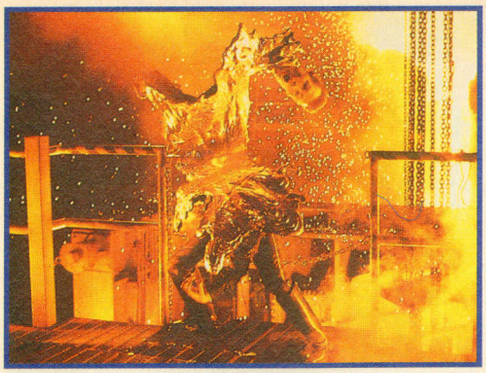
Outside the truck stop, Arnie has to combat tons of truckers. Unfortunately, he's just been squished by a rampaging biker. You know, those scuff marks will be a devil to get off.



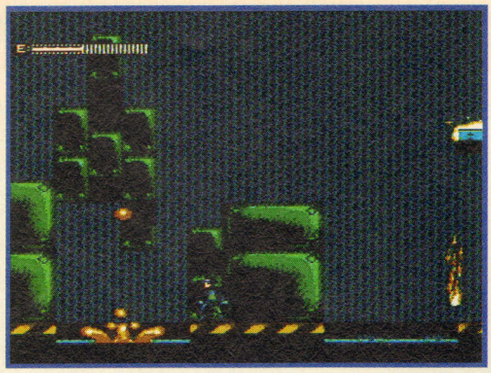
Inside, Arnie meets someone who's even bigger than he is! Several blows to the belly and this giant tumbles over, allowing Arnold to sneak off with his gun and his bike.



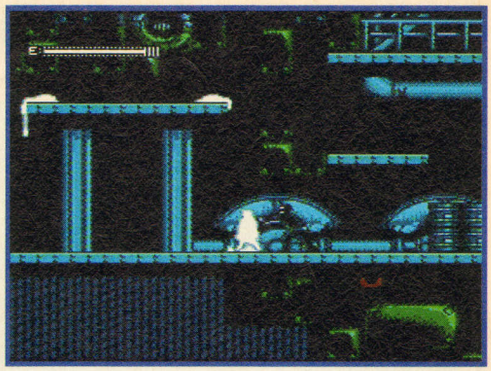
'Behind you!' Arnie can't out-run the T-1000's truck, but he can make life unpleasant for the driver. Fire a few shots into the cab and he drops back – for a few seconds.



***This* is what happens if you eat too many beans. (Actually, it's the T1-000 seconds after a grenade but before he falls to his doom.)**



Of course, molten metal is dangerous to T-800s too, so if Arnie slips into one of these vatfulls of the stuff, it's hasta la vista, baby.



The silver T-1000 pops up but gets a good thrumping from our Arnie and decides to melt back into the floor. Serves him right.

Here, Arnie runs around the Pescadero Mental Institute, where John's mum, Sarah, is held (well, if you'd met someone from the future and battled a T-800, *you'd* be a bit squiffy in the 'ead).

Once Sarah has been rescued (watch out for chrome-dome!) it's off to the Cyberdyne labs. This is where it all started: the first T-800 (which came back in time to kill Sarah) was crushed to bits in the Cyberdyne plant. The techy guys studied the remains (one arm was left intact) and a chap called Miles Dyson is now busy designing the computer systems that eventually lead to the creation of the Sky Net defence system. If they can recapture the android arm, the system never gets designed, Sky Net never exists and Judgment Day – the nuclear war in which zillions of people get vapourised – never happens. Get the idea?

So basically Arnie gets to run around the Cyberdyne labs shooting people. Again.

With the arm safely destroyed, it only remains for Arnie to face and defeat the T-1000 in a battle to the death. This final scene takes place in a steel mill filled with molten metal and is more of a platformer than a shooter (but there's still plenty of punching going on!).

No one level is that amazing in itself – it's all standard run 'n' blast fare (with the exception of level two, which is drive along 'n' blast fare). However, there's plenty of game to hack through and all the levels are very atmospheric, especially the steel mill filled with bubbling, blooping metal!

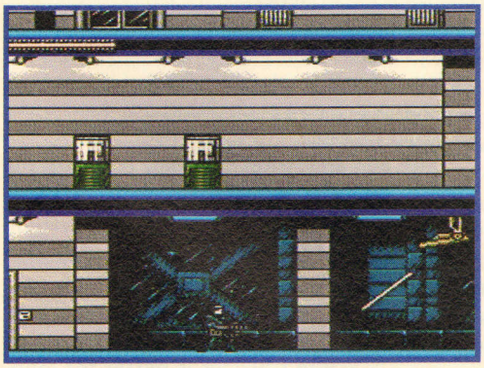
I would have liked something a bit more original, but this is meaty enough for most T2 fans! **STEVE**

UPPERS

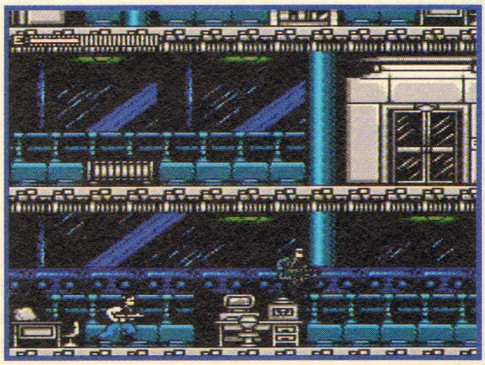
This is a lovely looking game – everything moves well and is dead slick. There's plenty of action to be had

DOWNERS

Levels three and four go on a bit. The action is all a bit samey, with too much running and blasting

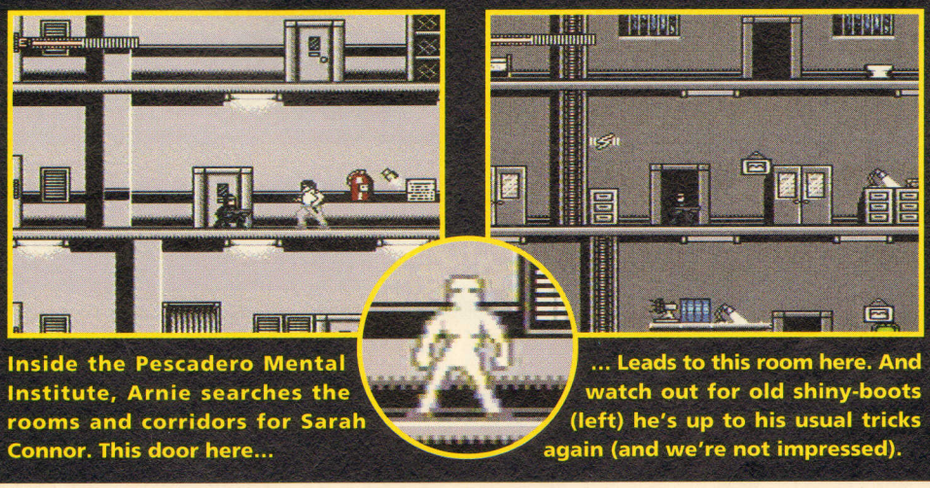


Inside the Cyberdyne labs Arnie puts his cool dark glasses on and completely misses the laser beam whizzing towards him!



As in the loony bin level, Arnie-boy has to enter all the rooms in order to pick up ammo, energy and dynamite. Jump, Arnie, jump!

Searching the cells



Inside the Pescadero Mental Institute, Arnie searches the rooms and corridors for Sarah Connor. This door here...

... Leads to this room here. And watch out for old shiny-boots (left) he's up to his usual tricks again (and we're not impressed).

TOTAL!

Looks

■ **Everything moves well, the scenery is moody and the static piccies are fine**

Sounds

■ **T2 kicks out some well-spooky tunes and the sound effects are spot-on!**

Gameplay

■ **Some of the levels are a bit tedious, but what's there is all quite playable**

Life span

■ **Like Arnie, it's big and tough. But the simple appeal won't last forever**

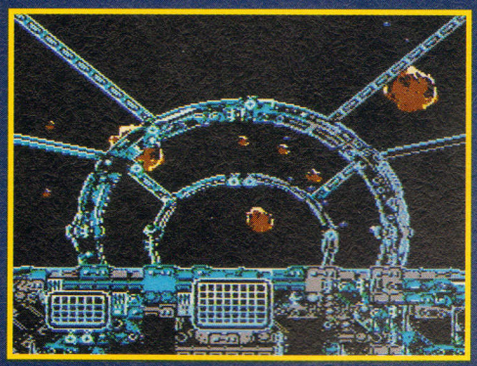


Well, it's not the most original or outstanding game I've ever seen, but it looks great, sounds good and sure kept me battling away!

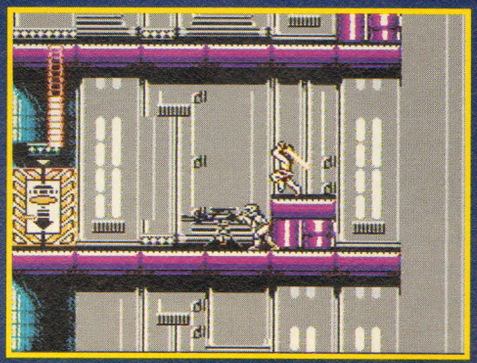
Final rating

74 Percent

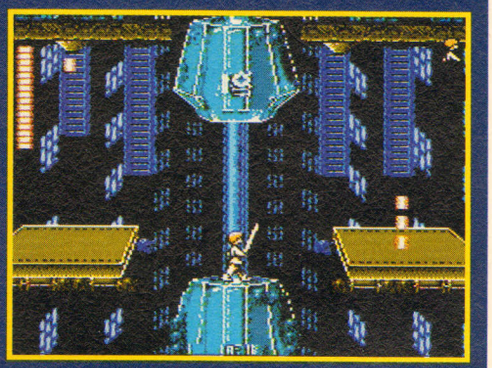
Falcons and force fields



Once our beloved band of rebels are all together (Luke, R2-D2, C-3PO, Ben and Han) they board the Millennium Falcon for a quick trip through an asteroid field!



Survive the rocks of doom, and the Falcon is tractor-beamed into the Death Star where Luke (or Han) must avoid attack from Imperial Stormtroopers...



... In order to find and disable the tractor beam-thingy. This bit is hard. Well, actually it's *incredibly* flippin' hard. All my rebels died horribly trying to get past it!

STAR WARS

For NES (1 player)
From JVC/LucasFilm Games
Price £50

Better late than never, I s'pose. Star Wars the movie appeared in cinemas way back in 1977 – before most of you were born! 'So why do it now?' you may be wondering. Well, since 1992 is the 15th anniversary of Star Wars there are lots of things going on to do with the film, including the release of Nintendo versions of all three movies. The Empire Strikes back is already available in the US and Return Of The Jedi will follow later this year. But for now, let's take a look at the one that started it all.

SKYWALKERS
It's really exciting watching the story unravel as you play along. Graphics are pretty stonky

VADERS
Vicious platform action later on. Not a massive task to complete – helped by lots of continues

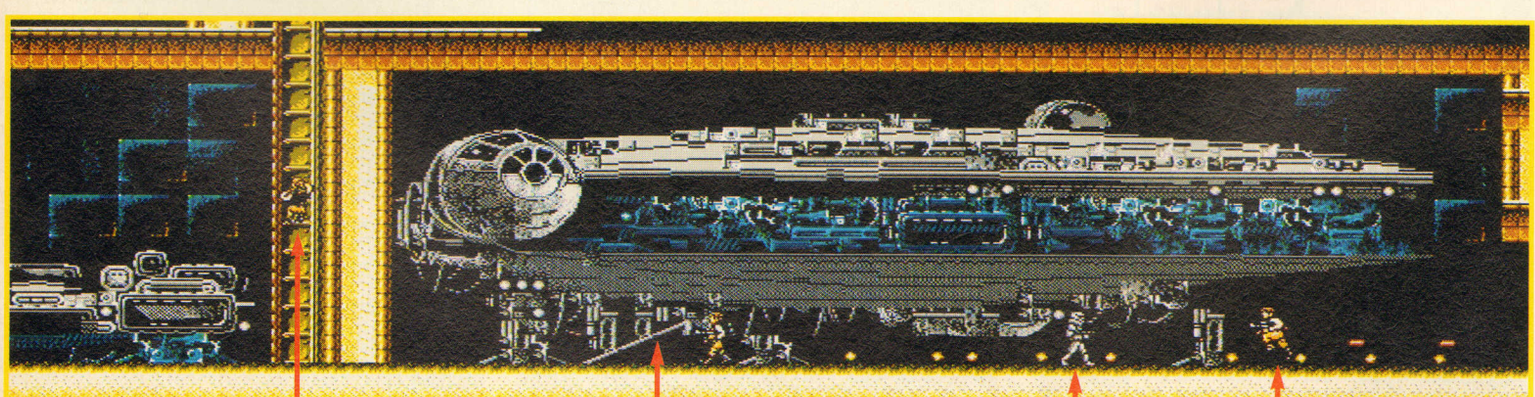
The name 'Star Wars' actually refers to a series of nine movies. Only the middle three have been made so far, but episode one is already in pre-production and will be released in 1997, closely followed by episodes two and three. So the name of this game is actually Star Wars, Episode IV – A New Hope. (But we'll just call it Star Wars, OK?)

There's no way I'm going to describe the plot of the entire film – you *must* have seen it by now! And the good news is that I don't have to wibble on about the plot of the game either because, for once, the game sticks to the movie like bogies to sleeves... er, sort of thing.

You control different characters as the game goes along – starting off by guiding Luke Skywalker around the desert world of Tatooine in his landspeeder. There are a number of caves which he must explore to find a better blaster, R2D2, Obi-Wan Kenobi and his Lightsaber. The caves are sideways-scrolling levels in which Luke jumps from platform to platform, killing Tusken Raiders and womp-rats and trying not to plummet to his doom. These cavey levels are dead tricky but *really* playable.

Once Ben and Artoo are safely on board the speeder, it's off to Mos Eisley to pick up Han Solo in the cantina (with a great version of the jolly alien-band tune). With Han on the team, you can now choose to play as Skywalker or Solo. Luke swings a mean Lightsaber, but Han's blaster is better for long-range combat – it's up to you to decide which one's less likely to get a severe kicking from the Imperial baddies.

Once you've hacked and blasted your way through Stormtroopers, a handful of Boba Fett's and one or two nasty Jawas, it's all aboard the



Ooh! Isn't it annoying when you can see your spaceship parked in the next bay and you can't get to it. Tut! Han has to climb the ladder and explore the whole of Mos Eisley spaceport first.

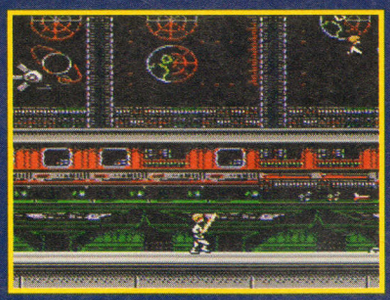
At last! here it is, a good half-hour wandering round and Han has made it to the Falcon's hatchway – next stop space!

Nasty Stormtrooper -type blokey on patrol. Shoot to kill (or dent severely).

Ta-daaa! Here comes Han with guns a-blazing! (Well they do blaze, honest. He just hasn't got it turned on.)

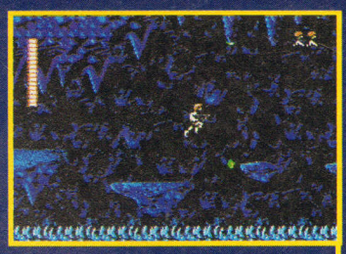
Rebel six-pack

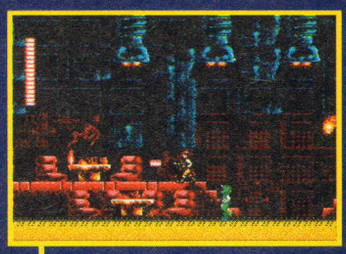
It takes more than one farm-boy from Tatooine to defeat the Empire. No, you need two robots, a loony hermit, a smuggler and a princess!

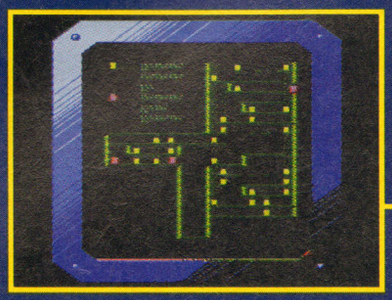


Reach the control room (above) and R2-D2 can access the Death Star's main computer and show a deck-plan on his monitor (below).

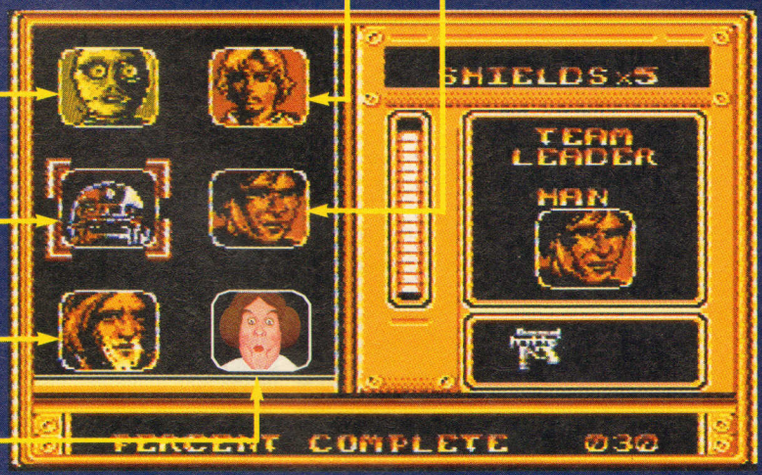
These pictures show Luke (right) and Han (far right) in action. You can swap between them at any time during action scenes. Han totes a mean blaster, but Luke can choose between gun and Lightsaber.







This is C-3PO. He does nothing in this game apart from wibble on about how it's 'not his fault'. Wimp.



This is Obi-Wan Kenobi (or Ben to his mates). The Force is strong in him and he has the power to bring Han and Leia back from the dead – but only three times each!

Erm... I couldn't reach Leia, so I got the next best thing. This is Princess Dyer-Leia (cute isn't she?).

Millennium Falcon for a hairy trip through the asteroid field! This section is really impressive as the asteroids hurtle realistically towards you out of the void (it's one of those bits where people sway about in their seat as they try and avoid the oncoming rocks!).

Next stop is the Death Star where Luke and Han run around the massive space station in an attempt to rescue Princess Leia and shut down the tractor beam which holds the Falcon. This is another baddie-filled platformer, and there are some *horrible* jumps in this section. In fact, it gets annoying because one missed platform can mean negotiating the whole level again.

Back in space, our chums have to fight Imperial TIE fighters before they can join the rebel forces and prepare for the final battle against the Death Star and the old whizzing-along-the-trench bit.

Now I'm a real Star Wars nut so any game based on my fave film better be good! Thankfully, the Force is strong in this one! The game gets off to a slow start in the caverns on Tatooine (bit like the film, really), but once you pick up Han and the Falcon things really start hotting up. As the story unfolds the game becomes really engrossing – I certainly found it hard to put down (and it was way past going-home time).

Unfortunately, with only a few days' play I'd managed to get inside the Death Star and reach the tractor beam, so I'm confident that hardened gamers will be able to destroy the Death Star in a few weeks at most.

No doubt you'll play it again and again (it's a superb game after all) but Star Wars is an expensive cart for only a few weeks' play – beware! **STEVE** TOTAL!

TOTAL!

Looks
■ Luke and co. are small, but move well. Scenery and flight scenes are pretty smart.

Sounds
■ Renditions of the movie tunes are adequate. Some nice effects, though.

Gameplay
■ Brilliant blend of tough platform action and smart 3D shoot 'em up. Very playable.

Life span
■ Good gamers will crack it sooner than later – but it's good to play over and over.



I really enjoyed playing this – it's got great looks, good playability and a superb storyline! If you can afford it, you won't be disappointed

Final rating
88 Percent

TOTAL! TACTIX

If you haven't got many Millennium Falcon shields by the time you reach the asteroid belt – you're doomed. However, the quick way of stocking up on shields (without risking your neck) is to keep visiting this cavern. At the end you'll pick up a shield, and when you re-enter, it's still there!







TROG



For NES (1-2 players) **From Acclaim** **Price £35**

Let's make this simple. Trog is little more than Pac Man with knobs on. But Pac Man is over ten years old and this is brand new. So why churn out an ancient formula when it wasn't that brilliant in the first place?

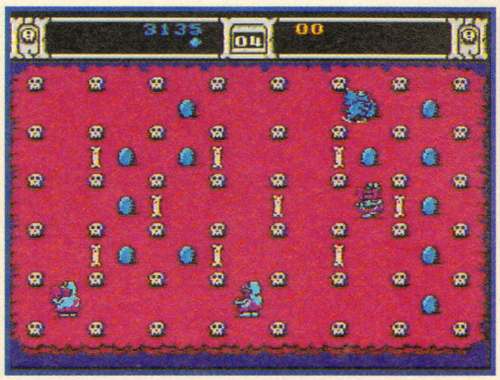
Well, it's success in the arcades probably had something to do with the fact that it featured an amazing 'Playmation' graphics system with digitised piccies of animated clay figures instead of flat-looking sprites. Unfortunately, these are missing from the NES version so it's gonna have to rely on the merits of its gameplay this time around.

You (or you and a friend in two-player mode) control little dinosaurs called Bloop and Spike. All you have to do is steal all the Trog eggs from each of the islands in the game without getting killed by the 'orrible things (the Trogs that is).

There are 50 islands to clear of eggs, each of which gets more complex than the last. Early stages are just like open grids full of eggs, but in later



Bloop ate a pineapple and has turned into a Tyrannosaurus Rex. Here Troggy-Troggy!



Less effective than the pineapple but still useful is the ice block. Chill out Trog-fiends.



The Trog Feast bonus round, where both dinos get to chew on Trog-meat for free!

Dinosaur double in Trog trouble



The fearsome Trogs. You can punch 'em, burn 'em, you can even eat 'em sometimes. But they're still a pain in the bottom.

This is Spike. If a friend joins you, this is the character he plays.

Touch the Trog's fires and you get frazzled, like Bloop here.

The mysterious horseshoe. So called because no-one knows what it does.

Warpy door. Walk in here and you'll emerge from the other door with a circle on the top of it. Why bother to invent the wheel when you've got public transport like this?

The red plant of dinospeed. Eat it and run like the wind.

A small blue eggy-thing. Bloop has to collect all of these to finish... Well, you've heard it all before.

A small blue mushroom-thing which slows you down a treat. Don't touch it with a long stick.

A small orange eggy-thing. Spike has to collect all of these to finish an island.

levels fences appea and teleport doors make egg collecting more difficult and time consuming.

But apart from the layout of the islands there's also a whole heap of other hazards to avoid. Gaping chasms appear in the floor ready to swallow you up, mushrooms slow you down if you accidentally eat one and, of course, there's an obscene amount of Trogs who either eat you, bash you with clubs or roll massive stone wheels at you. And, horror of horrors, as the levels progress the carnivorous cavemen get faster – so it's just as well there are a few helpful bonus items lying around.

If you're feeling a bit sluggish, and you see a red plant-type thing, eat it and your dino-chum gets faster. The more you eat, the faster you get so if loads old Troggies appear you can run circles around them.

And remember those chasms I was talking about? Well, sometimes they contain flashing squares. If you leap into one of these it warps you to a later level.

Also pretty useful are the ice blocks and pineapples. If you collect an ice block, all the enemies on screen freeze so you can scamper round for a bit without being eaten. The pineapple is better still, though, because it turns your dinosaur into a Tyrannosaurus Rex for a while. In this monstrous form you can stomp round and gobble up Trogs to your heart's content!

But the thing that will possibly save your lizard-skin most is the punching. Hammer the fire button fast when a Trog approaches and he'll go flying off the screen. Of course you've got to be agile of finger because any hesitation will get you eaten, so perhaps punches should only be used as a last resort (*unless you work with Thicky, in which case you can use 'em all the flippin' time – Steve).*

This all sounds incredibly jolly doesn't it? Indeed, the colourful graphics, jaunty sounds and mildly engaging gameplay all work together quite well. And what if it's just a souped-up version of Pac Man? After all, there are thousands of Pac fans out there who may have been waiting for something like this, aren't there?

But even though it takes an old formula and vastly improves it, it's the same old stuff through all 50 levels. And to be honest, it'll only take a day to demolish the first 30. It's good to have an occasional crack at, but it would be a waste to spend dosh on something as simple and basically tedious as this. Lovely graphics, pleasant gameplay, but it's about as deep as Misery Guts' fringe.

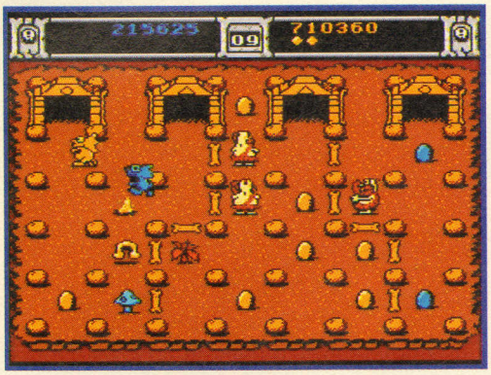
So after millions of years the mystery is finally solved. The dinosaurs died not because of some change in climate, or some global catastrophe. They simply, and very quietly, died of boredom. **ANDY** TOTAL!

DINOS

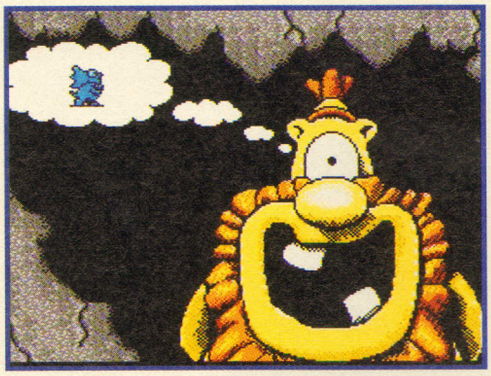
Wonderfully cutesy graphics and luvverly animation. Simultaneous two-player fun

SORES

50 levels but most of 'em are easy. Controlling Bloop (or Spike) is a real pain until you get used to it



In the two-player game, Bloop and Spike race to collect their eggs. Bloop's winning.



Every few levels a scene like this appears, just to remind you the Trogs are hungry!

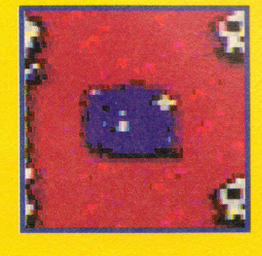
Collectosaurs



Horseshoe
When you collect a lucky horse shoe like this your ears are treated to a 'pinging' sound. Er... but don't ask me what it does.



Hot dog
A very hot, hot dog. Munch this morsel and you can spit fire at the Trogs reducing them to a pile of blackened bones!



Ice cube
When you touch ice cubes, you set off a mini ice age and all the Trogs on screen freeze for a bit. It doesn't last long, though.



Pineapple
Pineapple's not only great with a slab of gammon, it also helps you out. It turns you into a T-Rex so you can chomp the Trogs.



Mushroom
Yummity scrum, I lurve mushrooms. But these are special stone age mushrooms which slow you down if you eat them.



Red plant
Eat the red plants. They make your dinosaur move faster. This is vital in later levels when the Trogs get speedier.

TOTAL!

Looks
■ Some of the animation is dead funny and there are loads of colourful characters

Sounds
■ Jolly soundtracks and some very appropriate sound effects. Not bad at all

Gameplay
■ Pac Man with frills. But there's not enough frills to keep you interested

Life span
■ Good for a quick occasional play but stick at it, and it won't last a week

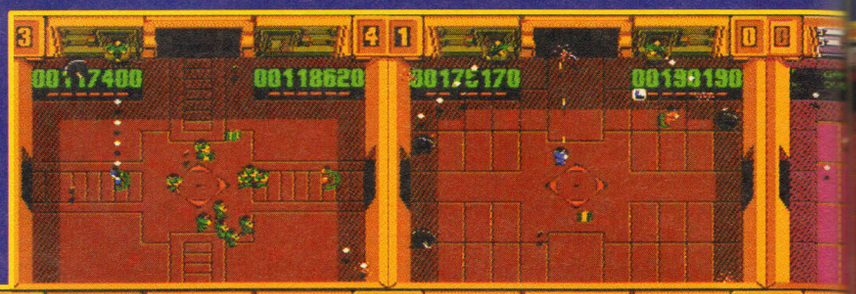


What a shame. This game looks great and plays pretty well. But it's not difficult enough and the whole concept is really starting to show its age

Final rating 67 Percent

Prime time!

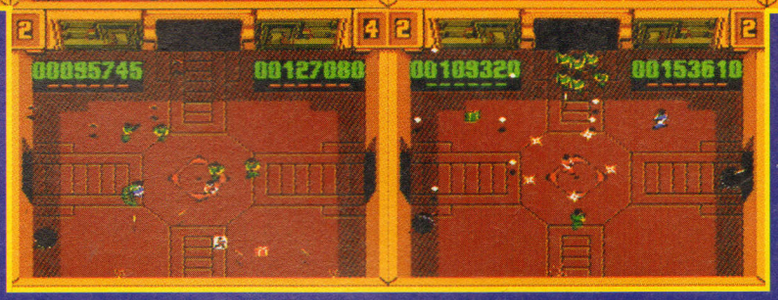
'Good evening viewers, and welcome to the entire first level of Smash TV! As you can see, we've used our special 'lots-of-screens-cam' to take pictures of each room you can visit and the meanies you have to destroy! Good luck – yoooouu'lll need it!'





Once you've cleared the first room, this map slides into view. However, if you think it's a straight route to Mutoid Man, dream on!





SMASH T.V.



For NES (1-4 players) **From Acclaim** **Price £40**

Don't you just hate the telly on a Saturday evening? You've either got 'cheesy grin' Cilla trying to get two complete strangers married, scantily-clad Americans swanning up and down some sunny Californian beach, or some geek like Jeremy Beadle with yet another appalling game show. Sheesh!

What we need is a show with a difference – none of this chummy smiley stuff. We need some serious firepower on the box; we need heavy casualties; we need Smash TV! Yep, this is the TV prog with an 18 certificate, where the the biggest prize is the contestant's life!

Basically – and we're talking more basic than Thicky's hairstyle – the show follows the fate of one or two contestants who aim to:

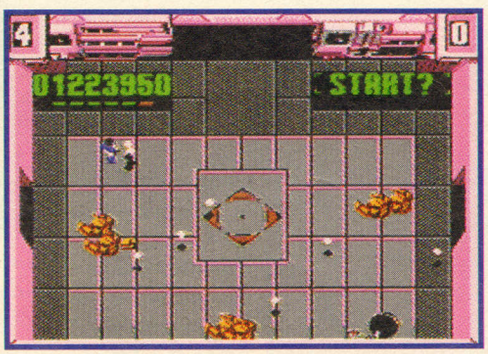
1) collect as much cash as they can, and
2) stay alive long enough to enjoy it.

To achieve this they move from room to room, picking up goodies and shooting the masses of gangs of hordes of heaps of opponents who come storming in, wanging baseball bats or lobbing laser bombs. Once a room has been cleared of baddies, the 'guests' scroll into another, even more murderous arena!

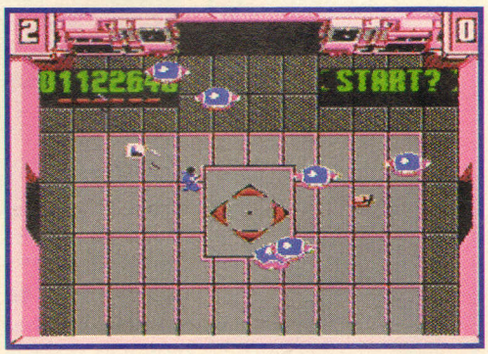
Both players pack a simple blaster but can pick up extra weapons, lives and a spanky rotating shield thing to make them that bit 'arder. They can also pick up cash prizes and things like new toasters and cars – but this can be risky since these



These are the Smash TV contestants... Like I always say, where *do* they get them from?



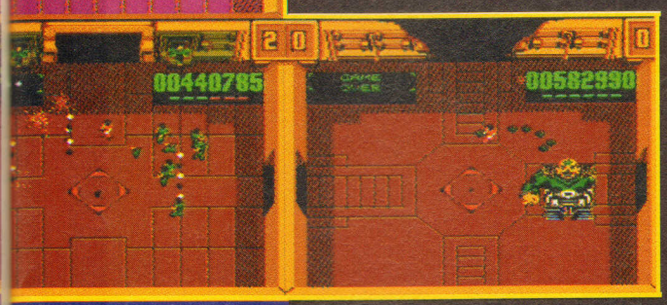
I've made it to level 2 and I've still got four lives left. This is gonna be a doddle!



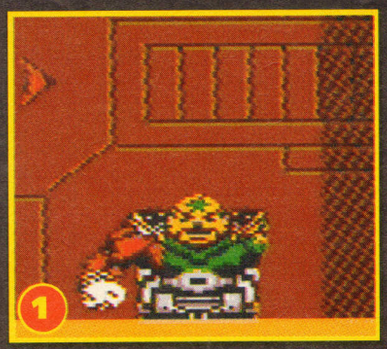
Ah. Those brown baddies took two lives off me. Still, I'll waste these blue blobs, easy!



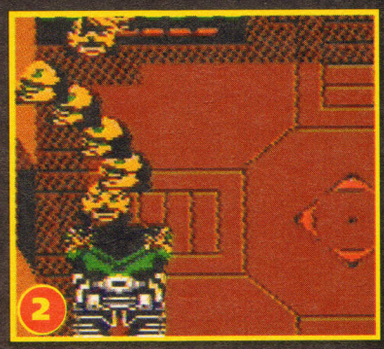
If you're a greedy devil and fancy picking up even more prizes, you can make a detour to this Prize Room. For a few seconds at the start, there are hundreds of packages just waiting to be nabbed (as you can see, I've just picked up a shiny new roadster!). Of course, it's not long before you're fighting for your life again!



After battling through screens full of shrapnel bombs, club-wielding baddies, snipers and some extremely odd-looking nasties, you'd think that the TV people would stump up a bottle of champagne and a holiday... but no. Instead you have face Mutoid man in combat – and watch out, this guy really goes to pieces!



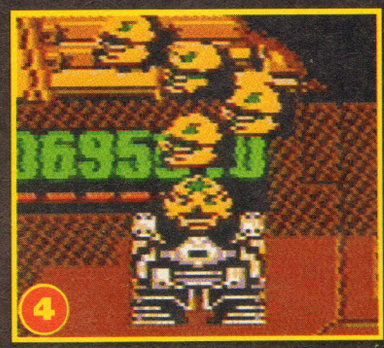
First of all Mutie's arms turn red and fly off one at a time!



He looks 'armless' enough! Er... no. He starts spewing out heads!



Keep shooting and his green tank-top comes flying off!



Finally he does his head-spewing trick again – and he's a gonner!

prize packages often hide landmines (which is a bit unsporting, really).

As well as a cast of thousands, Smash TV also throws some heavyweight hardware at it's contestants in the shape of snipers, shrapnel-bombs, robotty-type monsters and end-of-level guardians. And, for once, we really *mean* guardians.

So, it's got greed and violence on a massive scale – but is it any good? Well, if you're the sort of bloke or hokess who regularly visits amusement arcades, you'll know that Smash TV was one of the recent hits of the coin-op scene. The gameplay is a total rip-off of an ancient game called Robotron. However, that's no bad thing, since Robotron was ace anyway!

The thing that makes Smash TV just a little bit special is the control method. Your contestant chappy can move in one of eight directions and shoot in any one of eight directions at the same time. This means you can use one joypad to guide him around and the other joypad to control his firing (which is a tad tricky for an uncoordinated gimp like me). A far more enjoyable option is to get another player and have one person control the movement while the other takes charge of the shooting.

With both players working together the game is easier and a lot more entertaining. Better still, if you have the Four Score adapter, why not get both contestants up on screen, controlled by four players. It's a real hoot!

After a while Smash TV grows a bit wearisome because the action doesn't change much – it just gets more frantic. But play with friends and I guarantee you'll have a seriously good time! **STEVE**

VIDEOS
Superb control method. Masses of smashing action for you and all your mates

TOASTERS
It's just blast, blast, blast – if you need variety in your games, you'd better find another channel

TOTAL!

Looks
- Masses of neatly animated enemies, plus some great-looking guardians!

Sounds
- Wonderful sampled speech, plus a good main tune and luscious sound effects

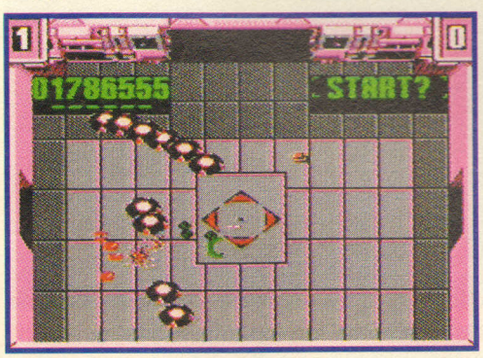
Gameplay
- Frantic blasting action is a thrash and the control options make it even better

Life span
- Very tough to complete but the multi-player options always keep it fresh

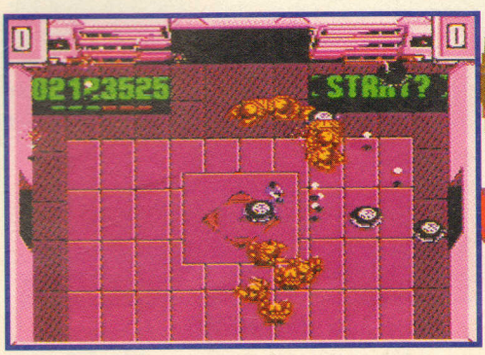


Move over Cilla, this is one wild cart! It's fast, furious and a lorra fun to play. Peak-time viewing – especially with a group of friends!

Final rating 82 Percent



Oh dear, things are starting to get a bit nasty. One life left and these– WAAARGH!



Panic! If the brownies don't get me the shrapnel bombs will. Can I go home now!?

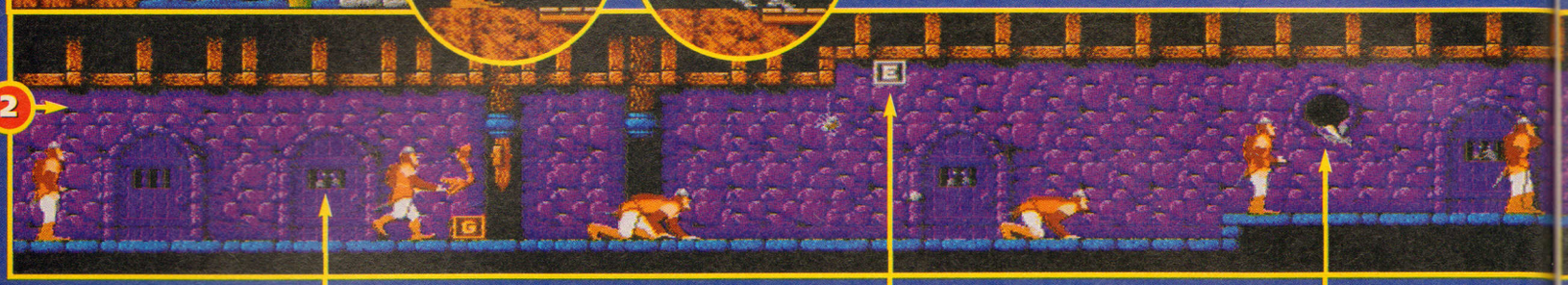


The very first challenge is actually getting into Mordroc's castle. The drawbridge collapses, bats attack you and that vile snakey thing gobs fire at you.





The trick is killing the serpent so that the portcullis opens. But remember to duck the fireballs or you'll end up looking like you've been on a three-year diet.



If I'd been locked up in a castle cell for gawd knows how long, I'd be glad of a new face around the place. In this game though, the prisoners seem to enjoy lobbing rocks at intruders. And the snakes ain't much friendlier.

Crawl between the droppy-downy wooden spikes and avoid the spider. Now, as long as the prisoner's stones don't get you, you can jump up to collect the 'E' icon for extra energy.

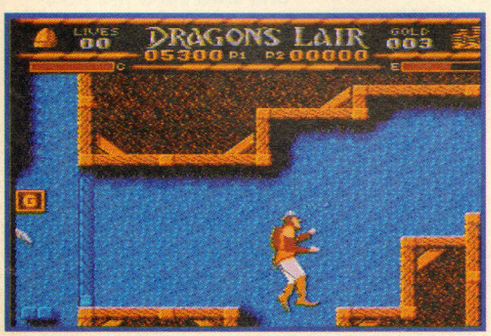
This hole in the wall releases vicious hornets. If they hit you, your energy level takes a hammering, so shoot daggers at them to kill the buzzy blighters.

DRAGON'S LAIR

For NES (1 player)
From Elite
Price £35



More miserable prisoners. Before you can open the doors and leave, you have to kill all three ungrateful gimps with your axes.



Whooo... the ever-so-spooky Dragon's Breath. When the wafting wind moves upwards, leap onto it and do a mid-air cycle across the gap. It looks stupid but it works.

Have you ever seen this game in the arcades? Mmm... well, even if a few of you have it probably wasn't working at the time. And that's because it first appeared about nine years ago and incorporated the latest laser disc technology which, while impressive, was horribly unreliable. Still, when it *did* work the results were stunning.

Then came the home computer versions. Ha! Try to reproduce Disney quality animation on a machine costing a few hundred quid and the result is a pile of old poop.

But hurrah for the programmers of the NES version of Dragon's Lair, for they decided not to attempt the impossible, and instead changed the game into a sort of arcade adventure. And the best part is, even though the game *is* different, there's still some pretty hot animation in there.

The plot is about as simple as Misery Guts. Our hero, Dirk The Daring, has to enter Mordroc's castle in order to rescue the beautiful princess Daphne who is being guarded by Mordroc's pet dragon called Singe.

Each level is a series of tricky tests of both brain power and skill with the joypad. And, unlike many adventure-type things, there's no reaching a hazard only to find you need a weapon that you ignored about ten rooms ago! No, in this game you can't progress until you solve the problem facing you.

In playability terms, this is both good and bad. Because there's no password or continue option, you have to solve all the puzzles all over again when you die. But having said that, the puzzles are

DIRKS

Animation you wouldn't believe. The weird solve-as-you-go puzzles work a treat and are very compulsive

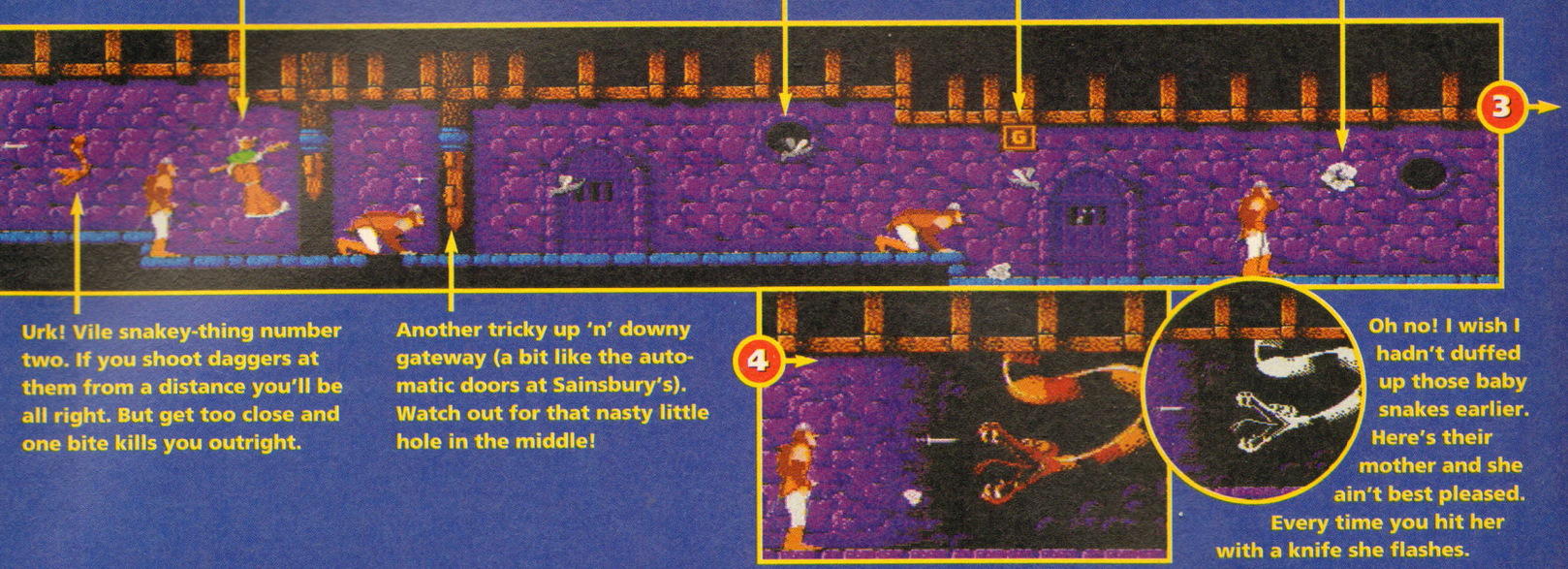
SINGES

No continue option... blast! It's a bit straightforward – jump, crawl, throw and that's it



The platform in the middle moves downwards and temporarily comes to rest at the jetty-things. Take the wrong exit and you have to play a previous level again.

the Dragon



intriguing enough and the difficulty level is perfectly pitched so that you're only tortured over any one puzzle for so long. Suddenly you find yourself screeching, 'How could I have been so dim?' and never struggle with the puzzle again.

Without giving too much away, the first problem is actually getting into the castle. There's a collapsing drawbridge, a closed portcullis, deadly bats and a serpent that rises from the moat every time you get near it.

The trick is to work out how to kill the serpent and open the portcullis *without* falling through the drawbridge or getting wasted by the bats or the serpent's fiery breath. You can walk, jump, crouch, throw daggers and that's it.

Every puzzle has to be solved using these simple moves. You have a limited amount of energy, and some monsters sap this bit by bit while others kill you outright. But don't fret pet 'cos good ol' Dirk the Daring can pick up energy tokens to help him along his heroic way.

It's all fairly straightforward, and to be fair, completing it is just a case of trial and lots of error. Because you only have to concentrate on one puzzle at a time, it gets pretty more-ish

The superb animation adds heaps of atmosphere. Dirk's movements are realistic and carrying out some of the moves takes time. For instance when he jumps there's a slight delay as Dirk crouches before launching himself upwards. This makes it tricky, but it all adds to the challenge.

This game is great, but only because it's a little bit different. If you're after fast action, or complex challenges then you're in for a surprise. Even so, I reckon most of you will be intrigued by this unusual adventure. You'll be tearing your hair out when Dirk croaks it for the umpteenth time, but you can guarantee that it'll only be a matter of seconds before you're back for more! **ANDY**



Oh lordy! Mordroc forgot to put fifty pence in the meter and it's all gone dark halfway through the mines. So what does the daring Dirk do? Well, he can either die horribly...



... or carefully collect the 'C' icon. This is a candle and when you press Start the lights come back on. Just in time too 'cos here's the Lizard King, back to steal more gold.

TOTAL!

Looks
- There's some stunning animation in there. The backdrops are pretty spiffy too

Sounds
- Soundtrack is good, but it soon gets annoying. Sound effects are fine though

Gameplay
- Very different from other games, and this formula makes it hugely playable

Life span
- OK, so there aren't that many levels, but what is here is challenging and enjoyable



For NES (1-2 players) **From Konami** **Price £30**

BLADES OF STEEL

SKATES
Goal-scoring is exciting stuff! And the fab beat 'em up sequence is fun too – it breaks up the action nicely

GRATES
Lots of hanging about before games and between periods while the players skate around and show off

When you think about it, ice hockey is a strange sport to want to simulate in a video game. It's just a mad race from end-to-end with everyone chasing the puck (a sort of squashed hockey ball thing specially made for the ice).

In real life, there's hardly any call for tactical play: the rink simply isn't big enough for dramatic, sweeping moves to impress your friends and befuddle your rivals. And the goals are so small that when you put a goalkeeper in them there's hardly any room to shoot the puck in!

All this may be fine with real players, but when you've only got an eight-way joypad it drastically cuts down the number of points you can actually score from.

So in theory, video ice hockey is an idea so dumb Thicky could have thought of it!

Which makes it all the more surprising that Blades Of Steel is flippin' great fun. It's predictably simple in play – you control one player at a time with the joypad while the others slip and slide around the rink in a realistic style.

The clever stuff comes in the shooting. Tapping the B button passes the puck to your nearest teammate, but pressing the A button fires the puck straight at the goal, regardless of where you are.

To score, you have to shoot at the goal when the little arrow, which constantly moves up and down the goal line, isn't close to the opposition keeper. That means you usually have to dance around in front of the net with the puck, waiting for a good opportunity to shoot. This is both realistic and exciting, and it's one of the things which makes Blades Of Steel fun.

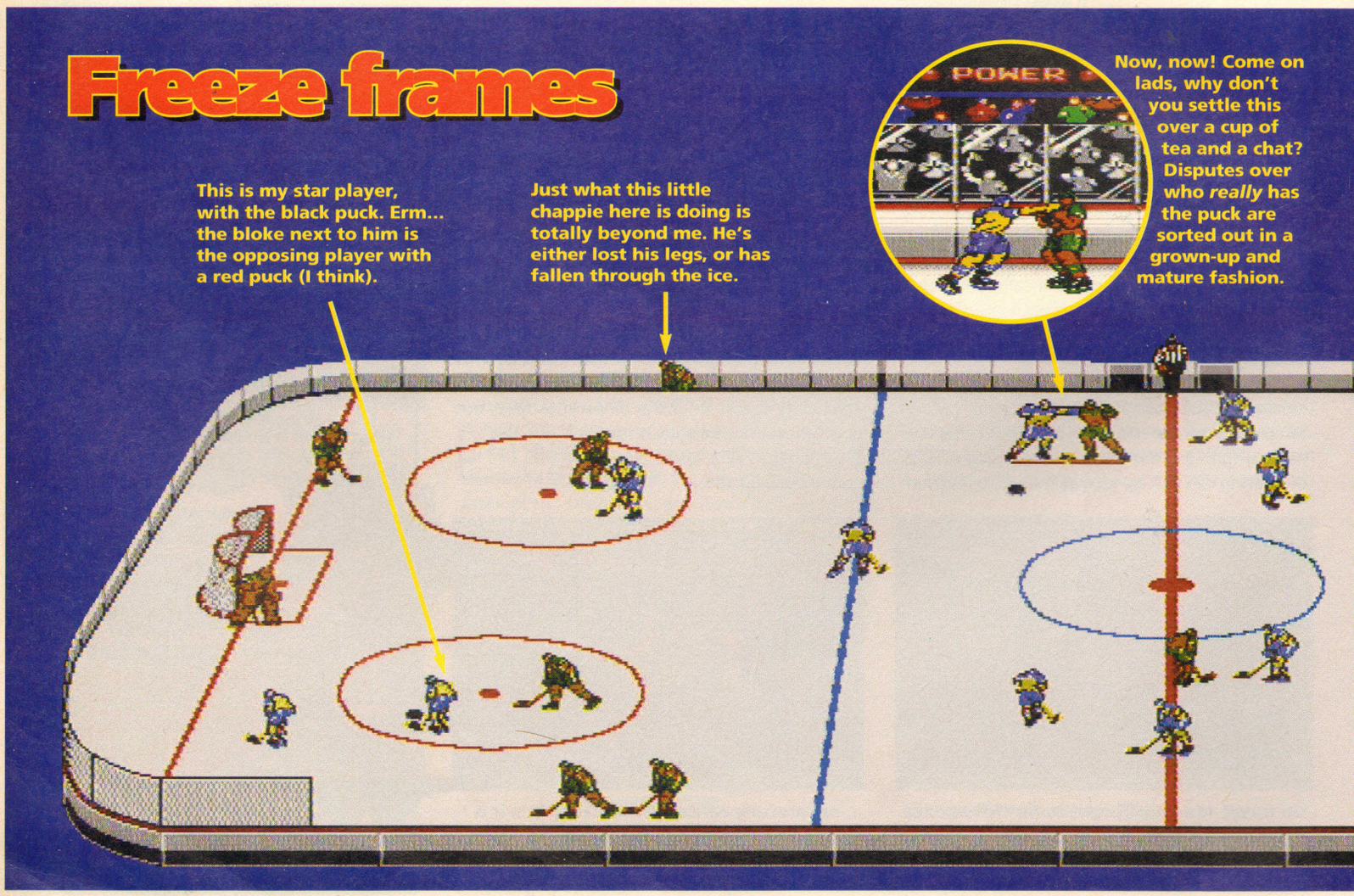
The fighting's another bonus. If an opponent has the puck and you repeatedly body-check him, you both throw off your gloves and switch to a spiffy beat 'em up sequence. You get three kinds of punch to choose from, plus a defensive block – the first man to land five clean hits wins. The loser is dragged off the ice by the referee, and the winner speeds away with the puck.

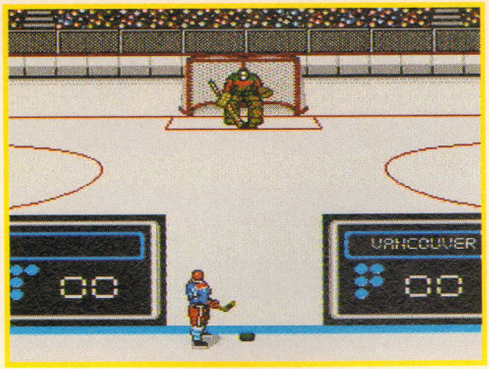
Blades Of Steel is never short on action. With eight computer teams to tackle, three skill levels and a wonderful two-player mode, you'll be skating and rucking for a pretty long time before you get the better of it. (And it saves you from getting all cold and beaten up, too.)

STEVE

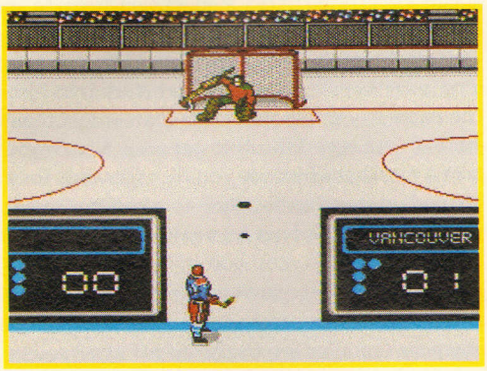
TOTAL!

Freeze frames





When the goalie has been naughty, everyone takes it turns to shoot pucks at the fellow to teach him a lesson...



... Well, that's not *strictly* true. This is in fact the penalty shoot out. When a game is drawn it all comes down to penalties.

Tournament teams

It's no good having an ice hockey team if you've no-one to play against. Blades Of Steel provides some competition with eight teams from the USA and Canada.



LOS ANGELES
Blue and yellow

MONTREAL
Red and yellow

NEW YORK
Blue and red

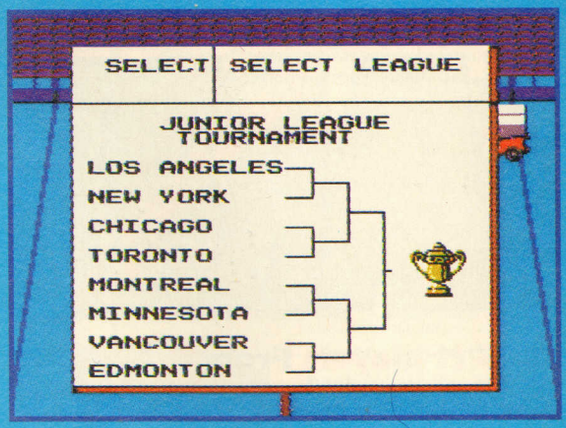
CHICAGO
Red and white

TORONTO
Blue and white

EDMONTON
Green and yellow

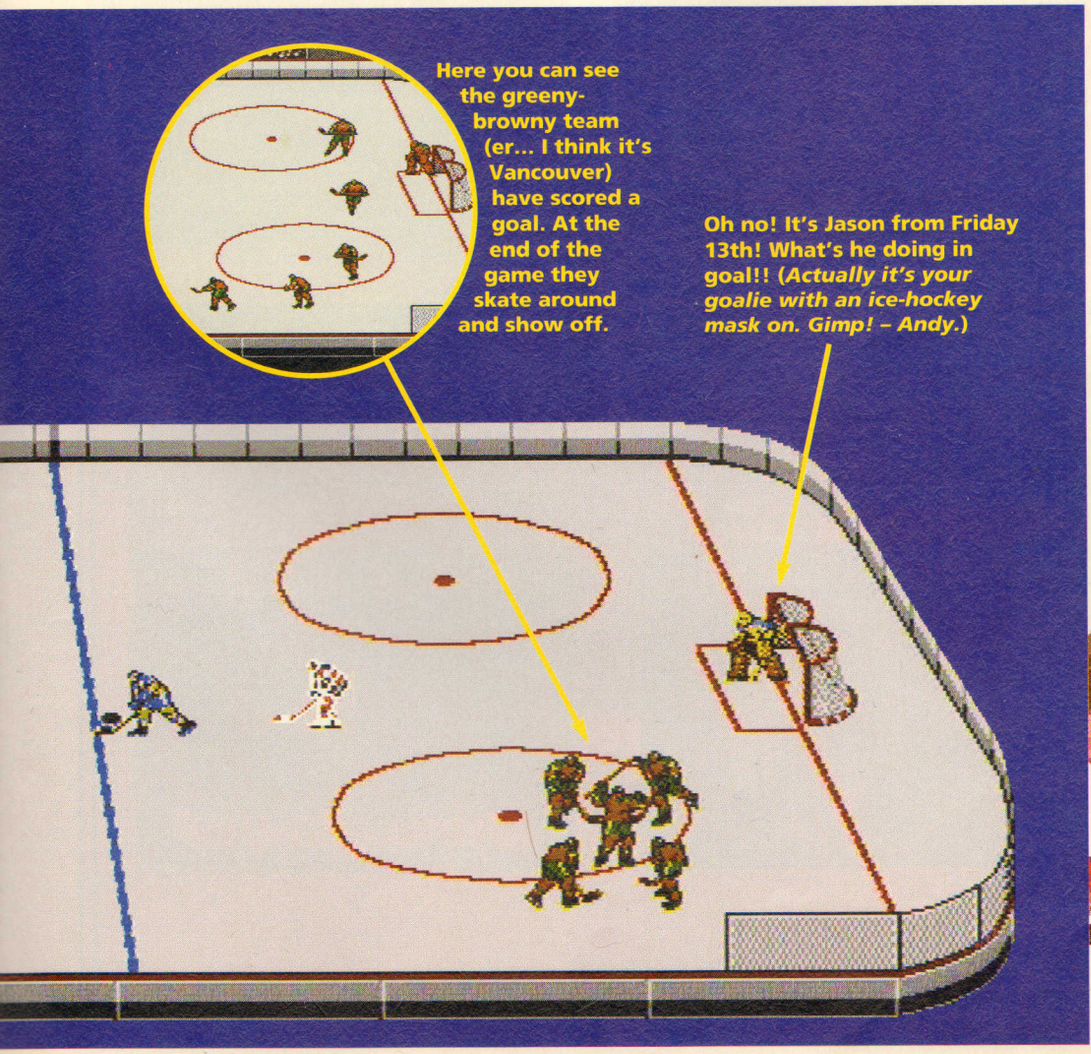
VANCOUVER
Green and brown

MINNESOTA
Purple and white



In one-player mode you can take a bash at the Tournament option, where you battle against the other teams in a bid to win the cup (the big yellow thing with handles). You can choose to be one of the eight lovely teams on the left.

There are three skill levels: Junior, College and Professional. The league chart (above) shows the fixtures so you know who you're up against.



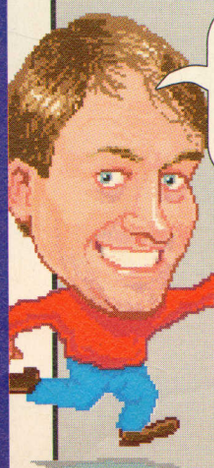
TOTAL!

Looks
■ There's some great close-up shots, but the animation's not that good, really

Sounds
■ Lots of realistic crowd noise and neat jingles when a goal is scored – pretty fine

Gameplay
■ Takes a couple of mins to get the hang of, then it's all totally instinctive

Life span
■ Better than you'd expect, with tournament mode *and* the two-player game



Yo! It's in the net! As good an ice-hockey sim as I've seen on any system, and excellent fun with two players. One of the NES's best sports games!

Final rating
81 Percent

SHADOW WARRIORS

For NES (1 player) From Tecmo Price £35

Ever seen the coin-op version this game shares it's title with? Well forget about it at once. The only thing the arcade machine and this NES release have in common is the central character.

Instead of the sophisticated and complex fighting moves of the coin-op, what you get here is a run-along, platform-leaping slasher with one attacking move, and baddies which disappear in a puff of smoke after one hit.

Yep, it's another one of those. Once you give up on any notion of this being an actual arcade conversion, it might *seem* like a groovy little game. Nicely presented with lengthy storyline sequences before and after each level, it gives the impression of fast-moving, all-action stuff with plenty of bad guys to slaughter and some fairly neat power-ups to collect.

But play it for a while and you notice the two big problems. Firstly, it's really frustrating. This is partly because the hero has an incredibly silly climbing method which involves clinging to the side of a wall or platform, then leaping across to an opposite one, and so on.

Unfortunately, this often leaves him hanging onto a wall while the nasties get stuck into him. The baddies – and there's more than one of them around – are very difficult to get away from if you take a hit. That's because you fly backwards for a bit, end up standing too close to a bad guy to get a swing at him, and get hit again (and again).

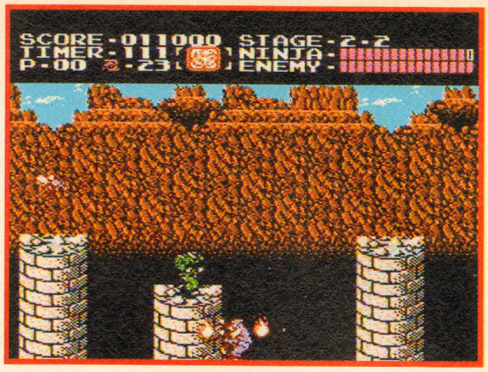
Even worse is when you go to leap across a gap and collide uncontrollably with a killer bird or something, which just happens to appear out of nowhere (baddies are triggered off after you've

NINJAS

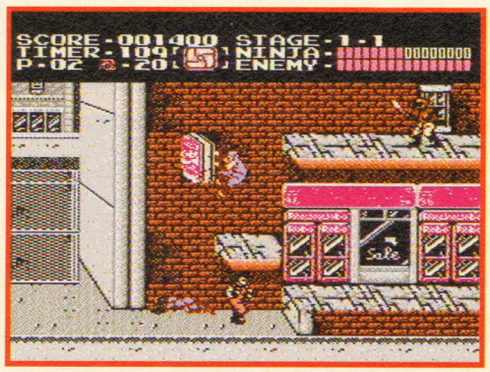
Groovy, cinema-style sequences in between levels give it some real atmosphere

WINJAS

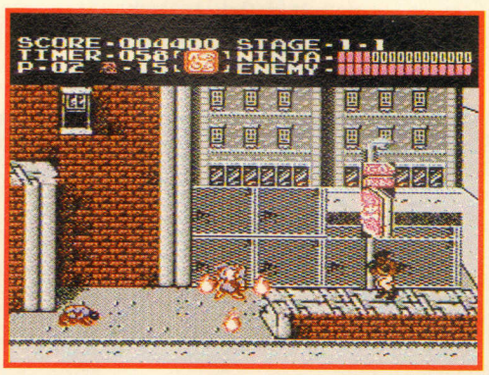
Unbelievably frustrating gameplay and infinite credits mean you'll probably only play it once



Annoying feature number one. Having failed to kill the enemy in mid air, our ninja has got himself stuck on the wall. Wot a bummer!

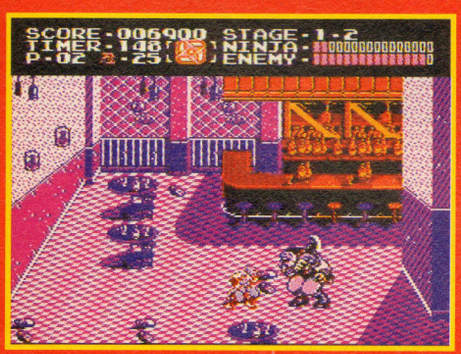


This is how you climb. As you can see, the hero is currently clinging to that sign. To get to the top platform he needs to jump right.

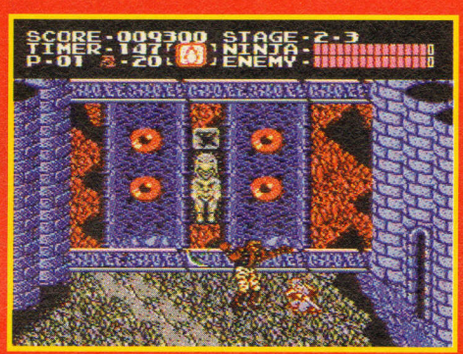


Ah, that makes things a bit easier. The nimble ninja has obtained a spinny, and rather fiery wall of death-type weapon. Lucky thing!

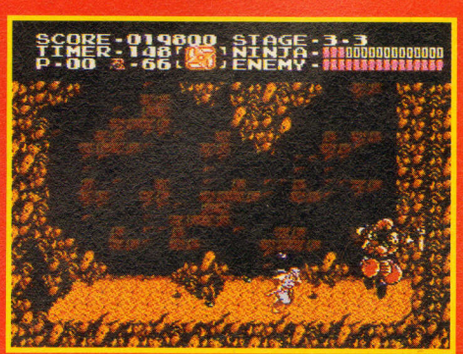
Oh no! It's the pathetic guardians



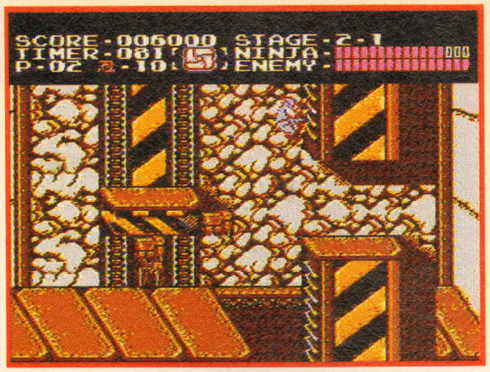
Guardian number one. To defeat him, the correct tactical manoeuvre is to run straight at him and hammer the fire button as fast as you can. He's a doddle.



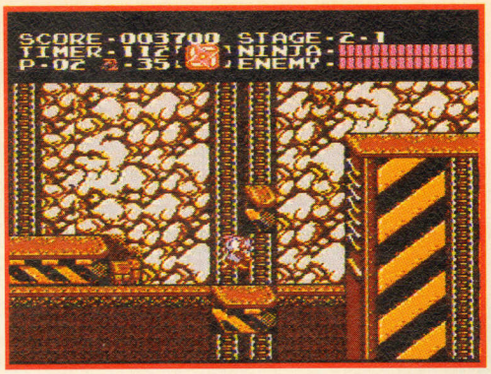
Guardian number two. This time you have to run straight at him, *avoid his boomerangs*, and hammer the fire button as fast as you can. Another doddle.



Guardian number four. By this stage of the game the programmers have decided to drop the 'doddle' guardian in favour of 'extremely flippin' annoyingly hard' sort.



Sometimes, if you're lucky, the walls have ladders on them. This makes vertical movement a whole lot easier because...



... You can simply shin up them instead of having to use the awful cling-jump-cling method. If only the whole game was like this.

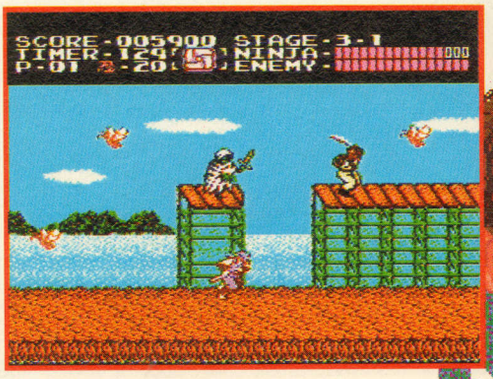
passed certain points, not by time limits).You bounce away in mid-flight and plummet down the gap to your death. This is so unfair that it'll have you chewing on your joypad within minutes, and it happens all the time in the later levels!

Secondly, you get infinite continues, which means that when you do *finally* complete a difficult stage (there are 20, spread over six levels), you don't want to have to do it again (there's no save or password). So you keep right on playing until you've done the next bit, then the next bit, then the next bit... and so on.

Eventually – and this might take 12 hours or more of solid playing (during which you've had a nervous breakdown) – you get to the end. By this time you're so sick of the thing that you'll never want to see Shadow Warriors again.

There's an awful lot of game here and the action is pretty frantic, but the frustration factor is far too high for my money. Basically, this game isn't for you unless you've got an incredibly cool temperament – or unless you've got every other NES beat 'em up cart that ever existed!

ANDY



Slashing birds releases a bonus but watch out for the monks, they're a real headache

TOTAL!

Looks
- Okay, but never brilliant, and it's hard to see where you are if you get hit

Sounds
- Great effects and fast, driving music which spurs you on through the levels

Gameplay
- You've seen this platform-leaping, baddie-slashing stuff a million times

Life span
- You'll play it for two days solidly until it's finished, then never again

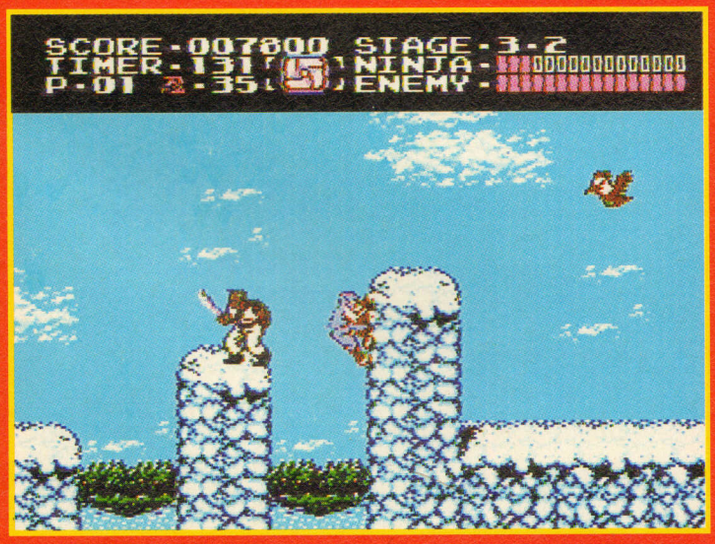


Pretty run-of-the-mill hack 'n' slash game. It's big and full of action, but the frustration will get to you sooner, rather than later. Don't bother

Final rating

47 Percent

Nimble ninja in fatal flap



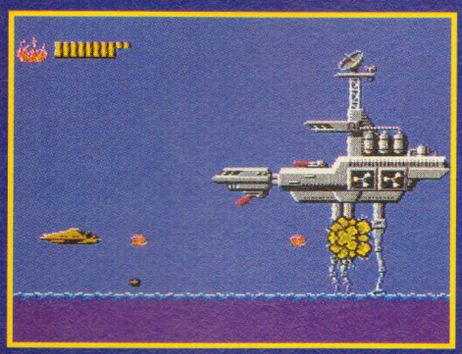
This is a breeze. The only thing to stand in my way is the odd pigeon or two and a bloke who's obviously blind as he's facing completely the wrong way. What could possibly go wrong? Well, if you've read the review properly you'll already know about the ninja's strange habit of flying through the air when he gets hit...



... And as you see here, that tweeting little feathered gimp has hit him. What follows is neither pretty or fair. The hero is now flying a few feet through the air to the left and will shortly plummet to his doom. It's pretty frustrating, but he'll soon learn that blindly rushing through the levels is not the way to win this game.

For NES (1 player) From Mindscape Price £tba

CAPTAIN PLANET



'Take that! you vile armed oil-refinery on legs, you!' Captain Planet pilots his lead-free, catalytic-converted Geo-Cruiser against, er, an armed oil-refinery on legs.



CRUNCH! A tanker filled with nasty toxic sludge (coffee from the TOTAL office) is stopped in its tracks by a massive boulder dropped from the Eco-Copter.



On the trail of Hoggish Greedly and his dolphin-netting ships, CP boards his fabby Eco-Sub. (Blimey! Where does Captain Planet get all those wonderful toys?)

Gaia is a woman, and a pretty big one at that. But she's no ordinary girlie, oh no. For Gaia is the Spirit Of The Earth. Until now she's done a pretty good job of keeping the place nice 'n' neat. But because of all the rubbish us humans have chucked into the environment, the Earth's dying and there's flip-all the Gaia gal can do about it.

Pretty bad huh? But pollution caused by ignorance is only half the problem. Dastardly deed-doers like Dr Blight, Hoggish Greedly, Looten Plunder and Duke Nukem are killing dolphins, pouring oil into the seas and committing all sorts of environmental atrocities just for the sheer hell of it. Time to call the Planeteers, five youngsters from different countries whose rings of power combine to create Captain Planet, a super-powered hero who can control the powers of Earth, Wind, Fire, Water and Heart (I'll explain that last one later).

Each of the four levels is made up of two stages. The first one, a horizontally scrolling shoot 'em up, is set outdoors and sees our hero piloting one of his smart supercraft – the Geo-Cruiser, Eco-Sub or Eco-Copter – while battling with leaking oil tankers, underwater mines, missile silos, enemy helicopters and falling ice-blocks. But being the enviro-dude he is, ol' Cap' Planet can also talk to the animals using Heart power. And he's not as mad as a bat's bottom either (and I've met some pretty mad bat's bottoms in my time).

So what can this crazy dude do, then? Well, by using this special power on the whale in level two he persuades it to help him defeat the bad guys.

But what of his other four abilities? Well, when he's using one of his vehi-

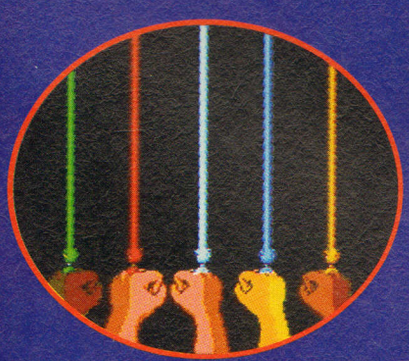
PLANETS

Interesting missions with some real brain-teasing aspects. There's some stunning animation

POLLUTANTS

The vehicles are hard to control, and it's not as if the levels aren't tricky enough already!

The power is yours!



F-zshoom! And so the Planeteers use their rings of power – Earth, Fire, Wind, Water and Heart (eh?) – to summon Captain Planet, the first environmental superhero (he doesn't contain CFC's).



The Captain combines and magnifies the Planeteers' powers for his battles against Hoggish Greedly and the other eco-enemies. He can use these elemental powers to destroy polluting machinery and their controllers!



EARTH – The Captain turns into a massive boulder and can smash his way through obstacles!



FIRE – This is a destructive force (a bit like Vicky). CP uses the whirling flames of Fire to break things up.



WIND – With a bad case of wind, the Cap'n can move through things, like wire-mesh fencing, f'rinstance.

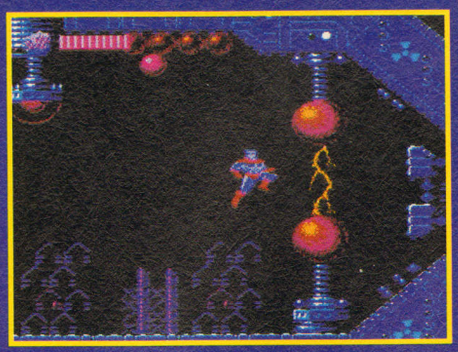


WATER – Allows CP to move through toxic gas, smog and acid. (I could do with some of this in the TOTAL office!)

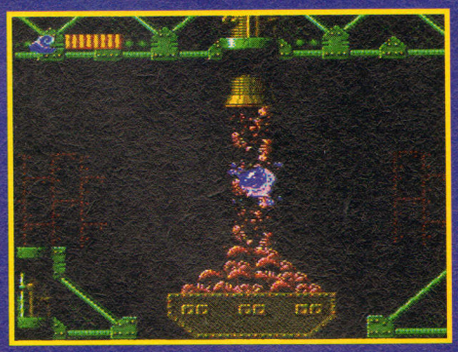


HEART – Hmm... a bit suspect this one. It enables CP to be kind to animals and can be used to get 'mega'

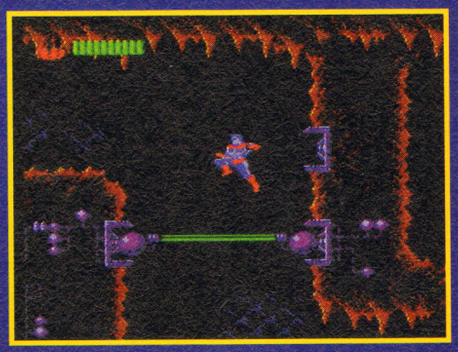
Environmentally unfriendly



Why's the Captain looking at us like he hasn't got a clue? Well, it's because he hasn't got a clue. Ignore the electrodes, they lead nowhere and are fatal.



Crivens! The only path through this maze is blocked by a stream of radioactive waste. But never fear! Captain Planet uses Water power to pass straight through!



These lasers are good at turning ecological superheros into piles of ash. However, they flash on and off regularly. So getting through is just a matter of good timing.

cles, the special abilities act as weapons. Selecting Earth lets his eco-vessel fire boulders; Wind throws up a windy shield; Fire shoots fireballs and Water sends strange whirly things flying at the enemy.

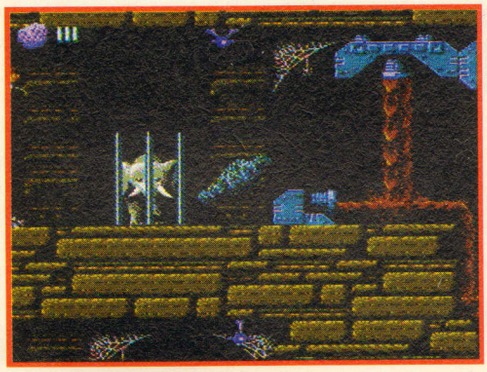
The second stage of each level takes place indoors, with Captain Planet trying to locate and destroy the evil polluters I mentioned earlier. This time he has no snazzy vehicles to carry him around but has to rely on the old flying skills.

Here his super powers enable his body to assume different forms. Water turns him into water, Earth turns him into a rock, erm... need I go on? So, if he encounters waterfalls of radioactive waste he can become a globule of water and pass straight through it unharmed. By using each of his powers carefully (there's only a limited amount of energy) he can work his way through the vast maze of polluted passage-ways.

If you're after a big challenge then this is it. The trouble is it's a bit *too* challenging at times. You can find yourself mastering a particularly tricky section only to find an even worse bit straight after. Then another one. And then *another*. This is especially true of the outdoor sections, which are made worse by incredibly-difficult-to-control eco-vehicles. These craft have huge inertia and the same steering capabilities as an oil tanker.

The gameplay's also a bit weak, with periods of not-very-much-at-all, followed by intense action. Fortunately the variety of environmental missions and a smattering of smart animation makes a pretty good game out of a fairly average one.

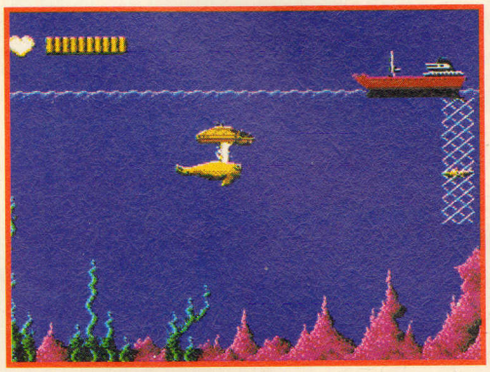
ANDY



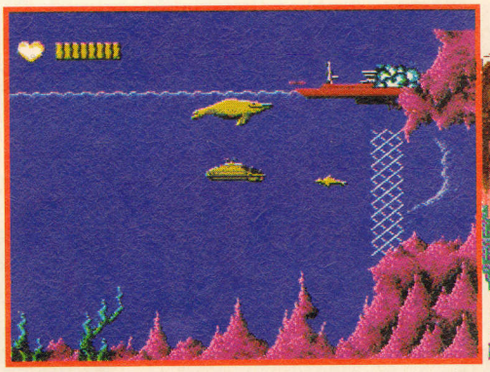
Oh my! An elephant needs freeing but our hero's been bound up in some horrendous web-like cocoon type affair-thing-wotsit.



Never mind, here's another elephant. This time Captain Planet successfully uses Earth power to smash the cage and free Big Ears.



From dark places to damp ones. This time, an innocent dolphin is the victim of this fishing net. Use Heart power Mr Planet Sir.



After using his force on the whale, the Captain sits back and watches the gentle giant trash the boat and save the dolphin.

TOTAL!

Looks

■ Loads of variety and brilliant animation. And not a single tree had to be cut down

Sounds

■ Repetitive soundtrack. The FX are fine though. And they won't pollute the air

Gameplay

■ Initially frustrating, but ultimately rewarding. It's bio-degradable too

Life span

■ Very hard so the password system is a blessing. Recycle it as often as you like.



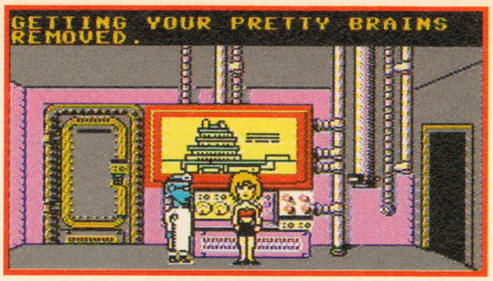
Saving the earth is never easy. But the fabby password system, brilliant animation and varied challenges make Captain Planet a bit of a feast

Final rating

70 Percent

MANIAC MANSION

For NES (1 player) **From Jaleco/LucasFilm** **Price £55**



One neat feature of Maniac Mansion is the movie-style 'cuts' to other bits of the story. Here Sandy is being threatened by Doctor Fred!

You know that grotty old house at the end of the road? You know, the one with the windows boarded up and the funny old woman who smells of cats? Well, that's the house of Doctor Fred (who's mad), Nurse Edna (she's mad too) and Weird Ed (mad *and* a teenager... worst combination really!). There's also Cousin Ted (he's dead), a Tentacle (who gets depressed) and a *thing*.

Doctor Fred is retired now – struck off, more like – and has developed an interest in the more sinister side of science. As if that isn't enough, he's also developed an interest in Sandy, a young cheerleader – even as we speak he's got the poor girl trapped in his basement and is about to perform some incredibly ghastly experiment on her.

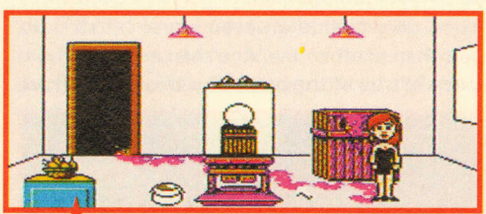
Naturally, Sandy's boyfriend Dave (dim hero-type) can't stand for this. He chooses two of his friends at the start of the game, and the daredevil party heads for Doctor Fred's house to break Sandy out.

You can control each of the three kids in turn, and the idea is to get them to co-operate as they explore the house. You won't be able to rescue Sandy with just one character, since solving the various puzzles requires skills from all three. And quite often you'll have to use one character to

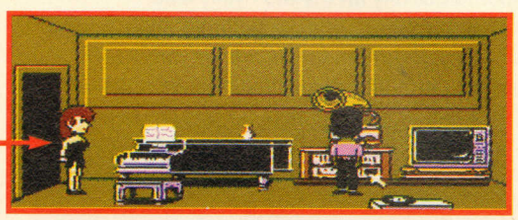
Roaming around the rooms



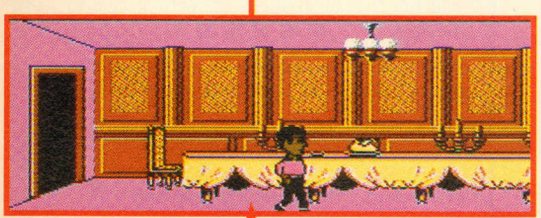
Store room



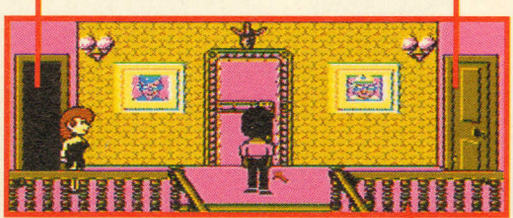
Art room



Music room



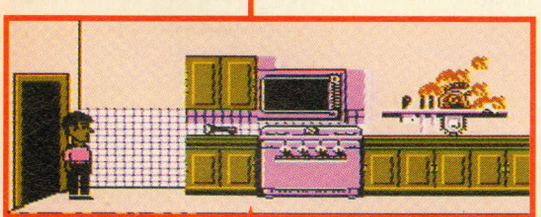
Dining room



The top of the stairs

Picky-uppy stuff

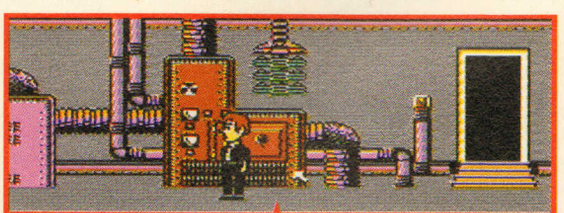
There are lots of interesting items scattered around the mansion. Your characters can pick these up and carry them from one room to another. For instance, in the music room (above) you can record Razor's piano playing. Once you've found the blank tape, that is.



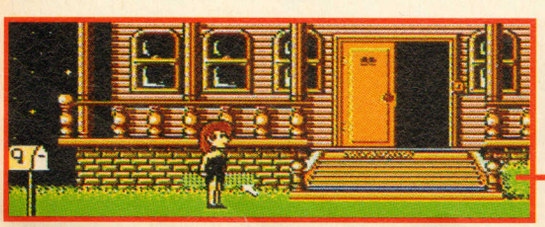
Kitchen

Mansion maze

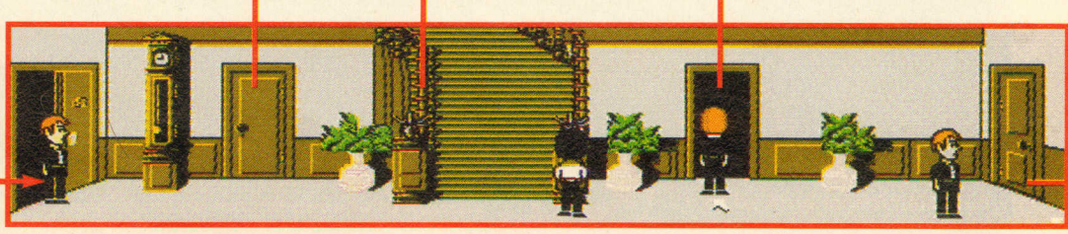
Doctor Fred's mansion is full of rooms (er, no real surprise there). Some of them are just single screens, but the bigger ones scroll along (like the entrance hallway). Here's just a selection of the first few rooms you can get to...



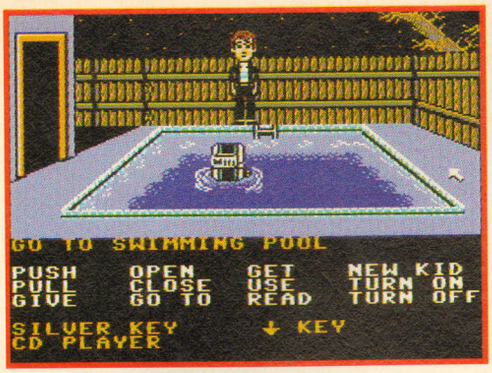
Reactor room



Mansion front door



Mansion hallway



Doctor Fred's swimming pool. But how do you get here? Well you'll need the silver key from the reactor room to open the store room door. But how do you get into the reactor room? Gargoyles, that's how!

get another one out of a tight spot – like when Doctor Fred catches one of the team and locks them in his dungeon!

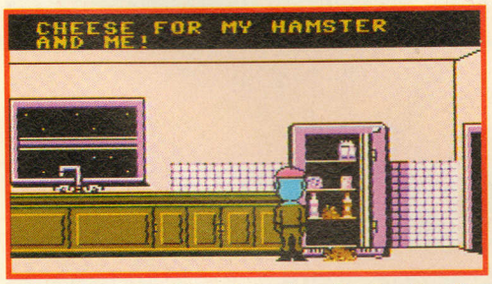
Doctor Fred's mansion is made up of dozens of rooms. Each room may contain objects to collect or puzzles to solve. You move around the house by moving an arrow on the screen to where you want to go and then pressing button A – your character then goes to the spot you chose.

For more complicated actions like picking things up, turning things on or reading things, you have to make up sentences with the words below the screen. Say, if you want to unlock a door, click on USE, then on KEY (you have found the key haven't you?), then click on the door you want to open.

Okay, I know what you're thinking – and you're right: it *is* all a bit slow until you get used to it, but it does enable you to do a wide variety of things. And for speed, the words you use most often – USE, GET, OPEN – can be chosen using Select.

What slows you down most, though, is the way you have to go back over bits of the house you've already been to. And if you want to get all three kids to the top of the main stairs you've got to select each one and then tramp to the front door, through the door, through the hall and up the stairs three times. What a bore!

But there's more to this mystery than just



In another movie-style scene, Doctor Fred's kid, Weird Ed, wanders downstairs to get a midnight snack for him and his pet.

Chum-choosing

If poor old Sandy is ever going to see the light of day again, Dave (that's her boyfriend) has to choose two of his chums to come with him on a rescue mission. He's got six friends all of whom have different skills and talents...

Dave



Here's your real typical hero! Sandy's boyfriend is as straight as they come – good-lookin', brave and... er... stupid.

Bernard



Bernard's a bit of a wire-head and a wimp. He won't go anywhere near the Tentacle but he's good at fixing electricky things.

Razor



Razor's a super-cool rocking chick who's afraid of nothing and plays a mean geetar. Doesn't *sound* terribly useful...

Syd



We don't know much about Syd, except that he's musical too. Maybe he can tickle the ivories of that grand piano downstairs?

Wendy



Wendy wants to be a novelist. Perhaps you'd be wise to find the budding young hack a typewriter? Er, or maybe not. I dunno.

Jeff



Jeff's some kind of surfing dude. Don't be fooled by his laid-back manner, though – he can fix telephones... say no more.

Michael



Michael's a photographer and, well, there's a bottle of developer somewhere in the house and a dark-room somewhere else.

HEROES

Very entertaining and dead funny! It's a big adventure filled with lots of devious puzzles to solve

MANIACS

A bit too much to-ing and fro-ing. Choosing commands from the menu bar is slow and fiddlesome

trundling around with your characters, though. No, the fun and the puzzling make up for all that. Take the hungry Tentacle. He'll eat everything you give him, but only one thing will satisfy him... and after that he's thirsty. Some of the kids are really wimpy too, like Bernard, who won't go anywhere near the Tentacle!

The only thing that's going to put you off is getting stuck. Like any adventure, there's a lot of trial and error. Quite often the solution to a puzzle is obvious once you've done it, but it can leave you stumped for weeks until you do (good job it's got a battery back-up!). Also, once you've rescued Sandy, will you really want to do it all again?

Still, if you can live with that – and the incredibly high price tag – Maniac Mansion is a hoot! **STEVE**

TOTAL!

Looks

■ Nasty jerky scrolling, but the scenery and characters are very nicely drawn

Sounds

■ Pretty appalling. There are some appalling tunes and few appalling effects

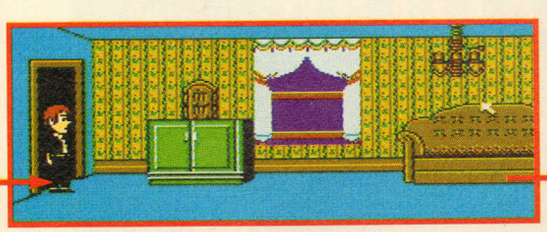
Gameplay

■ A tad slow, but there's lots of fun to be had unravelling the mystery!

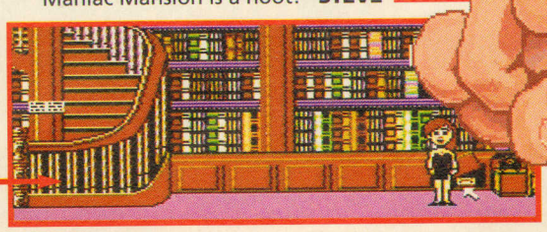
Life span

■ It'll take some finishing – but once you do, you'll never need to play it again





Living room



The library



PLUGGY-INNY, UPPY-DOWNY, LEFTY-RIGHTY SHOOTY THINGS

Thicky and Misery Guts' amazingly serious joystick and joypad round-up



1 Joystick Champ Explorer

From Active (081 752 0260) **Price £19.99**

Description
Smart grey desktop model this. It's got two big fire buttons, two weeny auto-fire buttons and two dials to adjust the rate of auto-fire. There's also a slow motion button and two others which, as far as we can tell, do absolutely nothing.

Good Points
Apart from the stick itself, this one was the sturdiest of the lot. The dial-a-speed auto-fire also seemed to work fine.

Bad Points
The stick, if anything, will be the first thing to give. It felt just a little bit dodgy and, like the other sticks on offer, has too much travel.

Andy's comment

I dunno. The main body seems really sturdy and the fire buttons could stand up to a good hammering but the stick feels a bit creaky. The auto-fire buttons are too small and fiddly for a fast game like this.

I didn't feel there was enough responsiveness in the really tricky sections of the game. Also, the docking stage was made harder 'cos I found myself selecting the diagonals when I didn't want to. Still, if you definitely want a sitty-downy table-top stick, this should do the job.

Steve's comment

The Explorer isn't the trendiest-looking stick of all time but it seems to work pretty well. The fire buttons were a bit far apart, but it's easy to use your index and middle fingers to do the fast run 'n' jump instead of your thumb.

Not keen on the clonky stick, though – it's just not sensitive enough. Also, there's too much travel so it would be useless for waggling games like Track And Field or Skate Or Die.

TOTAL Rating ★ ★ ★



2 Konix Speed King

From Konix (0495 350101) **Price £12.25**

Description
Well-weird, and looks a bit cheap. It sits in your palm with two side-mounted fire buttons and a top-mounted stick. It's all micro-switched apart from Start, Select and auto-fire which are touch-sensitive pads rather than buttons.

Good Points
Despite looking like a mutant it actually feels pretty comfortable. The buttons and stick click loudly and sound weak at first, but they're actually quite durable. And yep, the auto-fire is good. As far as stick travel goes this was the best of the lot. It's nice 'n' responsive.

Bad Points
It looks awful but who cares? Other than that, the touch-sensitive buttons are a bit unreliable. They sometimes need several presses before they work. They're also difficult to find in the heat of play.

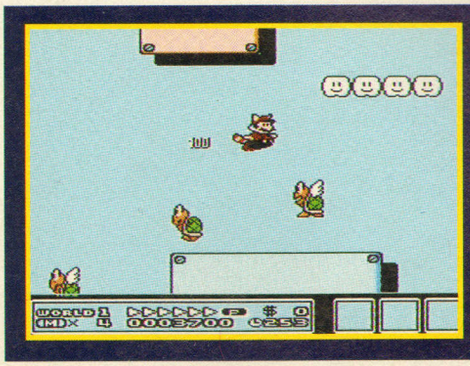
Thicky's Bit

I was dubious at first because it's so clicky and loud. But having played for some time, I feel this is the best of the sticks because the short travel makes it so responsive. 'Course if you don't get on with hand-helds then it's no good, but personally I did rather well with this one.

Misery Guts' Bit

I've always been a fan of the Speed King for shoot 'em ups, but playing SMB3 with it was a real chore. After only a couple of worlds my hand and fingers were aching fit to drop off! I guess this is because you're trying to grip the joystick *and* operate the buttons at the same time. It takes some time getting used to, but it's not a bad stick by any means.

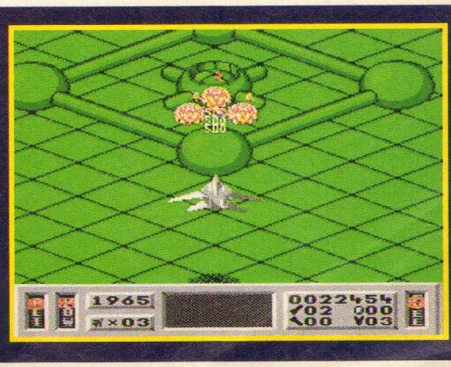
TOTAL Rating ★ ★ ★ ★



Plumbers and pilots!

To compare sticks and pads we chose two games to play them with. Steve played Super Mario 3 (left) because it needs a sensitive joystick and good fire buttons. It also helps if the buttons are close together so you can do the fast run 'n' jump.

Andy played on Captain Skyhawk (right). This fast-reaction shoot 'em up requires good fire buttons (auto-fire is useful) and rapid-response controls for those tight manoeuvres.





3 Acclaim Double Player Wireless System

From Special Reserve (0279 600204) **Price £48.49**

Description

Well, like it says this one's wire-less. Instead of having leads, the two joypads send their messages to the receiver unit by infra red (like your telly's remote control). This means you can play games from anywhere in the room, without having miles of black spaghetti over the floor.

You get two smart black 'n' blue joypads, and the infra-red receiver unit to plug into the NES. Both pads have independent turbo fire buttons and a slow motion button. There's also an on/off switch on each pad to save the batteries. Batteries? Yep – unfortunately, you need eight AAA batteries – four in each joypad! However, these should last quite a long time.

Good Points

Great looks: black and blue casing with red and grey buttons. The rounded shape means they're incredibly comfortable to use. The joypad is nice and clicky making precise movements accurate and despite being infra-red, they're still really responsive. And there's no lead to get in the way!

Bad Points

The batteries aren't supplied and the fire buttons are a little spongy. The system bugged out once or twice, causing games to pause for no apparent reason! This may have been because the joypad didn't have a clear view of the receiver.

Andy's comment



Blimey! Even though there are no wires, the buttons and joypad are wonderfully responsive. The auto-fire is also excellent enabling me to wipe the floor with the opposition on the After Burner-style section. And on this particular game the slow motion worked too. The rounded hand sets are a joy to hold, and being free of wires really lets you concentrate on the game in hand. These have become the 'office' pads in TOTAL from now on.

Steve's comment



Yum! These are spiffy! The Double Player coped with Mario fine, although I think the pads are just a little bit sticky (p'raps it's 'cos they're new). It's great not having cables everywhere and because they're switchable, you can play Luigi *and* Mario from the same pad. (You can also interfere with the other player's character which is a real hoot!). I just wish they were a bit cheaper – needs rechargeable batteries too.



4 Quickshot Starfighter 2w

From Special Reserve (0279 600204) **Price £9.99**

Description

This is definitely the smartest of the joypads with a smooth, curved comfy-to-hold case and smart shiny black panel on top. It feels pretty solid and can probably shrug off knocks and scrapes.

It features a slow-motion on/off and a two-stage auto-fire button. The Start and Select button is a weird blue swivelly thing – press the left side and you hit Start, push the right and you hit Select.

Fire buttons and pad are a fetching bright red – without doubt, a pad to be seen with!

Good Points

It looks fabby – much better than any of the others, in fact. The funny oval fire buttons have a nice, positive click to them.

Bad Points

The joypad, Start and Select buttons are pretty spongy with no real feedback. The positioning of the fire buttons makes it difficult to operate them both with just your thumb on its own.

Andy's comment



The fire buttons feel nice but they're badly positioned. And I didn't like the pad much. It's spongy and unresponsive so it's hard to manoeuvre accurately. Overall it did the job quite well and it looks great, but it's certainly not *my* pick of the bunch.



The Starfighter looks good, but snazzy design doesn't always make a pad work well – the fire buttons are positioned badly, for starters.

Steve's comment



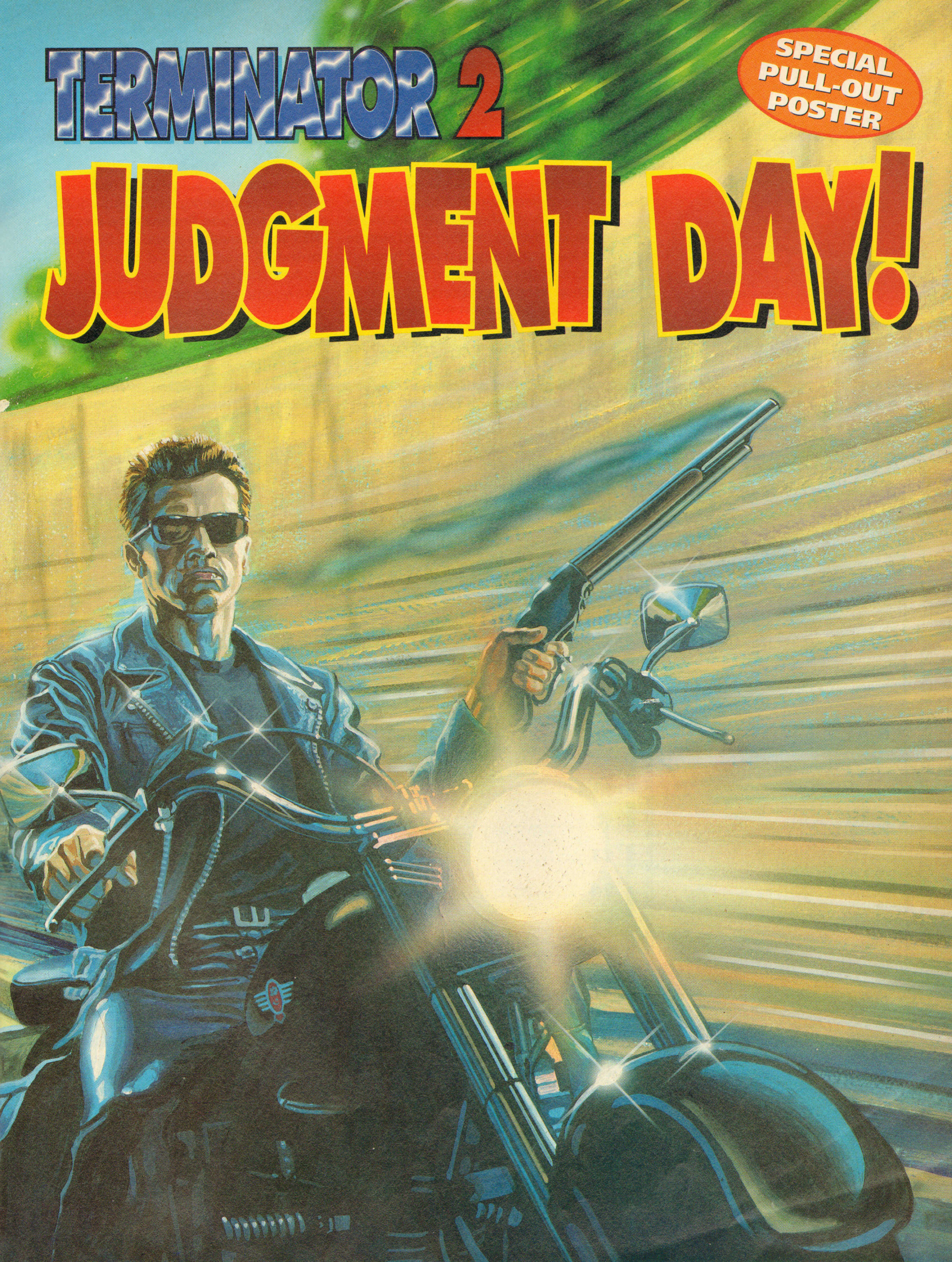
This is a real stunner of a joypad – and a barg at the price, too. However, I've got to admit, I didn't much care for the pad and it's hard to do the fast run 'n' jump using just your thumb on both buttons. Still, smart and stupidly cheap – I like it!

TOTAL Rating ★ ★ ★ ★

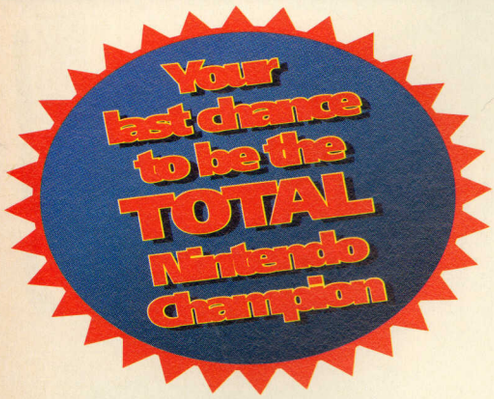
TERMINATOR 2

SPECIAL PULL-OUT POSTER

JUDGMENT DAY!



The TOTAL! Gameplayer



Yup! It's back! After your most excellent response to our compo from the first issue but three moons ago *(who's writing this?)* we've heard that some of you missed it.

So out of the kindness of our hearts – and because we're suckers for punishment – here it is again! But be warned, this is your last chance to get stuck in.

So how can you take part? Well it's all dead simple really (it has to be if ol' Thicky has anything to do with it). Our TOTAL quest is to find the very, *very* best NES and Game Boy players in the whole of the UK.

And this is where you, dear reader, (crawl, squirm) can help. We need you to start it all off and set up your very own TOTAL gameplayer championship.

All you have to do is find some willing

The official bit

Please fill in these details, then send them, or a photocopy, to: The TOTAL Gameplayer Championship 1992 First Round Challenge, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. The closing date for entries is March 20th, 1992 (that's this year, by the way!).

This TOTAL Gameplayer Championship 1992 First Round Challenge has been organised by:-

Name .....

Address .....

.....

.....

Phone .....

It was played on *(cross one out)*:-

NES **Game Boy**

The game used for this First Round Challenge was:-

.....

And the winner was:-

Name .....

Address .....

.....

.....

Phone .....

Final witnessed by:-

I witnessed the final and declare that the winner was as stated above. Signed:

1 .....

2 .....

3 .....

First round closes on ..../..../1992

Second round closes on ..../..../1992

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....
7 .....
8 .....
9 .....
10 .....
11 .....
12 .....
13 .....
14 .....
15 .....
16 .....

How to use this table

1. This First Round Challenge championship table is designed for 16 players. If you have fewer, simply start with the second round (eight players) or semi-final (four players). Still, the more the merrier. If you have over 16 players, you'll need another copy of this chart. Either use a photocopy or buy yourself another copy of TOTAL, the hippest thing since Steve's shirts!
2. Set a date and make it clear to everyone entering that it is up to them to get each game played by the date specified. Make sure you fill the dates in each time, otherwise you won't get it all over and done with in time, and then where would you be?
3. If someone else you know also wants to organise a First Round Challenge, let them. You can even enter both versions – so long as there is one winner, and only one, at the end.
4. Winners' names will be printed in a future issue of TOTAL and will then be put in touch with another First Round Challenge winner to play a second round. Then we'll organise regional heats. Good, eh?

Championships 1992

Nintendo players, it doesn't matter who – Vicars, teachers, Mum and Dad, the dog – *we really don't mind,* and set up a competition between them.

This can be anywhere – in your house, at school, at work or the youth club, even round at your granny's!

Of course, the more you have the merrier, but from that bunch you'll come up with someone who's really brilliant (we hope). Then you, the organiser, send in the form below, making sure it's signed by three witnesses.

We'll put you in touch with another winner nearby, and after that set up some regional heats, probably in a shop that sells Nintendos... or something... we haven't sorted that out yet. Anyway, the main thing is to get your entries in by **March 20th**, so get playing!



Semi-final closes on ..../..../1992

Final takes place on ..../..../1992

And the winner is...

.....

.....

.....

.....

.....

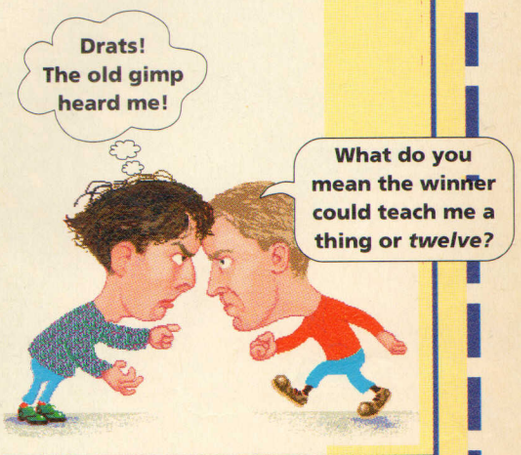
.....

.....

The name of our TOTAL Gameplayer First Round winner is...

.....

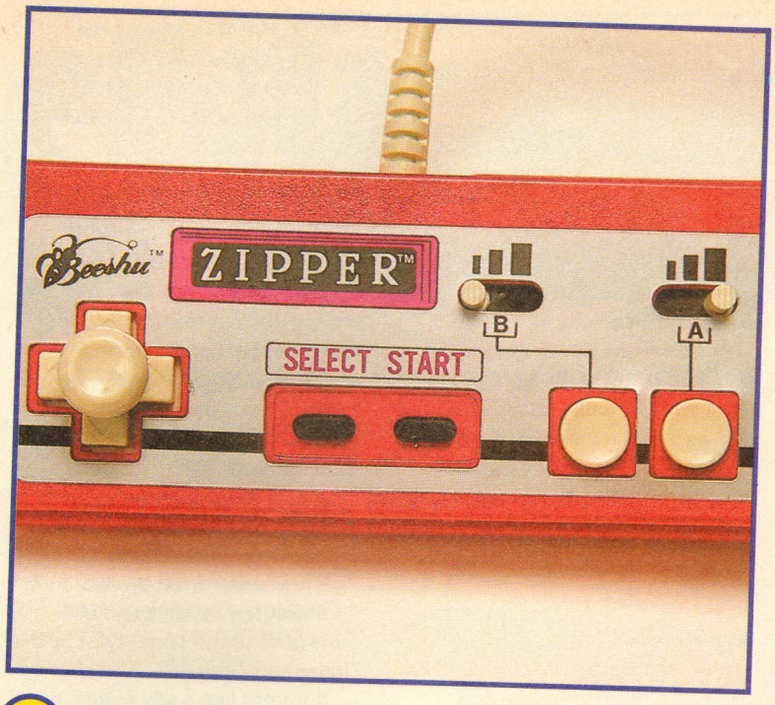
.....



Those TOTAL Gameplayer Championship 1992 rules in full

1. The person organising the first round gets to choose which game is being used. After all, it's them organising it, so it only seems fair.
2. All the games must be played by the time stated. If one player has not turned up, the other player automatically goes through. If the judge (ie the organiser) decides that neither party is to blame, the winner is decided on a coin toss.
3. Under no circumstances must money change hands. There is no charge for entering.
4. The organiser's decision is final. However, the TOTAL team are willing to adjudicate if there are any disputes, provided the organiser sends a letter signed by those involved in the dispute, together with a stamped, addressed envelope, to TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
5. Neither the twonks involved in the production of TOTAL nor the big cheeses at Future Publishing can accept any responsibility for the way this championship is organised at this stage, nor for any money involved in any way, shape or form whatsoever. Remember folks, it's all for fun!
6. Er...
7. That's it.


TOTAL!
100% FOR NINTENDO PLAYERS



5 Beeshu Zipper

From Beeshu (0262 602541) **Price £19.95**

Description
Pass the barf bag! This is the same sort of shape as the NES joypads but is a little more rounded – and pink! However, you can choose from blue and cream, green and cream, yellow and black or grey and red. Looks cheap and plasticky, but has dual speed auto-fire switches on both buttons. It also has a little thumb stick that you can insert into the pad – it looks dumb, but actually works all right!

Good Points
The auto-fire works brilliantly. And despite the tacky appearance it's incredibly comfortable to hold too. Even the thumb stick works well.

Bad Points
The only downer is the appalling design. Still, if you don't mind your friends laughing at you then this is the pad for you.

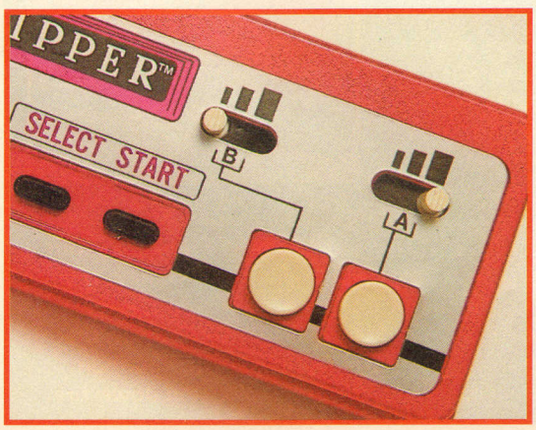
Andy's comment

If you need a replacement pad and you're not interested in fabby design this one is great. It performed really well throughout the game and is equally as good as the original NES pads. What's more the two-speed auto-fire worked well too. Yes, if you just want a durable, responsive pad and don't want to pay the earth for useless features then this is the one.

Steve's comment

Oh dear – the joypad equivalent of My Little Pony. Still, looks can be deceptive and the Zipper really performed well. Mario did *what* he was told *when* he was told – even using the curious little thumb stick. But if I were you I'd buy this one and give it a paint job.

TOTAL Rating ★ ★ ★ ★ ★



The Zipper's auto-fire comes in three speeds shown by little black blobs of varying width (classy, huh?). The switches are a bit on the creaky side and feel a bit too breakable, but the auto-fire works fine.



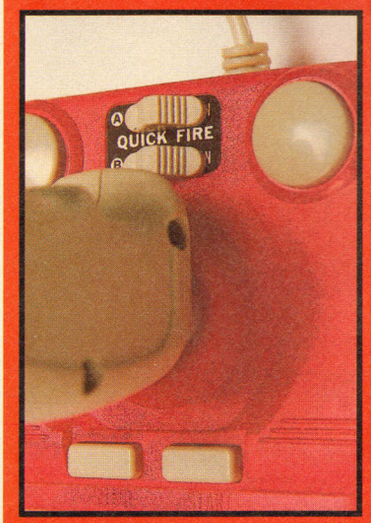
6 Beeshu Zinger

From Euromax (0262 602541) **Price £16.95**

Description
Two-tone monstrosity of a stick. Two fire buttons mounted on the handle and two on the base for left or right-handed use. Also boasts independent auto-fire switches for both fire buttons.

Good Points
The suckers on the base work really, really well. It comes in the same choice of colours as the Zipper. Er... that's it.

Bad Points
About three miles of travel on the stick so it's hideously unresponsive. The plastic casing feels very weak and the trigger fire buttons wobble around inside the handle.



The Zinger's base buttons, with Start and Select at the back. The not-very-zingy auto-fire sliders feel like they're about to drop off!

Andy's comment

AAAARRRGH! This is rubbish. It looks foul, and it plays foul. There's too much travel on the stick, and I got terrible arm cramps after just a few minutes. The auto-fire works fine, but the handle-mounted fire buttons are hideous and split the casing if you press hard! It feels like it's about to break at any moment. Not bad on the dogfight section but accurate movement at ground level was very tricky.

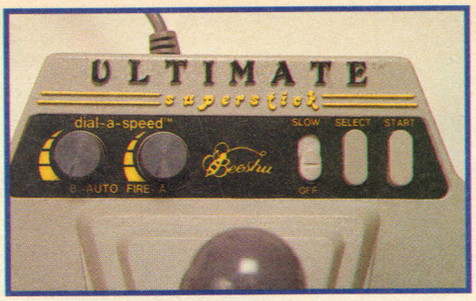
Misery Guts' Bit

Oh dear. Playing SMB3 with this was horrible. For starters, the A and B buttons are the wrong way round (well, for me at least), so you speed up with the trigger and jump with the base button. And even if you get used to this, the joystick is sloppy and the fire button's clonky. Even the auto-fire buttons are naff.

If you play holding the Zinger in both hands, it becomes a real strain after only a few minutes, since you're gripping it *and* trying to fire at the same time. Sorry, but there's nothing zingy about this one: it's absolutely vile.

TOTAL Rating ★





The flagship of the Beeshu line... Well, more like a battlecruiser really. Here's a close-up of the tastefully-designed logo, complete with yellow, hippy-style lettering from the 70's!

7 Beeshu Ultimate Superstick

From Euromax (0262 602541) **Price £39.95**

Description

Another whopping great table-top stick with a host of features. There are two pairs of fire buttons for left or right handed play, dial-a-speed auto fire buttons plus a slow-motion switch. The unit also has five suckers underneath so you can stick it to a smooth surface (like the TV screen).

Good Points

Left and right handers catered for. Very good dial-a-speed auto-fire, and useful slow motion feature (for those games when it's actually of some use). The buttons are pretty durable but the stick feels spongy and has far too much travel.

Bad Points

A and B buttons are slightly too far apart for single-handed operation. Not the most portable of joysticks!

Andy's comment



The dial-a-speed auto-fire works a treat on shoot 'em ups like this. And the large clunky buttons are quite good for this sort of thing too. But the stick does more travelling than Phileas Fogg so it's not all that accurate. Also, it's £40 and feels decidedly cheap so it's not exactly a bargain!

Misery Guts' Bit



Well, I was dreading the worst, but this isn't a complete disaster (well, apart from the fact that it's absolutely massive and obviously goes to the same stylist as the Zinger and Zipper).

It sounds like a silly niggle, but I think the fire buttons need to be just a bit closer. When you're playing Mario 3 you need to spread your index and middle fingers to press both buttons and after a while it really starts to ache! The stick is a bit too wibbly for my liking, too.

TOTAL Rating ★ ★ ★



8 NES Advantage

From Nintendo **Price £38.49**

Description

This is the real heavyweight of this batch of sticks 'n' pads. As well as the usual array of variable auto-fire buttons and slow-motion gizmos, the Advantage plugs into both ports and has a switchable player 1/player 2 button so you can swap players without swapping joysticks.

Good Points

Incredibly sturdy unit with a metal bottom and stiff plastic casing. The variable-speed auto-fire is handled well with flashing lights and a toggle switch for each fire button.

Bad Points

The stick has loads of travel and the fire buttons are big and wobbly. It's expensive compared to similar table-top joysticks.

Andy's comment



Not bad as table top sticks go but there is an awful lot of travel on it and it's not very precise. The fire buttons weren't up to scratch either. The variable auto-fire works well and the whole thing looks and feels sturdy – it's a really high quality unit – but at this price, you'd be better off looking elsewhere.

Steve's comment



Not really as good as I'd expected. The unit isn't very comfortable to use because the angular casing, and it suffers from an unresponsive stick and clanky buttons which rattle about in their sockets. However, the auto-fire feature is good and it did the job as far as SMB3 went. OK, I s'pose, but a bit pricey for my liking.

TOTAL Rating ★ ★ ★



The Advantage's big red buttons might look jolly, but they aren't half clanky. The small grey buttons above are toggle switches to turn the auto-fire on – all you then have to do is hold down fire.

SPILL THE BEANS

(... or, we want to know everything about you 'cos we're dead nosey!)

The scene: *The TOTAL office on a sleepy Monday afternoon.*
The time: Last week (about Monday in fact!).
Enter an extremely important-looking man from upstairs in a rather spiffy suit:
Man: 'OK you lot, we need to make TOTAL even bigger and brighter than it is now, so find out what our readers think... er... and get working!'
And off he goes.
Steve: 'Who was that?'
Thicky: 'I dunno, but he had extremely hairy fingers'. Thicky goes back to sleep.
Steve: 'Hmmm... not a bad idea for a man who wears suits and talks with a funny accent. If our readers told *us* what *they* want from TOTAL then we could make it even better, and I could get rid of Thicky and retire! (Steve makes simpering noises and rubs his hand together). OK, get up you lifeless-gimp and think of some really important questions!'
Thicky: 'Eh... wossat?'
Scene 2 : *Your house, today sometime.*
Steve: 'Er... well, here it is then. Now all *you* have to do is tick the boxes or write on the dotted-line bits and send this page back to Future Publishing, Freepost, Bath, BA1 2XF. We've even paid for your stamps! And just to make sure you fill it all out, there's £100's worth of cart vouchers for the first full entry picked out of our postbag! Dead simple eh? Even Thicky could do it (if the gimp ever wakes up!). Right, pencils ready and off we go!'





Section 1: About you

1) Are you one of the below?

☐ Girlie ☑ Boy

2) How old are you?

I am .....years old (and proud of it!)

3) Your Mum and Dad have gone to the pub, so on goes the TV. What sort of programmes do you watch?
☐ Baywatch
☐ Home and Away
☐ The Word
Other.....

4) Who are your favourite singers/bands?

.....

.....

Section 2: Go on, tell us what you've got

5) Which machine do you own?

☑ Game Boy
☑ NES
☐ Neither, but I'm going to buy one of them soon

6) How many Game Boy carts do you own?

☐ Under five
☐ 5-10
☐ 11-15
☐ 16-20
☐ 21-25
☑ 26-30

7) How many NES carts do you own?

☐ Under five
☑ 5-10
☐ 11-15
☐ 16-20
☐ 21-25
☐ 26-30

8) How often do you buy new games?

☐ Every week
☑ Most months
☐ Every month
☐ Only Christmas or Birthdays

9) Will you be buying the Super NES which is due out this year?

☑ Yes
☐ No
☐ Dunno, what is it?

Section three: All about shopping

10) Right, so you've read TOTAL from cover to cover. But where did you hear about it?

☑ I just saw it in the shop and thought, 'Wow, That's a cool-lookin' thang'
☐ I confess, a friend told me
☐ It was advertised in another mag

11) It's that time of the month, TOTAL's on the shelves, but who's got the cash to pay for it?

☐ You – Mum and Dad are broke
☐ Mum and Dad – they're not that bad
☐ An extremely wealthy friend
☑ You bribed Mum and Dad to take out a subscription because TOTAL's so utterly brilliant

12) OK, so we admit it, you probably do buy other magazines and comics, but which ones?

1 .....
2 .....
3 .....
4 .....

13) How does TOTAL compare to them?

☐ Fab-o-brill
☐ Pretty OK
☑ Very good
☐ Same
☐ I can't say, it'll hurt Thicky's feelings

Section Four: What you *really, really* think about the mag

14) It's three in the morning and you've just put down your copy of TOTAL, after reading every single word.
How would you rate the NES and Game Boy reviews?

☑ Excellent, I now understand everything about my cart
☐ Quite good, but I don't agree with the ratings much
☐ OK, I s'pose, but it's not serious enough
☐ Yuk! There's just not enough information

15) Which sections of TOTAL do you enjoy most?

☐ The reviews
☐ Letters
☐ News and features
☑ The tips

16) Would you like to read about the Super NES in TOTAL?

☑ Yes
☐ No
☐ Don't know, what is it?

16) Baghead and Vicky tend to get a bit savage with their crayons. Do you think that TOTAL is:

☐ Too bright
☑ Not bright enough
☐ Looks a bit too young for me
☐ Great the way it looks now!

Steve: And that's it! Right I'm off home.
Andy stirs from under his desk now there's no-one to tell him what to do.

You don't *have* to supply your name and address. But remember, if you don't we can't enter you in the prize draw. And then you wouldn't stand a chance of winning that £100's worth of cart games, would you?

NAME .....

ADDRESS .....

.....

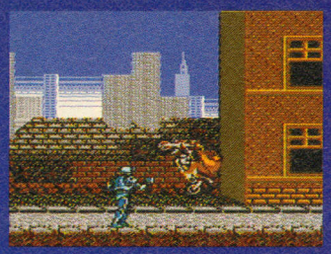
Please tick here if you do not wish to receive direct mail from other companies ☐

TOTAL! TACTIX

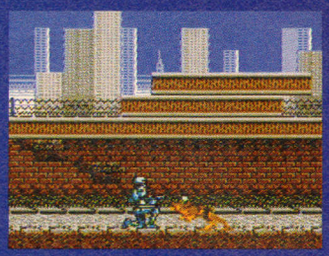
ROBOCOP

To make the most our players' guide use this cheat: when you die, press A, B Start and Select at the same time to continue again!

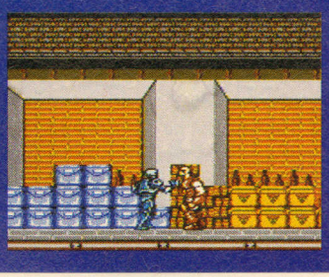
Stage one



1 If you time it just right, it's possible to hit the bikes and kill them with one punch. As well as saving time it also means you don't lose any energy. It *is* tricky but practice makes perfect.

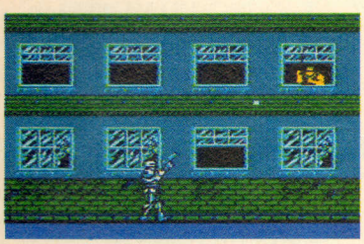


2 The dogs are a pain in the diodes, so don't just go ploughing through the level. As soon as one comes into view, crouch and shoot. There are lots of dogs throughout the game, so keep an eye out for them.

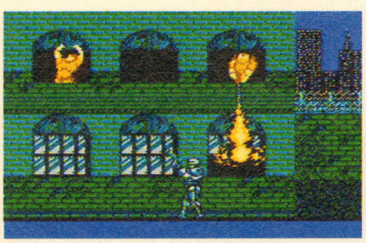


3 When you reach the end-of-level baddie, scurry straight across to meet him and hammer the fire button like crazy. If you get in there quick, it's possible to kill him without losing any energy at all.

Stage two



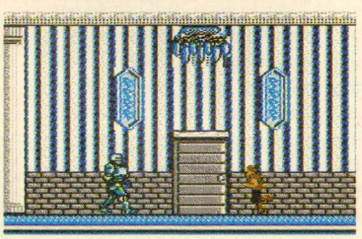
1 As soon as you see a sniper, shoot diagonally. As long as you haven't moved too far right, his bullets won't hit you.



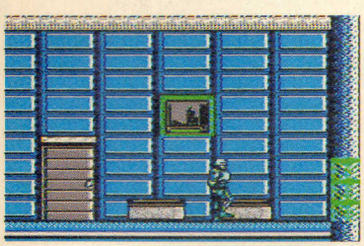
2 Flamethrower! Wait for the first blast to disperse, then dodge underneath. Turn back to face him and shoot diagonally.



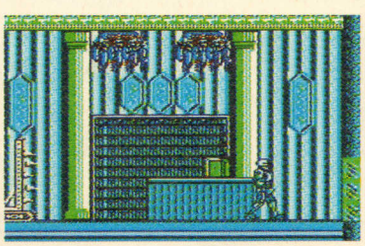
3 Stay a few steps away from this bomb-lobber. When he throws one, walk underneath, move next to him and shoot.



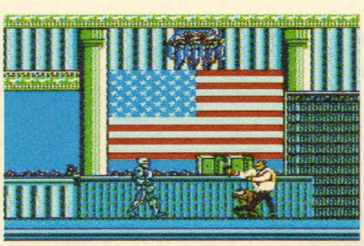
4 Once you get inside the Town Hall, go to the stairs on the far left. Climb up a floor and enter the first door you see.



5 As you move right you'll see a flashing green panel. Stomp over to it and give it a thorough punching.

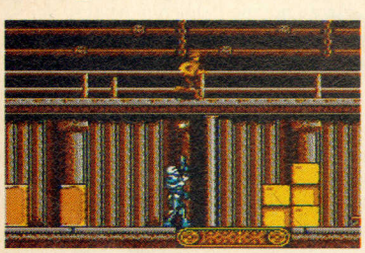


6 You'll enter a tunnel and come out in this room. Do the same again (before the spikey thing gets you!).

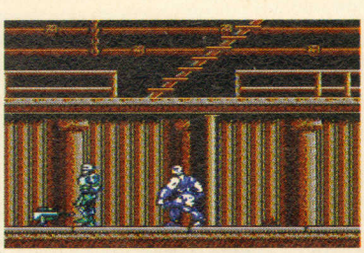


7 Stand in the middle of the room. Crouch down and wait until hostage and kidnapper stop shuffling from side to side. When the hostage ducks and the kidnapper shoots, let the bullet fly past then stand up and quickly let off a few rounds. Your fire should hit the kidnapper and leave the hostage unharmed. Repeat this a few times and the hostage runs away. Now move left and turn to face the kidnapper (who throws a wobbler!). Keep shooting until he croaks.

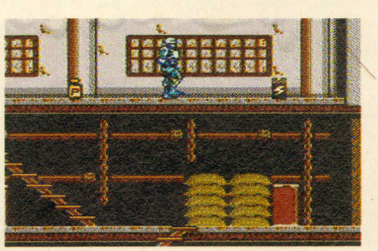
Stage three



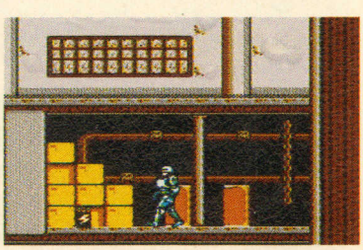
1 These guys are tricky. It's best to shoot them using diagonal fire before they reach you. But if you miss, shoot up.



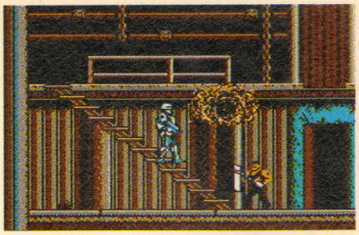
2 The first set of stairs down leads to this big gun and a baddie. Just get close to him and punch repeatedly



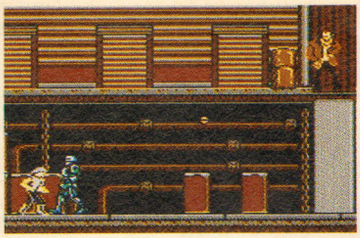
3 Having collected the big gun (needed for stage four) go right back up to the top and get this extra time – it's vital.



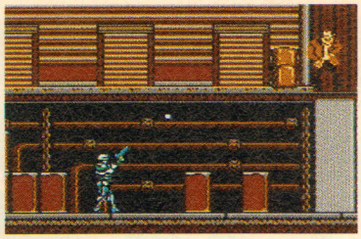
4 Move right until you reach the lift, then move down to the very next floor and collect even more extra time.



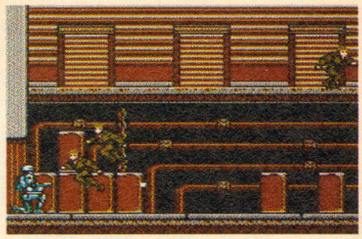
5 Go back into the lift and go back down another floor. Go down a few steps and fire diagonally down at the bomber.



6 The last room. Move right and turn round to shoot the goons who approach from the left.

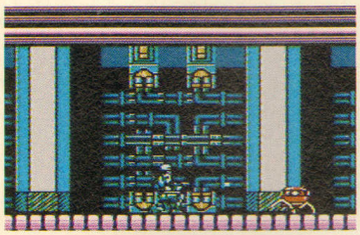


7 Whirl around again and shoot diagonally at Clarence Boddicker. He now escapes in the lift (chicken).

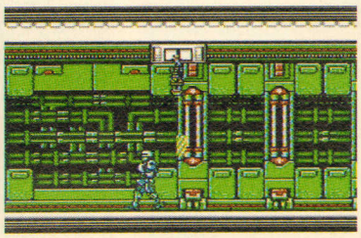


8 Move back to the doorway on the left and shoot repeatedly at the thugs as they drop off the platform. Job done.

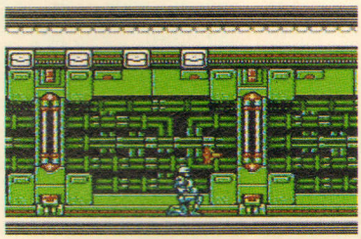
Stage four



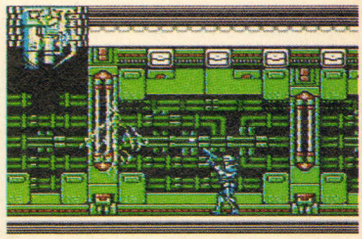
1 Crouch and fire as soon as these red things appear. Avoid the the explosion! Collect any machine guns they drop.



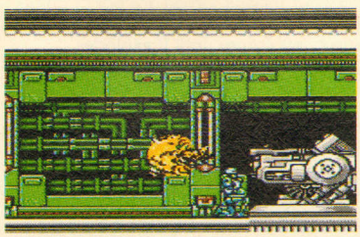
2 Walk left along the corridor until you are slightly left of the laser. Wait until it fires vertically down, then carry on.



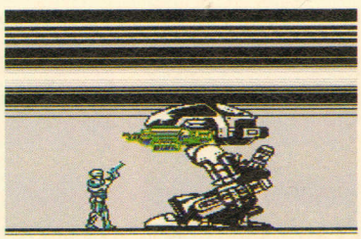
3 Move left, then when any red rockets and leaping loonies appear, face right, crouch and shoot the loonies.



4 When you reach this huge electrodey-thing, stand on the right (as pictured) and fire diagonally until it is destroyed.

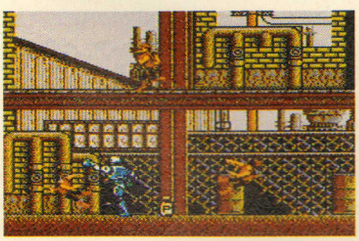


5 You really need the machine gun for this bit. Kneel close and fire like crazy as soon as the big gun pops up.

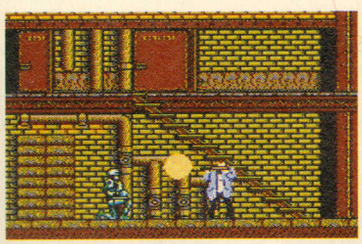


6 When ED-209 appears move close and shoot his gun-arm. After a few shots, move far left. Repeat until he's gone.

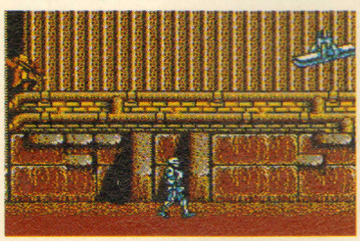
Stage five



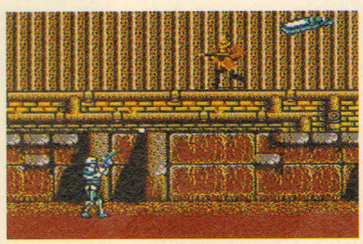
1 Unlike those on previous stages, these goons aren't easily shot. Much better to punch their lights out instead!



2 This guy appears once you've climbed down the stairs. Quickly move left, turn, crouch and shoot him.

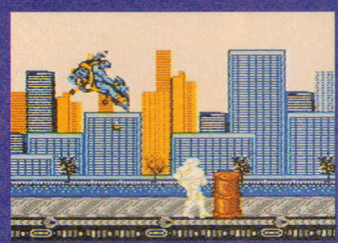


3 Incredibly hard! While avoiding Clarence's big gunfire, shoot the crane quickly and the beams stop falling.

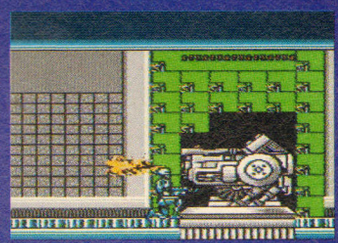


4 Stand a few steps away from the left edge. Here, you avoid his shots, but can still hit Clarence as he runs around.

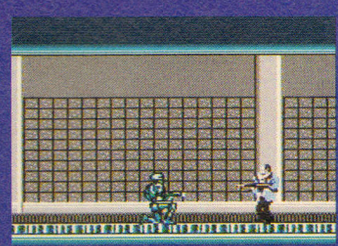
Stage six



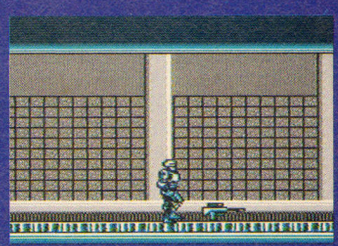
1 Smash the barrel first (ignore the chopper fire). Move right so the screen scrolls and shoot the chopper.



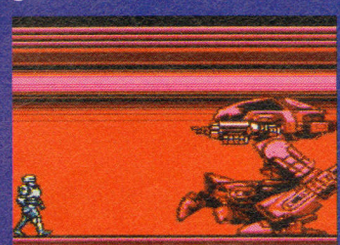
2 Big gun number two! By now you should have collected another machine gun. Waste it as before!



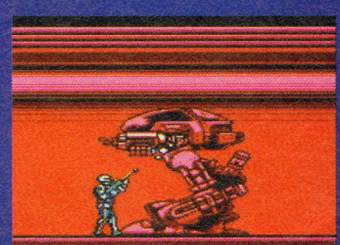
3 After the gun you'll meet this geezer. Blow him away and collect the massive gun he leaves behind.



4 Move *back* left to the big gun. Move right, kill the blokey and get another gun! And do it one more time.



5 Now, not only will you have the big gun, but you'll also have a full set of ammunition (six shots).

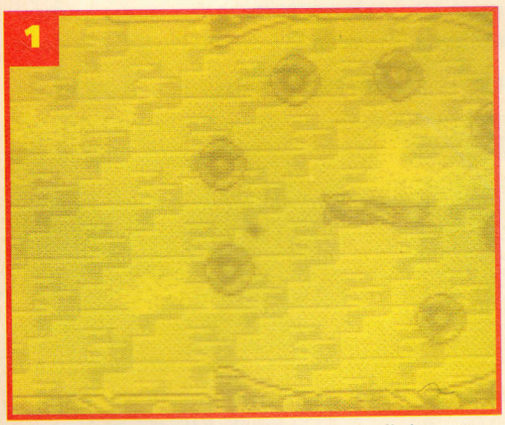


6 Stand by the edge of ED's feet and shoot diagonally at his gun arm (again). He takes a lot of hits to kill!

GB TACTIC

R-TYPE

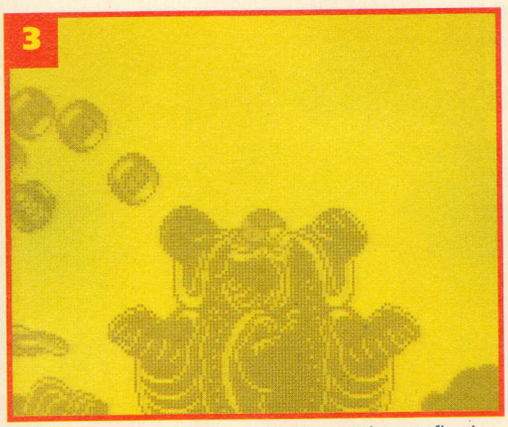
Make those tricky bits in R-Type look stupidly easy with these essential tactics (then show off to your mates by whizzing through the game whilst tap-dancing around razor-sharp swords!)



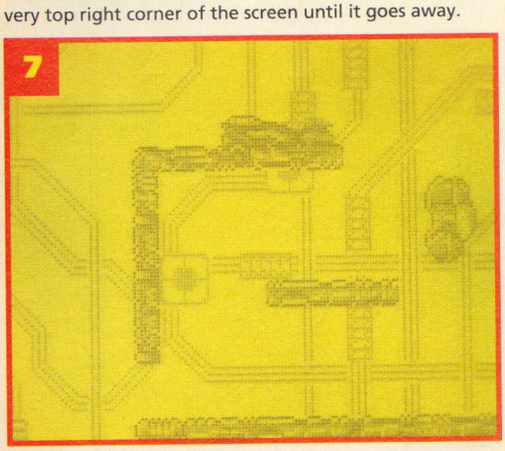
Level 1 is pretty easy, the only thing you really have to worry about is this spinny critter here. The best way to tackle it is to zip inside it at the first opportunity and blast the dark-coloured segment with a superbeam. Once you've done that, get out pronto and hide in the very top right corner of the screen until it goes away.



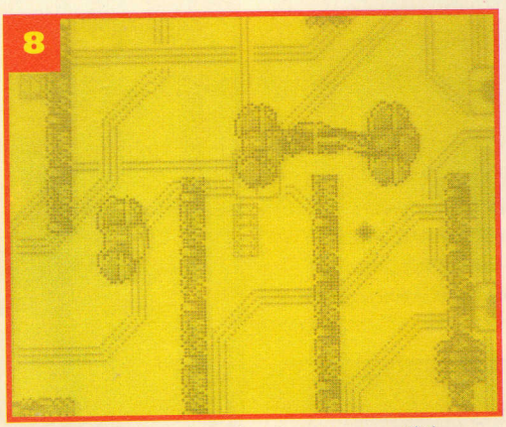
The end-of-level baddie is a real push-over. Simply wait until he comes fully on-screen, then fire The Force right into his belly and then go to the top of the screen and wait. He'll flash and wobble and throw out missiles, but it's all to no avail. He's a gonner, for sure.



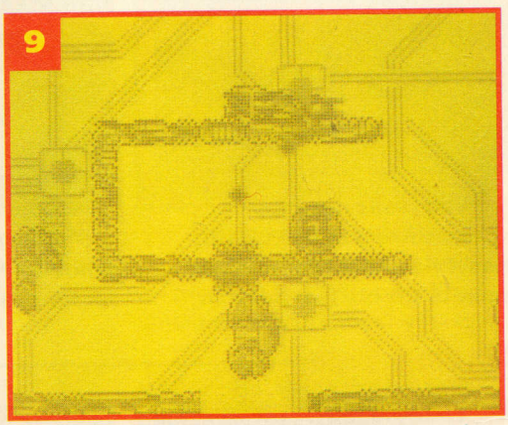
Level 2 is another doddle, as long as you have reflecting lasers. When you reach the big baddie, fire The Force into the middle of the screen. Move into the bottom left corner and press button (A). The Force should get stuck right on top of the creature's 'eye', allowing you to wait in the bottom left corner until it explodes.



When a gap appears, nip out and cross into the top channel, hugging the floor in the same way as before. This hugging of walls is the key to success in this stage – you have to get it exactly right. One pixel too high and you collide with the baddies; one pixel too low and you get smashed against the wall!



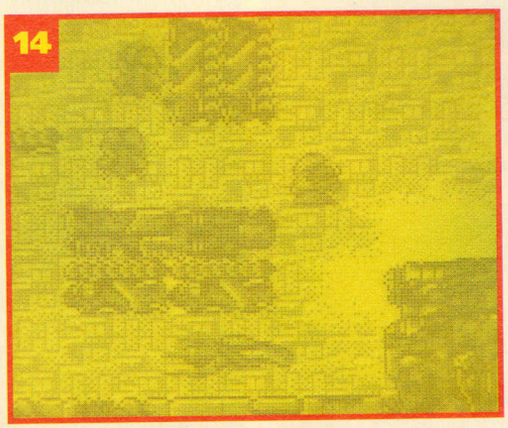
Wait in the previous bit as long as you can until the scrolling forces you to move. At that point, dash out and wait above the middle channel of this fork-like structure. Two enemy ships will rise up, but you can just fit in between them safely before they zip off in opposite directions!



After that, you get the easier wide-open section with baddies on a platform above ready to leap down. Use this bit to try and get The Force onto the rear of your ship. Don't panic if you can't manage it, as you can still do the level with it on the front. Grab the power-up and take the top channel, staying against the floor.



The difficulty level calms down again now. If you don't already have The Force on the rear, get it there now. It'll come in handy for when this long meanie appears from behind. But stay in the bottom channel anyway for extra safety.



The fifth level is really just a tougher version of the first, so you should be able to work your way through it without too much trouble. The only awkward bit is this one, but as long as The Force is on the rear you won't have any trouble with this stream of baddies. Do be careful with the one in front, though.

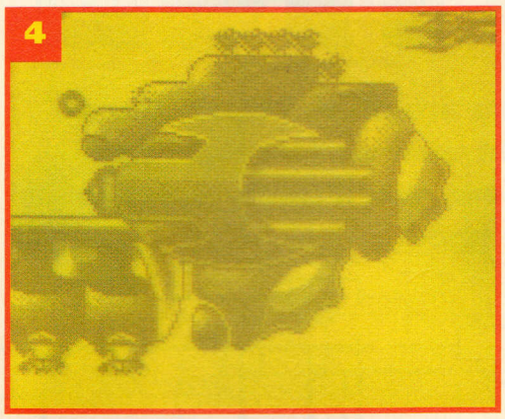


Make sure you have the 'power ball' before you reach the end-of-level. Sit on the left hand side, blasting everything and only moving to avoid bullets from the ground-guns-on-stalks. Fire The Force into the centre-right gap, or just fire beams in there when the baddie appears. After a while, the boss gets bored and just goes away!

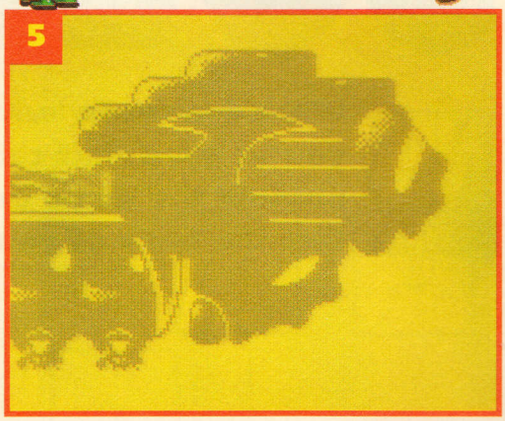
Look, you old Misery Guts, give me the Game Boy so I can play R-Type with these tips! Gimme the Game Boy, gimme, gimme, gimme! I'll flippin', uh, I'll, um, well I'll, er... *Please*?



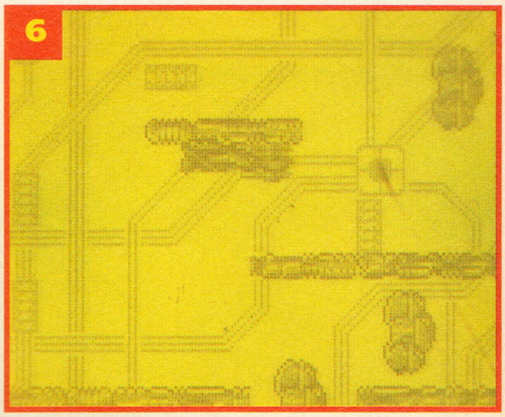
Andy, let me explain. I'm the Editor, the number one editorial person, the man in charge, Mr Important and He Who Must Be Obeyed. You, Andy, are a gimp. Now give me that R-Type cart NOW!



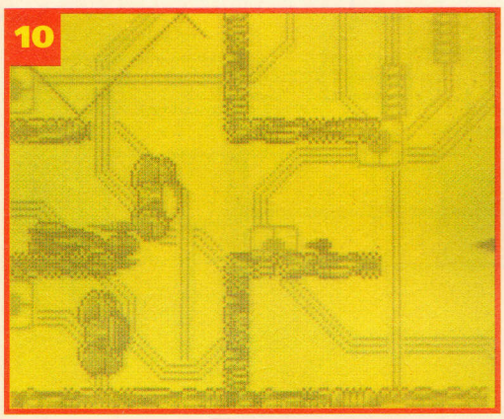
Level 3 is pretty simple too. Collect the floor-hugging lasers at the start, and fly along the bottom of the screen blasting everything to oblivion. When you get to the far side, switch The Force to the rear of your ship, go up to the top corner and sit there blasting until the lasers have taken out all the gun emplacements.



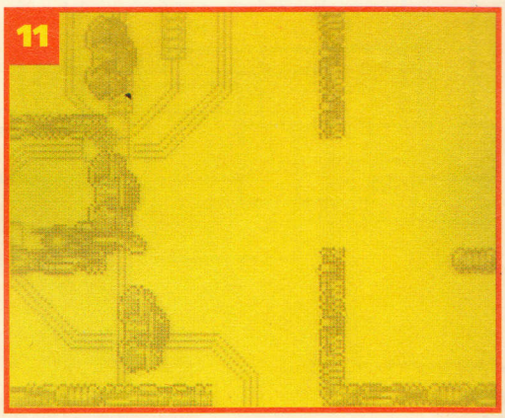
Now go down to the bottom again and switch The Force back onto your front. Go up, wait for the central eye to stop spewing out lasers, then nip in quickly and position yourself in front of it. Now sit back and wait until it dies. Again.



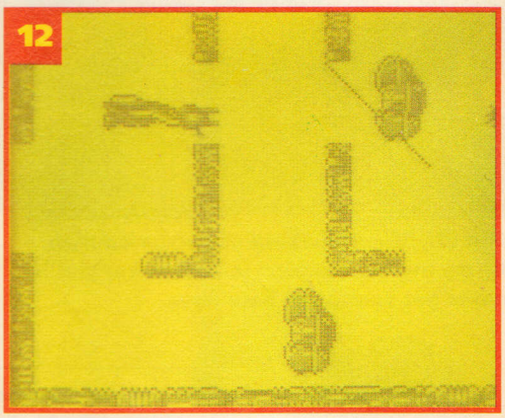
Now, at last, we get to the tricky stuff. There's no single 'correct' way to get through Level 4, but here's one that definitely works. Fly into the maze, collect the power-up, then hug the top wall as closely as you can...



Now back into the little 'cave', blasting both the power-up carrier and the spider thing with The Force (you *can* do this with The Force on your front, it's just a bit trickier). Use the brief quiet moment to get your positioning right on the floor...



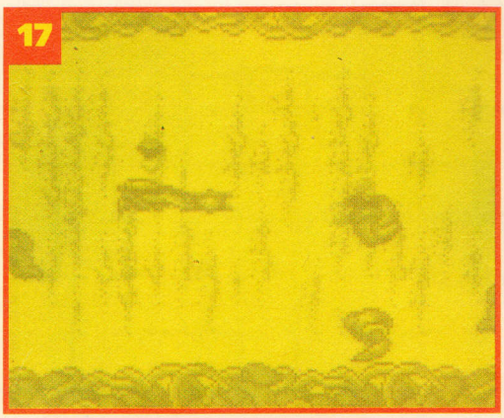
... So you can squeeze through this bit. When the first enemy ship passes over your head, DON'T MOVE! Wait until another one comes across, then dive through the gap and kill the power-up carrier in the last section. Collect the power-up, go right and up and wait in the top right section of the little maze.



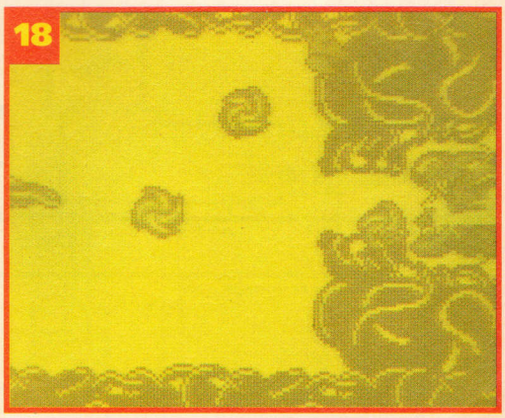
Move so that The Force (on your front or back) hits the enemy ships as they appear from the centre. Stay here until one of the ships is obviously going to hit you, then nip across to the same position on the other side of the screen. Repeat this procedure and eventually the ships stop coming and bingo! You've completed the stage!



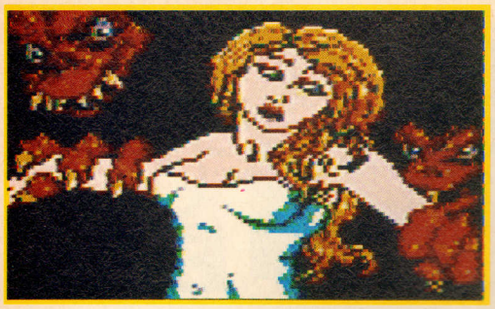
After all that effort, Level 6 is a bit of a let-down – it's really easy. Just stay near the middle of the screen, slightly to the left, and blast the little babies who come at you diagonally from the top and bottom edges with the reflecting lasers.



After a while, a big, spinning, indestructible ball appears from behind you. At this point you should move back to the centre-left edge of the screen where you can easily avoid its circling flightpath.



Eventually you'll reach the end-of-game boss. Stay at the very left edge to avoid the indestructible balls, and bide your time until the boss opens the big 'gates' in front of him. When he does, whack The Force in there, then sit back and watch the slimy gimp squirm for a while. Finally he explodes horribly, and you've done it!



Princess Eleanor of Arcadia. Those aren't elaborate bracelets she's wearing, but demon kidnappers from Kastlerock.



This must be a job for Stupid-looking-ginger-beard-man. Known to friends and enemies alike as Shadax the wizard.



Bog off, Stupid-looking-ginger-beard-man. By my mystic, smoking palm, I swear you'll never get your girlie back alive.

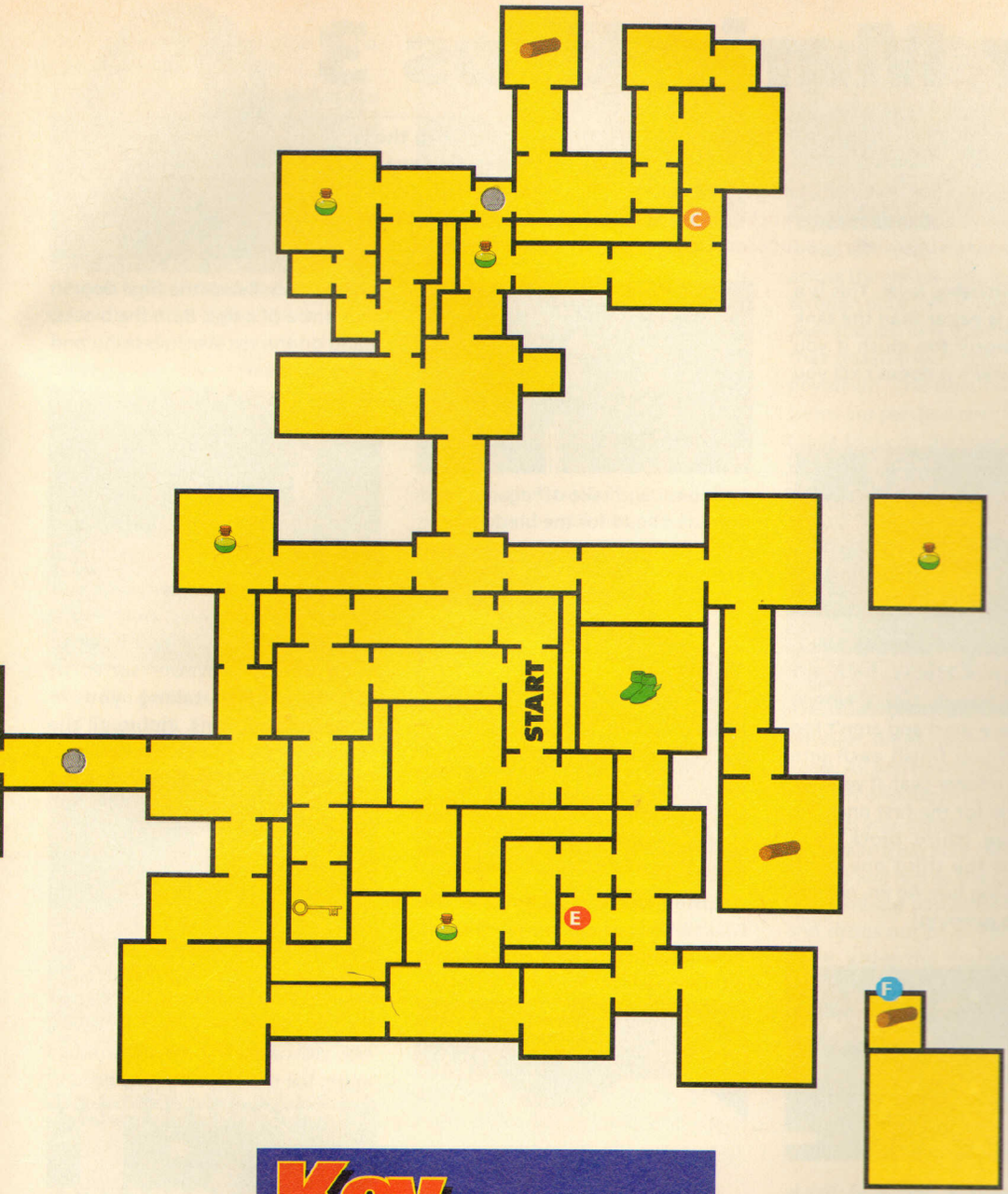
SOLSTICE

NES TIP

Whaddya mean 'where are all the tips?' Once you've used that cheat over on the right and studied the maps below, you'll know Solstice like the back of your hand.



Oh no! I told Baghead to change those stupid captions. Steve'll kill me when he sees them. I know, I'll blame Vicky!



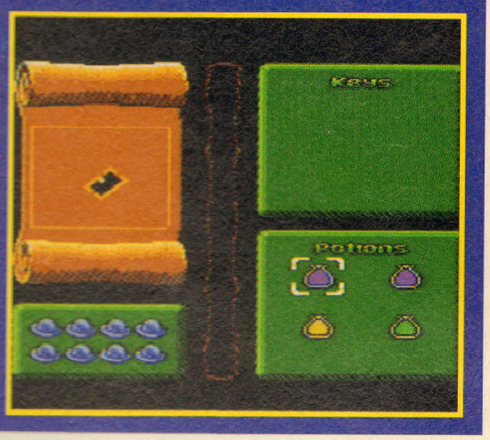
Fab cheat

This is a totally brilliant (if somewhat long) cheat, and it was sent in by Peter Day of Hartpury. For that he gets a year's subscription to TOTAL and something else that we haven't quite decided upon yet. See, you scratch our back, we'll scratch yours... or something.

Anyway, back to the cheat. Go to the inventory screen (below) and press the following;

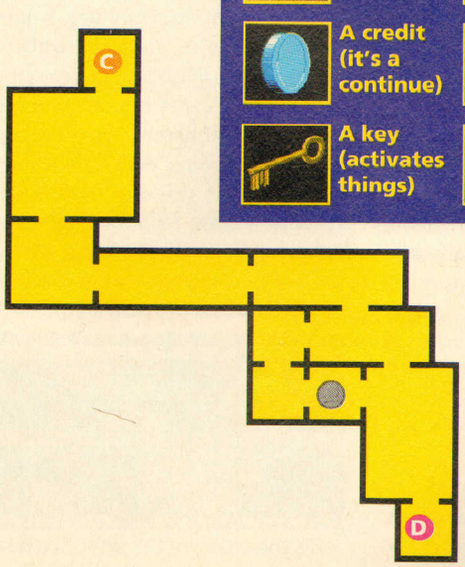
B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, START, B, B, START, B, START

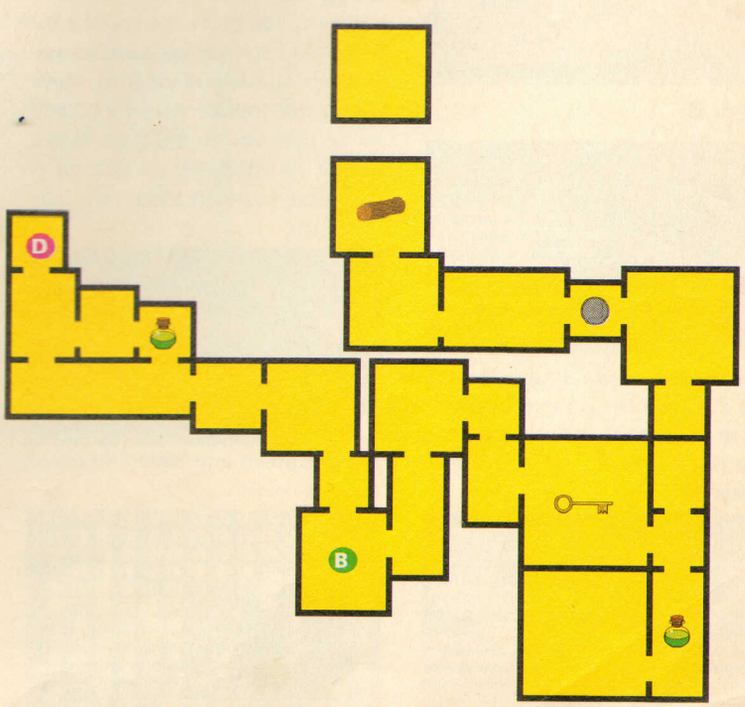
If you've entered it correctly the screen flashes. Exit the inventory, re-enter it and you'll see that you have full potions and loads of lives. Just repeat it each time you run out of potions.



Key

- Mega-jump boots
- A potion (magic drinky)
- A credit (it's a continue)
- A section of the Staff
- A key (activates things)
- Map links. A to A, B to B etc





NES TACTIC

Super Mario Bros 3

Finishing the game!

And here it is! The definitive guide to completing SMB3, with hints to getting through world 8. And take a quick look at the tips on page 52 for even more Super mario 3 information!



Strewth! With these stonky tips even thickitty-thick-o-dweeby Dyer could finish it!

Step 1

Complete worlds 1-1 and 1-2 (and if you can pick up the extra lives in each one, good).

Step 2

Use the cheat from issue 2 of TOTAL to pick up the first warp whistle.

Step 3

Collect all the coins on world 1-4 to make Toad's white mushroom house appear. You really do need that Magic P-Wing!

Step 4

Enter Boom-boom's mini-fortress and pick up Warp whistle number 2 (as shown in issue 2).

Step 5

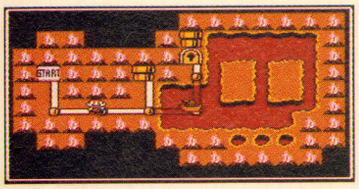
Finish worlds 1-5 and 1-6. By now you should have 80,000 points or more. Finish the card game with our cheat sheets (on page 52) and get loads of goodies!

Step 6

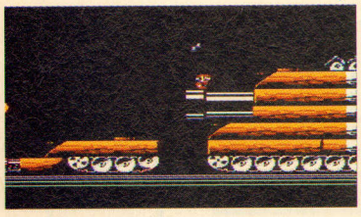
Complete world 1 by beating the Koopa kid and collect a second P-Wing from Princess Toadstool (you'll need this one too!).

Step 7

At the start of World 2, use your first warp whistle to enter the warp zone. Now use your second warp whistle to enter world 8!

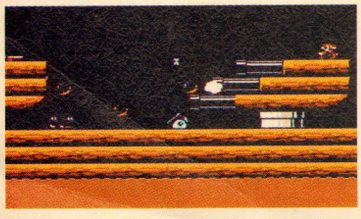


Step 8



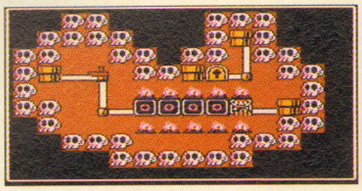
The first section is full of trundling tanks. It's a killer and is definitely worth flying through (time to use your first P-Wing).

Step 9



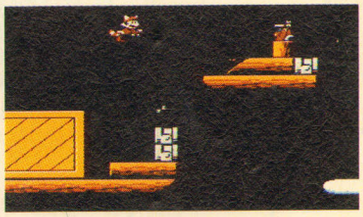
Finish the battleship level. This is a toughie, but is easier than the tank one. Don't worry *too* much if you fall in the water – it doesn't kill you immediately.

Step 10



Enter the next map area. As Mario crosses the five blocks, he'll get grabbed by hands. Don't worry, these levels are short and aren't too hard. When you finish each one you're given a Super Leaf. If you can, use fire Mario for the first one. The second stage (third block) is a doddle. And the third one (fifth block) has flying fish. Again, not too tricky – keep jumping!

Step 11



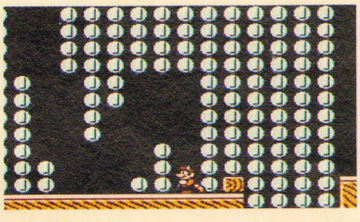
Use power wing on next level. This is THE hardest level in the entire game!

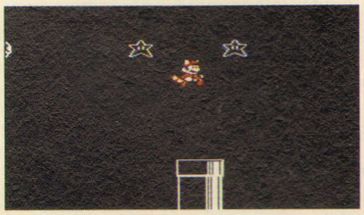
Step 12

A Right, you're in the spooky bit now. You should be able to see Mario in a little pool of light. Move along the trail to world 8-1, and make sure you're Raccoon Mario before you start. Fly up as soon as you enter, head left and hit the blue 'P' switch.

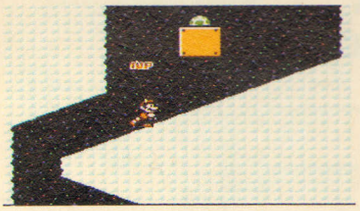


B Drop down and collect loads of luvverly coins!





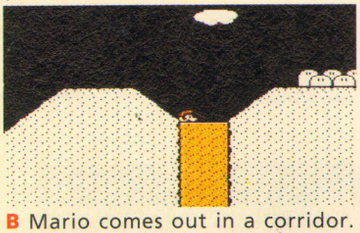
C Go back and take off again. Head right and head for the black pipe.



D Go down for the three 1-ups. Finish the level (this is also a killer, so if you didn't use the wing on the very first stage, use it now).

Step 13

A Enter world 8-2. Beware the Pakkun flowers and beware the sun. Walk straight into the first quicksand pit – and wait!



B Mario comes out in a corridor. Head left and you can enter a pipe for a power-up; head right and you can enter a pipe to collect coins.

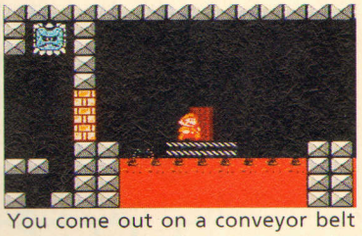


C When you re-appear, beware the flowers, run up the hill – then down the other side and fly over the big gap with the two springy musical note blocks.

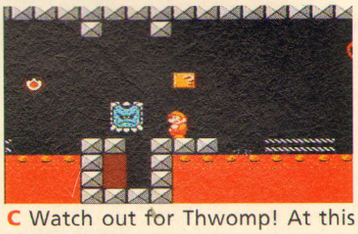
Step 14

A Pass the first tube and then move up (north on the map) and then enter the mini-fortress. There are *loads* of two-way doors to go through – however, only one will do. (Don't worry, all of the other doors hide power-up blocks, and eventually lead back to this corridor).

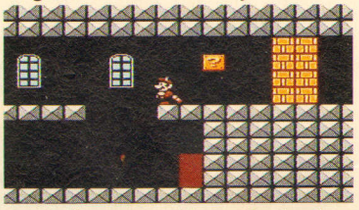
B Go straight along, avoiding the whizzy discs. Reach the final door in the centre of a disc. Bash the blocks, stand on the circular hub-thing and enter the door.



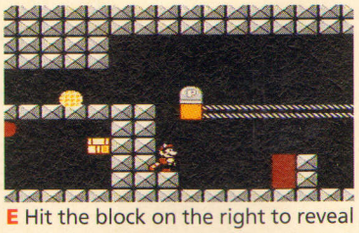
You come out on a conveyor belt taking you left – so push right straight away. Now you have to jump across a whole series of conveyor belts taking you in different directions. Ignore all the other doors, keep moving right.



C Watch out for Thwomp! At this point if you are small, you can go through the door to get big again. Also you can keep on going through to get the raccoon suit – you need it!

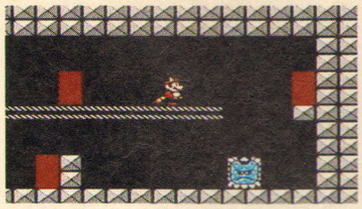


D You'll come to this gap in the floor – don't bother going down (it's terribly confusing if you do). Smash the blocks with your tail before getting the invincibility star from the mystery block. Let the star bobble along for a bit before you pick it up (it will last longer that way) – then run right! At the end of the last conveyor belt (ignore the door below) drop down carefully avoiding thwomp. Now jump over him (from right to left).



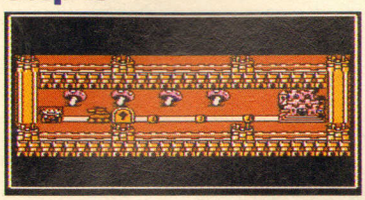
E Hit the block on the right to reveal a switch. Smash the block on the left and jump up. Hit the switch and a

door appears in the middle of the conveyor belt – ignore it!



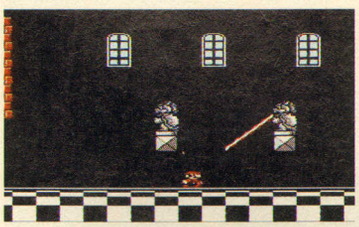
F Head right instead and enter the door on the far right! Duck down immediately and wait until the conveyor belt has taken you past the spikey things. Defeat Boom-boom (watch out – the conveyor belt is the floor and it keeps moving!).

Step 15

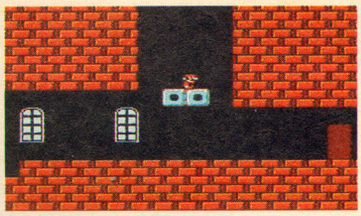


After the fortress, move up (north) and then left. Enter last map and tank level. Use a raccoon suit, and... er... finish the level (you'll be all right, it's not *too* difficult).

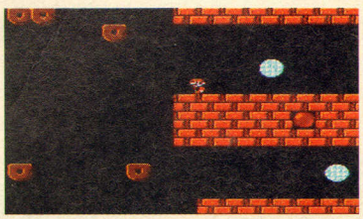
Step 16



A Hold down B and run past the laser-spitting statues. Don't slow down and you won't get hit!

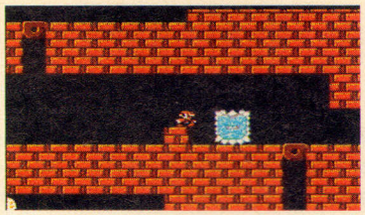


B Secret platform coming up! Get ready to jump on when you reach the middle of the shaft. Stand on the doughnut platform on the right (it drops like a brick, so get ready to jump off to the right!). Watch out for candle flames (they act the same as ghosts). Beware of the spinny discs (easier said than done) while climbing the stairs. If you need to pause, stand right next to the red blobs – you won't get hit. At the top of the stairs on the far right there's a hidden one-up. Now climb down the stairs, and be careful – don't rush or you'll get hit by the discs (painful).



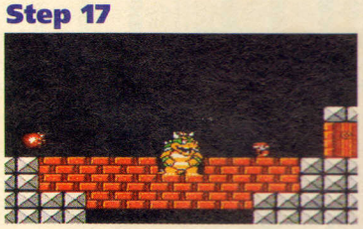
C Doughnut city! Keep jumping, avoid the flames... er... don't die. Jump across and onto the middle platform – the one with the red blob and two spinny discs.

E Thwomp coming up: jump over the single block, let Thwomp approach and then jump back. As he moves right, follow him closely and stand on the doughnut platform as it



drops. Get ready to jump right. Jump across the spinny disc things and go through door. Don't worry about the laser statues: only one fires and even that doesn't hurt you. Collect the power-up. The next series of platforms are perched over lava and are made tricky by the moving fireballs! Keep going right, and go through the next door.

Step 17

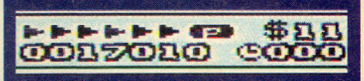


Bowser! Right, don't jump on his head. All you have to do is avoid his fireballs and move just as he jumps towards you. When he hits the deck, he'll make a big hole. What you have to do is lure him to the same place so he eventually bashes his way though and drops out of sight! When he's gone, enter the flashing doorway and prepare for a shock! And after the end-sequence, check your inventory bar!

Right, that just about covers SMB3 – so let's have your tips for Super Mario 2 instead! (We haven't done that one yet!).

The Ghost Galleon

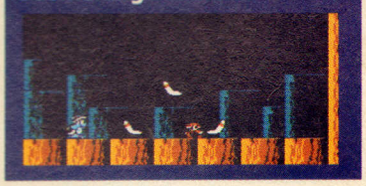
To turn a wandering Hammer Brother into the gold-laden Ghost Galleon, try this: enter world 1-1 and collect a number of coins which is a multiple of 11 (like 33, 66 and so on). Then make sure that the last-but-one digit on your scoreboard is the same digit as those on the coin meter, like this:



For instance, if you've collected 55 coins, your score must be something like 20450 (you can change this digit by smashing blocks which to add 10 to your score).

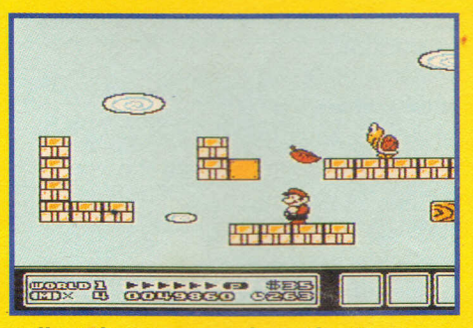
Now move to the card block at the very end and jump up just as the clock changes to an even number (2, 4, 6, 8 or 0). The Hammer Brother should now turn into a Ghost galleon.

When you climb on board you can collect *loads* of coins, but beware! For when you drop down the end pipe, you have to face a pair of Boomerang Brothers!

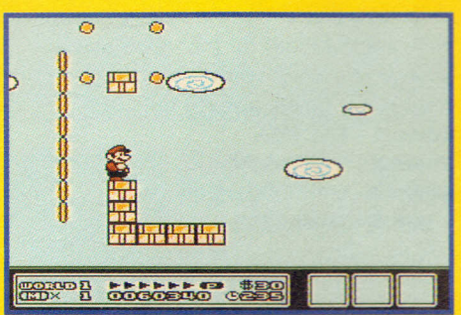


Finding Toad's white mushroom house

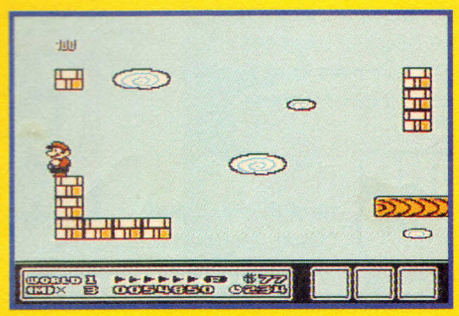
In every world Toad also has a secret white mushroom house. To make the house appear you have to collect every coin on a certain level. The first one is world 1-4...



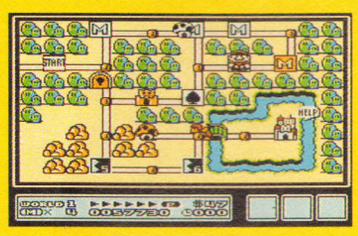
Collect the power-up from the 'L' shaped block. Then make sure you get all the coins from the left-hand block of that strip of five.



A bit later you'll see this column of eight coins. Get them all (by jumping off the wooden platform at the last minute) and smash the block above.



Now you have to jump up and nut the block above. Don't hang about – you need to get all the coins before the scrolling pushes you off!



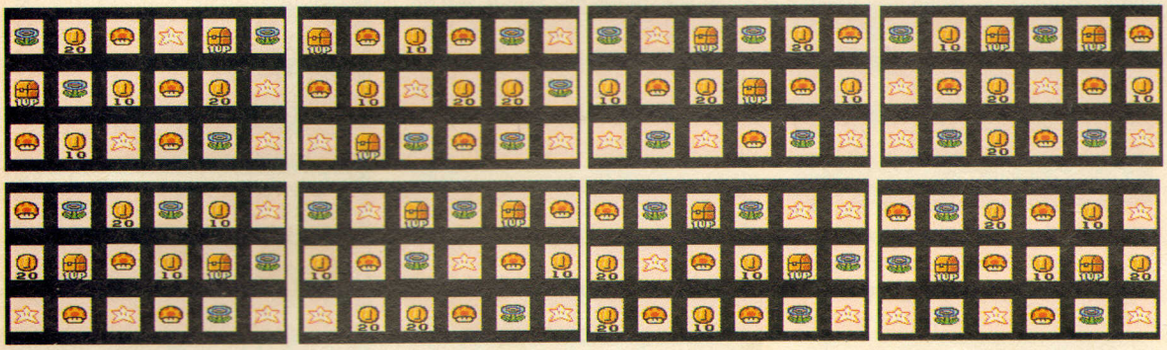
Once you have all 44 coins, Toad's white house appears – pop in and you'll be given a P-Wing (you'll need it to finish world 8!).

The houses which appear in odd worlds (1, 3, 5 and 7) give you P-Wings, those that appear in even worlds (2, 4, 6 and 8) give you the anchor (which is pretty useless really).

Super Mario Bros 3

Winning the 'memory-match' card game

Every time you score 80,000 points, the N-mark spade panel appears. So what's the trick to completing these card games and winning the goodies every time? Easy – cheat. Here are all eight card sets. All you have to do is turn over two cards at random and then see which set they correspond to. Then just turn over all the rest and take the prizes!



GAUNTLET II

This cheat works for both the NES and Game Boy and means you don't have to bother hunting round for keys. Get your character to a relatively safe place where the enemy can't get to you and stand still. If you don't do anything for a count of 100 (watch your energy meter going down) all the doors in the level open by themselves. This works anywhere but do remember it uses up 100 units of energy so use it only when you're desperate.

BOULDER DASH

This game is a real killer. If you're getting a bit naffed off with it, try these codes so you can see all the worlds.

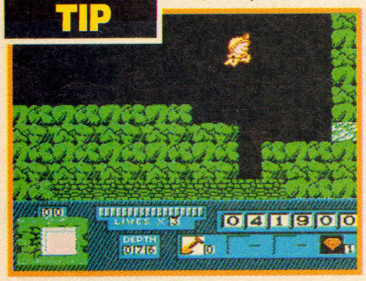
Ice World – 635870
Sand World – 840137
Ocean World – 840967
Relic World – 225378
Volcano World – 752053

LOW G MAN

This game might be stonky but it does get a tad tricky, so what better start than to begin the game with more Low G Men than normal. Enter the password as L0BB (the O is a zero) and you'll start with eight lives. Alternatively, type the password as SHOT and you get heaps of weapons when you start. We have **Paul Fenney** of Widnes to thank for those.

DIGGER T ROCK

Gareth Weston of County Durham has this warp cheat...



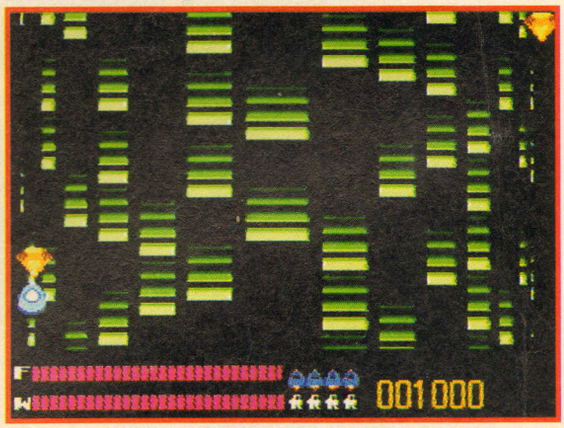
As soon as you appear in level two, move right and jump this gap from the top step. It saves time if you don't walk it.

SOLAR JETMAN

On level one, fly left and go down a bit until you reach the rock face. Then zoom up the side until you see a diamond shaped thing. Fly into it before it disappears into the rocks and you'll enter a warp zone where you have to try to collect ten diamonds. It's a bit of a toughie but after some practise you'll be able to do it with your eyes shut, sort of. Heartfelt gratitude to **Anthony Taylor** of Sunderland for 'twas he who did furnish us with yon tipette.



Fly into this spiky warpy thing...



... And you'll end up whizzing through here!

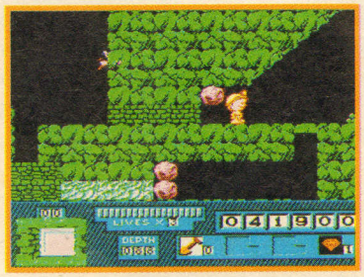
GARGOYLE'S QUEST

Here are the codes for the towns plus a strange one which sends you to a mysterious place. Go on, give it a try.

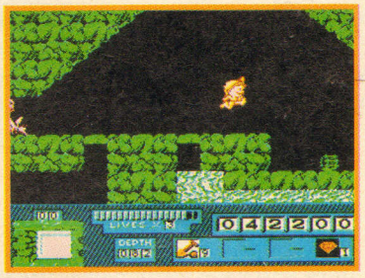
Town 1 – BIVF JPD8
Town 2 – 8QRC KE4M
Town 3 – 9H6S RATQ
Town 4 – TOHT KZEQ
Town 5 – SXX5 UBCS
Town 6 – WXXD UBGR
Gawd knows where – MAD

With that last one, enter the code then select END because it's not eight characters long and won't automatically enter the level.

Thanks a bundle **Ian Spittles** of Middle Rasen.



Dig through the earth-filled bit then stand up as soon as you're past the boulder. Stand any later and the cheat won't work.



Jump the gaps so the falling platforms are left intact. Get the ladder and you'll warp to level three – if you were quick!

Freebies!

Each month we're giving away some goodies like subscriptions or games (or any other old bag of junk we can cobble together) to the people who send in the bestest, cheaty-type things. This month, **Peter Day** of Hartpury gets the goods for his Solstice cheat. So while Peter can rub his hands with glee at his good luck, you lot can only cringe with envy. So send your tips to TOTAL Tactix, 30 Monmouth Street, Bath, BA1 2BW.

Review info

Games are great fun, but they're not all brilliant, and none of them come cheap. That's why we try to take the guesswork out of buying with our reviews. To get the most out of them it's best to read all the text on the page, but if the money's burning a hole in your pocket you *can* take a few short cuts. Read the 'thumbs up' and 'thumbs down' bits first.

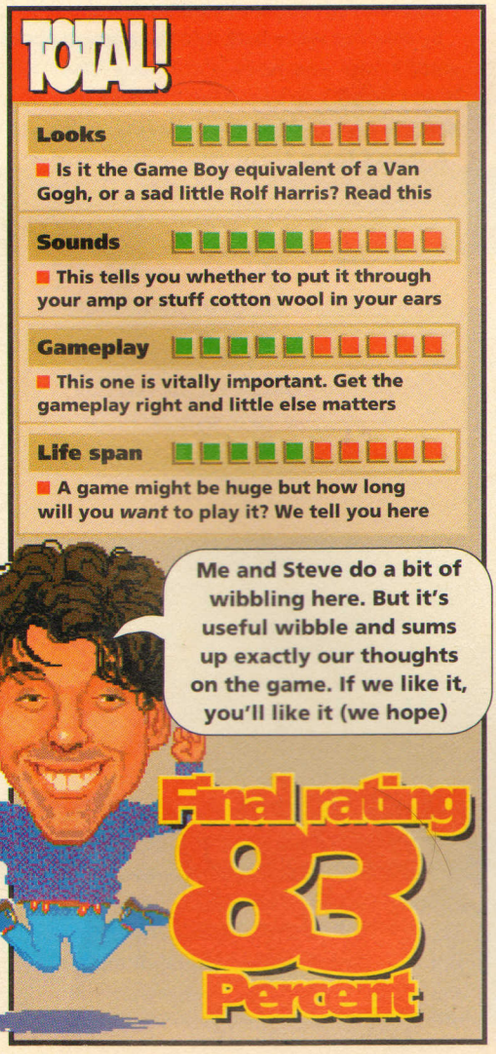
GOOD THINGS

If something really stands out we'll mention it here. If there are several good points, we'll bung 'em all in

BAD THINGS

And just to be completely fair, we'll say which aspects of a game are likely to make you want to throw up

But different people like different aspects of a game, so we bundle individual ratings for graphics, sound, gameplay and lifespan in the ratings box near the end of the review. The power meters are a visual guide, green for good, red for bad. There's also a reviewer's comment and an overall rating if you're still stumped.



This month



Terminator 2
Page 54

Arnie gets sent back in time by John Connor to rescue the young John Connor who's about to get wasted by a turbo-injection T-100 Terminator... Er, the plot's almost as confusing as the over-the-top graphics.



Amazing Spiderman
Page 56

Not content with webbing his way across the pages of his comic book, the wall-crawler pays a visit to the Game Boy. And he's brought all his mates (or rather, enemies) with him. Great stuff for Spidey fans.



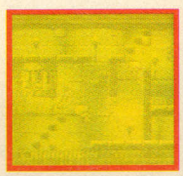
Gargoyles Quest
Page 57

This is a sort of Game Boy equivalent of Ghouls and Ghosts but with added role-playing elements thrown in. Capcom come up trumps with this gorgeous, and really rather huge, fantasy romp.



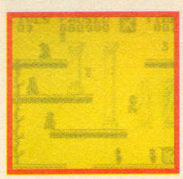
Gauntlet 2
Page 58

Some of you will have seen the NES version reviewed in issue one. But while we raved about that full colour, four-player dungeon bash, there's something not quite ticketty-boo about this two-player Game Boy effort.



Dragon's Lair
Page 59

Completely different from both the arcade game and the NES version. It's one of the best looking Game Boy games ever, but as for the gameplay, it may be a bit too hard and a bit too odd for many of you.



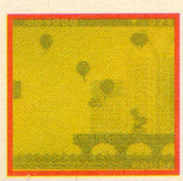
Bill And Ted's Excellent Adventure
Page 60

Yo, dudes!? Er, well, to be honest there's not much Bill And Ted-ness in this platform collect 'em up. However, it's actually an extremely un-un-un-bogus little game!



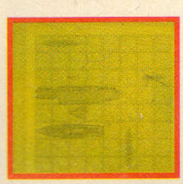
Paperboy
Page 62

Yet another ancient classic is wheeled out from under the dust covers to make an appearance on the Game Boy. If you thought the original was dull and over-rated, then you won't like this one either!



Balloon Kid
Page 63

Well, if 'Masher Mitchard' thinks this is fab, who are we to argue (besides, if we did she'd pull our arms out of their sockets). This is a cute little floaty, avoid-the-baddies, collect 'em up platform game. Sort of thing.



Radar Mission
Page 64

Gosh! Could this be a high-tech combat simulation based on covert operations in the Gulf War? No. It's flippin' Battleships. You know... 'J3?' 'Hit! Oh poop, you've sunk my aircraft carrier!'



Boulder Dash
Page 65

Good old Rockford's having a new lease of life. First he turns up on the NES (issue 1) and now he's wowing us on the Game Boy! A pretty-looking gem-collecting game – but watch out for the boulders!

TOTAL!

GAME BOY REVIEWS

TERMINATOR 2

JUDGMENT DAY

For Game Boy (1 player)

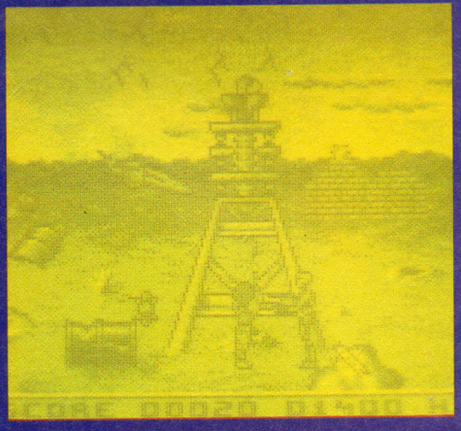
From LJN Ltd.

Price £30

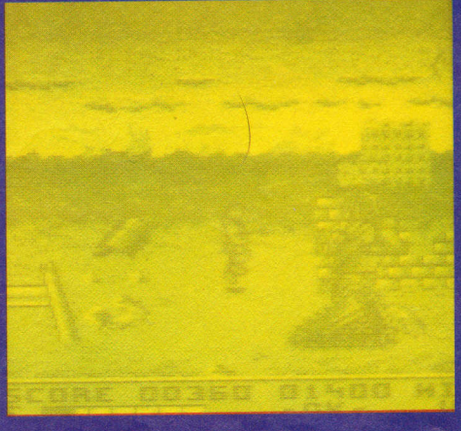
Back to the future



There was quite a large sequence planned (and some of it filmed) that never made it into the final 'cut' of Terminator 2. At the start of the movie they were going to show how John Connor – that's the important-looking blokey above (not the gimp with the goggles) – leads the resistance against Skynet's Terminator forces. For some reason, all these scrummy battle bits didn't make it into the finished film – however, Game Boy owners get to see them, by guiding John Connor through the first three levels!



The end of level one is blocked by a force field (and a robot, but we'll come to that later. To deactivate the field you have to shoot five of these turrets in the correct order. Oh, and avoid the Terminators.



With the force field gone you now get to fight that robot I was talking about. No real methods here, just jump and shoot a lot until he fizzles away into... well, nothing. You'll lose some energy though.

Terminator 2 is one of the biggest movies ever made in both cost and bums-on-seats, so it comes as no surprise to find it turning up on the small screen of our little chum.

Yes indeedy, the Game Boy's finally got Arnie and co. And, as you might expect, it's come in the form of a multi-level arcade game, mostly involved with the kind of 'run around, climb ladders and shoot people' escapades we're seeing such a whole mound of at the moment.

T2's got a bit more to it than that, though, following closely as it does the plot of the film – and that movie script certainly gives the programmers a lot of scope to vary game styles!

To start with, level one gives you some straightforward Robocop-style walk 'n' blast action, which leads neatly onto some exploring 'n' shooting in level two.

Level three changes pace with some tricky T800 re-programming in the shape of brain-teasing puzzles. Then there's even more pace-changing in level four, with a scrolling bike-ride shoot out.

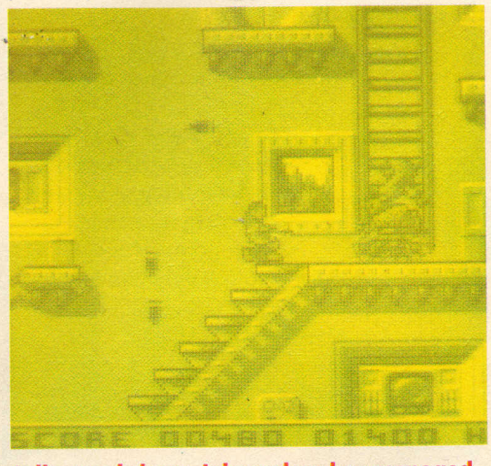
By level five we're back into the running about

UZI 9MMS

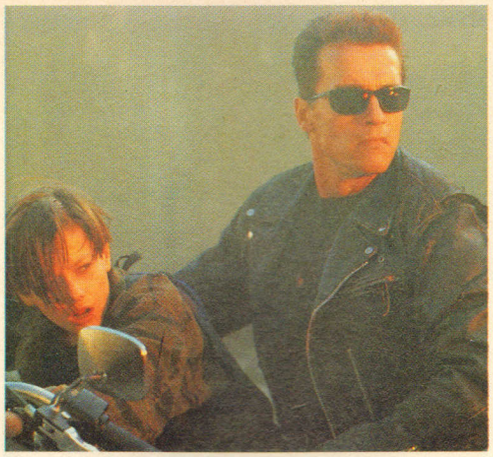
Watch out for well-wicked graphics! A good long-term challenge, and a nice mix of sub-styles stop it from getting repetitive

SKY NETS

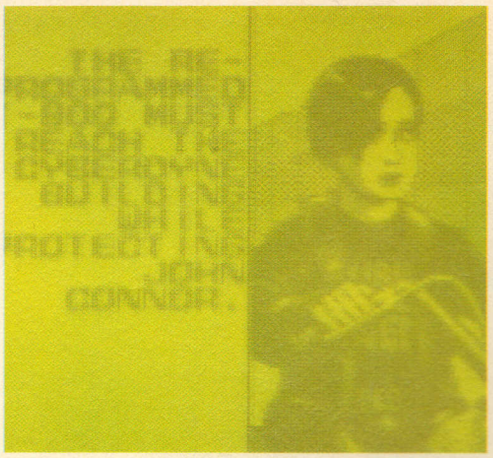
Level one is dark and hard to see. Going back to the start when you die is a real pain, especially as it's so hard to collect extra energy



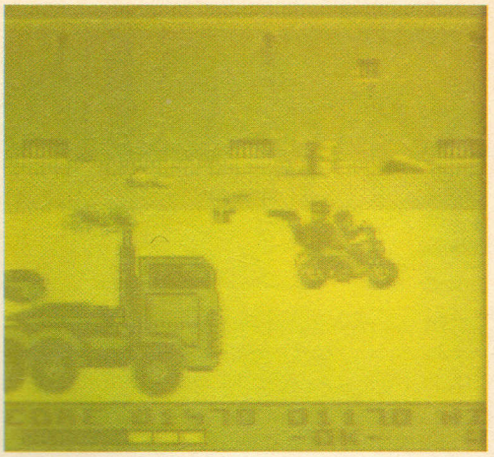
Jolly good show. Johnny-boy has managed to get inside Skynet's Terminator factory and now has to find the store room. It ain't that difficult if he's careful, but there's a pretty potent defence system at work.



Here's that famous scene from the film, where John and the T-800 spot a rare bird in a tree. They both stop to take a closer look – and get crushed by the T-1000 in his truck.



Young John Connor must be feeling pretty stupid by now. When his Mother said 'Eat your cabbage or the T-1000 will get you' he laughed. On your bike quick, you moron.



Ah no, don't worry, he's all right. That miracle of future science, the T-800, has come to his rescue. So the question is, why is he using a crusty old gun and a Harley?

and shooting scene, with some key-collecting thrown in. And finally we hit level six, where you have to scurry about, pick up some weapons and (hopefully) defeat that nasty old T-1000 shiny Terminator blokey.

There's plenty of entertainment in all of these, with the minor exception of level one, which is a bit of a drag. Here you have to blast five power generators in a certain order (big tip – jump into the flashing icon) to allow your team to enter the Skynet complex.

This means running backwards and forwards across a landscape so dark and moody and heavily-detailed that much of the time you can't see what's going on properly.

In fact, you don't even see the enemy Terminators coming until they're right on top of you – unless you're playing directly under a strong light. It's quite a tricky level too, so if you were trying the game out in a shop you might easily be discouraged and give up on it. Stick at it, though and you'll get into the rest of the game, which is a lot more fun.

The best thing about the rest of Terminator 2 is it's atmosphere. There's a genuine scary feel to the cold, oppressive look of the Skynet buildings, the desolate canal, and that forbidding steel mill... Brrrrrrr! And all the enemies you meet are androids so you don't mind blowing them away!

Of course, the well-judged pace (the end of each level shows up just before you get bored or irritated) and the constant action (you're nearly always under some kind of pressure) help a lot too – you just don't get a minute's peace to stop and think that, just maybe, you've seen all this stuff in half-a-dozen other Game Boy carts. The point is, of course, that none of the others do it with this much style.

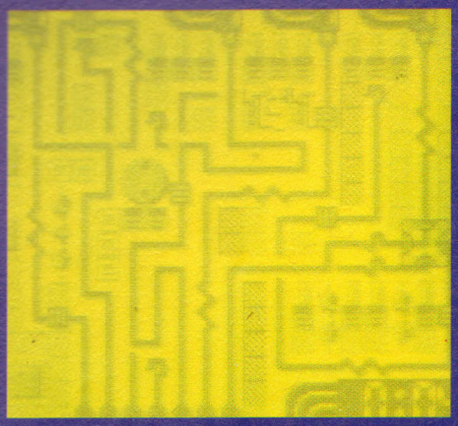
Even the NES version (Misery Gut's reviews it on page 16) can't out-play it's Game Boy cousin: the graphics are completely different and the gameplay on the NES isn't nearly as good.

Terminator 2 takes the best bits from the movie, cuts out all the boring bits where things weren't getting blown up, and even puts in a few scenes that the film-makers left out! I only wish all film tie-ins could be as good as this! **ANDY**

Brain power



The adult John Connor reaches the store room in Skynet's factory. But does he find brooms and mops? No, he finds a load of T-800 Terminators. Now he needs to re-program one and send it back in time to save himself as a child. Er, right.



All he has to do is reset all the digital read-outs to zero within a time limit. Using the crosshair, the circuits have to be re-routed so that when the timer hits zero the current flows straight to the read-outs. And it's harder than it looks!

TOTAL!

Looks

■ **Pretty impressive – it's all dead moody and atmospheric. Good in-between pics**

Sounds

■ **Suitably dramatic music but some unsuitably run-of-the-mill effects**

Gameplay

■ **Nothing special – you've seen it all before. But at least there's lots of variety**

Life span

■ **Play can get a bit tedious, but you'll probably stick it until the end**



OK, a pretty predictable film licence, but no less fun for that. It doesn't shine as a game, but as a Terminator 2 conversion it ain't half bad!

Final rating

80 Percent

THE AMAZING SPIDERMAN

For Game Boy (1 player)

From Nintendo/Rare

Price £20



Spider-Man, Spider-Man, does whatever a spider can. Or so the saying goes. So how come we never see him eating flies, eh? There's not a lot of insect-munching going on in this game either. Basically, it's another cart in the style of Teenage Mutant Hero Turtles – a scrolling, multi-level beat 'em up with big, tasty graphics and lots of bad guys to biff.

The storyline is the same old rubbish – your girlie (Mary Jane in this case, Spidey's long-time main squeeze) has been kidnapped by some ugly weirdo (Venom in this case), and you have to hack your way through a number of scenes (six in this case) to rescue her.

The big difference here is that as well as the usual jumping and punching capabilities, Spidey has a limited amount of web fluid which he can use to shoot ropes between buildings, or fire at the baddies without having to get too close.

This doesn't change the gameplay too much, but it *does* give things a real Spider-Man feel, so that's all right. It's all good fun and there's quite a lot of variation in style – in the third level for example, you ride along the top of a subway train, ducking to avoid low roofs and all manner of underground wildlife (*wot, like you Steve? – Andy*).

Meet Mysterio. He's an out-of-work actor who merely has loads of fancy gadgets and no real powers at all. (Or something.)

Spidey's heroics are spoiled by a very awkward control method. In fact, it's so awkward, it could almost be a bug. Sometimes you come across large obstacles only to find that you can't access the bigger-than-normal jump in order to clear it. This really annoyed me when it happened on level one, but when it cropped up again on level four, I was flippin' annoyed I can tell you!

If you can put up with this kind of thing, Spider-Man promises plenty of excitement and lots of web-slinging action for Spidey-fans. All the comic characters crop up and the hero acts and moves exactly like a Spider-Man should. It's not really outstanding, but lovers of walk, jump and shoot games will enjoy it. **STEVE**

TOTAL!

Looks

■ Good stuff! There's not much blurring, and lots of different scenery

Sounds

■ Decent music, decent effects, but nothing to get over excited about

Gameplay

■ Old scrolling beat 'em up style with some spiffy new bits and pieces

Life span

■ Not really interesting enough to keep you coming back for more



Good fun in an unremarkable kind of way. The controls could be friendlier, but the action is fast-paced and faithful to the comics

Final rating 68 Percent

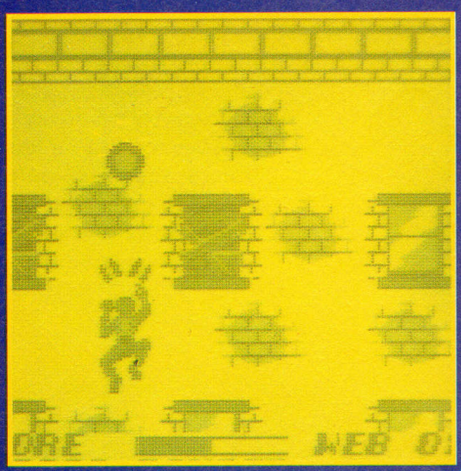
SPIDERS

Good fun game and groovy graphics. Ol' Spidey's a bit more original (and a lot more sticky!) than most other scrolling beat 'em ups

FLIES

A bug causes you to get totally stuck, leaving you with no option but to switch off and start again – or eat your Game Boy out of frustration!

Webbed feats



Oh dear! The Spider-twonk has locked himself out of his apartment again. There's nothing else for it but to climb.



Something's amiss on the roof so Spidey goes to investigate. Here he meets the Hobgoblin, a criminal with a jet board.



Mmm... I'm not sure who this is. Perhaps it's the fearsome Extendo-navel or, er... The dreaded Broom-belly? Oh I dunno.

For Game Boy (1 player) **From Capcom** **Price £20**

GARGOYLES QUEST

Ever played Capcom's coin-ops Ghosts 'n' Goblins or Ghouls 'n' Ghosts? If so you may well find yourself familiar with this slightly odd little arcade adventure.

The graphical style and the jumping-and-blasting gameplay are largely the same, and the eerie music is very reminiscent of the earlier games.

But there's a bit more to Gargoyle's Quest. As well as the leaping and shooting action, you have to use your brain sometimes as well. The game has a role-playing element to it, whereby you have to collect certain items and perform certain tasks with them, interacting with other characters along the way. To be honest, the role-playing isn't as deep as something like Zelda, but it's nice to play a platform zapper with an insy-winsy bit of mental depth to it.

Well, so much for the theory, how is it in practice? The answer is pretty good. At first it all feels a bit rough around the edges, and you have to sit through a story sequence every time you go back to the start, which can be a major irritation.

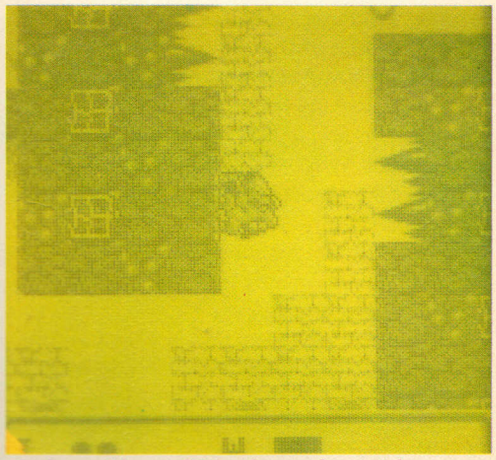
But complete the first arcade section and it's not long before you really feel yourself getting involved in the game's little world. You stop noticing the slightly jumpy nature of the screen-scrolling and start noticing instead how well the graphics have been designed to provide the maximum detail and atmosphere with the minimum of blurring.

You stop complaining about the odd way in which your character climbs walls, and instead start getting the hang of the extreme precision you need to make him leap off a ledge, blast a baddie and then make it back to the ledge without plummeting to his death on the spikes below.

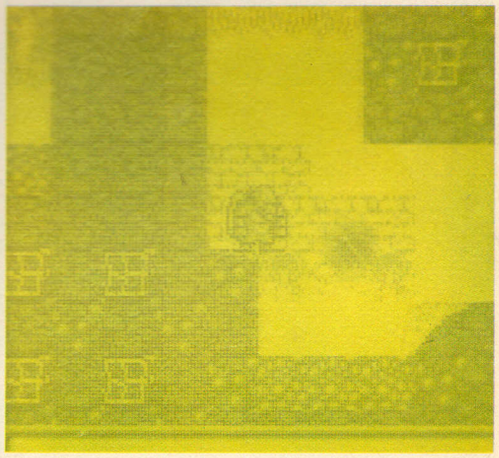
In fact, you'll start to have a jolly good time! There's plenty of game here and the mixture of playing styles makes a refreshing change.

The only problem I can think of is that the adventurey sections could prove too tame for arcade players, and the scrolling sections too tough for those who prefer the explorey stuff.

Still, if you're not scared of variety, demanding gameplay and a huge quest, this could be just what your Game Boy has been crying out for. **ANDY**



Firebrand (your little dragon) must leap from wall to wall to avoid getting spiked!



That blurry thing is a leaping fish. Firebrand must either fly over him or flame him.

TOTAL!

Looks

■ Big graphics and loads of detail, without making everything a blurred mess

Sounds

■ Effects are nowt but bangs and beeps but nifty spook music sets the scene

Gameplay

■ The role-playing/adventure side adds depth to the same old platform formula

Life span

■ Tough arcade sections and a big RPG section should keep you flappin' for ages

GARGOYLES

Classy graphics, and a game which needs a bit more mental effort. Neat control method

GURGLES

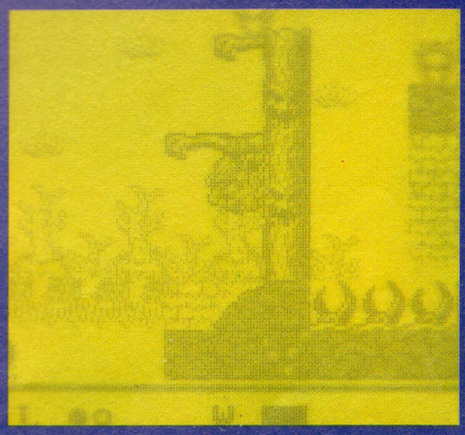
You get sent back a long way every time you die, even with passwords. Scrolling is a bit jerky



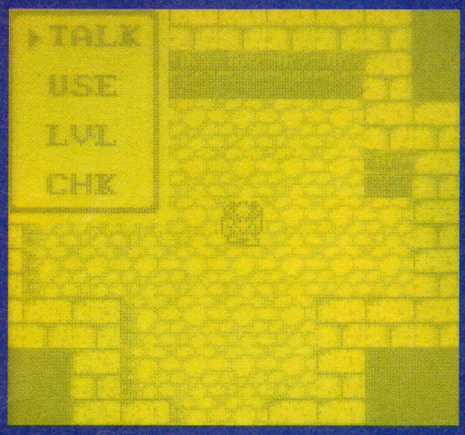
An unusual cross between arcade action and adventuring. It's tough, so you'll have quite a task on your hands if you take up the quest!

Final rating 76 Percent

Scrolling and strolling



That's Firebrand clinging to the side of a tree in the scrolling arcade section. Every time you finish one of these stages...



... You enter the stroll-around adventurey bit, where you have to talk to other characters, collect things and so on.

For Game Boy (1-2 players) **From Mindscape** **Price £25**

GAUNTLET 2

MAGIC

A neat copy of the coin-op and NES versions with some pretty decent sound effects and speech

MONSTERS

The four-player link isn't used. The visible screen area is small, so you have to trek around a lot

Remember when we reviewed the NES version of this old coin-op back in issue one? And very groovy it was too. So we were really looking forward to the release of the Game Boy version, but, er, it seems to be a bit on the duff side. Why? Read on and find out...

First of all, although this is identical to the coin-op in almost every way, there's much less screen available which means you spend a lot of the time simply trudging aimlessly through mazes, blasting the odd baddie and desperately trying to stumble across the exit. When you find it, of course, you... er... get to trudge slowly and aimlessly through another maze!

The smaller screen area also means that when you're in an open section of a level, there's hardly anything on the screen at all, making for a very dull game indeed.

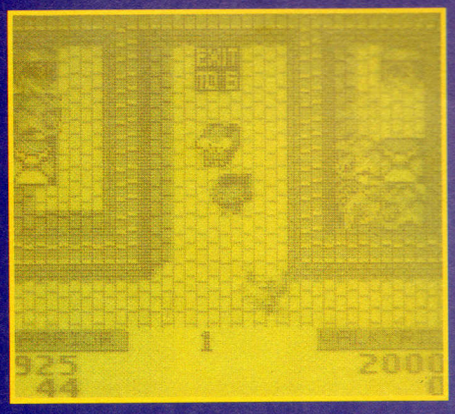
Lastly, as far as visuals go, this is one game that really does seem to benefit from colour! On the monochrome display of the Game Boy, every maze looks much like the last one, so you don't feel as though you're making any progress.

Which leads neatly onto my other big gripe – the whole thing really feels pretty pointless. There are 100 levels to hack through, but with no password or battery save, you're going to have to do them all in one go if you want to see the end. Each one (after the first three or four) takes at least two or three minutes to do and sometimes a lot more. For instance, if you're carrying a full set of keys and you come across a passage which is blocked by another key, you can't get through. You have to sit around for what feels like hours – until the Game Boy opens all the doors or turns all the walls into exits for you.

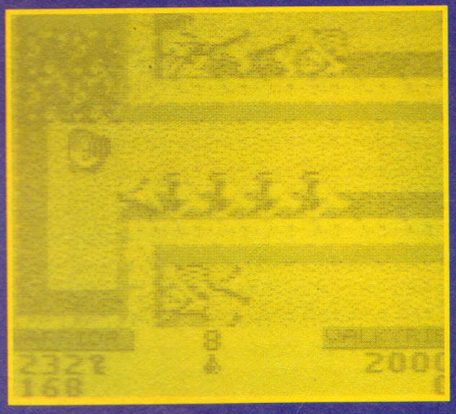
This adds up to at least five hours of continuous play if you're going to get right the way through. Since for most of the time you won't want to play for that long, all you're really doing is wandering around killing ghosts for the sake of it, or until you get bored and switch off.

Sure, it's a lot more fun when there's two of you beetling about, but considering that it costs £10 more than the NES version to do just that (you need two copies of Game Boy Gauntlet II), it ain't such a good deal. A clever version of the coin-op, but I'm afraid it doesn't quite work. **ANDY**

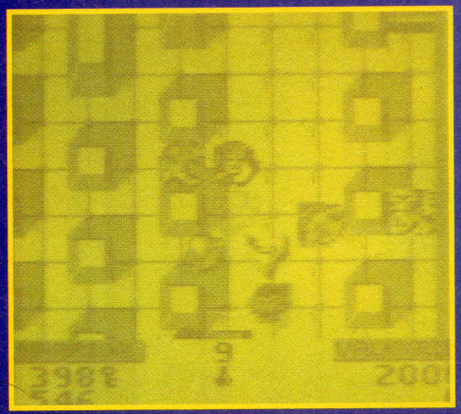
Maze in greys



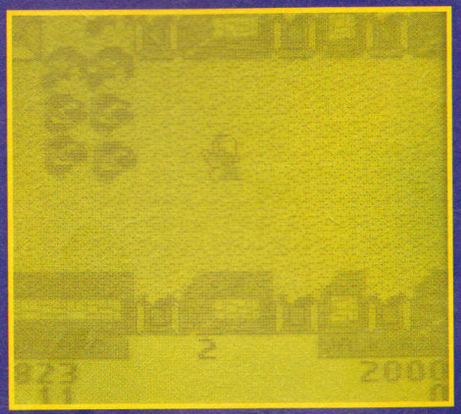
Barely 60 seconds into the first level and Warrior finds an exit that leads all the way to level six. Just as well judging from the look of that axeman!



Yip! He's reached level eight. But things are looking pretty grim for our hero. The ghosts are bad, but his barbarian's knee is playing up again too.



It's all getting a bit too much really. Faced with aching joints, and several monster generators, Warrior decides to give up the ghost and quietly die.



Still, perhaps Wizard will do better. Urk! Then again, perhaps not. It's a bit much to ask an old man to survive with nothing but a filthy old robe to aid him.

TOTAL!

Looks

■ The coin-op graphics are faithfully recreated, but busy screens slow down badly

Sounds

■ The music's a bit ropey but the in-game effects more than make up for it

Gameplay

■ Oh dear... not that good unless you like trudging through endless mazes a lot

Life span

■ There are 100 levels, but you'll probably be completely fed up before the tenth



Not a bad coin-op conversion, but in one-player mode you'll soon grow bored. Gauntlet II is most definitely a big-screen team game

Final rating 41 Percent

DRAGON'S LAIR

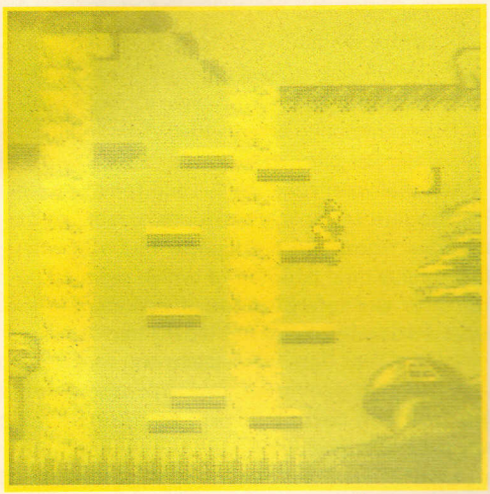
For Game Boy (1 player) **From Elite** **Price £25**

SINGES

Scrumptious looks, and it's pretty more-ish too – at least until you get to see all the screens

WHINGES

It's hard to know what you can and can't stand on sometimes. Fast mode is impossible



This is the very first screen you'll see. You can either head right straight away or try your luck on those platforms.

OK, how many of you dudes out there remember Dragon's Lair? Actually it should be pretty much all of you, because the second game in the series of laser-disk coin-ops – a gorgeous cartoon adventurette starring Dirk The Daring – has only just appeared in the arcades.

Now there's the Game Boy set-up, which is *nothing* like the two arcade games, or even the newly-released NES version for that matter (take a look at Thicky's mould-breaking review on page 24). It's a scrolling platform romp where you have to collect hundreds of pieces of a smashed Life Stone in order to defeat evil Mordroc, and so on.

As in the arcade game, you're still controlling Dirk The Daring in his bid to rescue the beautiful Princess Daphne. And he's as dim as ever – without your help he'll quite happily fall down endless pits, jump onto spikes or try to walk along electrified railway lines, so you'll have to be on top form if you ever want to see Daphne again (and believe me, you do!).

OK, first thing you'll notice about Dragon's Lair is the stunning looks. The backgrounds are highly detailed and the animation is lovely too. But, as ususal, there's a downside. There's so much detail that it's often tricky to tell the difference between platforms and backdrop, and you end up leaping to your death aiming for a platform which wasn't a platform after all.

The inaccurate collision detection doesn't help much either, and Dirk frequently appears to stand on his knees, with his legs and feet sticking right through the floor and hanging in mid-air.

This is bad because Dragon's Lair is a very tricky game: the 194 pieces of the Life Stone are scattered awkwardly through 11 stages, and if you get to the end missing just one you'll have to go all the way back and get it before you can finish! The game also calls for more than the usual degree of precision jumping.

But don't despair – eventually you do get the hang of it and after that you can have some fun. And the graphics make you want to get a little bit further on and see what the next lot of scenery looks like.

Yes, the game's hard, so that even in slow mode it'll take you ages just to see everything, yet alone collect all that necessary Life Stone stuff on the way. But if you're fed up of all those easy platform games you can complete in a week, get this. **STEVE**

TOTAL!

Looks
■ **Brill, brill brill! Some of the very best the Game Boy's ever seen**

Sounds
■ **Atmospheric tunes, but not much more in the way of funky sounds**

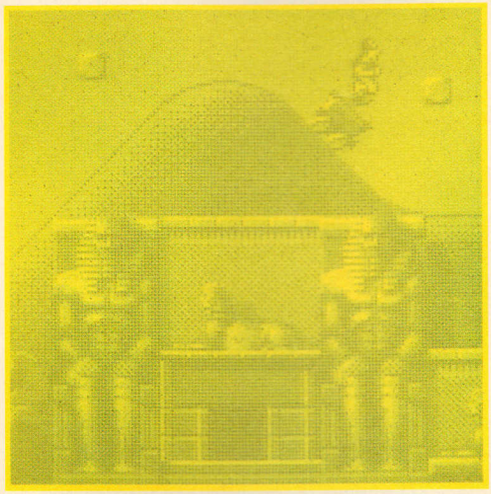
Gameplay
■ **Fairly traditional stuff, but the dodgy collision detection spoils it**

Life span
■ **Good! It's really hard to complete, so you'll stick at it for ages**



This is as much a puzzle game as it is a platformer, but if you relish a challenge, here it is. Shame there isn't just a touch more action

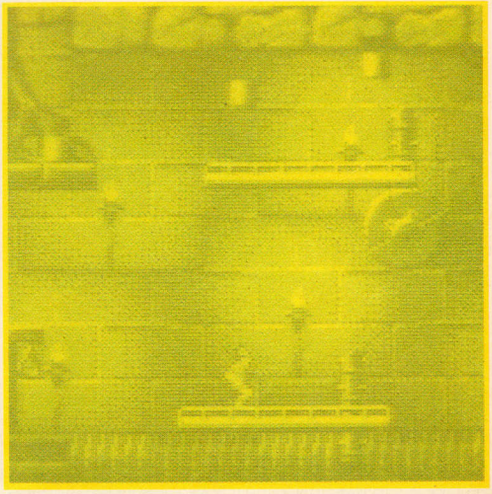
Final rating 79 Percent



Things start to get very tricky, very soon. Riding the trolley is easy enough but how do you leap up to collect the squares without toppling to your doom? Dunno!



The white floor is actually a conveyor belt and it moves pretty fast. This makes jumping over the floor spikes and onto the skull on the right incredibly hard...



... But not nearly as hard as running along this moving platform, jumping over the deadly pillar and getting off the other side unscathed. Wimps beware! This is tough.

BILL AND TED'S

For Game Boy (1-2 players)

From L.J.N/Nintendo

Price £25

EXCELLENT GAME BOY ADVENTURE

Now there's a funny thing. We're reviewing this in the same month as Terminator 2, it's *also* a licence of a hugely popular movie, and it's from the same people! So how come it takes the opposite approach?

While the T2 game is a set of pretty unimaginative running-and-shooting sub-games based closely on sequences from the film, Bill And Ted's Excellent Game Boy Adventure bears no relation whatsoever to either of the Bill And Ted movies, and is actually just an arcade platform game in a very old style.

Bill and Ted feature as the player characters – you control each one in turn, alternating between them every world. But the graphics are so titchy you'd never know the difference, and their only real influence on the game is the Bill-and-Ted banter in the start and inter-level sequences.

So what's the big idea? Well, I won't bore you with the plot details, but Bill and Ted find themselves with the job of travelling through 50 single-screen levels of platforms and ladders and things, divided into 10 worlds (actually different countries) collecting artefacts.

Each screen has to be cleared completely of these before Bill and Ted's time-travelling telephone booth can appear to whisk them to the next level. During all this business, various historical figures rampage around the screen trying to foil our heroes' plans.

As if that wasn't enough, Bill and Ted also have to negotiate crumbling platforms, deadly static obstacles, floors which disappear and a rapidly-diminishing time limit, all of which seem to be there for the sole purpose of making life as awkward as possible for our terrific two-some.

What this all means is that Bill And Ted's Excellent Game Boy Adventure is really as much of a puzzle game

BODACIOUS

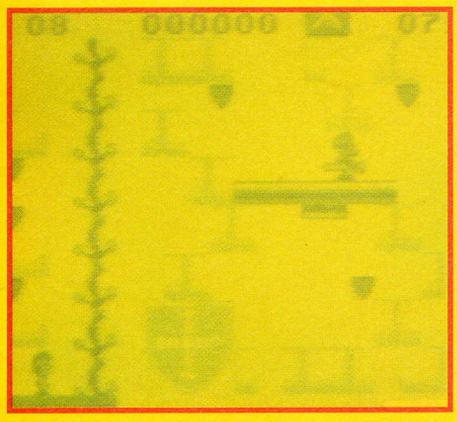
Great difficulty curve which starts off easy but gets pretty mean – you've just got to go back for more!

BOGUS

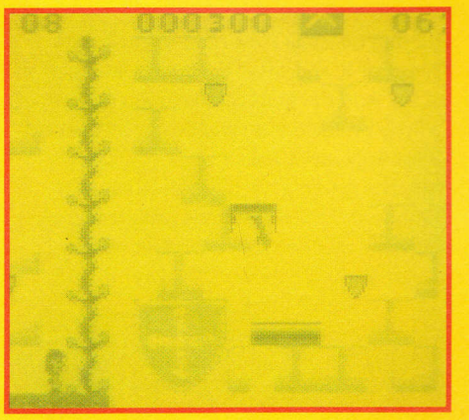
Maybe (just maybe) a fraction too generous with the lives and continues for its own good

A most heinous level!

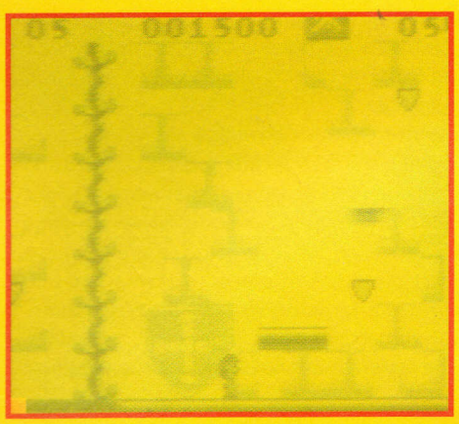
It's Ted's turn to take on medieval England. Here's how to collect all the shields in the correct order and complete one of the 50 adventures!



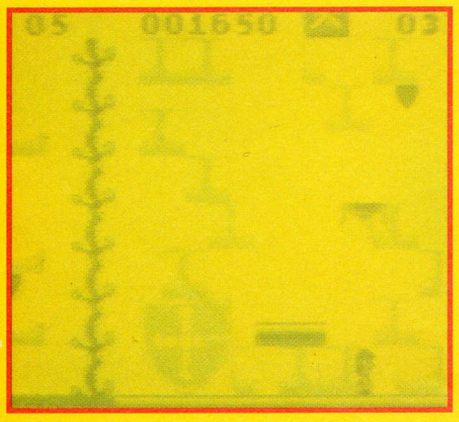
First get the top two shields on the left. This causes the enemy to plummet.



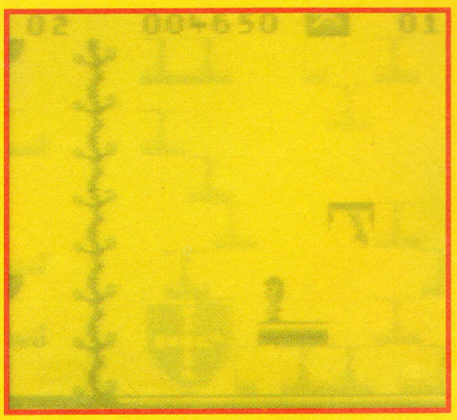
Climb the beanstalk again and get the top left shield to make the floor appear.



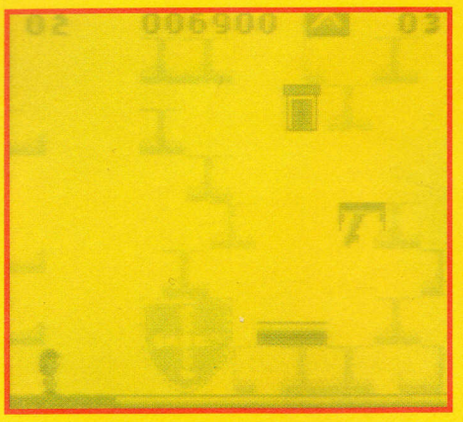
Collect the shield just above the bottom platform, but watch out for the claw.



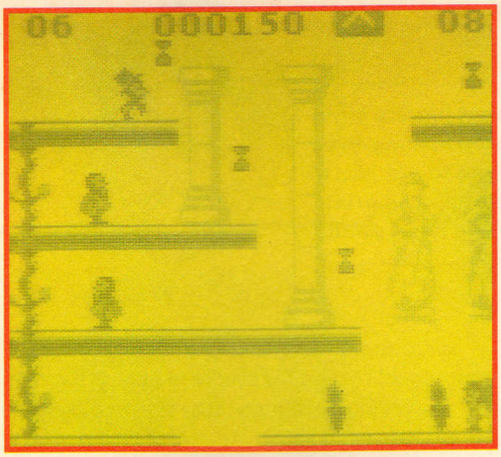
Climb the chain that's appeared on the right and collect the top-right shield.



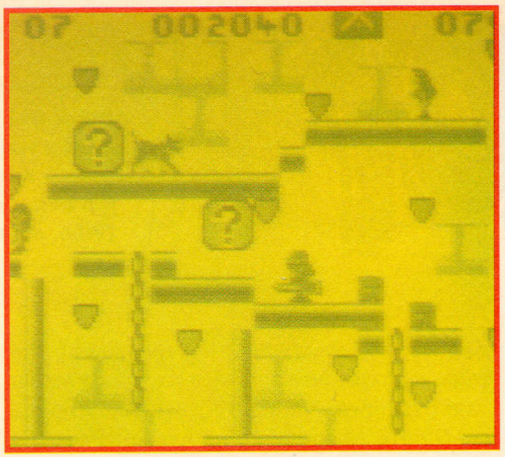
Shin up the beanstalk once more, and collect the two remaining shields, and...



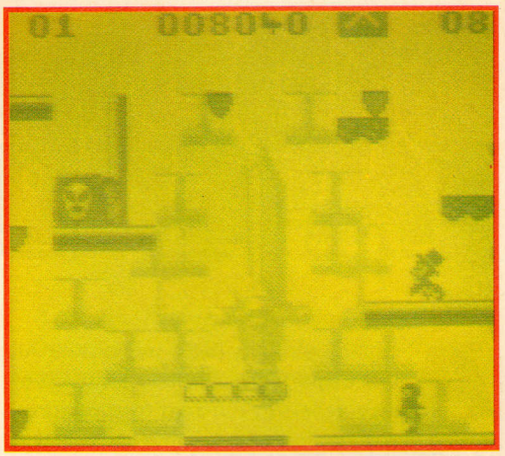
... There's the door. Now climb the chain again, then jump off to reach the exit.



I've just touched one of the question mark boxes and revealed a balloon. If I collect it I can float up to the top of the screen without having to use the dangerous route.



As you can see, things get most bogus after a few levels. The three enemies are going to hassle our hopeless hero so he'd better head for the bonus blocks, pronto.



Bad move. This goodie turned out to be a baddie. If a block contains a death's head, leave it well alone. If you get over-enthusiastic and collect one by accident, you die.

as it is an arcade platformer (er... so completely ignore that stuff I said at the start), where you have to plan your strategy through each level very carefully, as well as being extremely nippy on the old joypad.

The really great thing about it is that it's so fast-moving. The controls are instinctive and flexible, and the screen is so sharp and uncluttered that every time you get killed you simply curse yourself for being so careless and dive straight back in to try again. Although you'll probably get killed again, you can always see where you went wrong, and how you're *definitely* going to get it right next time, honest!

With passwords every five screens, lots of lives (you can pick up loads of extras), and several continues, you can make progress every time you play, so you never get cheesed off with the game. Most importantly, you simply have so much fun that you won't want to stop playing it anyway.

If you're a bit of an oldie like me and you remember the eight-bit Spectrum computer, then just imagine a cross between Manic Miner and Chuckie Egg and you'll have a very good understanding of how brilliant this game is. Those of you who haven't heard of these games need only know that their classic simplicity, and massive playability make them just as playable now as they were when they came out. In the same way, people will still be playing, and enjoying Game Boy Bill and Ted in ten years from now.

I strongly suggest you rush straight out to your local game shop and buy Bill And Ted's Excellent Game Boy Adventure, and find out how truly brilliant it is. One of the Game Boy's best.

STEVE

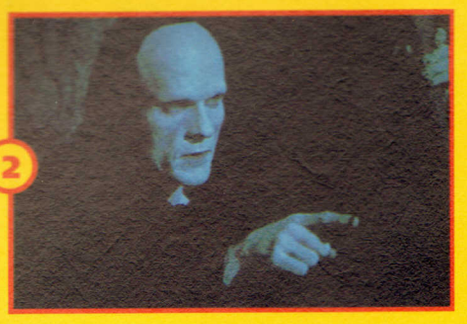
A most excellent film



1

Here they are: Bill S. Preston (esquire) and Theodore Logan – also known as Wyld Stallyns – a really, *really* awful heavy-rock band. Eventually they get much better and change the world with their music. However, a guy from the future called De Nomolous wants to change all that...

He creates bad robot versions of Bill 'n' Ted and sends them back in time to kill our bodacious chums. Er, which they do. Bill and Ted get thrown off a cliff and die horribly. Finding themselves stone dead, they decide to make a deal with Death (the guy on the right)...



2



3

They manage to beat his challenges (Battleships, tabletop American Football and Twister!) and return to life. With the help of an alien called Station, they build two good robot Bill and Teds (the clanky duo on the left) who defeat the bad robot Bill and Teds. The day is saved and everyone is excellent to each other!

TOTAL!

Looks

■ Basic but pretty sharp – there's a lot of character in those tiny graphics

Sounds

■ Fine tunes and jingles plus respectable FX, but nothing to set the heather on fire

Gameplay

■ Well spiffy – this classic platform action gets you hungry for more... and more!

Life span

■ You probably won't bother with it much after completion, but that'll take weeks!



Completely fabby platform game that's exactly the kind of thing the Game Boy does best. This is indeed an excellent adventure!

Final rating

91 Percent

PAPERBOY



For Game Boy (1-2 players) **From Mindscape** **Price £25**

A paperboy's lot is not a happy one. All that traipsing around with heavy sacks of newspapers in sub-zero temperatures, driving rain or hurricane-force winds and avoiding psychotic slavering dogs is a pretty thankless task.

So why not become an American paperboy? They get to ride a bike everywhere, only have to carry 10 papers at a time, and don't even have to get off the bike to deliver them – they just chuck them in the general direction of the customer's door and pedal off! What a life!

Mind you, it's not that easy really – they also have to put up with angry customers, skateboarders knocking them over, radio-controlled cars crashing into them, breakdancers getting in their way and even whirlwinds spinning up the street, so maybe we don't have it so bad after all.

In this conversion of a *very* old Atari coin-op, you control a paperboy who has to deliver the Daily Sun to 10 customers on a street with 20 houses in it (and smash everyone else's windows for bonus points – ha!).

Sounds easy huh? But that's without all the obstacles I've just mentioned above (and a lot more besides) doing their best to remove one of your four lives. Add to this the unusual 3D viewpoint, which makes it pretty hard to tell if you're going to collide with something or not, and you get a very tricky game which will have you cursing in no time.

Still, once you get the hang of the odd diagonal control you'll have a fair chance of getting through the day without losing too many of your customers (which happens if you fail to deliver their paper or smash their windows by mistake). After that you get to have a go at a little bonus obstacle course, and then you have to do the whole thing all over again the next day, except with more enemies.

Paperboy is a pretty good copy of the coin-op, but it doesn't have the three difficulty levels that the original had, which makes it a bit tough for younger or not-so-talented players to get into.

Also, the street layouts and houses on this game never vary, which was one of the real plus points of the original.

But neither of these are serious enough flaws to spoil the game. No, it's biggest problem is that the gameplay doesn't ever really change. Still, if you're looking for some enjoyable, short-term arcade fun, Paperboy certainly delivers. **STEVE**

MIRRORS

Difficult to put down at the start – you'll probably spend half a day just trying to complete the first run with one customer intact

SUNS

Gameplay can be tedious – pity it's not a bit more like the arcade version which had different streets and difficulty levels

TOTAL!

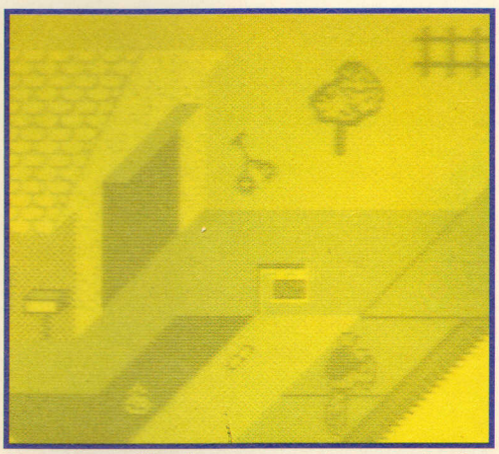
Looks
- Good stuff and close to the coin-op, but some things are a bit hard to see

Sounds
- Again, like the coin-op, but the tune can get annoying and you can't turn it off

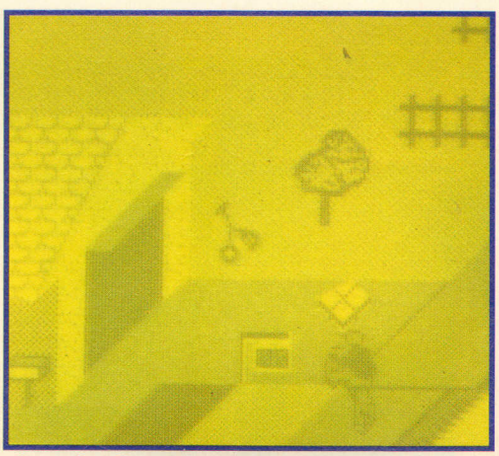
Gameplay
- It can all get very samey (yawn) and the iffy collision detection is irritating

Life span
- Very tricky, so you'll be at it for ages just trying to complete one week





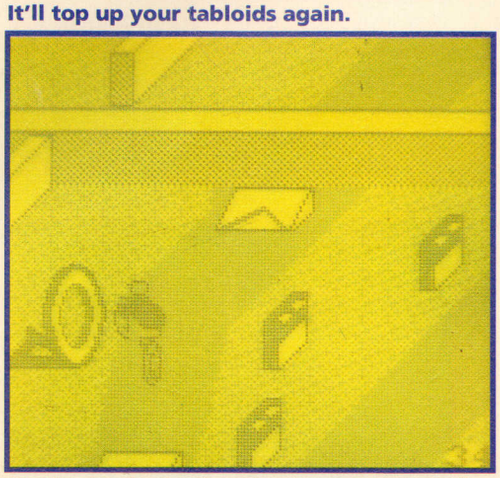
Here I am, flinging a paper in vaguely the direction of the mail box. And where does it end up? The flower bed, probably.



If you let fly with a volley of papers and run a bit low, try picking up one of these bundles. It'll top up your tabloids again.



One of the stranger obstacles in the game. It's either someone with a terrible balance problem or a break-dancer. Take your pick.



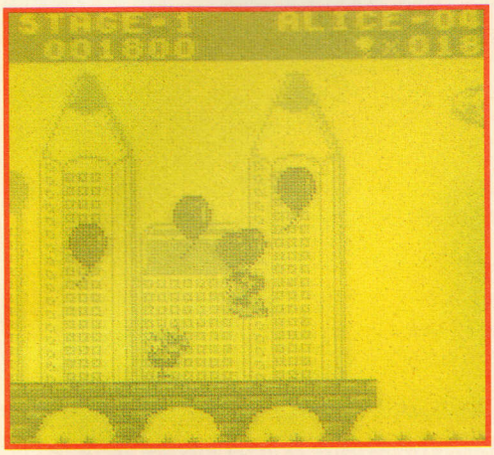
At the end of a level you get to try the obstacle course. It's for bonus points only but it's more fun than the paper round itself.

BALLOON KID

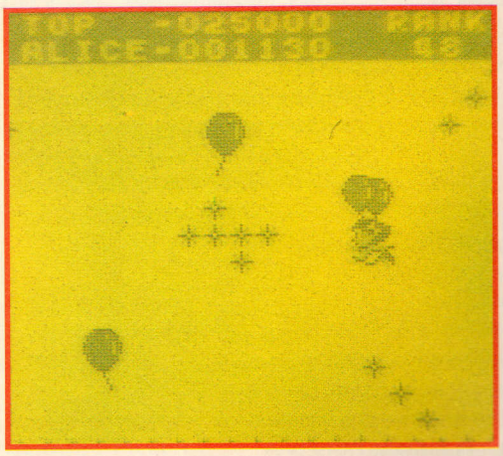
For Game Boy (1-2 players)

From Nintendo

Price £22



Level one and Alice travels through her home town of Pencilvania (so-called because the buildings look like pencils).



This is the 'balloon trip' game. It's absolutely choc-a-block with spikey things that kill on contact. Not for the faint-hearted.

Our assistant arty person, Vicky 'masher' Mitchard, has been playing this for weeks. And since she did very little work in the time we thought it would be fun to let her write the review. And do you know what she came up with? 'Um...er, I like it!'

So now you all know why people like us write the reviews and useless, twonky vegetables like Vicky and Baghead lay out the pages.

Oh well, the plot goes like this. Jim and Alice are happily playing with balloons near their home in Pencilvania, when Jim very stupidly fills up a load of 'em then promptly floats off. Alice quickly pumps up a couple of balloons herself and flies off to rescue him.

Alice has to chase her brother through eight levels full of platforms, spikes and enemies before she finally catches up with him. The levels scroll from left to right and tapping the A button controls her altitude.

Most of the time success depends simply upon dodging the obstacles and opponents, but at the end of some levels our little balloon-babe will meet a guardian. When this happens, it's time to ditch the balloons and leap onto the enemy's head a few times to kill it.

Some of the enemies on the levels can pop the balloons. If Alice is lucky enough to land on a platform she can quickly inflate some more, but if she's floating above water it all gets a bit dodgy. Still, at certain points she can enter a little balloon-collecting bonus round. Collect all the balloons before they drift off the top of the screen and she gets an extra life.

FLOTATIONS

Lots of interesting little hazards to overcome. Neat, cutesy graphics and the control system works really well

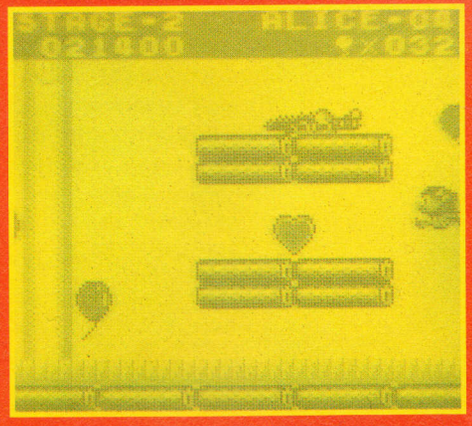
DEFLATIONS

Too easy – it gets tricky after the fourth stage but there are only eight levels in all

If you get bored of the main game there's also a balloon trip you can try your inflatable talents at. This is one long scrolling section filled with sharp starry things. You only have one life so the trick is to get all the way through without hitting anything at all. It's a bit dull, but it does make a change from the main game.

All in all, Balloon Kid is a bit simple, but there are some neat hazards and some sweet graphics. The control method has a great feel to it too. Basically, it's a beautiful little game that you could pick up and play any time, but if you want a long-term challenge, this'll burst your bubble. **ANDY**

Get a life!



There are two ways to pick up extra lives. The first is to simply happen across them on your travels, like this.



Sometimes though, you can enter this bonus round. Collect the balloons that appear from the pipes for an extra life.

TOTAL!

Looks

■ **Dead cutesy and there are lots of nice opponents. It moves really smoothly too**

Sounds

■ **The soundtrack is boppy and just right for the game, as are the sound effects**

Gameplay

■ **The inertia on the kid is perfect. Great to see a variation on the platform theme**

Life span

■ **Great to pick up 'n' play but not heavy-duty enough for most experienced gamers**



This is great! Style-wise it's perfect Game Boy material. It's not really challenging enough but it's brill when you have a few minutes to kill

Final rating

76 Percent

RADAR MISSION

For Game Boy (1-2 players)

From Nintendo

Price £22

Take a tedious old pen 'n' paper game, put on some fancy graphics, give it some sound, add a bonus action game and what have you got? Er, a tedious Game Boy cart consisting of an ancient idea with graphics, sound and an added action game. Shame.

Everyone must know how to play battleships, but just in case, here's a quick run-down. Two people each get a piece of paper and draw a grid on it. Then they draw on a number of battleships of various sizes. The first player shouts out a grid reference. If he guesses a square on which an enemy ship is situated, then his opponent says 'hit'. Otherwise he says 'miss'. The first one to sink all the opponent's battleships is the winner.

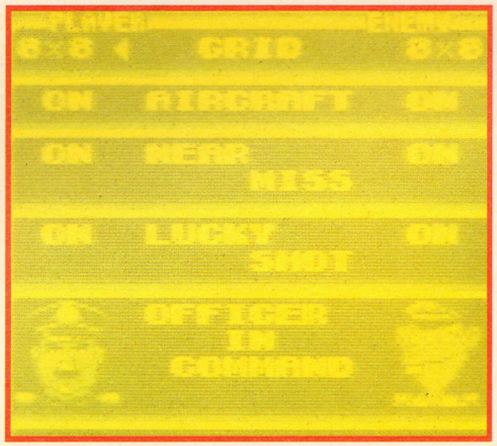
This Game Boy version is more or less the same, except it has a few natty extras. For a start, there's a selection of opponents of increasing skill to play against. Then there's the 'near miss' option. Select this and when you guess a square that is adjacent to a target, the Game Boy gives out a whoop to let you know. This makes locating an enemy vessel much easier.

There's also a 'lucky strike' option. If you hit a secret, special square, loads of stars appear. This means that on your next go you can spray a series of five hits in formation, making a direct hit on an enemy ship far more likely.

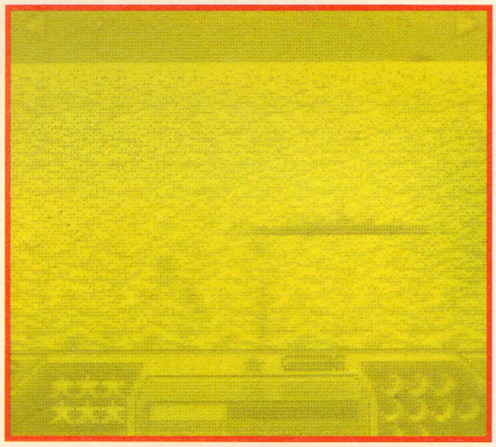
Still, if you tire of this (it'll only take a few minutes), there's always the action game. Here you view a vast expanse of sea from the tower of a submarine. You can scroll the view by pressing left and right on the joypad and let fly with torpedoes and depth charges using the fire buttons. The aim is simply to sink the enemy before they sink you. There's some brilliant parallax scrolling in it, but again, you'll be hard pressed to stifle a yawn after a few games.

So, what of the gameplay? Well, the main game is rather neatly handled, but at the end of the day, battleships is only fun because it's played against a human opponent. Take that away and it all becomes pretty unexciting. The action game *partly* makes up for it but even this is pretty weak. No, if I were you, I'd get a friend round and whip out the old pen and paper.

ANDY



The options screen. From here you can change the size of the playing area, toggle the special features and choose your opponent.



This is the action game. There are two reasons why it's a bit blurred: 1) Baldy can't operate a camera and, 2) It all moves really fast.

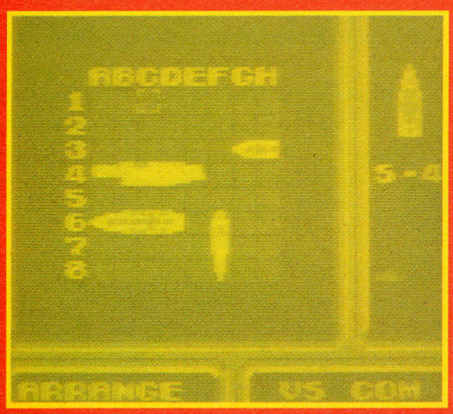
HITS

With the extra features, it'll appeal to battleships freaks. The action game has some pretty slick parallax scrolling in it

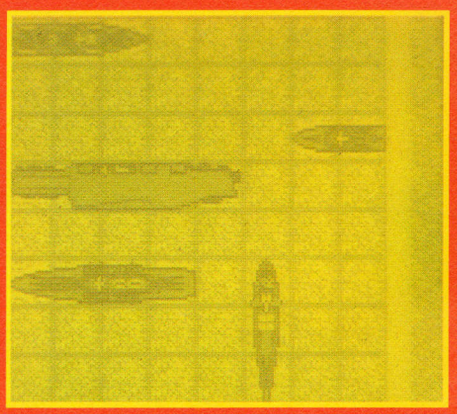
MISSES

Battleships against a human opponent is mildly entertaining, against a Game Boy it's dull. The action game is as exciting as a small pebble

Sink 'em and see!



At the start of the game you have to place your ships on the grid. Just one left to position and then I can...



... Oh dear, get the shrapnel blown out of me. When the enemy attacks, this screen lets you know if you've been hit.

TOTAL!

Looks

■ It's all been spiced up, but the only decent graphics are on the action game

Sounds

■ Explosions a-plenty and some whoopy-whoop noises but again it's forgettable

Gameplay

■ What's spontaneous and fun against a human is deathly dull against a Game Boy

Life span

■ Only if you *really* like it as a Game Boy game will it last you any length of time



Hardly the most exciting thing I've ever played. Sorry but Battleships isn't really the sort of subject for a Game Boy, if you ask me

Final rating

53 Percent

For Game Boy (1 player) From Mindscape/First Star Price £25

BOULDER DASH

And the legend goes on! Make way for the Game Boy version of this super-popular classic cart where you run around mazes, collect diamonds and *try* not to get flattened by boulders in a world – indeed four worlds – of your own!

From humble beginnings on some seriously creaky home computers, through a very rare coin-op, to just about every format imaginable, Boulder Dash has been loved universally by pretty much anyone who's seen it. And, as all you cool TOTAL-buyin' dudes will recall, (hopefully!) the NES version of this game scored a mind-blowing 90% in our first issue.

So, is this Game Boy version going to be an exception to the rule?

In a word, no. This cart contains the same 16 levels from the original game, but like the NES version, the graphics have been vamped up to provide a different theme for each of the four worlds. You can choose to play on the ordinary screen, which only shows you a small part of the play area, or on a zoomed-out version which gives you a much bigger section of visible play area.

Of course, both options have advantages and disadvantages – especially the zoom-out where the graphics look tiny and are harder to make out. Best thing to do is try them both and decide which one you feel most comfortable with.

There are also five difficulty levels, in which the play areas remain the same but the positions of the rocks and diamonds alter to make for a completely different game. You can start on any level up to the third one, but to play either of the last two you have to complete the previous one.

DIAMONDS

You can choose whether to play with pretty graphics or on a large area of zoomed-out screen

DOGS

It would have been good to have all six levels from the NES version instead of just the original four

And that's about it as far as complications go – Game Boy Boulder Dash is basically exactly the same brilliant game it always was. Funnily enough, that's also it's main drawback. If you're a fan of the game from days gone by, you may feel a bit let down that you only get the same old screens to play with, unlike in the NES version where you get eight new ones in addition to the original 16.

If you're new to the game, though, get ready for one of the most original and exciting experiences you're ever likely to have!

STEVE

TOTAL!

Looks
- Spiffy graphics which change on every level so there's a lot of variation

Sounds
- Good FX plus lots of different tunes, which you can switch off if you want to

Gameplay
- Classic design which is as fab now as ever – still a winning formula!

Life span
- Lots of tough screens and well-designed difficulty levels keep things interesting

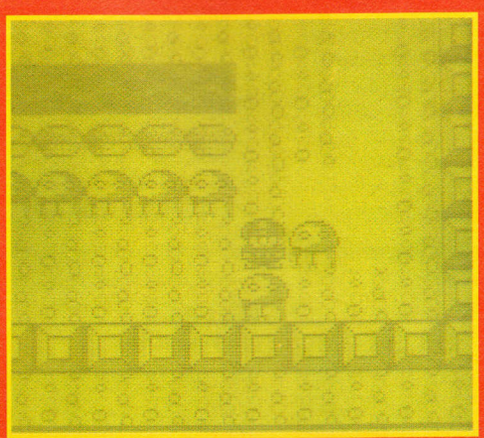


What a classic! If you've never played Boulder Dash before, get shopping – you're in for a real treat (which is more than I can say for Thicky, ha!)

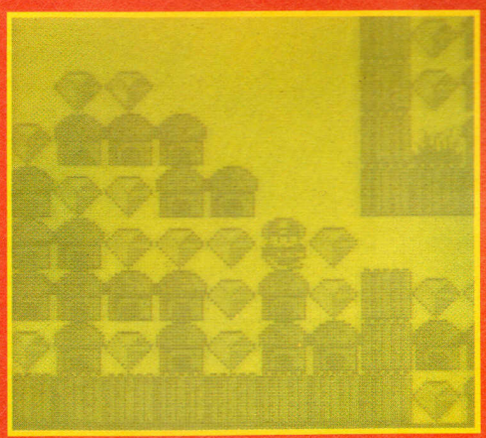
Final rating 89 Percent

Rocking all over the worlds

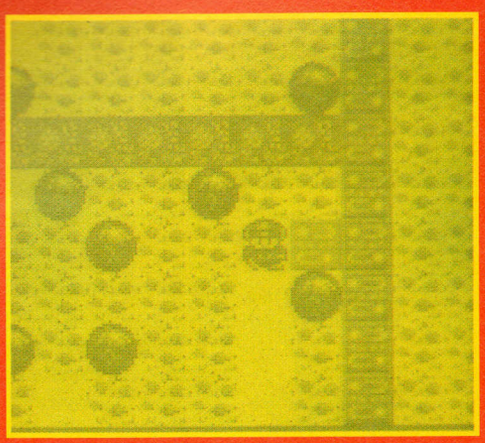
In the original Boulderdash (which was out three centuries ago) you had to play the levels one by one and they all looked pretty much the same. Now though, it's all been neatly split up into worlds (like in SMB3) and you can play 'em in any order you like.



Ocean World. Those squiddy things are the squishy equivalent of the boulders on level one. The things above are monsters, so the trick is to dash left avoiding both these hideous hazards.



All these goodies (and baddies) pored down from the top of the screen, hurrah! Now I have to try and get all those diamonds from in amongst the toppling huts. Poop and double poop.



Those later levels were far too hard for me. Instead I've gone back to world one and, yippety-skip, I've found the exit already. If only I'd collected enough diamonds to open the little blighter first.

TOTAL RECALL

The definitive guide to Nintendo games (and what we think of them)

Picture it: Saturday afternoon. You're just about to buy a new game pak, but can't remember which ones got the best rating. Horrors! Well, to save you the despair of copping a Bad One, here's a run-down of all the games reviewed so far in TOTAL. Month by month this will build up into, well, a pretty big list!



Ta-daaa! See, I've managed to get them all in alphabetical order this month, starting with the 'A's and working through to the 'Z's. So now it's nice and easy to find the game you want (erm, unlike last month when I got them all wrong!)

★ **Utterly gimpoid**
★★ **Flongmatic**
★★★ **Average schmaverage**
★★★★ **Pretty dudacious!**
★★★★★ **Fab-o-brill!**

A Boy and His Blob

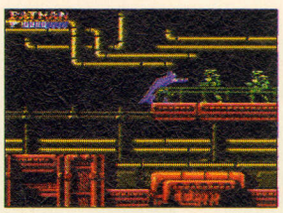
Nintendo/Absolute Ent'
1 player £30



Blow into your hanky, and there it is, the inspiration for A Boy and His Blob. Snot-like alien Blobert teams up with an earth boy called... er... Boy (!) to help him save the planet Blobolonia from the evil Emperor. OK, so there's some good, original ideas in this one, plus tidy backdrops and neat animation, but that's about it. There's only two levels, lots of wandering around in big open spaces and not much action. All in all, pretty slow and pretty dull.
★★

Batman

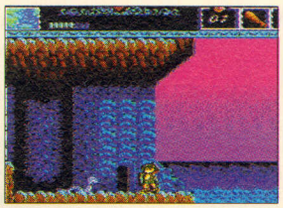
Sunsoft
1 player £40



Grab your sister's tights and let's go. Gotham City needs de-Jokering and you're the man for the job. There are five massive levels to this tough platform game, with over 15 different baddies to batter and loads to discover as Batman smoothly walks, jumps and shoots past beautiful backgrounds. The action is fast, unrelenting and the detailed graphics create a real atmosphere. OK, it's not an original idea but even if you're not a Batfan, it's a challenge!
★★★★

Battle Of Olympus

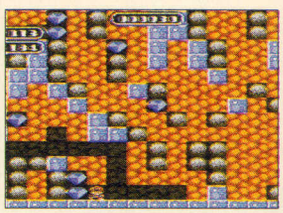
Nintendo/Imagineer
1 player £30



If you think the idea of adventure games sounds boring, then think again, buddy. Here's a truly engrossing, highly playable quest that offers terrific value for money. Slice 'n' dice action breaks up the adventuring, and there's loads to discover. Pretty graphics and an enthralling game world. Lovely!
★★★★★

Boulder Dash

First Star Software
1-2 players £25



Once the hero of computer games, Rockford's now back on your NES. 24 levels of brain-busting action await, as you collect diamonds from underground caverns without getting squished by falling boulders. The puzzles start off so easy, even your senile old Granny could play without having a seizure. But before long, it gets tough enough to make would-be Einsteins break down in a fit of uncontrollable sobbing. It's addictive, challenging and looks better than ever – a classic! (Sigh, if only Misery Guts Jarratt improved with age...)
★★★★★

Bubble Bobble

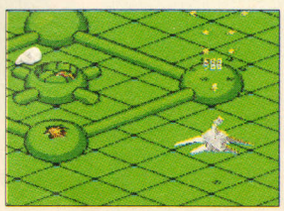
Taito
1-2 players £25



This age-old classic has 226 levels of the most frantic, addictive platform action that your NES can chuck at you. A simultaneous two-player option is the icing on the cake of this perfect arcade-to-NES conversion, as Bub and Bob bounce their way through swarm after swarm of the cutest baddies. It's a bit easy to finish because of unlimited continue options, but it's still great fun for two players to come back to time after time after time.
★★★★

Captain Skyhawk

Nintendo/Rare
1 player £25



Mindless, violent, uncaring – and loads of fun! Super-smooth graphics and adrenaline-inducing action combine to make Captain Skyhawk a superb all-round blast 'em up. Each mission features three varied stages, with the chance to soup-up your plane's weaponry at the end. Simple, but a great tension-reliever.
★★★★

Defender Of The Crown

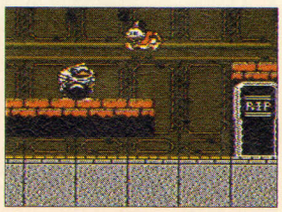
Palcom/Konami
1 player £40



Dust off the old grey matter, it's brain-ache time again... Or is it? The year is 1149AD and the King has cashed in his chips. You play one of six knights on a quest to become the new monarch. Raise armies, then use your cunning and skill to decide who to attack first. Strategy games can be brill, but this one doesn't quite have enough to cut the mustard. A little too easy.
★★★

Duck Tales

Capcom
1 player £40



If you're a Disney fan then this is the game for you. Old Scrooge McDuck sets out to

discover five lost treasures scattered around the globe. A standard running and jumping game with good animation and groovy characters. Pretty playable but past that there's nothing unusual about this cart. You've probably already got several similar games.
★★★

Digger T. Rock – The Legend Of The Lost City

Milton Bradley/Rare
1 player £35



Digger's on the trail of buried treasure. He can dig, use dynamite to blast away walls, hurl rocks at baddies and climb ladders. The game is smoothly presented, with colourful graphics and some slick animation. There's also a lot to explore and discover, but it's dull! The levels are too big and it's frustrating and annoying.
★★★

Gauntlet II

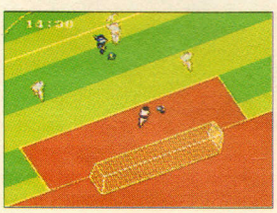
Mindscape
1-4 players £40



Digitised speech, zillions of monsters, ultra-smooth scrolling and simultaneous four-player baddie-blasting action. As near to a perfect arcade conversion as your NES will see. Descend through the dungeons picking up potions and fighting monsters. If you don't know what we're on about buy it and see. You won't be disappointed. With over 100 levels, this is a real gem – especially with friends.
★★★★

Goal!

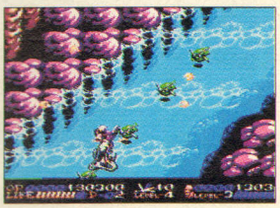
Jaleco
1-2 players £40



This is soccer all right, but set in America. And if this game is anything to go by it's easy to see why the yanks are so pathetic at the game. Lousy graphics, abysmal sound effects, slow action, confusing gameplay – Goal! is unrealistic and very (very!) frustrating. Deserves the red card.
★★

Isolated Warrior

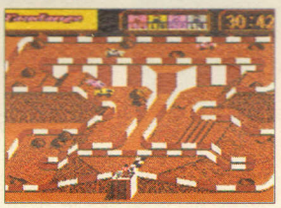
Nintendo/Vap Inc.
1 player £35



Spooky alien graphics plus more power-ups and add-ons than Kwik-Fit give this 3D-ish shoot 'em up bags of atmosphere. A long, tough challenge lies ahead, as you try and clear planet Pan of alien invaders. The huge levels tend to drag on a bit, and the visuals get a bit flickery at times, but it's fast, furious, fun and, erm... lots of other words beginning with F.
★★★★

Ivan 'Iron Man' Stewart's Super Off Road

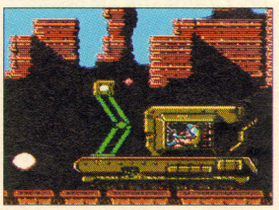
Nintendo/Trade West
1-4 players £25



Eight different dirt-tracks await you and up to three of your chums for a day of off-road racing. You view the tracks from above as you make mincemeat of your opponents. However, it's far too easy – so either play it with your friends (great fun!) or give it a miss.
★★★

Low G Man

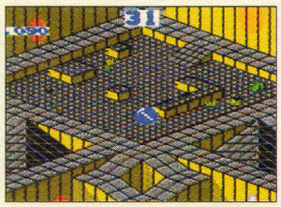
Nintendo Taxan Group
1 player £25



What can we say? Low G man has it all! As a hero warrior in the year 2284 you have to save the human race from deathly alien control. It's all fast 'n' furious with wonderfully vast levels, beautifully drawn graphics and frantic soundtracks. Add to that brilliant weapons and gadgetry and you've got a real mind blower. It's huge, playable and ingenious. Swoon!
★★★★★

Marble Madness

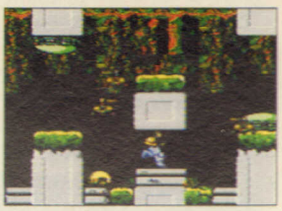
Milton Bradley/Rare
1-2 players £40



Bit of a shame really because, while this is an excellent graphic conversion of the ageing arcade classic, that's about it! There's only six levels which are all pretty easy, so it won't last you long. Good version of a *very* old game.
★★★

Power Blade

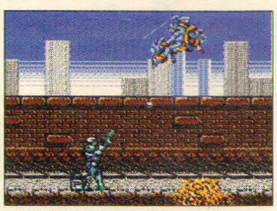
Taito
1 player £35



Nova, owner of the legendary Power Blade, must rid the planet of rampaging robots. Big challenge, eh? You'd think so, but despite some rip-roaring sound effects and impressive-looking beasties, this game's a bit of a doddle. There's only two difficulty levels: normal and expert, and guardians are weedy. You'll be through it in a week!
★★

Robocop

Ocean
1 player £40



If you've seen the movie, you'd expect this game-of-the-film stuff to have you on the edge of your seat too. True, it's a fun stomp-and-blast 'em up with action and the visuals to go with it. But it doesn't leave you crying for more – its' too easy and only the last few levels are going to put up any sort of a struggle. Buy it and you could feel a bit robbed.
★★★

Roller Games

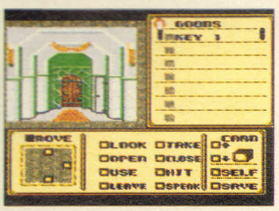
Konami
1 player £40



The fave sport of the 21st century, RollerGames, is under threat from the evil VIPER organisation. The only way your skaters can save it's future is to bust some VIPER butt, so off you go! A bit on the odd side this one, but there's a good mix of hazard-jumping and people-punching to keep you coming back.
★★★

Shadow Gate

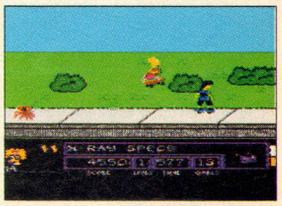
Kemco
1 player £40



You're a royal dude with a long heritage to defend against the big bad beastie Behemoth. Yes, it's another magical mystery tour to track down evil-doers, and there are plenty of places to visit. The puzzles are pretty taxing too, and this game would be fun if only you didn't keep dying, dying, DYING all the time! Frustration city.
★★★

The Simpsons – Bart Vs The Space Mutants

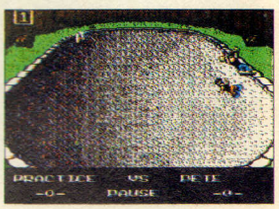
Acclaim
1 player £40



You play Bart Simpson on a frantic skateboard-propelled mission to foil the Space Mutants. Bart must solve puzzles to collect all the everyday objects from five levels of horizontally-scrolling suburbia. There's sampled speech, groovy music and lots of humour. But it's very tough and there's no password system. One for the pro's.
★★★★

Skate Or Die

Palcom/Konami
1-2 players £25



You can skate, you can die or there is one other choice – do neither and spend your money on something else. The game consists of five sub-games or events, none of which are particularly inspiring, while some really stink.You can skate downhill against the clock (yawn), batter another skate boarder with a canoe paddle (slump), try doing fancy moves in mid air (snooze), jump as high as you can (zzz) or race through an alleyway against your opponent (snore). Skate Or Die? Hello, Death!
★★

Crikey! It took ages to lay these pages out... and next month there'll be even more! Waah! I want a new job!



Ski Or Die

Palcom/Konami
1-2 players £40



Ever get a sense of déjâ vu? (that means 'been here before' for all you non-French-speaking types). Well Ski Or Die is just like Skate Or Die... with more white in it. Even the opening scene of the ski shop looks just like the skate shop in you-know-what! More forget-table capers in five events, although there is *some* neat animation. Best for solo players (if they can stay awake).

★★★

Snake, Rattle N Roll

Nintendo/Rare
1-2 players £25

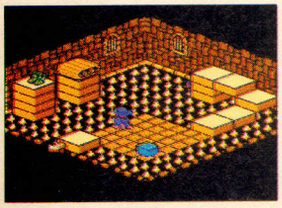


A cracking 3D, scrolly collect 'em up-type game with two slithery snakes, Rattle and Roll. Simultaneous two-player action is the real hook, as the dynamic duo explore 11 levels of the prettiest graphics you ever did see. Eat Nibbley Pibbleys (small spherical creatures) to make the snakes grow heavy enough to ring the bell and open the exit door on each level. There are groove-some tunes and bags to discover, so if you play your NES with a chum, club together and treat yourselves. It's a blinkin' stunner.

★★★★★

Solstice

Nintendo/Software Creations
1 player £30



Gob-smacking graphics and dreamy animation combine to create a fantasy 3D world for you to explore. Over 250 different rooms (blimey!) await the attention of your heroic character, Shadax. Solstice is highly playable and just oozes with class.

★★★★★

Solar Jetman – Hunt For The Golden Warpship

Nintendo/Rare
1 player £30

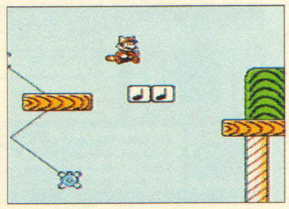


Boldly go where no man's gone before and explore 12 *huge* levels of alien-blasting, power up-collecting, jet pack-thrusting action. Solar Jetman features graphics you could frame, playability you could sell in bottles and a soundtrack you could play on your Walkman. Shooting explore 'em ups don't come much better. In fact, they probably don't come any better.

★★★★★

Super Mario Bros 3

Nintendo
1-2 players £40

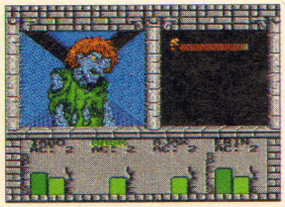


The greatest, the ultimate, the champ, la créme de la créme, la piéce de resistance the, err, chicken vol-au-vent (!?) of video games. Quite simply, this is the most stunning platform game your NES (or any other console for that matter) will ever, *ever* have the honour of running. So if you only have one NES game, you'd better make sure it's this one.

★★★★★

Swords And Serpents

Acclaim
1-4 players £35



This game takes four players, and boy does it need 'em! Choose your own party of adventurers and head off dungeonwards to slay the evil serpent, do lots of fighting and exploring, plus a bit of buying and selling. Plenty of playability – this game's got 16 levels – plus excellent control and auto-mapping to make life easier. The scenery's a bit bland, but the animated characters more than make up for it. Action-packed, you're never far from a good old bust up!

★★★★

Time Lord

Milton Bradley/Rare
1 player £35

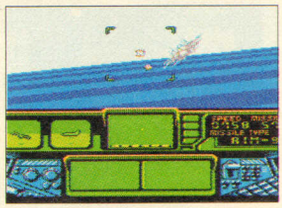


Medieval England, the Wild West, a Caribbean Pirate Ship, World War II and 2999AD – five levels of puzzle-solving, time-travelling tedium. Time Lord has some great ideas, as our hero tries to collect cunningly hidden orbs, but sloppy programming lets the show down. Frustrating and unimaginative.

★★

Top Gun – The Second Mission

Konami
1-2 players £40

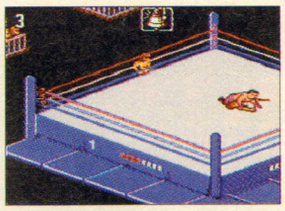


Do you feel the need for speed? Well soon you'll feel the need for a quick lie down. Top Gun throws you into the hot seat of an F-14 Tomcat for a *very* tough flight. Amazingly fast, stomach-churning visuals. Only slightly less difficult than underwater pole-vaulting.

★★★

WWF Wrestle Mania Challenge

LJN Ltd/Rare
1-2 players £35

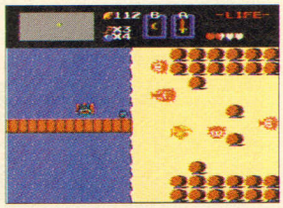


Are you a Hulk Hogan fan? Then you may think this is for you, but wait a second – underneath, this game's a real lightweight. It's too easy, repetitive and graphically tame. Initially you may think it's fun, but you'll be lucky if you get more than a day's entertainment. To conclude? WWF is to wrestling what Thicky Dyer is to Mastermind. 'Nuff said.

★★

The Legend Of Zelda

Nintendo
1 player £40



Set in the ancient and chaotic land of Hyrule, the Princess Zelda has to be rescued by the brave young Link (you). Oh, and you also decide to defeat the evil Ganon *and* dig up the fragments of something rather important called the Triforce of Wisdom. (Good old Zelda absent-mindedly hid them around her kingdom – strange girl!). Big Quest? Sure is! Loadsa riddles to solve and beasties to destroy. But not to fear, this vast quest is do-able, and the great battery back-up means you can play and play and play. The only dodgy bits are the ageing sonics and slow flick-screen movement.

★★★★

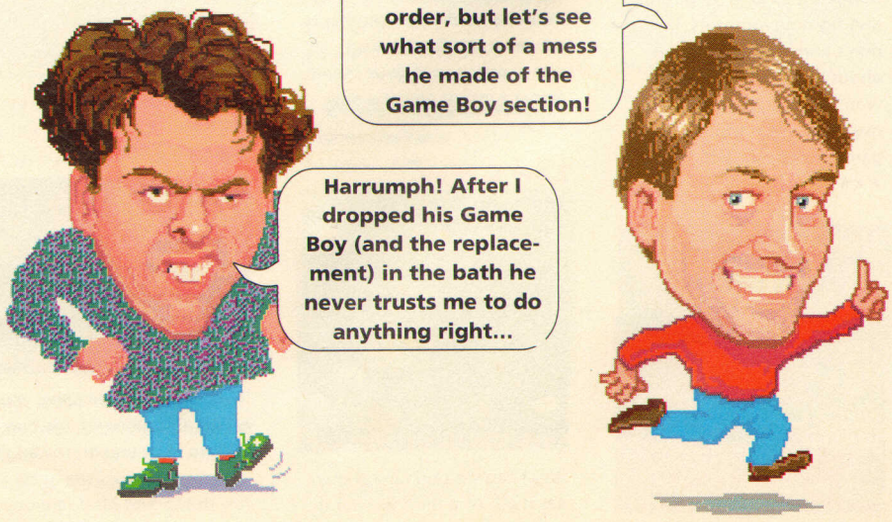
The Adventure Of Link – Zelda 2

Nintendo
1 player £40



Leaping ahead in time (oh if only, then I could go home and have a some shut-eye!) our hero Link has destroyed Ganon Prince of Darkness and rescued Zelda – or has he? Old Zelda is now far away under a wicked spell of deep sleep. So, pack your bags and off you go again, this time to find the Triforce of Courage and wake up the old girlie. This is really Zelda 1 with knobs on, and although the graphics are a bit crude, there's plenty of action and tantalising clues. Zelda II has it's flaws, but there's a bit more variety than Zelda I.

★★★★



Well, that's the NES games covered, but what about the world's best hand-held? We're really ploughing through the Game Boy titles now, so just in case you missed any (or simply can't remember) here's the low-down. Again, this list will grow bigger each month, acting as a complete guide for Game Boy gamers!

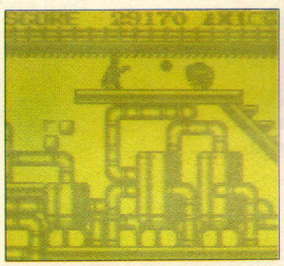
GAME BOY

★ Dweeb-fodder
★★ Twonky
★★★ Okey-dokey
★★★★ Fairly groovesome
★★★★★ Brill-o-fab!



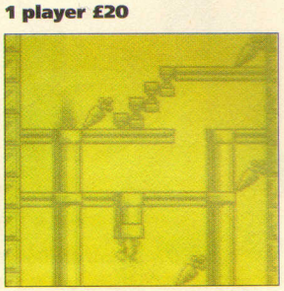
Unbelievable! The dweebous one has managed to put these in alphabetical order too! (I'd give him a raise but we don't pay him anything!)

Batman
Sunsoft
1 player £25



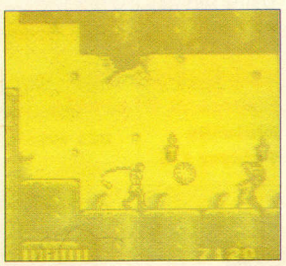
Old Bruce Wayne must be the only man who can strut down the street in a pair of rubber underpants and *still* look 'ard. And 'ardness is what's needed here, as this game is a tricky platform jump 'n' shoot 'em up requiring quick reflexes and a fast trigger finger. The stereo soundtrack is well worth a mention, as are the visuals. They may be small, but are beautifully detailed, complementing a thoroughly playable and classy game.
★★★★

Bugs Bunny
Kemco
1 player £20



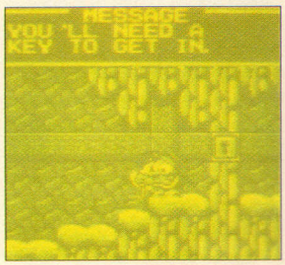
Honey Bunny (Bugs's gal) is being held prisoner, so Bugs must collect all the carrots scattered across over 80 levels in order to rescue her (yes, I know it doesn't make sense but we'll carry on anyway). The graphics are fine, but the game is dull. Sorry Bugs, come back when you're in a better game.
★★

Castlevania Adventure
Konami
1 player £25



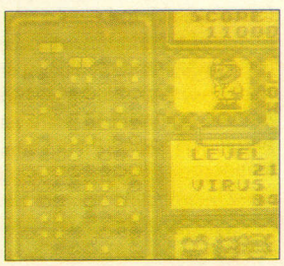
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! Simon Belmont returns to his old hunting ground in this mini remake of the classic Castlevania games of the NES. Gorgeous graphics and sprite animation coupled to detailed backdrops and inventive character design make this a visual treat. And just to make sure your ears don't get jealous, there are plenty of very nice stereo soundtracks! A lack of restart points and a very hard quest makes this a frustrating challenge, but Castlevania Adventure is still high in the hack 'em up stakes. (Stakes? Geddit? oh, suit yourselves.)
★★★★

Duck Tales
Nintendo
1 player £25



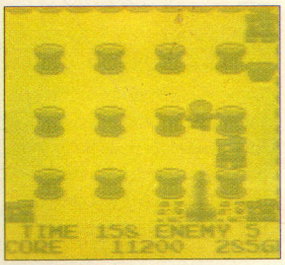
Why pay the earth for NES Duck Tales, when you can play a better version of it on the Game Boy for less? Once again, Scrooge McDuck goes treasure hunting through five different regions. Not only is it a tougher challenge, but the control method is better too! Scrooge waddles and jumps, but can also pogo like some crazy punk duck! The graphics are very detailed – in fact they're a bit *too* detailed. In full bounce it's hard to tell what's going on. But find a strong light and this suddenly becomes a a minor quibble. Duck Tales is a snazzy little explore 'n' collect 'em up.
★★★★

Dr Mario
Nintendo
1-2 players £20



Forget the Super Mario connection – he's only here in name alone. This is a Tetris clone in which a white-coated, stethoscope-wielding Mario throws tablets into a jar full of germs. You have to line up the different colours (well, shades of grey) with the colour-coded germs in order to destroy them. It's quite entertaining at first, but as the levels (and there are 60) get harder, they just gets more and more tedious to complete. It almost manages to capture the magic of the Russian block-tumbler, but it just doesn't have the long-term playability.
★★★

Dyna Blaster
Nintendo/Hudson soft
1-2 players £25



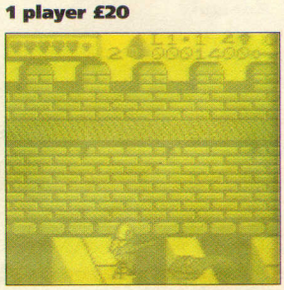
A spanky new rendition of a million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It probably sounds deathly dull, but with four games in one cart (including a brilliant two-player game), it offers terrific value for money. Stop reading, go and buy it!
★★★★★

F-1 Race
Nintendo
1-4 players (with Four Player Adapter) £30



Get your motor running and carry on where Nigel Mansell left off. Loads of courses, the possibility of four-player link up and fast graphics make this a real cracker. The action is supersonic! You can almost see smoke billowing from your Game Boy as you engage a turbo. A real speed demon!
★★★★★

Fortress of fear
Acclaim/Rare
1 player £20



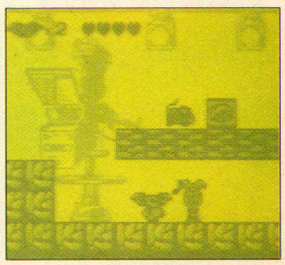
Yet another installment of Acclaim's Wizards And Warriors series, but this time in the shape of a platform collect 'em up. Guide brave knight Kuros through wizard Malkil's fortress (that's the feary one mentioned in the title) in order to, well, kill some monsters and pick things up. Anyway, whatever the reason, Kuros has some pixel-perfect leaps to perform. Good job then that he also has a wonderful control method, too! Fortress Of Fear plays like a cross between Double Dragon and something with platforms in. Unfortunately, the massive quest doesn't have passwords, otherwise it would be fab.
★★★★

Golf
Nintendo
1-2 players £20



Everyone likes to play a round now and again, and Golf contains no fewer than 36 holes to negotiate. Every one is beautifully drawn, and they're all very challenging! Everything you could ask for is here, including a two-player link-up option and a brilliant battery back-up so you can stop for tee (groan). Golf is an essential purchase for fans of the sport, and an excellent bargaining tool for anyone trying to talk their Dad into buying a Game Boy. Why? 'Cos he'll love it, that's why!
★★★★★

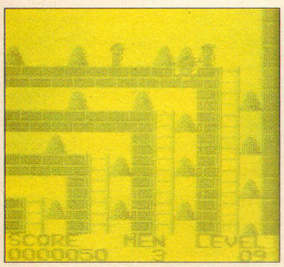
Gremlins
Sunsoft
1 player £25



Gizmo's up to his furry armpits in trouble again! He's been having midnight feasts and the gremlins are back to cause havoc and

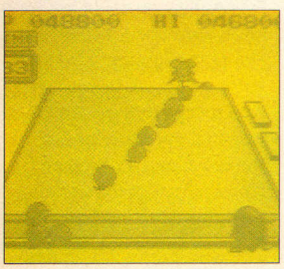
mayhem! The only one who can save the day is our friendly little mogwai. The game takes place across scrolly levels where Giz' uses all sorts of weird power-ups to defeat the greenies. The backdrops are nicely detailed and the gameplay enjoyable. Fine.
★★★★

Hyper Lode Runner
Nintendo
1-2 players £25



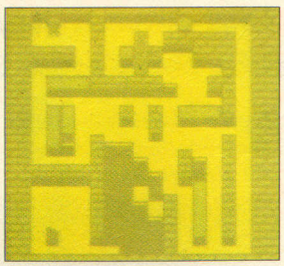
Are you constantly looking for a *real* challenge. Something that will keep you up into the small hours? Well, this is one of the toughest Game Boy titles you could ever wish to meet. It's a re-vamped platformer from yonks ago, in which you collect piles of gold. The game is half puzzle, half arcade action as you scurry up 'n' down ladders and dig holes in the floor to drop through. This is a vicious test of reflexes and brainpower – dare you take up the challenge?
★★★★

King Of The Zoo
Nintendo
1-2 players £20



It's a duel to the death when the inmates of the zoo slug it out across a table top! To beat their furry friends, the animals hurl balls at each other, hoping to stun the enemy long enough to get all five balls to the other side before the timer runs out. This wacky ball-rolling bash 'em up is an entertaining little romp with cute looks (hilariously animated) and jolly sounds. It all seems straightforward but the high playability level is bound to lead to sleepless nights! If only the two-player link-up option was just a little bit better.
★★★★

Kwirk
Acclaim
1-2 players £20



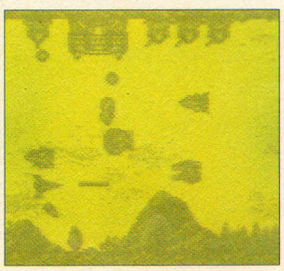
Tomato ketchup fans, this is the game you've been waiting for! Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly-complicated mazes. Try to avoid getting trapped as you push blocks out of the way to clear your route. There are two game styles, two different graphic modes and a stupidly jolly soundtrack. A highly challenging puzzle game which will keep you battling away for hours.
★★★★

Navy Seals
Ocean
1 player £25



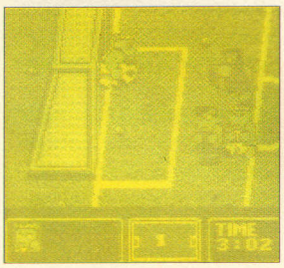
SEa, Air and Land is what the SEAL stands for. And Navy SEALs are the US equivalent of our SAS. This mission (based loosely on the film) is a run along and shoot 'em up, with a bit of leaping around platforms thrown in for good measure. Big characters and smart-looking backdrops make it stand out from the crowd, and the mindless blasting gameplay is good enough.
★★★★

Nemesis
Konami
1 player £25



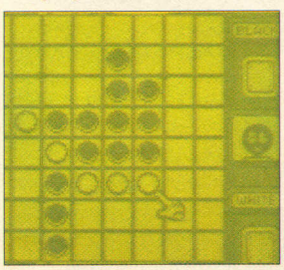
You may know this one by the name of Gradius, but whatever you call it, this is a wonderful shoot 'em up. The brilliant backdrops slide across the screen while you do your best to stay in one piece through a barrage of alien fire! The coin-op original is the one which started the power-up craze and so there's plenty of opportunity to tool up with some serious weaponry. The levels are all varied in visuals and attackers, and there are hosts of evil guardians to defeat. The only other cart in the same mould is R-Type – and this wipes the floor with it! If you're a zapper fan, you should add this to your Game Boy collection immediately!
★★★★★

Nintendo World Cup
Nintendo
1-2 players £20



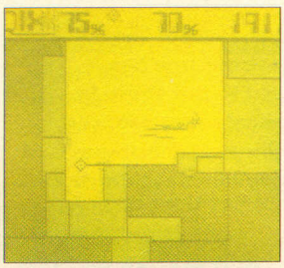
Er, Gazza may be no oil painting, but these footy players look *really* weird. For starters, the England line-up resembles a hippo's XI. And the opposition are just as bad, fielding a team of Clive Andersons! This wouldn't be so bad but they make Thicky look like Magnus Magnussososnsn – intelligent they are not. Even the pitches (complete with rocks and clumps of grass to trip over) lead you to the conclusion that this is more odd-ball than football. Even with 12 teams to compete against there's no long-term challenge. Real footy fans should have a go at Kick Off instead.
★★★

Othello
Nintendo
1-2 players £20



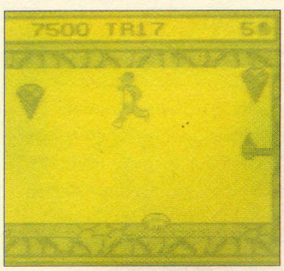
The best things about board games is that you can play against other people. But the worst thing about board games is that you can never find someone to play against! Well fans of Othello need never plead for partners – this cart has four players inside (and they're all better than me!). The nice thing is that it also has a two-player mode which doesn't require any link-up – you simply take it in turns to play. The rules of Othello are horribly simple: unfortunately there isn't enough room to explain them here! Just take out word for it, this game is a thousand-year-old classic, which you'll keep on coming back to.
★★★★★

Qix
Nintendo
1-2 players £20



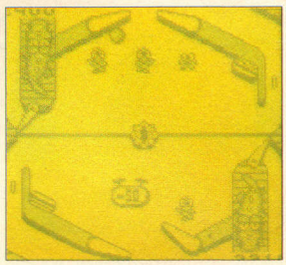
Only SJ can remember this steam-operated coin-op from his youth, but he tells us that this Game Boy version is a faithful reproduction of the original. An inventive reaction-puzzler, you must employ the old braincells in attempt to guide a trail-blazing ship-thing around – filling up the screen as it goes. Weird, but well worth a look.
★★★★

The Rescue of Princess Blobette
Nintendo
1 player £25



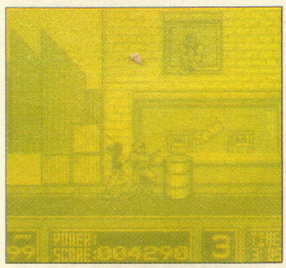
Poor old Boy and his Blob turn up again on the Game Boy and, to be honest, this is as dull as the NES version. It's all about a thing that easts jelly beans to change its shape. feed him the right bean, and he'll become a ladder, allowing Boy to climb up to a higher platform. Or another bean turns him into a key, so Boy can unlock a door. And so on. And so on, through long, action-free levels full of nothing. Dullsville.
★★

Revenge Of The Gator
HAL Laboratory Inc.
1-2 players £20

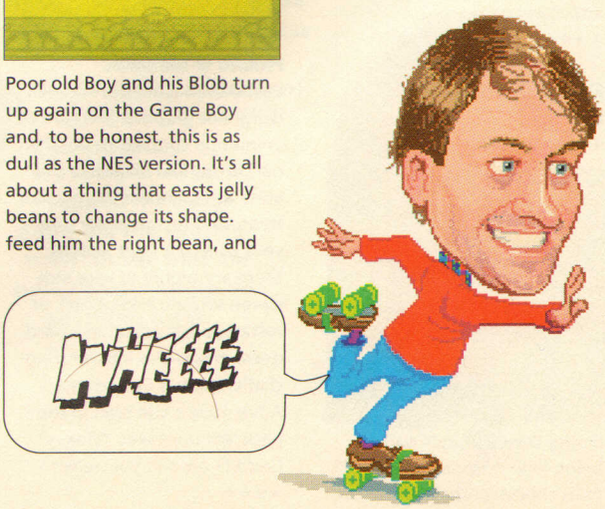


Pinball wizards won't find a better simulation than this. Ultra-smooth graphics and a whole arcade's worth of flippers and features crammed onto one four-screen 'table'. This makes an excellent Game Boy game, and although It *may* get a tad repetitive, pinball fans will love it.
★★★★★

Robocop
Ocean
1 player £25



Robocop may be well 'ard, but he's a bit of a snail when it comes to actually moving around. Unlike in the movies, the bullets don't just bounce off, so it's annoying when your tin copper strolls around



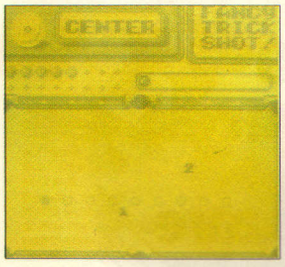
at a leisurely pace. Having said that, Robocop is entertaining enough and lays down a challenge tougher than Robo's metallic skin.
★★★

R-Type
Nintendo/Irem
1 player £20



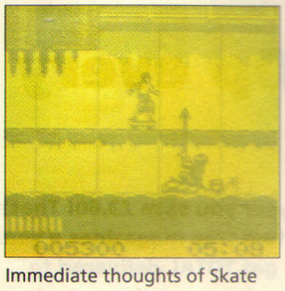
One of the all-time classic shoot 'em ups puts you in the unenviable space-shoes of a solo fighter, sent to sort out the evil Bydo empire. Blast the aliens and keep collecting the power-ups – before long your ship will be porkier than Sainsbury's bacon counter. Nothing new, but still superb!
★★★★

Side Pocket
Data East
1-2 players £25



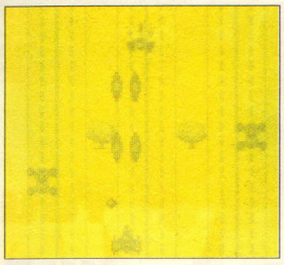
It's a pool simulation game alright, but it never actually lets you play pool. Hmm... Instead, it's more of a puzzler – setting ball-potting challenges with time limits and things. Two-player link-up is possible, and helps things no end. But as it stands, this isn't really pool – more of a puddle, really.
★★★

Skate Or Die (Bad 'n' Rad)
Konami
1 player £25



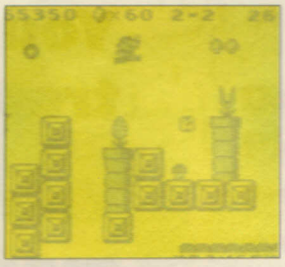
Immediate thoughts of Skate Or Die are usually followed by thoughts of 'oh, that boring old NES game'. Yes, well for once the Game Boy version is sufficiently different to the original to make it a decent game. Instead of the multi-event rubbish of the NES, you get a mixture of fast-paced Super Mario-style platform levels and vertical-scrolling downhill levels. Both gamestyles are filled with hazards to avoid (like spikes and bottomless chasms) and there are end-of-level guardians to bump off. It took a while but it finally looks like Konami got it right!
★★★★

Solar Striker
Nintendo
1 player £20



Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but Solar Striker is still good fun. The graphics may look as if they've been scraped off a prehistoric cave, but don't be fooled. Under the sad, shambling visuals lurks a canny beast that will test you to the limits, with loads of aliens to blast and one or two guardians to put the wind up. Give it a whirl.
★★★

Super Mario Land
Nintendo
1 player £20



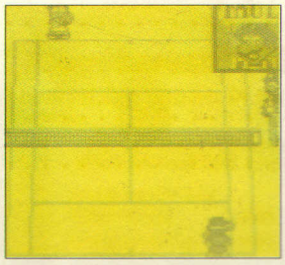
For 'Mario' read 'Midas' – it seems like everything he touches turns to gold! And this game pak is no exception. Super Mario Land is a cracking play, with all the secrets, hidden goodies, playability and sheer class of its full-size NES counterparts. There are also a few new twists introduced, in the shape of scrolling shooty sections and a bonus game. If you've got a Game Boy, then buy this superb platform game. And that's an order.
★★★★★

Super RC Pro-Am
Nintendo/Rare
1-4 players £25



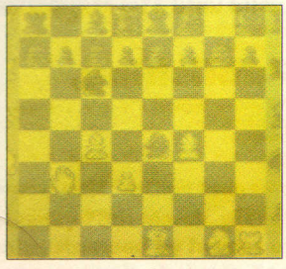
Let's get this straight: this game simulates, simulated racing. Yes? Yes. For a change you're in remote control of an off-road buggy, up against three of your buddies as you burn around huge dirt-tracks. The action is fast and furious, as your highly-manoeuvrable car zips its frantic (but smooth) course around bends, under bridges and over jumps. Great for four players, but you do get a bit tired of seeing the same old tracks in the one-player mode.
★★★★

Tennis
Nintendo
1-2 players £20



If you enjoy tennis then this is the game pak for you. Control is just superb with a range of shots all made with a flick of the joypad. Faultless gameplay, practical graphics and two-player link up make this a game you'll play and play until you've beaten all four difficulty settings. What's more, we're reliably informed that Stefan Edberg is a Game Boy Tennis addict. What other recommendation do you need?
★★★★★

The Chess Master
Software Toolworks
1-2 players £20



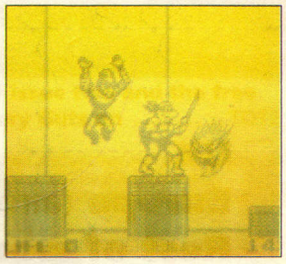
If you enjoy the odd game of chess, then this is the opponent you've always wanted. He's polite, well-spoken (literally!) and plays a mean game. Well, several mean games. In fact, there's almost nothing more you could want from a chess game. It's hard to think of an option that's missing – you can change the board set-up, alter the graphic style and fiddle with the difficulty setting. You can even get the game to teach you how to play! If you don't enjoy chess, this won't change your mind, but it's great for chess addicts – and it's cheaper than a lot of the chess computers you can buy, too!
★★★★★



We also reviewed the Miracle keyboard for the NES. This thing actually teaches you to play and is brill!
★★★★★

The Miracle Piano Teaching System
Mindscape £250

Turtles – Fall Of The Foot Clan
Konami
1 player £25



Glorious looking game with BIG sprites that move really well. Luckily for Turtle fans there's a cracking beat 'em up game underneath, too. This time you guide the awesome foursome on a smooth-scrolling mission to save April (again!).Each Turtle has two forms of attack. An options screen allows you to play any level which spilos the element of discoery but play it properly and you'll be hooked
★★★★★

WE WANT YOUR REVIEWS!

We want TOTAL! RECALL to be as comprehensive as possible, so why not tell us what you think of old games (NES or Game Boy) that we haven't reviewed yet? Tell us in about a hundred words what you think of the game and how many stars it's worth. We'll average all the marks out and put them in – that way you help other Nintendo players to steer clear of carts that aren't much cop!

And if there are some older games that get good marks we'll also do a full-blown review in the magazine as well.

Each month we'll give a prize to the best review (like a T-shirt or binder or something) – so why not include a piccy of yourself too?

Send your mini-reviews to TOTAL RECALL, 30 Monmouth Street, Bath, Avon BA1 2BW.

TOTAL! IS 100% DEDICATED TO

Special introductory

Yes! I want to save time, trouble and money. Please enter my subscription for 12 issues of TOTAL magazine at the special 15% discount price ticked below

- ☐ **UK** **£19.28**
- ☐ **Europe** (airmail) **£33.25**
- ☐ **Rest of world** (airmail) **£44.30**
- ☐ **Rest of world** (surface – allow 3 months for delivery) .. **£28.80**

Name .....

Address .....

.....

.....

.....

Post code .....

Method of payment

Total payment £ .....

☐ **Visa/Access**

Expiry date ☐☐☐☐

Card number

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

☐ **Cheque** Please make payable to Future Publishing Ltd and send to the Freepost address below

Signature .....

Date .....

Enclose this coupon together with your cheque, if applicable, in an envelope and post to the following address (no stamp needed). This coupon is valid until 31st March 1992.

TOTAL! subscriptions, Future Publishing, Freepost, Somerton TA11 7BR

TOT/MG/0392 Please tick here if you do not wish to receive direct mail from other companies ☐

YOUR NO-RISK GUARANTEE

You may cancel your subscription at any time and we will refund you for all unmailed issues – no questions asked, matey.

You get all these Good Things when you subscribe to TOTAL!

- You guarantee your copy
- You get it delivered
- You save time
- You save trouble
- You save money

Save 30p every issue!

Just think... over a year you save £3.60! That's like getting almost two free magazines a year (sort of). Plus you'll get TOTAL delivered to your door before the shops get them. And subscribers will soon be getting a special letter with each issue – more details next ish!

subscription offer



Missed issues 1 or 2? Look no further!
Just fill in this form and send it to TOTAL back issues, The Old Barn, Somerton, Somerset TA11 7PY and we'll send it straight to you (as long as you remember to enclose £2.50 for each mag, of course!).

☐ Please send me a copy of issue one TOT1
☐ Please send me a copy of issue two and the free badge with Thicky and Misery Guts on TOT2

Name .....

Address .....

.....

..... Post code .....





Dear newsagent
Please keep/deliver me a copy of that wonderful TOTAL! magazine each and every month

Name .....
Address .....
.....
.....
.....

Come Thursday 26th March, there will be stampedes of people; bodies crushed underfoot; old grannies stomped by hordes of rampaging kiddies. Why? Because that's when TOTAL hits the streets (well, shelves). To guarantee your copy amongst this melée, why not fill in the little form above (or a copy of it) and hand it to your newsagent. They will then keep a pristine issue ready for you to pick up at your leisure. Now doesn't that sound better?

TOTAL!



WHAT A RACKET!

SING! When you finally finish reading the spectacularly unfunny third issue of TOTAL magazine.

CROON! As you run gleefully from your home to see the sun breaking through the clouds... it's springtime!

YODEL! While you hop, skip and jump across the hills. No more rainy evenings spent indoors cringing at Thicky and Misery Guts' appalling prose.

WARBLE! As you make you musical way back home, and stare contentedly at the setting of the gloriously crimson sun.

CHOKE! When you see issue four of TOTAL in the newsagent's already and discover to your horror that the jokes have reached another all time low.

NEXT MONTH!

And you thought *this* issue was good (whaddya mean no?). Well next month's issue of TOTAL is going to be even more exciting. How about NES reviews of Mission Impossible, Blue Shadow and Rescue Rangers?

Well, in that case, how do you like the sound of these Game Boy reviews: Bart Simpson – Escape From Camp Deadly, Ghostbusters 2 and WWF Superstars?

FEATURES

For those of you who don't already own a Zapper light gun or those who have only seen a couple of the games, we'll be doing a feature on the hardware itself *and* all the available games.

And we'll be telling you a bit more about the Super NES and doing our first full SNES game review of Super Mario Bros 4!

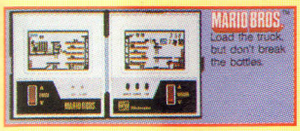
TOTAL TACTIX

Expect to see full solutions of Batman on the NES and The Rescue Of Princess Blobette on the Game Boy. And loads of tips besides!

Over 80,000 people have joined Special Reserve
The club with no obligation to buy
Phone 0279 600204 for a free COLOUR catalogue

Special Reserve

Nintendo Game & Watch



GAME & WATCH MARIO BROS (MULTI SCREEN) 17.99

HIGHLY ADDICTIVE

GAME & WATCH MARIO'S CEMENT FACTORY 13.99



GAME & WATCH SUPER MARIO BROTHERS 13.99



This space reserved for

Super NES

coming when?

Biggest and Best.

0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
UK £6.00 EEC £8.00 WORLD £10.00
We only supply members but you can order as you join.

NRG colour magazine bi-monthly to all members. Don't miss it!

We do not sell grey imports

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
Inter-Mediates Ltd. Registered Office:
2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.



69.99 Gameboy

Tetris, batteries
stereo headphones, two player lead
FREE Special Reserve membership
FREE Gameboy holsters and belt
AND - Buy a Gameboy and any game we'll give you a ***FREE*** Gamelight as well.

So, for about £90, you'll get everything shown in the picture above.

PLEASE LIST ALL *FREE* ITEMS ON THE COUPON.



ALLEYWAY	19.99	FORTIFIED ZONE	19.99
BALLOON KID	19.99	GARGOYLES QUEST	19.99
BART SIMPSON' S ESCAPE	24.49	GHOSTBUSTERS 2	19.99
BATMAN	24.49	GOLF	19.49
BOULDER DASH	24.49	GREMLINS 2	24.49
BOXXLE	24.49	HYPERLODE RUNNER	19.49
BUBBLE GHOST	19.99	KICK OFF	23.99
BUGS BUNNY	19.99	KUNG FU MASTER	24.49
BURAI FIGHTER DELUXE	19.99	KWIRK	19.99
CASTLEVANIA	24.49	MOTOR CROSS MANIACS	19.49
DOUBLE DRAGON	19.99	NAVY SEALS	19.99
DR. MARIO	19.99	NEMESIS	19.99
DUCK TALES	24.49	NINTENDO WORLD CUP	19.99
DYNA BLASTER	24.49	OTHELLO	19.99
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	27.99	PAPERBOY	19.99
		PRINCESS BLOBETTE	24.49
QIX	19.99		
R-TYPE	24.49		
RADAR MISSION	19.99		
REVENGE OF THE GATOR	19.99		
ROBOCOP	24.49		
SAMURAI ADVENTURE	24.49		
SIDE POCKET	19.99		
SKATE OR DIE	19.99		
SOLAR STRIKER	19.99		
SPIDERMAN	19.99		
SUPER MARIO LAND	19.99		
SUPER RC PRO-AM	24.49		
TEENAGE HERO TURTLES	24.49		
TENNIS	19.49		
WIZARDS AND WARRIORS	19.99		
WWF SUPERSTARS	24.49		

BATTERY PACK FOR GAMEBOY (RECHARGEABLE/AC ADAPTOR) 23.49

CLEANING KIT FOR HAND-HELDS 8.99

MAINS ADAPTOR 12.99

HOLSTERS, BELT & CARTRIDGE/TAPE HOLDER 9.99
(GREY POUCH FITS CAMERA OR PERSONAL STEREO)





Replay Voucher worth £3 with every Gameboy game.

Nuby Extras

GAMELIGHT (DARK OR DIM LIGHT).....9.99
MAGNIFIER (TWICE MAGNIFICATION).....8.99
AMPLIFIER (STEREO SOUND)...13.99





HARD PLASTIC CARRY CASE FOR GAMEBOY, LEADS & SIX GAMES) 9.99

ATTACHE CASE FOR GAMEBOY AND ACCESSORIES 16.99





NUBY PLAY & GO CASE FOR GAMEBOY 13.99

NUBY GAME PAK CARTRIDGE CASE (HOLDS 12 GAMES) 9.99





99.99 N.E.S. Action Set

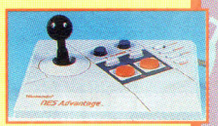
with Zapper Light Gun, 2 Joypads, Super Mario Brothers and Duck Hunt
FREE Joypad Extender Cables
FREE Special Reserve Membership



DOUBLE PLAYER REMOTE JOYSTICK FOR NES ...48.49

A BOY AND HIS BLOB	34.49	GOLF	29.49
ADVENTURE OF LINK	39.49	GREMLINS 2	49.49
BAD DUDES	39.49	HUNT FOR RED OCTOBER	42.49
BART SIMPSON' S ESCAPE		ISOLATED WARRIOR	34.49
FROM CAMP DEADLY	34.49	JACK NICKLAUS GOLF	34.49
BATMAN	44.49	JACKIE CHAN KUNG FU	42.49
BATTLE OF OLYMPUS	34.49	KABUKI QUANTAM FIGHTER	34.49
BIONIC COMMANDO	39.49	KICK OFF	31.99
BLUE SHADOW	34.49	KUNG FU	29.49
BOULDER DASH	29.49	LOW G MAN	34.49
BUBBLE BOBBLE	29.49	MANIAC MANSION	54.49
BUGS BUNNY	44.49	MARBLE MADNESS	32.99
BURAI FIGHTER DELUXE	29.49	MEGA MAN	34.49
CALIFORNIA GAMES	32.99	MEGA MAN 2	44.49
CASTLEVANIA	29.49	MISSION IMPOSSIBLE	39.49
DIGGER - LEGEND OF THE LOST CITY	32.99	NEW GHOSTBUSTERS 2	34.49
DONKEY KONG CLASSICS	24.49	NINTENDO WORLD CUP	34.49
DOUBLE DRAGON	39.49	NORTH AND SOUTH	44.49
DOUBLE DRAGON 2	39.49	PAPERBOY	24.49
DR. MARIO	34.49	PINBOT	34.49
DUCK HUNT	29.49	POPEYE	19.49
DUCK TALES	44.49	POWER BLADE	34.49
EXITEBIKE	24.49	PROBOTECTOR	34.49
FAXANADU	29.49	PUNCH OUT	29.49
FOUR PLAYER TENNIS	34.49	RAD GRAVITY	34.49
GAUNTLET 2	42.49	RAD RACER	29.49
GOAL!	39.49	RESCUE RANGERS	44.49
		ROLLER GAMES	39.49
SHADOW WARRIOR	34.49		
SHADOWGATE	49.49		
SILENT SERVICE	34.49		
SKATE OR DIE	24.49		
SNAKE RATTLE AND ROLL	29.49		
SNAKE'S REVENGE	34.49		
SOLAR JETMAN	29.49		
SOLSTICE	34.49		
STEALTH ATF	34.49		
SUPER MARIO BROS 2	39.49		
SUPER MARIO BROS 3	39.49		
SUPER MARIO BROTHERS	29.49		
SUPER OFF ROAD RACER	29.49		
SUPER SPIKE V-BALL	34.49		
SWORDS AND SERPANTS	34.49		
TEENAGE HERO TURTLES	34.49		
TENNIS	24.49		
TETRIS	29.49		
TIME LORD	32.99		
TOP GUN	29.49		
TOTALLY RAD	39.49		
TRACK AND FIELD 2	34.49		
TURBORACING	39.49		
TURTLES 2	49.49		
WIZARDS AND WARRIORS	19.49		
WORLD WRESTLING	34.49		
WWF WRESTLING	34.49		

ADVANTAGE JOYSTICK FOR NES 38.49





CHAMP EXPLORER FOR NES 17.99

COMPETITION PRO STAR EXTRA FOR NES 14.99





MAX TURBO JOYPAD FOR NES 23.49

All N.E.S. games include the price of membership. Please claim *FREE* Special Reserve Membership (worth £6.00) when you order.

EXTENDER CABLES FOR NES JOYPADS (PAIR) 14.99
FOUR PLAYER ADAPTOR FOR NES 28.49
ZAPPER LIGHT GUN FOR NES 28.49

AND – Replay Voucher worth £4 with every N.E.S. game

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) **TOTAL 19**

Name_____

Address_____

_____

_____ Postcode _____

Telephone _____ Machine type_____

Enter membership number (if applicable) or Membership fee £6 UK, £8 EEC, £10 World

item

item

item

item

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa

Credit card expiry date_____ Switch Issue Number_____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

TOTAL!

100% FOR NINTENDO PLAYERS



Next month!

All the latest Nintendo reviews

We'll be checking out Mission Impossible and Blue Shadow on the NES, WWF Superstars and Bart Simpson – Escape From Camp Deadly on the Game Boy, and more!

Zapper Light Gun

We get to grips with the NES plug-in which lets you shoot at the telly!

TOTAL Tactix

Tune in for a players' guide to Princess Blobette on the Game Boy. And no doubt there'll be loads and loads of hints, tips and cheats, too!

Issue 4 – On sale Thursday, 26th March 1992

NES-Bit®



www.nes-bit.com



the first dedicated uk nes site

consisting of reviews



interviews, articles

and a comprehensive nes database



join the site today



www.nes-bit.com

