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NINTENDO

- NES
- Game Boy
- Super NES

May 1992
Issue 5
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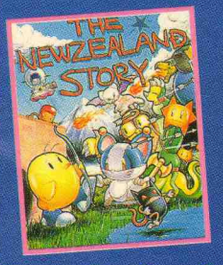
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- NES
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- Super NES

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A lot of you still don't know what all the fuss is about. Turn to page 4.

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By the time you read these words, the Super NES should already be in the shops (we hope). Turn to page 4 for our final low-down on why you should rush out and buy one.

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Steve's miserable and Andy's thick. Between them they have absolutely no friends whatsoever. Why not write to them and cheer 'em up a bit (you might even win something).

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If you miss any issues of TOTAL, you'll only end up crying in front of all your mates. Don't be a cry-baby, subscribe and get it delivered each month.

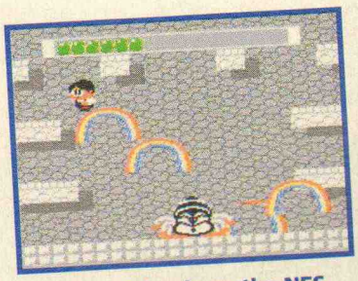
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With the arrival of the SNES, the Nintendo scene is really hotting up. Find out what we have in store for all you NES, SNES and Game Boy owners.



The best race game of all time. F-Zero is on page 18.



Are we kidding? Nope. Turn to page 22, NOW!



Rainbow Islands on the NES. One of the slickest coin-op conversions ever? Page 34.



Dr Franken – this well-spooky Game Boy arcade adventure is reviewed over on page 60.

Guys and gals what did make TOTAL
It's a right laugh putting TOTAL together each month. How we chuckle as we work long into the night. How we guffaw when things go horribly wrong every five minutes. And the people who are gonna need plastic surgery to remove the smiles from their faces are:

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Future PUBLISHING TOTAL!

TOTAL TALK

The wait is over, the Super Nintendo is here! And very lovely it looks too!



The Super NES is here!

At long, long last, after dozens of launch dates, set-backs and bring-forwards, Nintendo's 16-bit Super NES has finally arrived in Britain.

The £150 machine boasts state-of-the-art sound and graphics chips and will come bundled with two joypads and the superb Super Mario World cartridge.

You'll be able to use the SNES on a normal TV, or plug it into SCART and composite video TVs and monitors.

This is an important event in the history of video gaming and we think you should know all about it – whether you intend buying one or not. After all, you don't want to seem like a total dweeb-head when everyone starts talking SNES stuff! Read on and gen up...

16-bit console – eight-button joypad!

One of the more interesting features of the Super NES are the multi-button joypads. As well as the standard cross-pad swivelly controller bit, there are actually eight other buttons: Start, Select, A, B, X, Y plus L and R finger pads on the leading edge of the unit.

By directing the joypad in one of the eight compass directions and using a mixture of finger pad/fire buttons you can comfortably access over 200 different moves all from the one joypad! So the Super NES pads really come into their own when you play beat 'em ups with lots of different moves, like Final Fight, or games that normally need a mouse or keyboard, like Sim City f'rinstance.





The most distinctive feature of the new joypads are these finger buttons on the front of the unit. These are dead useful for steering-type manoeuvres.

The cross-key controller is pretty much the same as that on the NES and game Boy (well, if it ain't broke, don't mend it!).

Like Start and Select on the Game Boy, these buttons are bouncy rubber ones.

Super NES gamers now have four fire buttons to get to grips with. They're positioned well, though, and comfy to use.

Don't worry!

We've already had worried NES and Game Boy users asking us if the SNES is going to take over. Well, you can rest assured that TOTAL will carry on giving you the same amount of NES and Game Boy coverage as before.

For instance, this issue we have over 25 pages dedicated to the NES, and more than 20 pages for the Game Boy – that's still more than any other magazine you can lay your hands on!

Of course we'll be covering the Super NES, but not at the expense of the biggest-selling games machine and hand-held in the world! TOTAL is 100% for *all* Nintendo players!

Take on the Bydo Empire – or the Italian forwards!

When the SNES hits the shelves in a week or two's time, you'll also have the opportunity of picking up F-Zero and Super Tennis – reviewed on pages 18 – 21. Nintendo hope to have as many as 25 titles available by Christmas this year, but at the moment there'll be just two or maybe three releases each month.

Next month should see the release of Super R-Type and Super Soccer and we'll be taking a closer look at both games in issue 6. Eh? What, you want to know more now? Right...

Super R-Type is an ultra-classy shoot 'em up, based on the almost legendary Irem coin-ops R-Type and R-Type 2. This is yer typical left-to-right zapper with power-ups, but the sound and graphics are incredible – but incredibly good or incredibly bad?

Football fans pining for ball-kicking thrills will be over the moon to see this 3D soccer sim. You view the game as if suspended from a floaty thing about 20 feet above the pitch – and the effect is mind-blowing. The one-on-one gameplay is pretty hot too, but we reckon the programmers lost the footie rule book before they finished the game. Exciting testament to the most popular sport in the world, or bag of soccer sick? Catch us next ish and we'll let you know!



That's your R-9 spaceship blasting through the rings of Saturn. If it's lovely graphics you're after, Super R-Type has 'em by the bucketfull!



No massive planet-destroying Bydo spacecruiser is a match for my weeny little R-9 ship. Erm... or is it? Maybe it's time to ask for reinforcements!



Super Soccer puts a whole new perspective on footie sims. It's a bit like watching the game from a really, *really* low-flying Goodyear balloon!



But, just like footie sims the world over, the computer players are a darn sight better than we are. Belgium are 2-1 up against Germany!

The best game in the world

One of the main advantages of the SNES over other consoles you can buy is that this one comes with a game called Super Mario World. You might have heard of it before – it stars some guy called Mario and well, it's one of the best games in the world.

The fifth in the Super Mario series of games (including Super Mario Land on the Game Boy) features Mario and Luigi on vacation on Dinosaur Island. Of course, a game called 'Mario And Luigi Go Sunbathing', would be dullsville, but luckily Princess Toadstool wanders off and gets captured so the brothers Mario can trot off on another Bowser-bashing adventure.



Of course, you may find some of the characters in Super Mario World just a teensy bit bigger than in previous games.

Sure, you've seen Super Mario in action before, but this game knocks the socks off previous adventures with loads of colour, heaps of variety and 96 different levels to find and complete!



More levels, varied enemies, colourful scenery, better sound and meaner gameplay. Super Mario World is a stonker!



If you missed my review of Super Mario World last ish I ought to just mention it got a whopping 98%!

Heart and soul of the SNES

The Super NES is a 16-bit machine (as opposed to the NES and Game Boy which are both eight-bit machines) running the snappily-titled 65sc816 central processor. This little beast runs at 3.58 MHz, which is slow by 16-bit standards, but has plenty of back-up in the shape of custom graphics hardware.

'What graphics hardware?', you may ask. To which we mysteriously reply, 'Mode 7'. Basically, the graphics chip has seven modes, depending on how many colours/scrolling backgrounds you want to display. Modes 1 to 6 are pretty standard, but mode 7 can spin whole backgrounds, distort them and scroll them in strange ways to provide all manner of wonderful effects like moving roadways (F-Zero), spinning enemies (Super Mario World) and entire 3D landscapes (Pilotwings).

On top of all this whizzy stuff, the SNES can display up to 128 sprites at a time, to a maximum size of 64 by 64 pixels (which is roughly 30 times bigger than yer average Mario sprite!). And best of all, the SNES is a very colourful machine, with up to 256 colours on screen, chosen from a palette of 32,768. Crikey!

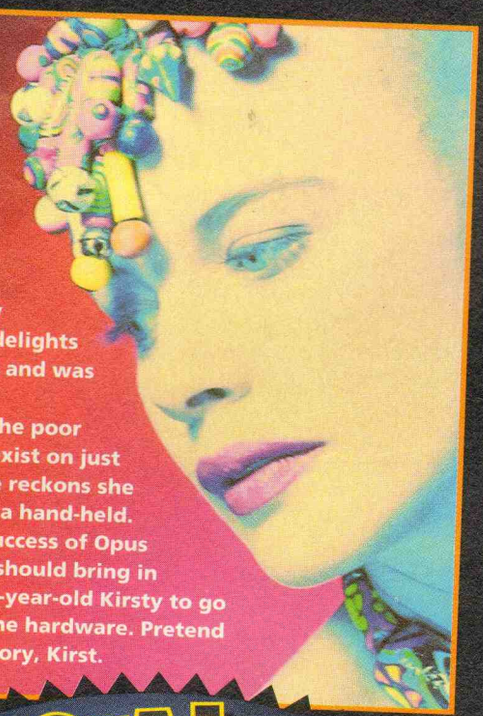
But if you think this is colourful you should hear the sound (eh?). There's a custom Sony sound chip buried deep within the SNES and it's either got multi-channel PCM (pulse code modulated) sampled sounds or there's a 42-piece orchestra inside. And it's in stereo too!



Here's graphics mode 7 in full whizz on Pilotwings. As you fly around the island, the whole landscape shifts around in smooth, convincing 3D!

STAR GAMERS

Famous people all over the world are getting the Nintendo habit, and each month the TOTAL team track down another jive, happenin' hipster...



Famous Nintendo Gamer Number 3 Kirsty Hawkshaw, Opus III

Kirsty was recently introduced to the delights of Game Boy Tetris and was instantly hooked.

Unfortunately, the poor girl (and her dog) exist on just £20 a week and she reckons she can't afford to buy a hand-held.

Hopefully, the success of Opus III's It's A Fine Day should bring in enough dosh for 23-year-old Kirsty to go and lash out on some hardware. Pretend it's a fashion accessory, Kirst.

TOTAL TEASER!

'Well done' to Lee Laverack of Wakefield in West Yorkshire who correctly spotted that last month's TOTAL Teaser was taken from the Shadowgate Tactix. Lucky old Lee wins one slightly battered Shadowgate cart.



This month's teaser is obviously a piccy of a Game Boy cart... *but which one?* Scour the mag, check every page and write your answer on a postcard or sealed envelope and address it thus: TOTAL Teaser, 29 Monmouth Street, Bath, Avon BA1 2BL.

Wrist action!

If you're a gamer on the go but can't afford a Game Boy, why not check out one of Nintendo's three Game Watches?

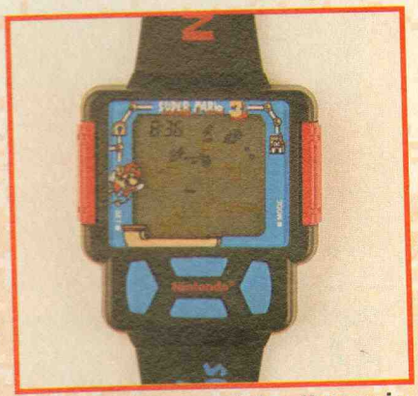


Now, for just under a tenner, you can take Tetris on the train, Mario on a motorbike or Zelda on ... erm... a zoomy thing (urk).

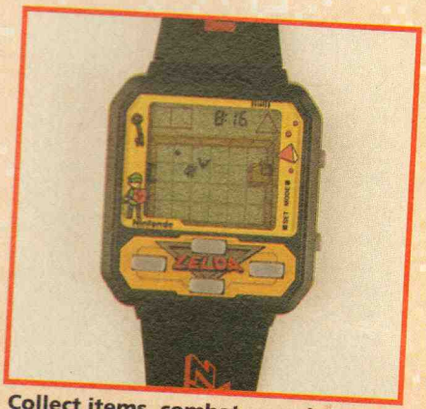
Anyway, you get a watch with an alarm, a spare battery and a teensy LCD version of the famous Nintendo titles.

At first sight, the games aren't up to much, but once you suss the instructions and get used to the tiny buttons, there's a bit of fun to be had.

If you fancy some strap-on Nintendo action, get in touch with Zeon Ltd, Station Road Industrial Estate, Hallsham, East Sussex BN27 2EY or call on 081 208 1833.



Defeat the flame-spitting Koopas in this cut-down version of SMB3.



Collect items, combat enemies and face the dragon in Legend Of Zelda.



Best of the bunch, Tetris is a neat version of the Russian classic.

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Grab a Game Boy

Anyone who's been reading TOTAL for any amount of time will already know that our screenshots are the best around. But hold onto your hats, because they're about to get better... a lot better!



OK, so where else can you find screenshots like this? From now on our Game Boy reviews and tips will be full of this sort of stuff!

We're not photographers here at TOTAL so the reason we've had such good screenshots in the past is down to patience. But no longer do we have to prop the Game Boy up on a piece of cardboard, position wobbly lights around it and squint through a six-foot lens. Now we've got a clever piece of equipment that takes the picture from the Game Boy and feeds it straight into our computers as a digitally stored 'grab'. Not only is this easier, it also means we can do a lot more with the picture. Get ready, for next month our Game Boy pages should look absolutely stunning!



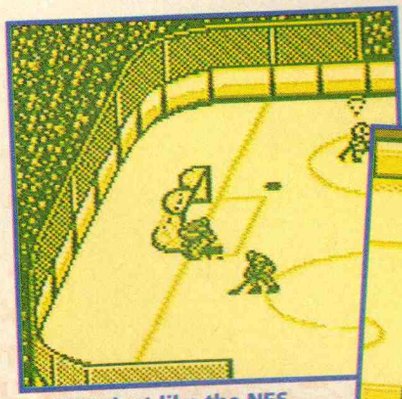
Game Boy gamers can now look forward to lots of blur-free screenshots – and we take em in any colour we feel like! Only TOTAL makes it possible.

Blades Of Steel

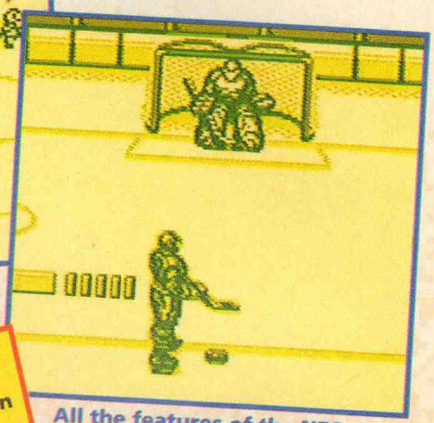
The NES version of this game got a whopping 81% when we reviewed it back in issue three. If you got to see that one and thought it was fab you'll doubtless enjoy this version too.

From what we've seen, the action is just as frantic, and, despite being on a small screen it seems to work equally well (if not slightly better). The programmers have also included a neat practise mode in which you can polish up your penalty shoot-out and fighting (fighting?) skills.

What's more you can link two Game Boys together and play it head to head. We reckon this could be incredibly good fun so look out for the full review in next month's issue of TOTAL.



See! It's just like the NES version (in green). And it's just as fast.



All the features of the NES version are here, including penalty shoot outs!

Did you see?

Anyone who's been tuning in to the re-runs of Gamesmaster every morning on Channel 4 may have spotted a nifty little ad featuring this very mag!

In an attempt to tell the world about the best Nintendo 'zine in the Universe, we had a TV ad specially made, featuring snazzy computer graphics.

And if, because of the ad, you're reading TOTAL for the first time, HELLO THERE!

Turtles II times two



One of the green team jumps for joy at being in a new Turtles game. But should *you* shell out for Turtles II – Back From The Sewers?

And below we have Turtles II – The Arcade game on the NES. With simultaneous two-player action, this is lookin' hot!



That's right, in next month's TOTAL, we'll be bringing you reviews of Turtles II on both the Game Boy and NES. The Game Boy version is really just a close relative to its forerunner. The graphics appear to be slightly inferior and although the action is very similar it's a bit more repetitive. Will it disappoint fans of the first game? We'll have to wait and see.

The NES game on the other hand is based on the fabulous arcade machine and despite a bit of screen glitching it looks like it could be a damn fine beat 'em up.

Again, make sure you're here next month, Turtle fans!

NES on the cheap!

Most of you reading this will already own an NES but for those of you who don't, or those of you who know someone who's thinking of buying one, we have some good(ish) news for you. Nintendo is soon to drop the price of their popular eight-bit console to a measly £50.

Sounds good doesn't it? But hang on, we've also heard that there might not be a game bundled with it. What this means is that if it *doesn't* include a game and you have to fork out £30-odd on something to play, you'll end up spending about the same amount as you would have before the price drop.

The facts are not yet entirely clear so as soon as we know a bit more, we'll tell you about it. Still, it sounds like good news for potential Nintendo owners!

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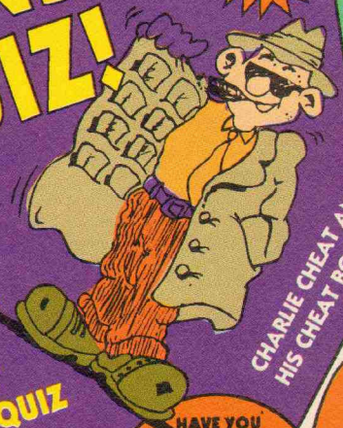
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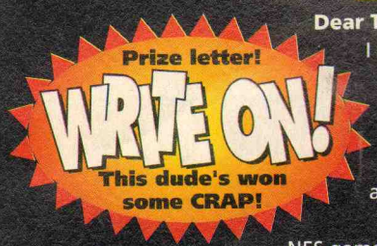
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LETTERS!

No matter what machine you own, and no matter what it is you want to talk about, send your letters to TOTAL! at Future Publishing 30 Monmouth Street Bath, BA1 2BW. And don't forget to include your age and maybe a photo of yourself (so we can have good old chortle).

8-bit cart, 16-bit price



Dear TOTAL,

I have recently heard that the carts for the 16-bit Super NES are going to be about £40 to £50. This is the same price as the games for the eight-bit NES, and some NES games are even more expensive!

So what I want to know is, are the NES games going to come down in price? I mean, the Super NES games must be more difficult to make with the extra colours and better sound, so why are NES games the same price?

I think the Super NES looks great, but I'm quite happy with my NES for the time being. The games I have are good to play and look all right to me, but it's when I see games Like Maniac Mansion I wonder if all NES games will go up in price.

£50 is a lot of money for just one game. My friend has a C64 computer and can buy games for £4 on tape, so it feels like I'm getting ripped-off when I buy an NES game. Even Sega Mega Drive games are cheaper at around £30 to £40!

Another thing I've been wondering about is compilation games. My friend can buy a tape with four games on it, so why can't Nintendo release the older games on a compilation cartridge. This would be good if you were getting four games for say £40. What do you think?

Colin McGavin
Dorset

Dear Colin,

Yes, we called a few games shops, and it looks like the first Super NES games will be around the £40 mark, which makes NES titles like Star Wars, Gremlins 2 and Maniac Mansion look incredibly expensive.

I think you'll find just as much work goes into an NES game as does a Super NES game. In fact, programmers and artists have to work twice as hard to make the NES look and sound good, since the Super NES has custom chips that make it easy for them to produce amazing graphics and music.

Also, the physical production of a cartridge is equally expensive whether it's eight-bit, 16-bit or whatever. It's only when you increase the size of the cart's memory or shove in a battery back-up that things start getting really expensive.

We can only hope that with the release of the SNES, NES titles now come down in price. The other alternative is for Super NES carts to be even more expensive and that would be a disaster for the new console.

Thanks for the letter Colin. Your interesting points have won you a big bag full of TOTAL-related rubbish. **STEVE**

Less NES?

Dear TOTAL,

Please will you update me by answering the following questions:

1 With the release of the Super NES around the corner, does this mean there will be less games coming out for the NES?

2 Now, with games regularly pushing the £50 mark (Star Wars and Maniac Mansion are two good examples), and Game Boy titles stretching the £25 price tag to its limits, I wonder will prices ever stop increasing. Is this really inflation or just manufacturer's greediness?

3 Is Swords And Serpents a true RPG (*that stands for Role Playing Game – STEVE*) or just an adventure game?

Keep up the good work! Now send me £1,000 for writing such a brilliant letter!

Philip Kaisary
London

Dear Philip,

1 No. It would be stupid to ignore zillions of NES gamers, just because the Super NES has appeared. The Super NES will take over in the end – it would be foolish to think otherwise – but it won't happen for absolutely *ages* yet. **STEVE**

2 Yeah, a lot of people have written in about the price of games. Cartridges are expensive to make but even so, £50 for one game is stupid. I think it's a mixture of inflation and greed. All you can do is make sure you get TOTAL every month – that way you can be sure of avoiding any over-priced or under-quality carts. **STEVE**

3 Well, it depends. If you dress up in armour and stuff while brandishing your joypad, I suppose that counts as role playing.

As regards the £1,000 cash prize for your letter, er... try 'bog off'. **ANDY**

Too old to PARTY!

Dear TOTAL,

Having just read Issue 2, and sent off for back issue 1, I would like to raise just one small complaint regarding an otherwise sound magazine.

Not all Nintendo owners are fresh-faced youths. Quite a large proportion (and in some cases quite largely-proportioned fat boys) are 'wrinklies' of, ooh say, 30 years plus.

I am sure most readers would prefer to be treated as adults (young or old) even if we do spend a large part of our leisure time stuck into the latest Nintendo offering. So please keep the 'language' at a level that suits us all. By all means use contemporary wording, but try to keep a balance (fab, groovy).

S Owen
Kent

Dear S,

Oh, don't be so stuffy. Just 'cos you're old (and Steve's ancient) doesn't mean that you don't have to enjoy yourself. Anyway, if you read our words closely, you'll see that we're a lot more mature than other mags we could mention who repeatedly churn out choice phrases like 'cack your pants' and 'spazza'. Yeah, dead grown-up that is.

ANDY

Oy! Who's ancient, dweebhead?

STEVE

(Don't get your) tips out for the lads!

Dear Steve and Andy,
I think TOTAL is brilliant – can't wait for the next issue. But lads, as for issue 3 why, oh why, have I wasted £40 on a Super Mario Bros 3, only to find the challenge and the rug pulled out from under me, with your revelation of how to finish it with your eyes shut?

I would be grateful if in future you could leave us players out here some sort of challenge. Tips and cheats sections are great – but, howay lads.
One sick Geordie (Neil Gillespy)
Northumberland

Dear One Sick,
Sorry, Neil, but did we come round and force you to read the tips at gunpoint? Did we say, 'Read these pages or we come round and drown your cat'? No. You've just got no will power, that's all. Besides, you've still got heaps of worlds to play! **ANDY**

Colourful questions

Dear Steve and Andy,
I think your mag is excellent, but even though it's cram-packed with Nintendo info I still have a few questions:

1 In Issue 2 you said that you will be able to play normal Game Boy games on the colour Game Boy. Does this mean the normal games will appear in colour?

2 Will you be able to see the screen of the colour Game Boy in the dark?

3 Who the hell is Baghead?

Could you please! please! please! answer these questions as I have a bet with a friend about the first two questions.
Ta muchly,
Roopesh Paandya
Northants

Dear Roopesh,

1 *When* the colour Game Boy finally appears, it will play the old Game Boy games in shades of grey, as you'd see them on bit NES – the Mega Drive is a more powerful machine, but then it costs £100 more to buy!

A better comparison is between the new Super NES and the Mega Drive, which are similar consoles. If you want five reasons why the Super NES is better than the Mega Drive, cop these:

1 The SNES has 64 times more colours than the MD, with four times as many colours on screen!

2 The SNES can display 128 sprites whereas the MD only has 80.

3 The Mega Drive's sound is quite impressive. The SNES's sound is utterly gob-smacking!

4 The SNES can scroll, rotate, distort and scale backgrounds to unbelievable effect. The MD can, er, scroll.

5 The Mega Drive comes with Sonic The Hedgehog – a platform game with about 20 levels, which you can finish in a week. The SNES has Super Mario World – a platform game with 96 levels, tons of secrets and a battery back-up so you'll be playing for months! OK? **STEVE**

Super better than Mega?

Dear TOTAL,
Me and my cousin are always having arguments over Nintendo and Sega Mega Drive. He says even TOTAL can't come up with FIVE good reasons why Nintendo is better than Sega's Mega Drive. Could you please 'cus' him in front of everyone.
Gopinder Chahal
London

Dear Gopinder,
It's a bit unfair to compare Sega's 16-bit Mega Drive with the eight-



Super Mario World on the SNES. 76 more levels to play than in that Sega game (also note the four times as many colours *and* you can't even hear the sounds – which are fab!). Would *you* buy a Mega Drive now the SNES is here?

Squeeze of lemming?

Dear TOTAL,
Please could you tell me if Lemmings is coming out on the NES? Is it out in America or Japan yet and if so when is it coming out in the UK?

I recently saw a magazine called WCW Wrestling and I saw that there was a Nintendo (NES) game based on it. Is it ever going to come out in GB? Is it as good as WWF or better?
S Weston
Wales

Dear S,
There's a version of Lemmings out in Japan and the US, but only for the Super Nintendo – hopefully, we'll see it before the end of the year. (If you don't know the game, you control an army of lemmings to stop them plummeting to their doom!) **STEVE**
We've not seen anything on a WCW Wrestling game, but it won't have to try very hard to be better than WWF, which was pretty naff. **ANDY**

Prints of leaves!

Dear TOTAL,
As a Robin Hood fan I was glad to hear that Virgin Games had released Robin Hood Prince Of Thieves, based on the smash hit movie, in America for the NES. Could you please tell me when it will be released over here, that is if it ever will be?

Secondly, is there a baseball or American football game planned or already out for the NES here in England.
Greg Nicholas
Lancashire

Dear Greg,
Good news! The NES version of Robin Hood should be with us some time around September, so stay tuned for a preview soon.

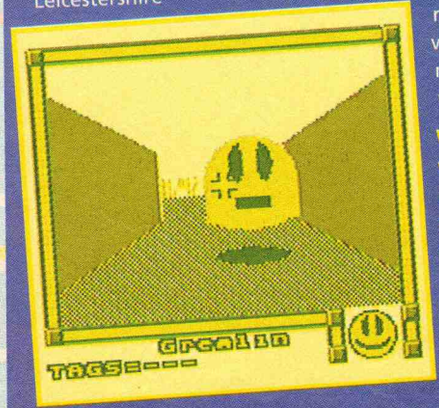
We've had no American footy games released in the UK, but there was a two-player baseball game, called (wait for it, wait for it!) Baseball. This has since been deleted, but if you hunt around in the small ads you might pick it up. It actually plays quite a good two-player game. **STEVE**

Good on the Game Boy!

Dear Andy and Steve,
A few questions:

1 Please could you tell me what you reckon the best game is for Game Boy?

2 Is there a release date for Pac Man on the Game Boy or is it already out? And if it does come out, how much will it cost?
Lee Chapman
Leicestershire



Dear Lee,

1 There are loads of great games for the Game Boy so it's really hard to pick out just one. If you haven't already got them try Bill And Ted, Dr Franken or Bart Simpson, they're all fab. **STEVE**

2 No, but let's face it, Pac Man's a boring pile of old dross anyway. If you want some fun running around a maze then why not try Faceball 2000, it's much more fun and it's in 3D as well. **ANDY**

Who needs poxy old Pac Man when Game Boy gamers have fantastic Faceball 2000? No-one, that's who! (Sega owners enjoy playing Pacmania on the Master System but that's just because they've grown accustomed to dull games.)

the Game Boy now. **STEVE**

2 Probably. Colour screens are usually back-lit LCDs so in fact the darker it is, the better you can see the screen. **STEVE**

3 Baghead is our despised 'art' person. He and Vicky ('Masher' Mitchard) put our wonderful words and pictures on the page and make them look good(ish). **ANDY**

Cheat cheek!

Dear TOTAL,
I love your magazine and I think Andy and Steve are mad. But I don't think your tips are clear, so could you tell me about a cheat or a tip book on most of the Nintendo games in Britain, or have you got a fact file that has cheats or tips inside it?
Dan Bryant (your greatest fan)
Avon

Dear Dan,
WHAT!? Our tips not clear!!? I'll let you know that our tips are the best in the entire universe and anyone that disagrees can push off and play Sega games! **ANDY**
Calm down, Dyer. We've only seen a few Nintendo tips books and, to be honest, we don't think they're up to much. Besides, if you want specific tips on a certain game, why not write in to our Q+A page? **STEVE**

Gimme some stick!

Dear Steve and Andy,
I read your article on joysticks, but you didn't seem to like any of them. I am thinking of buying a joystick, but not a pad. I already have a pad, but I don't like it very much, because I am used to joysticks from the arcade.

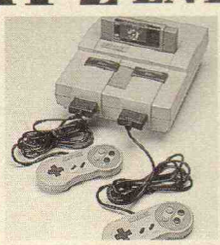
So could you put your collective heads together and choose which one you think is the best (it doesn't matter about cost).

I have a NES system, and I can't seem to play Off Road with my control pads, the car just goes in any direction it wants to. Is it my pads or do you need a joystick to play the game?
Jonathan Hooper
Somerset

P.S. Don't put your magazine down all the time, this

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Money for nuthin'

Dear Thicky and Steve,
I think your mag is fab-o-brill, dudacious, excellent, awesome, triumphant and bodacious... (try saying that three times fast) it's so... (here I go again) fab-o-brill, dudacious, excellent, awesome, triumphant and bodacious that in the Spill The Beans questionnaire in Issue 3, I couldn't draw myself to cut up my TOTAL. I hope you do it again and do it on a loose piece of paper.

I want to get a Super NES but I probably won't because my Dad is broke and I have £10 in my piggy bank (don't laugh) and I only get 50p a week (don't laugh) and at the end of the month I've got £2.00 and then I buy your mag, leaving me with 5p. Maybe I should stop buying your mag (don't cry, I was only joking). And that means I should be able to afford a SNES sometime in the next 2,000,000 years (*249.9 years to be exact – Steve*).

I hear Turtles 2 is coming out. I would like to know when and how much it will be (I hope I got you believing I can afford it). My friend says Shadow Warriors is good but you say it's rubbish. My friend says that the graphics are good but you say they are not. This confuses me, please put me straight.

My other friend says the Game Boy graphics are better than NES's graphics – is this true. I'm 12 years old (I'd just like to tell you that). Bye.
Luke M Puig
London

Well if I was you, I'd copy the questionnaire out by hand to save cutting up the page. **ANDY**
Yes... well you would, 'cos you're thick. The NES version of Turtles 2 (the coin-op) will be with us soon – hopefully we should be reviewing it in the next issue. **STEVE**

Yep, to be honest, we thought Shadow Warriors was pretty crap. The graphics are cluttered and clumsy – they're not a patch on the likes of Blue Shadow or Power Blade. And as for playability, it's fun for the first few levels, but soon grows incredibly frustrating. You character has random death visited upon him time and time again, and the tricky jumping doesn't help either. No, sorry, but if your mate likes it then he's as mad as three plates of spaghetti called 'Irvin'. **ANDY**

The graphics on the Game Boy are good and the graphics on the NES are good, but how can you compare a screen that is full colour to a screen that only has shades of grey? **STEVE**

I wanna be converted!

Yo TOTAL,
I am in doubt whether or not to get an American conversion, are they worth £20.00 or can you buy the American carts and use them in an unconverted Uk machine.

Here are a few questions for you:

1 Why are terrible games with terrible graphics worth about £50?

2 Will there ever be an art cart for NES or SNES?

3 Why do you like Mario 3 so much, I find it completely boring?
Chris Eccles

Only get the conversion done if you're sure of getting a steady stream of games from the US, 'cos no-one seems to import them these days. **STEVE**

1 Er... they aren't. If they're terrible, don't buy them. **ANDY**

2 I think there's an art package for the NES in America, but to be brutally honest, the NES isn't really the best thing to draw on – what's the matter with paper and paint? **STEVE**

3 Oh. **ANDY**

TEENAGE MUTANT HERO TURTLES II THE ARCADE GAME™



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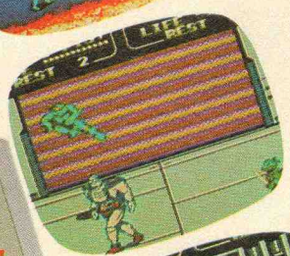
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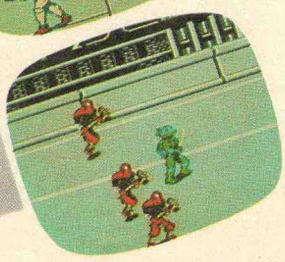
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is the first time I have read it and I thought it was very funny, and very interesting.

Dear Jonathan,
Of the joysticks we reviewed, we reckon the Konix Speedking has to get our vote (Konix can be contacted on 0495 350101). However, we're hoping to do another joystick round-up next issue (we couldn't fit it in this one), so we might change our minds by then. **STEVE**
I dunno what's the matter with Off Road – it works perfectly well on our NES. Maybe you should RTFI – read the flippin' instructions! **ANDY**

Why, oh why, oh why...

Dear TOTAL,
Congrats on a good mag that was surely needed to fill a gap in the market-place. But, pleeease refrain from the incessant use of adding 'y' to the end of words. Youy knowy whaty I meany-type thingy. OK, you can do it once or twice per mag. The first issue was the worst – or have I become acclimatised by now?

Why, pray tell, is the Game Boy universal – it will take the same carts in any country but not the NES? Also the new colour Game Boy will be compatible with older black and white games, but the Super NES won't run standard NES carts – or will it?

I await a reply with interest.
Mark Wood

Dear Mark,
Don't be such a party poopy.
ANDY
The main difference between the Game Boy and TV-based consoles is that the Game Boy carries its own screen and power supply. The NES and Super NES must be compatible with the electricity supply and television standard of the country that it's sold in (which is practically different for every one). This can effect the way games run and so each country's machine has carts produced specifically for it.

However, the main reason for country-specific carts is that it enables games manufacturers to control which games are released, where and when. It would have been easy enough to include a security chip in the Game Boy so that Japanese or US carts wouldn't work in it. Why Nintendo decided against it this time is anybody's guess. **STEVE**

What a pity, no Sim City

Dear TOTAL,
I have a few questions to ask:

1 The Sega has a converter for the Master System to the Mega Drive. Will we get a converter from the Super NES to the NES?

2 Rumours say that Sim City will be made for the Super NES. Is this true because it is one of my favourite games. Do you think it will be on the NES?

Somebody from
Llanelli, Wales

Dear Somebody,

1 Sorry, there are no plans for a SNES to NES converter. **ANDY**



Town planning, Sim City style.

2 As you said, Sim City will soon be available for the SNES, but it's a very complex game. Sorry (again) but it's pretty doubtful if a version will ever appear for the NES. **STEVE**

Shadow Warriors – the great debate!

Dear TOTAL,
In January I bought Issue 1 of TOTAL expecting it to have brilliant reviews and full Nintendo coverage. After reading it I wasn't too disappointed.

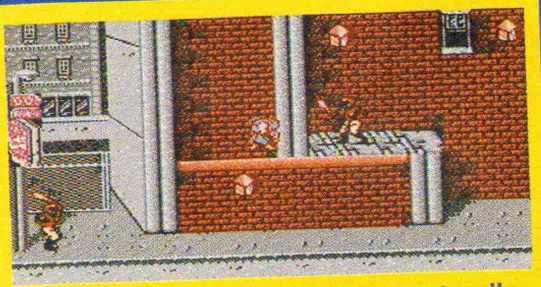
Then in February I was a bit disappointed but still enjoyed reading it. I have recently bought Issue 3 and I was appalled. There were less pages and reviews and even those were crap.

Also I was reading one of the letters and on it you replied that the Mega Drive games were tacky rubbish. Being an NES and Game Boy owner I still think Mega Drive games are better but I would not buy a Mega Drive.

The thing that really made me mad is that you gave Shadow Warriors 47% but in Mean Machines it had 90%. On reading that review I bought the game and it's one of the best games I have got and I have 22 games in all. So Mean Machines is still the best magazine around.

I am only going to buy the next issue to see if you have printed my letter but you probably won't because you don't want people to know how rubbish your magazine really is.

Jonathan Bates
West Bromwich
P.S. Save all the sarcastic remarks.



Impressive looking game, huh? Er... not really. We think Shadow Warriors is dull, tedious and infuriating. So what do *you* think?

Dear Jonathan,
I stand by our comments about the Mega Drive. True there are some good games for it but an *awful* lot are complete dross. You even say yourself that you wouldn't buy one!

As regards Shadow Warriors, well I played it a lot and thought it was pretty good at first. But as you play though the later levels you just die over and over and over again. It gets incredibly frustrating and *that's* why it received such a low mark. I guess we just can't please everyone.

If anyone else thinks we got it completely wrong or right why not write in and let us know? **STEVE**

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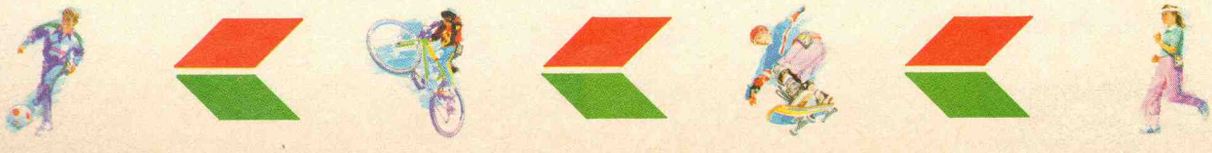
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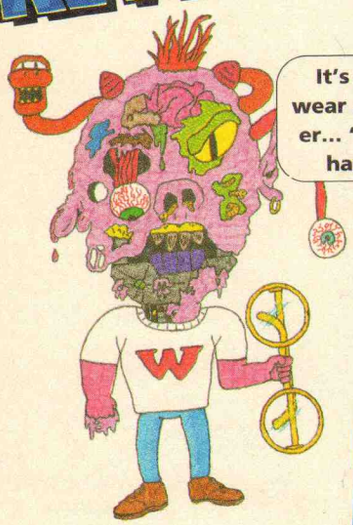
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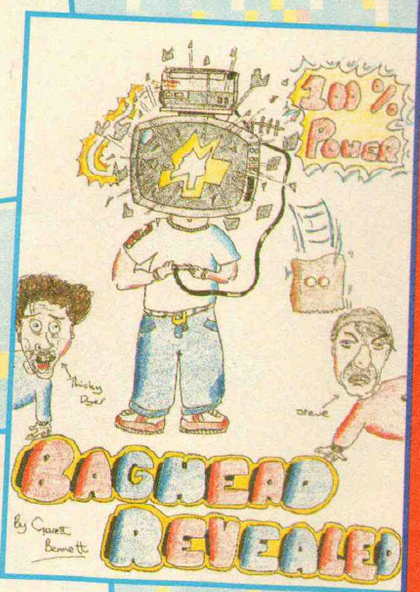
BAGHEAD REVEALED

In issue 2 we asked you to show us what Baghead looks like under his bag. Here are the best entries and the final winner!



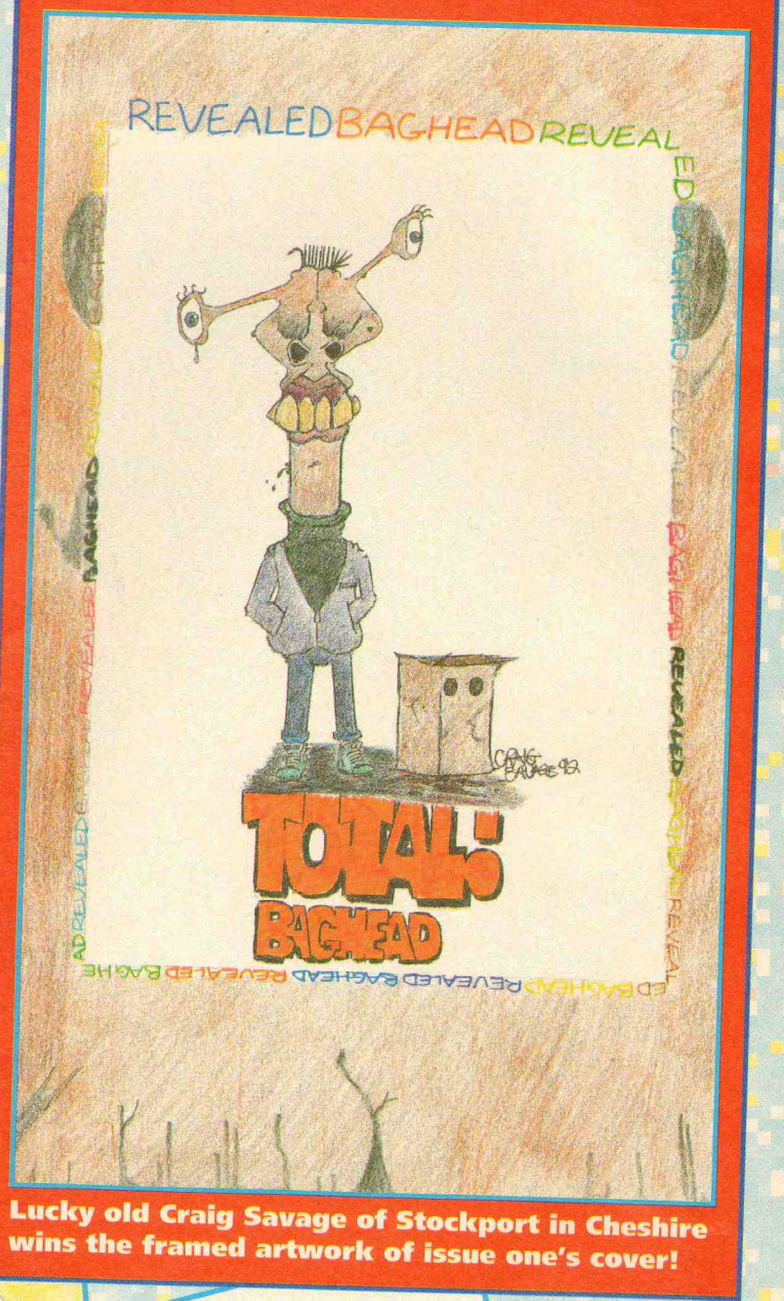


David Thomas
Patchway, Bristol



Gareth Bennett
Lichfield, Staffs

The Winner!



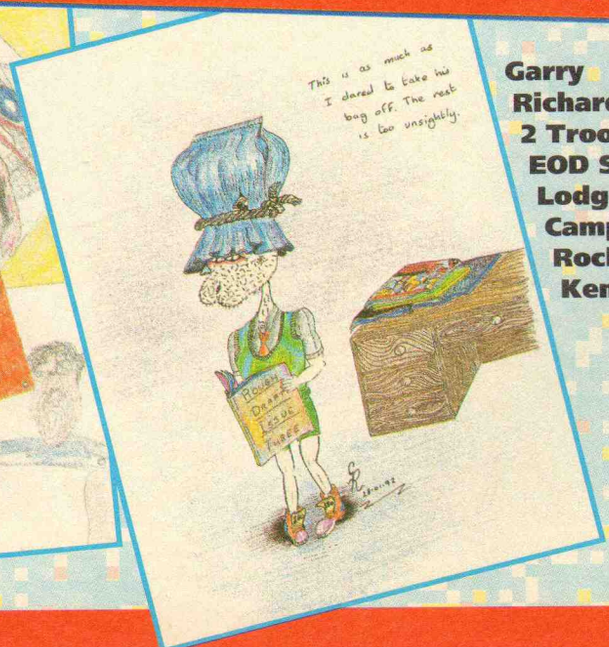
Lucky old Craig Savage of Stockport in Cheshire wins the framed artwork of issue one's cover!



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Simon Beswick
Reddish, Stockport



Garry Richardson
2 Troop, 58 EOD Sqn
Lodge Hill Camp,
Rochester, Kent

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F-ZERO

The Golden Fox banks sharply taking a severe hairpin. Now imagine all this moving at breathtaking speed... welcome to F-Zero!

Regular readers of TOTAL! (you *are* all nice and regular aren't you?) will have already seen a few pictures from this race game and heard us wibble on about how good it is.

Well now I can say for definite: this is the best racing game you'll find on any console anywhere. If you've just bought a Super NES or are thinking about getting one, this is definitely one cart that you must add to your collection.

It's not very complex – there aren't any gear changes or anything, and you don't have any hilly bits – but by 'eck does F-Zero play a mean game!

The SNES's mode 7 is used to spectacular effect, producing a complete and stomach-churningly realistic roadway in gorgeous 3D.

OVERTAKERS

Realistic 3D graphics born to stun. Beautiful animation, plus a control method slicker than Andy's hair gel

The nice thing about it is that you get a lot more freedom of movement than with other racing games. You can actually turn around and drive down the course the wrong way!

Of course there's a bit of plot, if anyone's interested, involving some geek called Captain Falcon (he drives the blue ship-type thing) and a couple of other alien dudes.

There seems to be some sort of championship going on and lots of intense rivalry but, to be honest, you can completely forget about this. F-Zero is a race game, pure 'n' simple.



Uh-oh! Junction ahead – remember, mirror, signal, manoeuvre, then put yer foot down!



These grey slow-down blobs turn boy racers into Sunday drivers. Avoid 'em at all costs.



The purple patchwork also slows you down and kills your power, so jump over 'em!

One owner, low mileage and hardly ever raced. Hardly...



BLUE FALCON
ENGINE UNIT : BF-2001×4
MAX POWER : 3200ps
MAX SPEED : 457km/h
WEIGHT : 1280kg
ACCELERATION
km/h

This is Captain Falcon's craft. It's a good all-round vehicle with decent acceleration and an acceptable top speed. But more importantly, it's a lovely shade of blue

WILD GOOSE
ENGINE UNIT : ES-8302×3
MAX POWER : 3670ps
MAX SPEED : 462km/h
WEIGHT : 1820kg
ACCELERATION
km/h

The lean, mean, green machine Wild Goose is another good all-rounder, with able acceleration and a high redline. It's a heavy machine, though, so the controls are a tad sluggish

GOLDEN FOX
ENGINE UNIT : GF-2614×4
MAX POWER : 2950ps
MAX SPEED : 438km/h
WEIGHT : 1020kg
ACCELERATION
km/h

The Golden Fox craft is an odd fish. It accelerates so fast it'll weld your eyeballs to the back of your skull, but only cruises at 438 km/h, which is a bit of a dawdle really

FIRE STINGRAY
ENGINE UNIT : RS-5025×2
MAX POWER : 3800ps
MAX SPEED : 478km/h
WEIGHT : 1960kg
ACCELERATION
km/h

The Fire Stingray is a bit of a pimpmobile really, what with its pink paintwork and boy racer flames. It's slow to accelerate, but it really grips the road, even at top speed

At the start of the Grand Prix, you choose your transport from this quad of mean machines. Each one has its own unique handling characteristics.

Playing it is simpler than tricking Andy D into making the coffee. You steer with the joypad and accelerate by pressing button B. You can also bank the craft with the 'L' and 'R' pads on the front of the joypad to help getting round those ever-so-sharp corners.

Every time you complete one of the five laps needed to win the race, you pick up a Turbo boost so you can burn up the track. And to see just how fast mode 7 operates, try this: reach top speed, hit a speed-up arrow (you'll see these dotted around the later tracks) and then hit your turbo button. Eek!

If this doesn't give you an adrenaline rush, forget it, man, you're dead.

Considering this is one of the first games that Nintendo wrote for the Super NES, F-Zero is very well put together. Not only does it show off the graphics hardware to superb effect, it also plays a very good game.

The opposition is just mean enough, the courses are of devious design and the attention to detail is wonderful. Choose the blue car and you can actually see your little blokey moving from side to side in the cockpit!

Turn sharply and sparks fly off the side of the car as it grazes the track. And, as you speed up, the car's exhaust gases glow hotter and hotter. There's even a battery back-up so your best lap and course times are saved for posterity!

Formula One Ayrton Senna Pit Stop Grand Prix-style racing fans may not think it's up to much, but you'll have to look long and hard to find a better speed thrill. F-Zero is a real blast! **STEVE**

UNDERTAKERS

It's just a shame that there are no head-to-head options, hilly bits or gear changes to further challenge your driving skills



These flashing arrows are speed-ups. Drive over them (and then start praying!).



If your power bar (top right) gets low, drive over the 'pit lane' for a quick surge!

F-ZERO

Looks
■ Stunning! Graphics give you a real rush of stomach-churning, race-course fear

Sounds
■ What's here is excellent, especially if you listen in stereo! Tunes are a bit weird

Gameplay
■ An ace racer this – you're gonna need all your skills, speed and guts to get round

Life span
■ Three leagues and three difficulty levels to sort the men from the boy racers

TOTAL!



Want to overload your nervous system, enjoy a great race game or simply impress your mates? Plug yourself into F-Zero and let 'em rip!

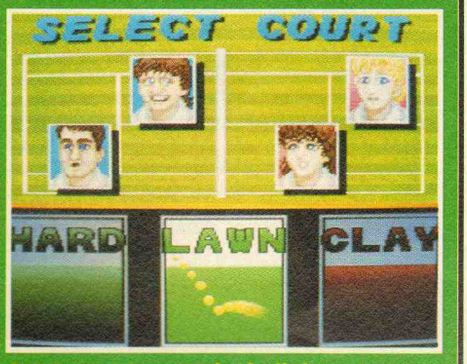
Final rating 91 Percent

SUPER TENNIS

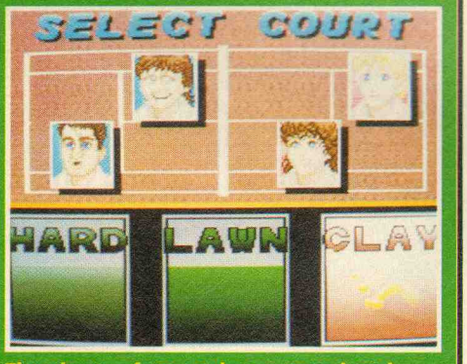
Sorts of courts



This surface is made of concrete, so the ball bounces higher and moves quickly.



On a grassy court, the ball doesn't bounce very well but still moves fast.



The clay surface soaks up speed and bounce, making it tricky to play on.

BALL'S OUT

Er... you could lose most of your friends because all you want to do is stay home and play Super Tennis!

Super Tennis is not just an above average tennis sim. It is, in fact, a stunning tennis sim. And before you cock a sideways glance at the screen shots and mumble 'looks a bit crap to me', let me say that instead of farting around with lots of groovy-but-useless special effects, the programmers have opted to keep the visuals simple.

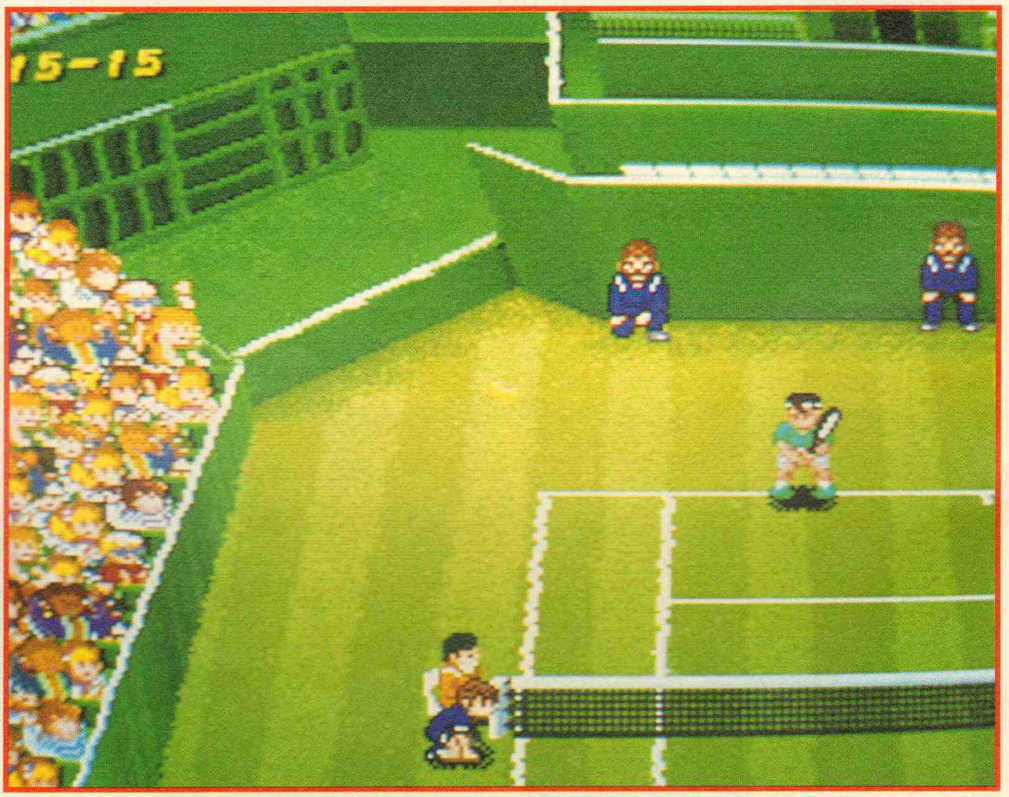
Instead, they've devoted almost all their energies to the gameplay, so creating what must be one of the most accurate tennis games ever to grace a telly screen.

The six fire buttons on the SNES make it pretty versatile as far as play options go, and all of them have been used to the full. There's a load of different strokes you can play, including serves, light volleys, strong volleys, slices and lobs – and that's not all.



Every tournament's court has a different surface. Erm, this one's dirt.

For SNES (1-2 players) **From Nintendo** **Price Unknown**



Typical! My complete twonk of a player misses yet another ace serve and the ball goes dribbling up the corner of the court. Still, at least now you can see the spectators and stuff.

All the world's a centre court



In the tournament you get to enter competitions all over the world...



... Like, for instance, I can get horribly beaten in exotic places like Rio.



Typical, once again I've been slaughtered by the computer. Tennis? Pah!

You can put spin on the ball, perform overhead smashes and even use the left and right buttons to swerve the ball across the court. But of course, like real tennis, these skills aren't mastered overnight and at first you won't be able to sort out your spins from your slices. This doesn't last long and you soon get the 'feel' of the options, placing your shots with unerring accuracy – almost!

Well there you go, you can do pretty much everything here that you can in real tennis. But it ain't gonna be much fun against a computerised opponent all the time.

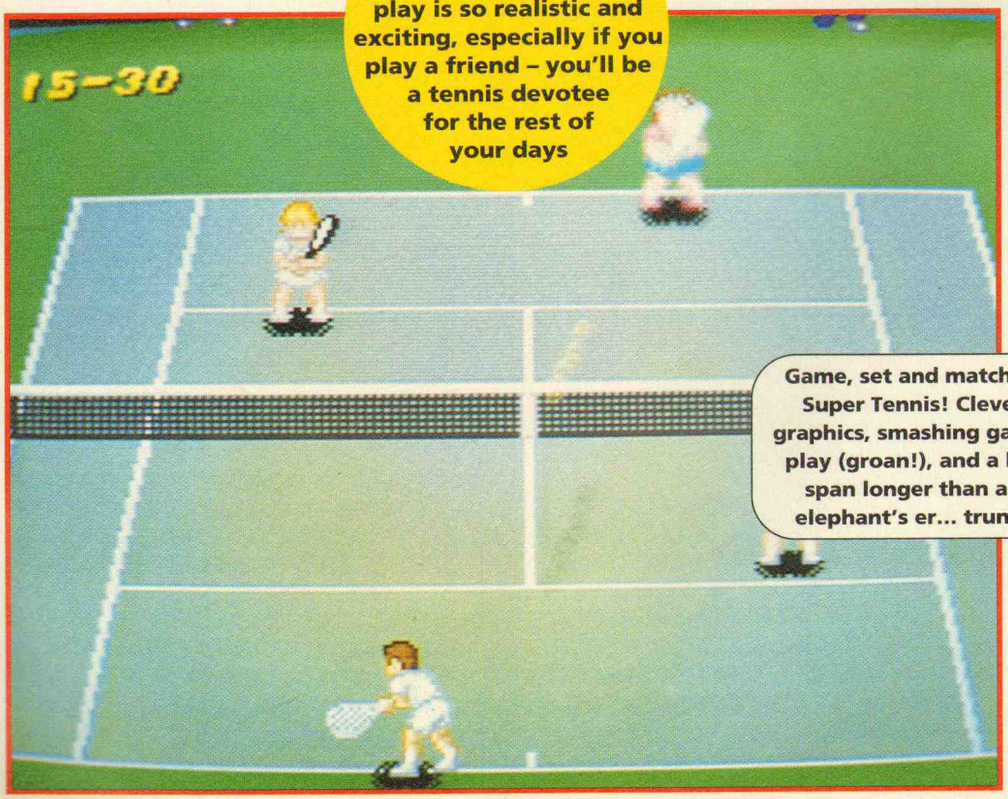
So it's probably a good job they've included 20 opponents (ten male and ten female), each of which has different strengths and weaknesses. Take Matt, he's an old hand at the game who's very consistent, whereas Rob doesn't always come up with the goods, despite a super-sonic serve.

But the game really comes to life when you play another human, especially if he or she is about the same standard.

Suddenly discovering a new shot and demolishing a friend's morale is a real hoot, until of course he does exactly the same to you. It all gets terribly frustrating and tempers flare, but then that's the real joy of it. Now I know why MacEnroe behaves like such a pratt on court (you should see ol' Misery Guts in a losing strop!).

I've seen quite a few tennis sims in my time and they all pale into insignificance next to this. The only reason it didn't get 100% is because there are no digitised piccies of Annabel Croft in one of those cute little white skirts which lift up when... (*I think that just about wraps it up – Steve*). Yes, well, I'd buy this if I were you. **ANDY**

ACES
The best tennis sim ever! The gameplay is so realistic and exciting, especially if you play a friend – you'll be a tennis devotee for the rest of your days



I've decided to have a doubles match with Misery Guts against the computer. We're playing on a hard surface against two girlies (who'll probably thrash us senseless and then laugh).

Looks
- Pretty smart – the visuals aren't wow but they're uncluttered and work well

Sounds
- What can you say about sounds that make you think you're at Wimbledon?

Gameplay
- Learn all the moves and there's nothing you can't do – it's just like the real thing

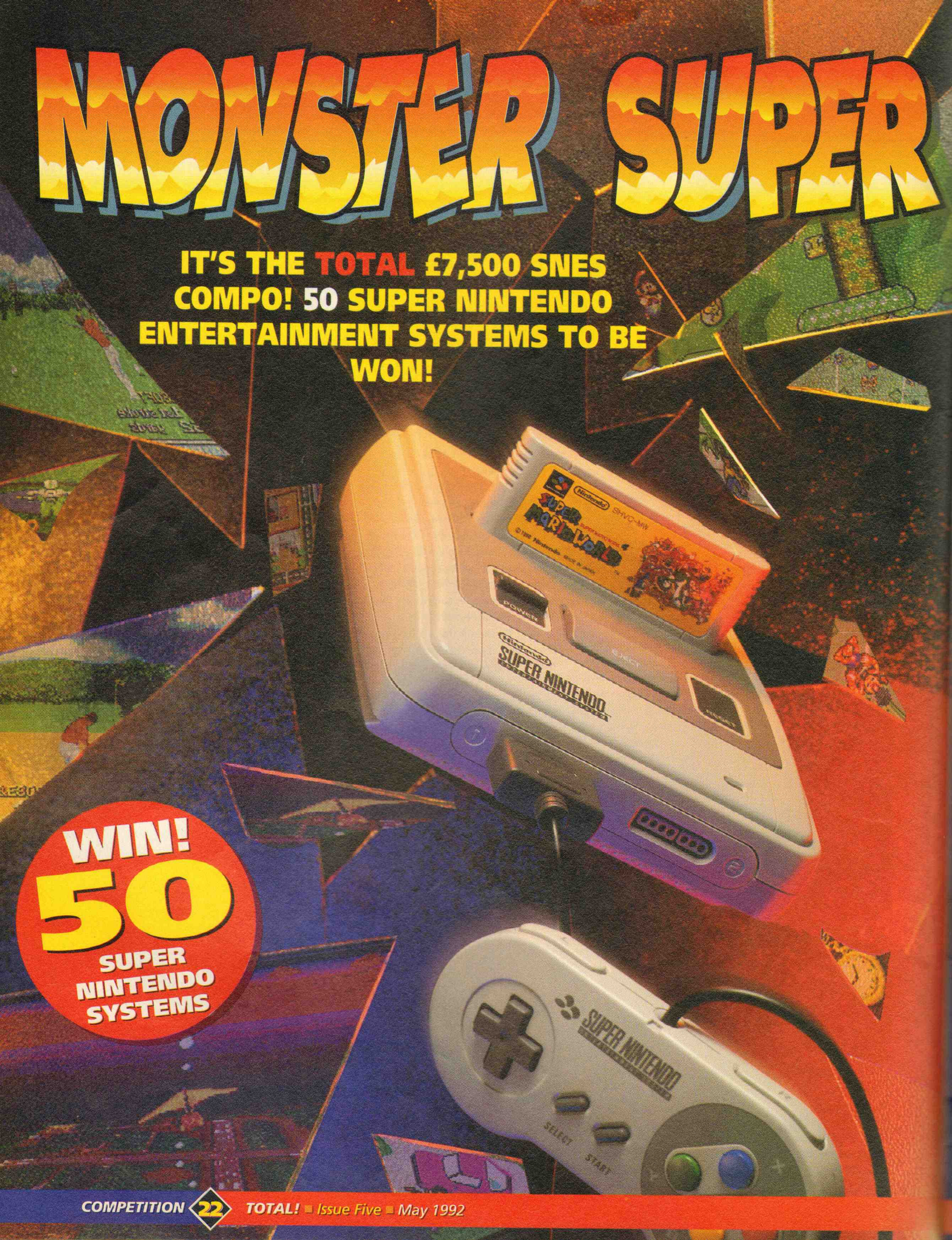
Life span
- You'll never tire of playing a friend – even the computer offers a real challenge

Game, set and match to Super Tennis! Clever graphics, smashing gameplay (groan!), and a life span longer than an elephant's er... trunk!



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NES COMPO!

We've gone on and on about how spanky Nintendo's new 16-bit console is... well this is your chance to win one for yourself.

We want you to put your thinking caps on, wear your wondering hat, bear your beret of brainpower, carry your chapeau of concentration, sport your sombrero of speculation, don your derby of decision – er... yes.

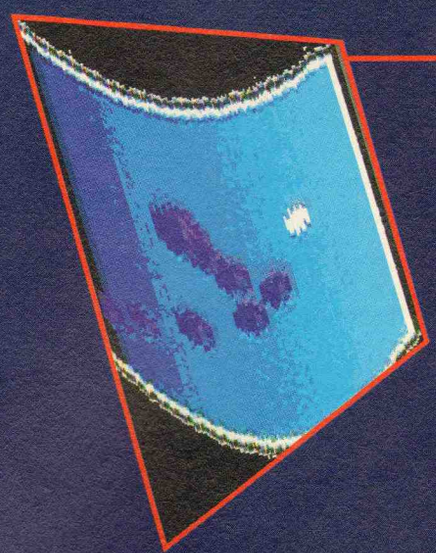
Well, basically we want you to look at the three pictures on the right. They're bits of screenshots from this very issue taken from a Super NES review, an NES review and a Game Boy review. However, each screenshot might be upside down, back to front, distorted, re-coloured, whatever (we're not just *giving* these Super NES consoles away you know!).

All you have to do is scour the mag and find which games they're from within this issue. Once you've matched the screenshots with the games, we want you to write down the names of the games A, B and C on the back of a postcard or sealed envelope and write down your name, age and address.

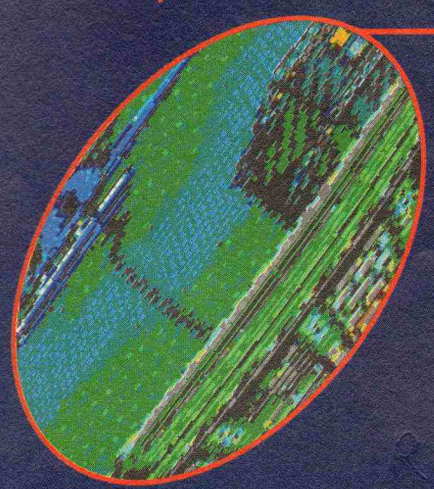
Push it into your local, friendly postbox (not post*man*, we hasten to add) and hope you've included this address on the front:

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Entries must reach us by May 21 or else you'll win the second prize of 'naff all' (and we've got lots of that to give away!).



SUPER NES SCREENSHOT A: Easy. You've got a 50/50 chance with this one!



NES SCREENSHOT B: Hmm... getting trickier? Maybe you could do with some help?



GAME BOY SCREENSHOT C: Oh stone me! This could be any old flippin' game!

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Review info

Our reviews are here to help you out. We won't pretend to know exactly what games you like, or even what bits of games you fancy, but what we're trying to do is point out as much as we can about a game so that your buying choice is made that much easier. A good start is for you to look at the 'thumbs up' and 'thumbs down' bits.

GOOD THINGS

Anything that particularly makes us say 'Wowzer!' we mention in this little section here

BAD THINGS

But if there happens to be some cringe-worthy aspects too, we'll be sure to bung 'em in here

But that's nowhere near enough information if you're about to spend 40 quid. So in the ratings box at the end of each review, we give individual scores for graphics, sound, gameplay and lifespan, and give a brief summary. Then, if you really want to know everything about a game, go back and read the main review.

TOTAL!

Looks

■ **Will your eyes be on stalks or your lunch on the pavement? We'll tell you here**

Sounds

■ **Good sounds can really add atmosphere to a game so they're covered right here**

Gameplay

■ **The rest be damned! If the gameplay's not up to scratch you've had it. Read this!**

Life span

■ **And what if you can finish your brand new game in no time? We warn you here**



Wherever you see this strange white blob coming out of our foreheads you'll know it contains our exact feelings on a game

Final rating 91 Percent

This month

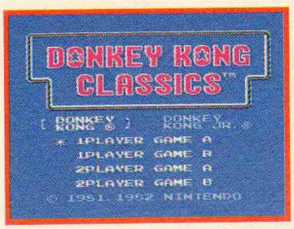
As promised, here's Thicky's welsh accent: 'There's lluverly, Llook you see! rev-yews!' Next month, Somalian!



Super Mario Bros. 2

Page 26

TOTAL slips through a rift in the space-time continuum and follows up its review of SMB3 with the complete low-down on Super Mario Bros 2. Er... Next month we'll be reviewing SMB74.



Super Mario – This is your life

Page 28

Mario's been around for a lot longer than many of you may have realised. Come with us on an epic journey into the little guy's dark and sordid past.



New Zealand Story

Page 30

Tiki the baby Kiwi is up dollop creek without a shovel. All his friends have been kidnapped and you have to help him save 'em in this stunningly good coin-op conversion. Page 30, quick!



Ghostbusters 2

Page 32

Bustin' time again, but although the gameplay is an improvement over the Game Boy version, it might just be a tad too easy for all you expert gamers. Slimer's waiting for you on page 32.



Rainbow Islands

Page 34

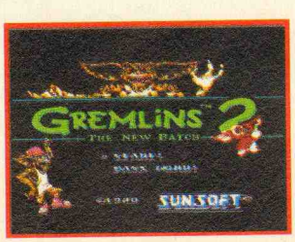
Rainbow Islands is the follow-up to Bubble Bobble, and though the curious gameplay might not be everyone's cup of tea, there's no denying this is as slick a game as you're ever likely to see.



Rescue Mission

Page 36

Nice idea, shame about the tedium. Storming an embassy to release the diplomats from a gang of terrorists might sound like action all the way, but this game plays at a plodding pace.



Gremlins 2

Page 38

Gizmo the Mogwai spawns another litter of ghastly Gremlins in this polished maze-exploring blast. It's pretty hot but surely 50 quid is enough to put off even the most ardent film fans.

TOTAL!

NES REVIEWS



Control one of four heroes. There's Mario, Luigi, Toad or Princess Toadstool.



After each level you meet a boss like this. Pick up and lob his eggs back at him.



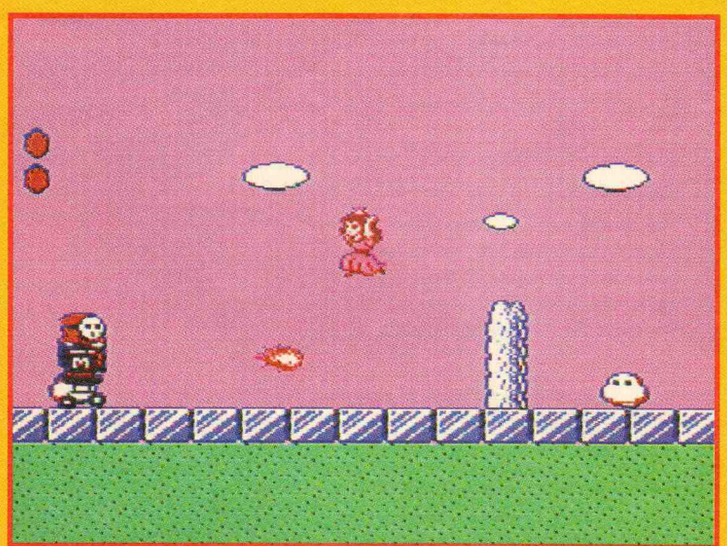
If you collected any coins, you get to play this. Three of a kind gets you an extra life.

SUPER MARIO BROS. 2

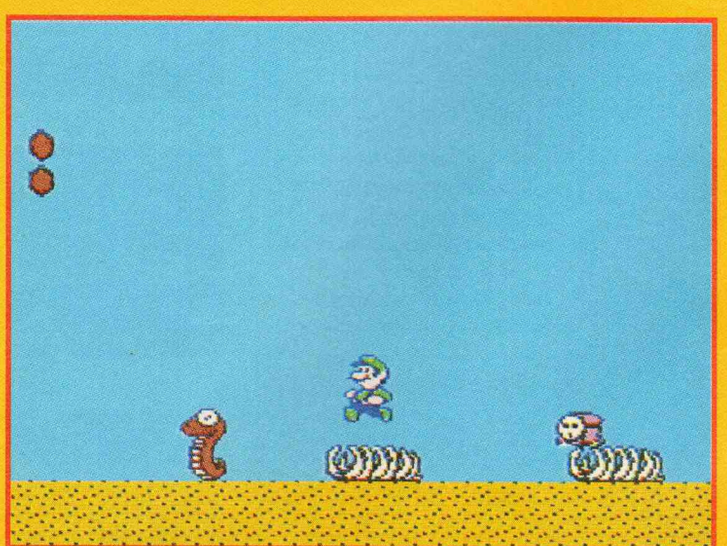
For NES 1 player **From Nintendo** **Price £40**

That little Italian plumber is such a popular guy, it seemed stupid not to review the second of his adventures and so here it is. It doesn't seem to matter what game he appears in, people love him regardless, so it comes as no surprise that SMB2, despite being the weakest of the three Super Mario games, has already done phenomenally well.

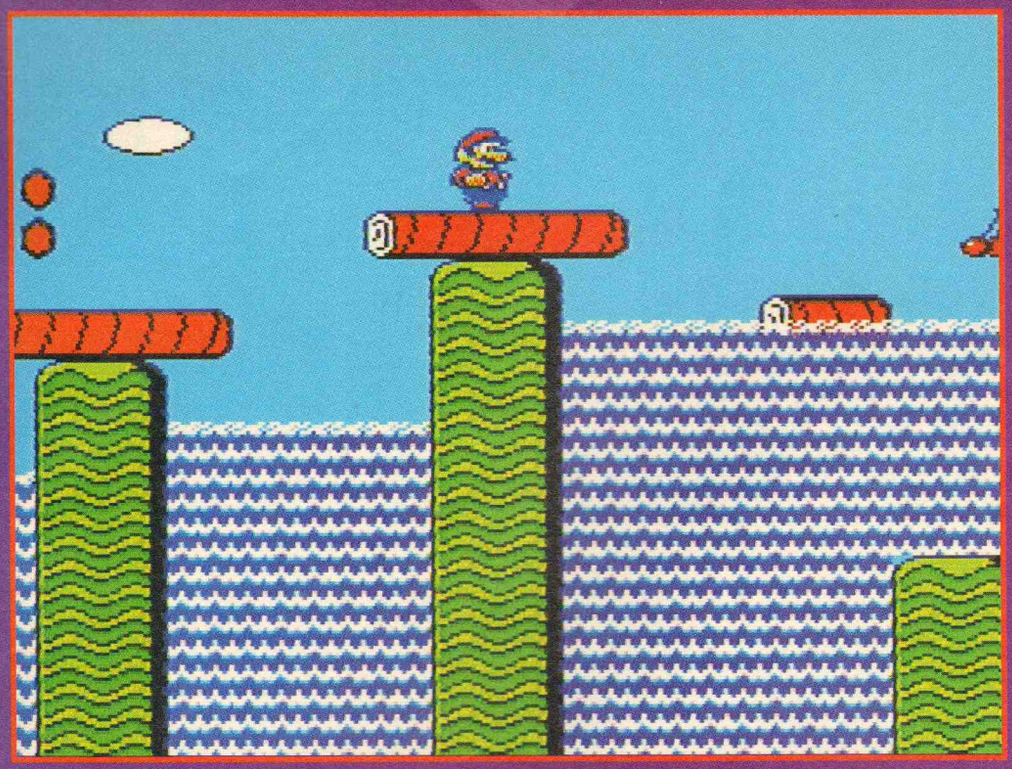
If you've seen SMB and SMB3 (and who hasn't?), you'll know that they're both fairly similar in style. But it would appear that the programmers experimented a little with this installment because not only is the gameplay somewhat different, you can also control one of four characters. Mario is much the same as ever, but take control of Luigi and



If you're sick to death of Mario, why not take the Princess out for a spin? She can do prolonged jumps, but she's a bit slow.



How about laughable Luigi. He too can jump a long way, but he slides all over the place and his fast-moving feet are hilarious!



These logs are great to leap around on, but watch out for those ones in the waterfall. They eventually topple over the edge. And if you're not careful, you'll go over with them.

you'll find he slips and slides all over the place. Alternatively you can play the part of Princess Toadstool who can hover great distances in a single bound but handles a bit sluggishly. Or last of all take on the role of Toad, that mushroom-headed character who appears in SMB3's mushroom houses.

This choice of characters is a bit useless for the most part, but occasionally, you'll come across a level that can be completed more easily with the Princess's long jumps or something.

So onto the game itself. Unlike the other SMBs in the series, there's a fair bit of vertically scrolling scenery. Another difference is that you can't actually kill monsters by bouncing on them or using a fire flower. Instead you either uproot the vegetables that are scattered around and throw them at things or, and this is the stranger option, stand on top of one enemy, pick it up and throw it at another. It's different, but unfortunately, having to stop to pick veggies or grab monster is far less exciting than bouncing all over the enemies as in SMB3, and it also interrupts the flow of play a bit.

Another downer is that there don't appear to be all that many secret locations. There's the odd one or two but if you've already played SMB3 you might find this a bit shallow and unrewarding.

The thing is, as a game in it's own right, SMB2 is rather playable, but if you're a real Mario traditionalist, you may find the different approach a bit disappointing. It's not quite the Mario we all know and love but when all's said and done, Super Mario Bros 2 is still a right rivetting romp.

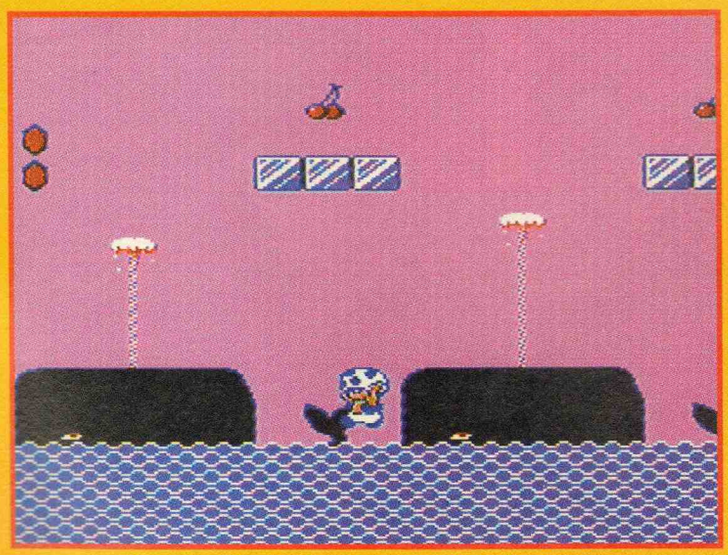
STEVE TOTAL!

PICK-UPS

If you'd never seen SMB3 you'd think this was brill. It's big, fairly beautiful, and still nice 'n' playable. There's more than enough challenge

PUT-DOWNS

You can choose four characters, but Mario's the only really useful one. Not being able to bounce enemies to death is a bit of a pain



There's nothing really special about Toad. He looks cute but Mario appears to handle slightly better so ignore this guy.

SUPER MARIO BROS. 2

Looks

■ Just what you'd expect. Better than SMB but not as varied or exciting as SMB3

Sounds

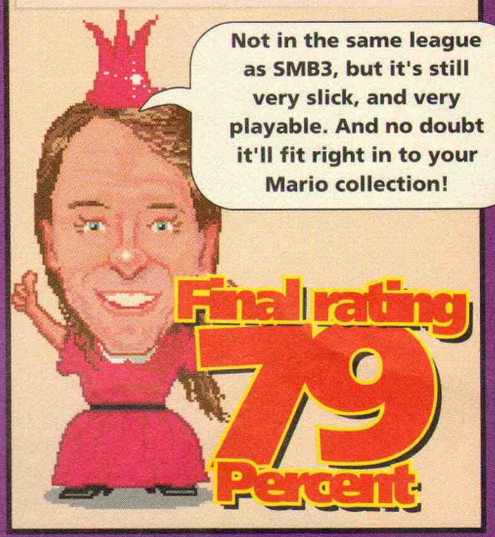
■ Some nice tunes but they'll eventually get annoying. A few decent effects

Gameplay

■ Not as energetic or involved as the other Mario games but still very playable

Life span

■ Not a massive amount to discover, but play it level by level and it'll last a while





If you pull one of these flasks from the ground, find a big patch of vegetables and throw it down. A door appears which...

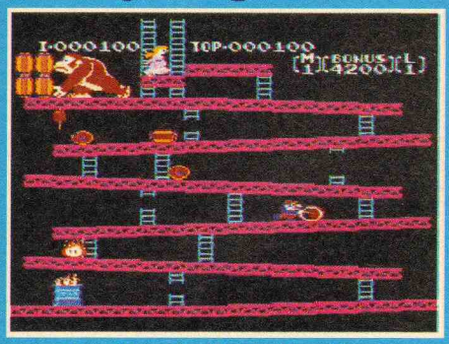


... Leads to this strange negative world. Pull some veggies and they turn into coins, but be quick – you only have a short time here.

MUSHROOM RATINGS
One – Pretty dire
Two – Still awful
Three – Average
Four – Well worth it
Five – Ultra fab!

SUPER MARIO

Donkey Kong



Barrel-bashing fun in Donkey Kong.

Donkey Kong appears on the Donkey Kong classics cartridge (£25), which also includes Donkey Kong Jr (see below). For some utterly inexplicable reason though, the NES version only includes three of the original game's four screens, missing off the second one entirely!

Also missing, for no immediately obvious reason, is the cute little cartoon intro where Donkey Kong climbs atop the scaffolding with Princess Toadstool clutched in his hairy hands.

Gone too are the little between-stage screens with lots of Kongs stacked on each other's heads to show which level you're on.

Apart from these niggles, NES Donkey Kong is practically indistinguishable from the real thing, but the missing level spoils the appeal considerably and the game quickly gets boring.

Donkey Kong Jr



Mario gets his own back on Kong jr!

Also on Donkey Kong Classics, Donkey Kong Jr. is a more successful attempt at capturing the coin-op.

All four screens are present and correct, but once more the little cartoon cameos which provide the game with its atmosphere and humour have been removed, and it leaves things feeling a bit characterless. Still, a near-perfect replication of the arcade gameplay.

So there you go – Super Mario Bros 2 reviewed, and all your gaps in the history of everyone's favourite video game hero well and truly filled in.

Or are they? Haven't you ever wondered just where our cute little plumber man and all his weird friends actually came from in the first place? No? Well push off then, because we're going to tell you anyway...

Empire State human

Mario (a plumber of Italian descent from Brooklyn in New York) was first introduced to the world in 1980, courtesy of designer Shigeru Miyamoto and a Nintendo coin-op called Donkey Kong (it was to have been called Monkey Kong, but a mis-spelled fax from the Japan to the US soon changed that!).

A revolutionary idea, Donkey Kong was the first coin-op to introduce the idea of platforms and ladders, and so spawned the game style which we see more of today than any other.

The idea of the game was for Mario to rescue his sweetheart, who had been kidnapped by the giant ape Donkey Kong and taken to the top of a building site.

Across four (yes, just four) single screens of action, Mario had to contend with rolling barrels, flaming fireballs, moving conveyor belts and deadly bouncing metal beams as he struggled to reach the top of each section of scaffolding – only to have his girl snatched away again and carried further up the building.

Finally, on the fourth screen, Mario got to knock away the beams supporting the massive beast and send him tumbling to the ground, re-uniting our hero with his chick until the game started all over again on screen one, this time harder and faster.

Despite the repetitive and limited gameplay, Donkey Kong was hugely popular and successful. It was probably the single most copied game in the fledgling computer market of the day, as every company under the sun tried to get in on the act. Naturally, a sequel was born.

Beauty and the beast

In the follow-up, Donkey Kong Jr, players suddenly found the roles reversed. After defeating Kong in the first game, Mario had captured him and put him to work in a cruel circus act.

Desperate to save his father from such a horrible fate, Donkey Kong's son sets out to rescue his dad from Mario's evil clutches. The game format was basically the same, with four screens of platforms and ladders (well, vines and chains in this case, but the idea's the same) to negotiate.

Finally, in a deeply ironic final scene, Donkey Kong Jr collapses the floor from underneath the cage where his dad is being held, leaving Mario to plunge to his doom while Donkey Kong senior is safely caught and rescued by his plucky offspring.

While arguably a better game, Donkey Kong Jr wasn't as successful as its parent, and the most interesting feature of the coin-op was the bug which allowed clever players to get infinite lives and play the game all day for 10p!

Mario Bros



Luigi gets shell shock in Mario Bros.

Hmmm... not sure about the availability of this one, but it was certainly produced on the NES and if you scout around you should be able to get a copy, eventually. This time nothing's missing from the original game, although it's *maybe* a fraction slower than the real thing.

Super Mario Bros



You *must* have seen this one before!

Currently supplied with all but the really basic NES models, Super Mario Bros is almost identical to the arcade game – most probably because the arcade hardware was basically an NES in a cabinet!

A perfect conversion of a brilliant game, this is still one of the very best NES titles there is – it's not hard to finish, but it's so playable you just keep on coming back to it anyway.

THIS IS YOUR LIFE!

Yet another sequel followed called, wait for it, Donkey Kong III. But as the designers became more experimental (Mario had to blast Kong off the top of the screen with fireballs), the addictive gameplay disappeared.

When Donkey Kong III was only moderately successful (and Donkey Kong IV was shelved), Mario disappeared for a while, returning only for a few guest appearances on Nintendo's LCD screen Game-And-Watch handhelds.

Brothers in arms

But in 1983, though, he made a sudden and unexpected comeback in the game which introduced us to his brother Luigi.

Mario Brothers saw the near-identical pair in a factory plagued by various beasties. The brothers had to dispose of these by the unusual method of headbutting the floor beneath the bad guys, and then jumping up and kicking them off the platform while they lay there stunned.

Although the scenery and enemies changed throughout the game, the whole thing was basically played on one screen. Sure, it was a fun and addictive game, but it didn't really grab the imagination of an arcade-inhabiting public and soon fell into obscurity. You can look through a thousand arcades today, but you won't find a single Mario machine...

Super, smashing, lovely

... Which made it all the more surprising when the Mario Brothers sequel turned out to be probably the biggest video game phenomenon since the days of Space Invaders.

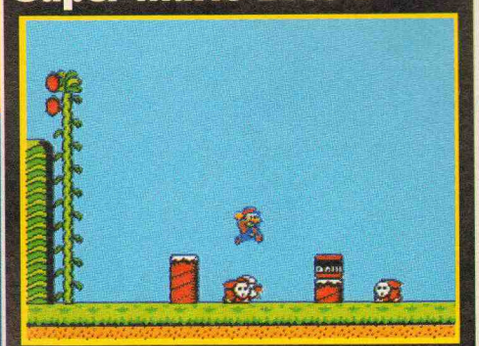
Super Mario Brothers was a sprawling and enormously playable scrolling platform game, which we won't go into detail about here because almost every single one of you should already own a copy. Indeed, it's probably true to say that the entire success of the NES console is due in very large part to the fact that it came bundled with Super Mario Bros. And that – because Nintendo wised up over licensing – the NES was the only machine on which you could play Super Mario Bros in your home.

In fact, this is the game responsible for a recent American survey which showed that a greater percentage of the US population knew who Mario was than could identify George Bush!

It's also the last true Mario game to appear in amusement arcades (unless you count Mario 3 and the Super NES's Super Mario World which have showed up on those naff Play Choice machines), so at that point we'll leave the history of Mario and take a look at his exploits on the home consoles...

TOTAL!

Super Mario Bros 2



Mario's blue in SMB two!

We've already covered this, so if you want all the biz on this sequel-to-a-sequel-to-a-sequel, check out the review on the previous pages.

Super Mario Bros 3

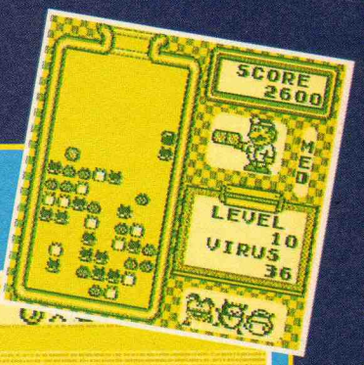


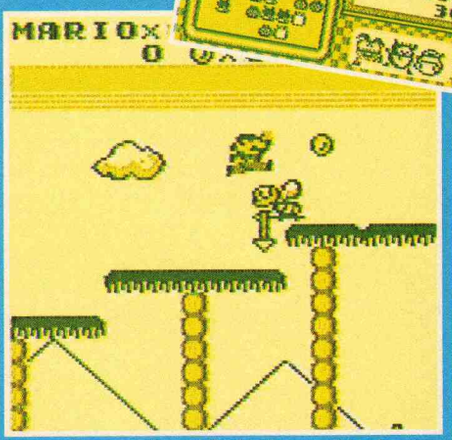
The best NES game of all time!

Returning to something much closer to the style of the first Super Mario Bros, Mario 3 is a gigantic and gorgeous game with possibly the best gameplay there's ever been on any console anywhere ever (phew!).

It scored a massive 98% in our first issue, and with the possible exception of its big brother on the Super NES, it's still perhaps the best game in the world ever. The most interesting thing about it, though, is that if you play it in two-player mode, it's also got a complete version of the first Mario Bros game hidden away inside it!

Mario sightings





As well as a star role in Super Mario Land, Mario also makes one or two guest appearances, like in Dr Mario.



Just ever-so-slightly the best Mario game so far. Super Mario World has 96 levels full of secrets and surprises.

Mario hasn't restricted himself to platform games entirely, though. Nor has he been confined solely to the NES and arcades.

He's also featured in traditional platform-style games in Super Mario Land on the Game Boy (brilliant stuff which scored 94% in issue one, and is still the best Game Boy game around) and Super Mario World on the Super NES (a staggering 98% in issue four).

And don't forget his fleeting appearance in Dr Mario – 64% in issue one on Game Boy, also available in the slightly more pleasing colour-graphics NES version. This doesn't really have any connection with Mario other than his name in the title and a little graphic of him throwing tablets onto the playing area!

MARIO CARTOGRAPHY

Donkey Kong Classics (NES) – £25
Mario Bros (NES) – deleted, but hunt around
Super Mario Bros 2 (NES) – £40
Super Mario Bros 3 (NES) – £40
Super Mario Land (GB) – £20
Dr Mario (NES, GB) – £35, £20

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

Tiki the Kiwi. Mmmm... you can probably tell what kind of a game this is going to be just from the name of the character you play, can't you?

This a highly unlikely tale involving a number of fluffy yellow kiwis (aren't kiwis supposed to be a sort of mucky brown colour?) which have been stolen from the zoo by a giant walrus. Oh boy.

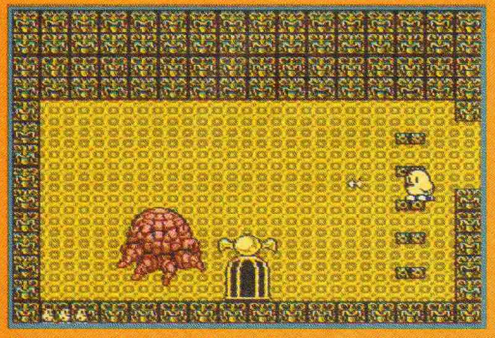
But wait,don't leap to conclusions. Tiki has escaped by jumping from the sack all his chums were carried off in, and now's his chance to rescue them from their cages in five multi-stage worlds of fun-packed platform-jumping, deep-sea diving and high-flying action.

New Zealand Story was a popular (if a bit culty) Taito coin-op a few years back, and it's been the subject of well-received conversions to just about every format there is, from the Spectrum to the PC Engine.

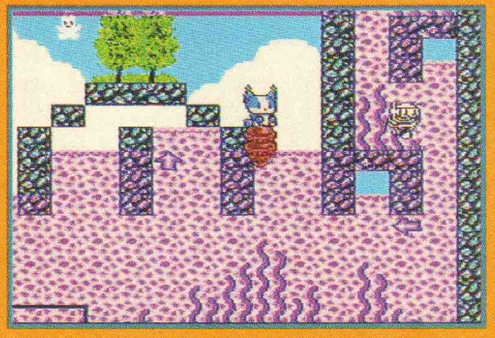


Boss one is a clever whale. He's clever because he seems able to survive without water.

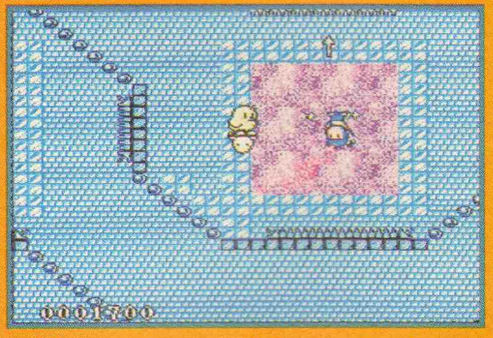
NEW ZEALAN



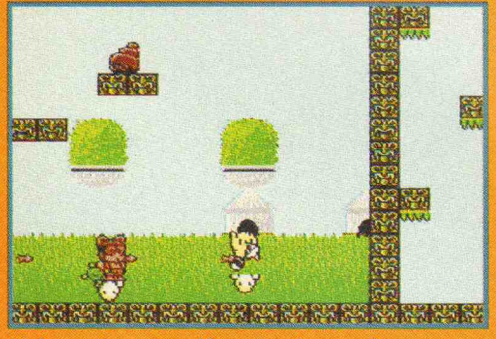
The second end-of-level boss spits bats at you so while you either avoid or shoot 'em, make sure you hit the beast itself a lot.



Gawd knows what level this is but Tiki's in a bit of a dilemma. Should he tackle the cat or stay underwater at risk of drowning?



Soldiers are just one of the enemies that float on these things that look like sheep's heads. Kill a baddie and nick his hover-head.



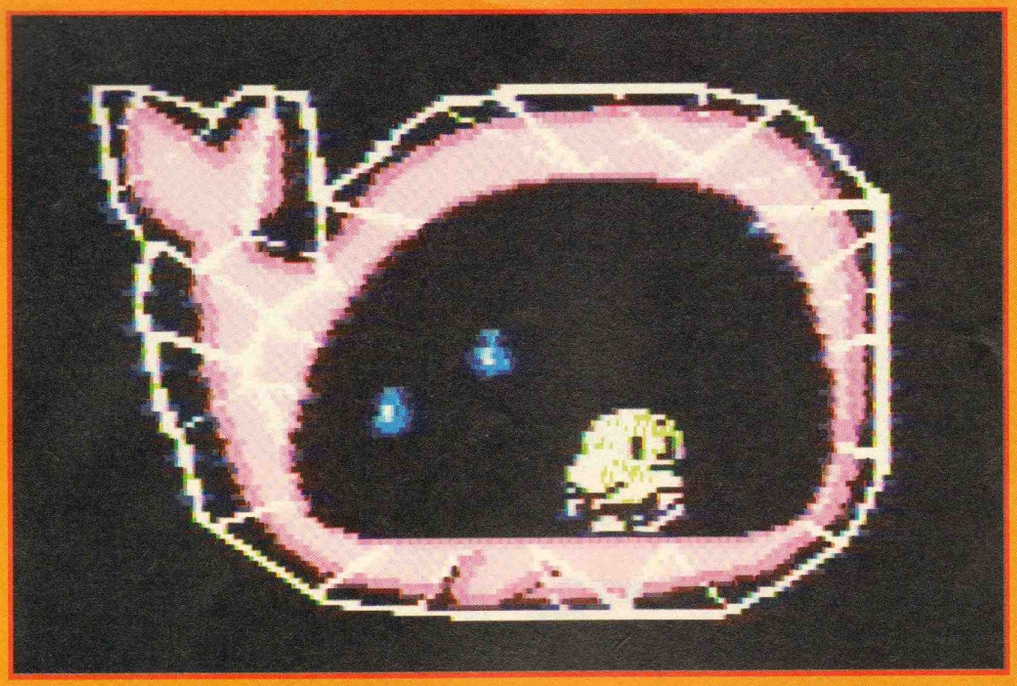
It doesn't matter if you've bagged a floating head. Careless Kiwis meet a grisly end, especially near goggle-eyed bears.



Our fluffy hero has nearly reached his goal. But one false flap and he could be swallowed up by this tentacled tree-beast.



Ha, haa! Revenge at last. And what cute little words will our feathered friend utter? 'Eat my arrow, vile teddy scum!' Ooh-er!



But his innards are vulnerable. When he swallows you up, shoot the wall of his stomach.

D STORY

NEW ZEALAND STORY

Looks

■ Absolutely gorgeous – and almost arcade-perfect. It's a bit yellow, though

Sounds

■ Great rendering of the bouncy arcade tune and lots of fine FX into the bargain

Gameplay

■ Sometimes fractionally slow, but so excellent you probably won't even notice

Life span

■ Huge levels and tons to discover. A big challenge that'll keep you at it for months

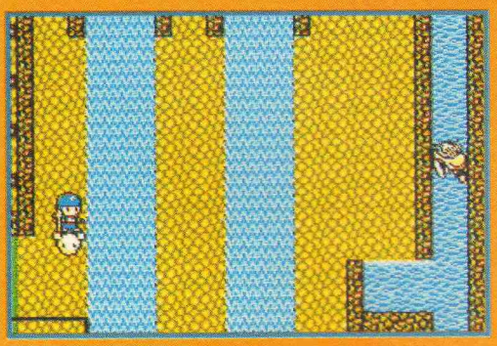


No doubt about it, this near-perfect conversion of a near-perfect coin-op is a game you've got to have in your collection. Get it – or migrate!

Final rating 93 Percent

KIWIS

Beats the Amiga version hands down! This is impossibly cute and technically awesome stuff!



Someone should have told Tiki that a snorkel is for surface-swimming and that an aqualung was required. Tough, bird-brain!



If you stroll slowly around admiring the countryside, your time-wasting antics will be rewarded with a vist from this demon.

If you've seen any of those games, though, you're in for a surprise, because this NES version is the best of the lot. The graphics and sound are practically indistinguishable, plus you get *all* the secret warps from the original coin-op into. This is a good thing, because New Zealand Story is such a tricky game to complete that you're going to need all the help you can get if you want to see the end.

Still, the real beauty of it is that it's so enjoyable to play, you won't mind about finishing, you'll simply be having so much fun playing around and discovering new features, play areas, hidden warps and so on. The gameplay is pretty varied too, with constant platform exploring neatly broken up by flying around on stolen balloons or diving to the bottom of lakes.

There are plenty of cute and original baddies to shoot too, and combined with all the different routes you can discover to get from place to place, this is a game where your interest never flags.

The only fly in the ointment is that when you're on a balloon you have to constantly hit one button to flap your wings and use the other one to fire, which is a bit uncomfortable and can muck up your co-ordination (assuming you've got any!).

But as game flaws go, it's not exactly a killer. Aside from that, there's nothing really wrong – this is good enough to eat.

ANDY

TOTAL!



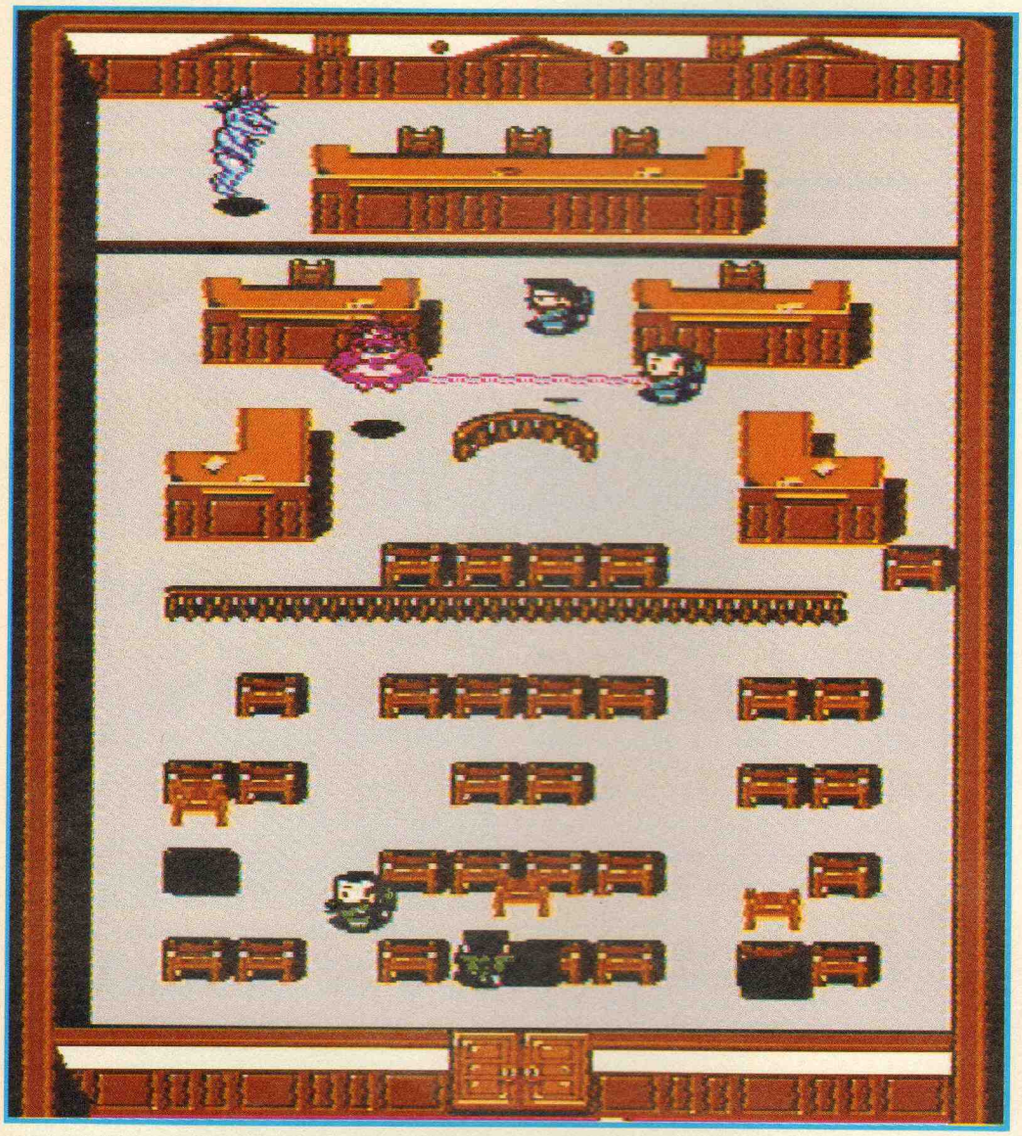
Lucky old Tiki has found some bombs. But the stupid nerd is chucking them the wrong way, so he deserves to die, horribly. Ha!



Hurrah! The bouncing-birdy has found a laser cannon, er, just in time to take pot-shots at his friend. What a tragic waste!

NEW GHOS

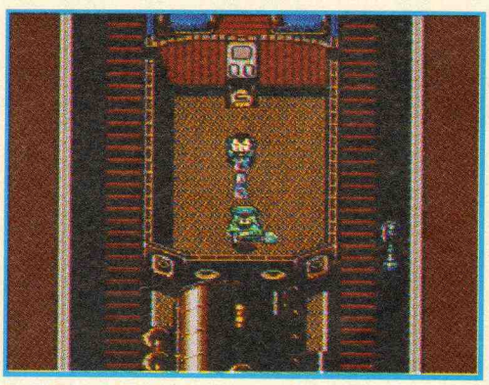
For NES (1 player) **From HAL Laboratory Inc** **Price £35**



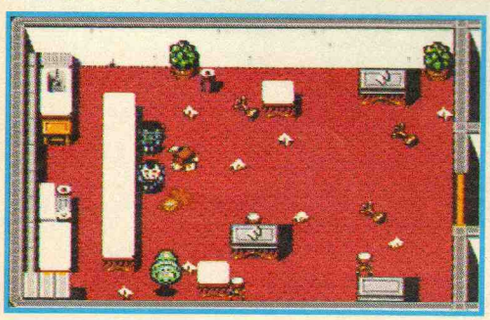
If there's something strange in your neighbourhood... tough! Any spooky happenings will have to be tolerated because the Ghostbusters have rather a lot on at the moment. New York is going to be engulfed in a river of slime unless the team can do something about it.

If you saw the review of the Game Boy version last month you'll have a pretty good idea of what this is like, because they're very similar.

There are six levels and though they all take place in different locations, they're all viewed from overhead-ish. You take control of two busters, one of which freezes the ghosts with his streamer and one who scoops them up in his ghost trap.



Just like BR's Sprinter service, this ghost train is staffed by unfriendly ticket collectors with a terrible skin complaint.



At the end of the first level, Pete and Egon enter a haunted courtroom to battle the ghosts of two dead killers. As long as the deadly chairs of doom don't get them first!

Dr Peter Venkman and Winston take on a slimer. Unfortunately all the poor ghost can do is laugh hysterically when he sees that Winston's Michael Jackson skin treatment has turned his face blue. Sad little sprite.



Dana's apartment block is spread over several floors, each of which has one of these ball-swinging cabaret acts at the end.

BUSTERS 2

Fortunately you really only have to control one of the characters and the other just follows him around. Another good thing is that, unlike in the Game Boy version, the trapper doesn't die when he gets hit.

Hurrah, that makes things nice and simple... er, perhaps too simple. Unfortunately on only my second go I'd already completed three levels and was well on my way to finishing the fourth. Granted, after level three, things get significantly harder, but I reckon a half-decent gamer who settles down to a really hard session with this will see the ending within two days at most, and possibly even sooner. This is unfortunate really because in terms of playability, it's an improvement over the Game Boy version.

SLIMEYS

Smart cartoony visuals with a good variety of spooks to bust. The music's pretty cool, too

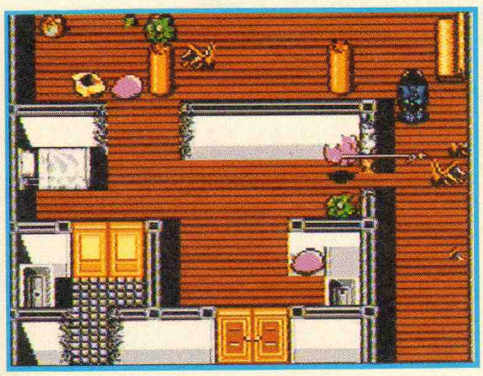
BLIMEYS

Far too easy – even the most amateur of ghoul-getters will cream this mission in a week

There are also a couple of other problems with it. For example, level three takes place in an apartment block and you have to clear each floor of ghosts before taking the lift to the next floor. Every floor looks exactly the same, apart from a few furniture changes and a heap more ghosts, and when you consider that there are about six floors, it drags on and on and on. In fact gameplay in all six stages is very similar – that means the challenges in level five are merely a harder version of those in level one.

Still, it's not all doom and gloom really. There's heaps of spooks milling around and little arrows appear to show you which way to go, so there's no aimless wandering. Yes it's all a bit easy, but there's also that strange feeling of wanting another go.

And another thing, it's quite relaxing. There's lots going on but you can actually meander around and have a jolly time – the gameplay isn't that frantic. All in all, I reckon New Ghostbusters 2 is almost perfect fare for younger gamers. **ANDY** TOTAL!



These pink, fluffy angels of doom prod pointy sticks at you. Best bet is to nip round the back and take them from behind.



The sewers beneath New York city (and your boots) are full of evil slime, and the evil slime is full of evil slime monsters. Yuk.

NEW GHOSTBUSTERS 2

Looks

■ Plenty of variety with loads of different ghosts – nice cartoony feel to the sprites

Sounds

■ A different tune for every level and they're all pleasing. Good effects too

Gameplay

■ It's all quite jolly but some levels go on a bit, and the action is samey throughout

Life span

■ Sorry, but this has little lastability – you'll finish it in a matter of days



OK, so this looks nice and is basic good fun, but there's just no challenge here for you serious gamers. Buy it for your kid brother, mebbe

Final rating

52 Percent

Bustin' makes ya feel good, or...

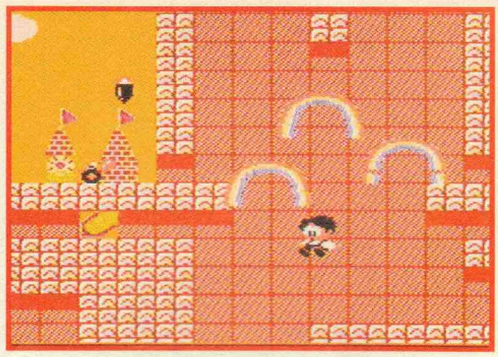
... Dan Aykroyd (the plump one) realises smoking cigarettes isn't all it's cracked up to be.



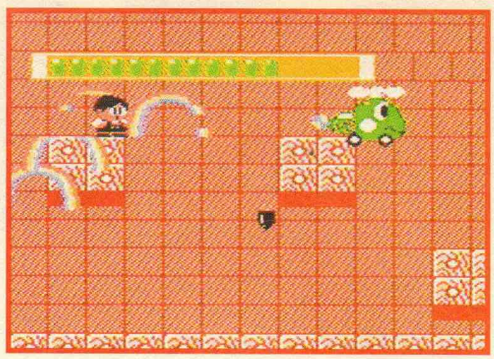
Hah! Only *real* men know how to handle a whopping great photon gun?! New York's ghost-busting geeks get to grips with some air-borne ghouls.



And here they are, the stars of the show, what it's all about – the Rainbow Islands themselves. As you can see, they're all very, er, islandy and, well, a bit rainbowy, too.



Over on Combat Island poor old Bub gets chased by helicopters, tanks and missile launchers. Honest... you just can't see any at this moment in time, that's all.



Survive all this military nastiness and you meet this fiendish attack chopper. Hmm... actually, he's rather a cute little attack chopper. Still... waste the mutha!

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

I'm walking on sunshine (woo-hoo!)

Take a stroll through the whole first level of Insect Island...



Reach the very top of the 'island' and you've reached the goal. A big chest appears (fnar) and lobs out all sorts of fruity, cakey goodies.

Gosh, what a nice pair of buns! Pick up these tasty mouthfuls and you'll get a big bonus!

Bub (or is it Bob?) walking across an arc of prismatic colours created by the diffraction of sunlight through rainfall suspended in the atmosphere. Yep.

Touch these pretty coloured stars and they explode into lots of smaller, equally pretty stars which kill baddies. Dead useful they are!

Pick up this little running shoe and Bub (or Bob) gain an extra turn of speed

An insect. OK, so Insect Island isn't exactly an entomologist's dream, but you only need to touch one insect and Bub keels over. (He's a bit of a wimp in that respect.)

It's here! The best home computer game of all-time (official) makes the leap to the NES, and it's still fab! There you go, one Rainbow Islands review. What? You want to know more? Oh, all right then.

Rainbow Islands is the sequel to Bubble Bobble (reviewed in issue one) where our heroes Bub and Bob set out to free the Rainbow Islands from the sinister influence of the evil something-or-other.

No longer in dinosaur form, they're back to their old dungaree-wearing selves, and instead of blowing bubbles at the bad guys, they throw rainbows at them.

RAINBOWS
Near-perfect gameplay, plus a brilliantly-judged difficulty level that never gets off-putting

The rainbows are versatile things though – they're not just for clobbering meanies

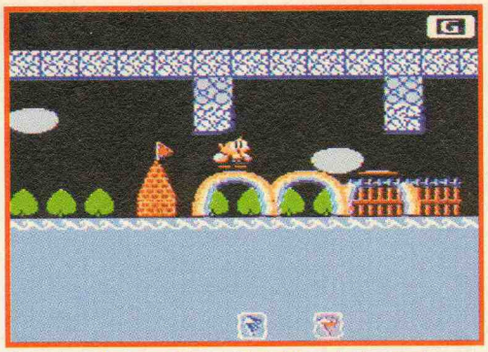




There are a few power-ups to watch out for in Rainbow Islands. Here Bub is lobbing double rainbows, but he can also chuck triple rainbows if he collects the right power-up. He can also collect speed-ups and a rainbow rapid-fire. Gosh.



Next stop is Monster Island where things start getting nasty. There are lots of flying creatures which are hard to kill and less platforms to stand on... and Bub's just died.



If you take too long, the Island starts to sink (or something). Anyway, the screen fills up with water and unless you get your ass in gear, cute lil' Bub drowns. Sob.

RAINBOW ISLANDS

Looks

■ As good as you could ever reasonably hope for, but a lot of flickery sprites

Sounds

■ All rightish music, not many FX, but some neat little jingles

Gameplay

■ Not *quite* the same as the coin-op, but pretty damn fab nonetheless

Life span

■ Very few people have completed the game, and that's not likely to change



One of the greatest coin-ops in living memory, ported almost (*almost*) perfectly to the NES. Get it now, immediately, if not sooner!

Final rating 92 Percent

with, oh no. When you fling out a rainbow, you can form a ladder to climb up the screen with or a platform in space to stand on. Handy stuff, eh?

Also, if you jump on top of a rainbow it shatters and falls to the ground, killing anything which gets caught beneath it. (In the coin-op and computer versions you could also kill things which were slightly above the rainbow by collapsing in from below, but that facility isn't offered here.)

By collecting power-ups you can increase your throwing power from one to two or three rainbows (all fired at once, in a row), plus other useful additions to your armoury such as lightning storms, or a meanie-killing fairy who flies around your head. And of course, there's the usual points and lives bonuses dotted about.

Each of the game's seven worlds contain four little islands. On completing the fourth (which you do simply by getting to the top inside the time limit) you take on the world's guardian, usually a giant version of an ordinary-level baddie.

You get five lives, four continues, and if you can get to the very end with those then you can count yourself as something special. There are very few people who can claim to have finished any version! There's also loads of incredibly clever secret bits to discover too, so basically you're going to be playing this for years before you've seen everything.

Most of all though, it's incredibly addictive. In fact, it's so work-stoppingly playable I can't bear to sit and write about it any more – I'm off for another game. See you in five years. **ANDY**

TOTAL!

RAINDROPS
A lot of graphical flicker when you start collecting a decent number of rainbows

BOW ISLANDS

Arachnophobia – fear of not getting past the first boss

Having trouble with spiders? Can't get past that first eight-legged boss? Try TOTAL Tactix for some sure-fire pest extermination...



Having reached the end of the first island, here I am getting a severe thrashing at the hands of this spider.



Try this: run straight over to the right hand side, and simply lob rainbows at the spider as he bobs up and down!



Easy flippin' peasy! One stiff spider, one chest full of goodies for me and three cheers for Misery Guts whose tip it is!

Our mission? To boldly go where no man has gone before...



Aha! As a cunning commando you can hide in a dingy doorway to escape the glare of the searchlights... or is it just Andy trying to avoid buying a round?

You can also leap to safety over some bloke's garden wall. Oh yuk, there's a load of doggie-poop behind this one! It's not all glamour being a commando sniper y'know.

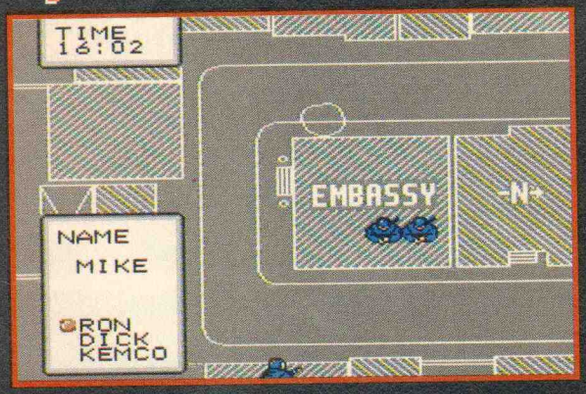
No you haven't fallen down – you're just crawling along on your tum like a proper commando should. Er, but watch out for more doggie poop though.

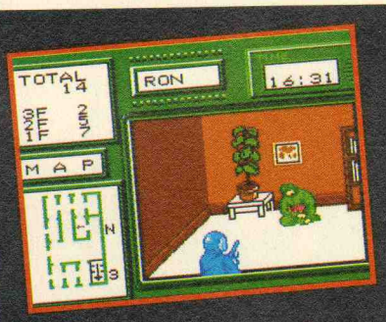
For NES (1 player) **From Kemco** **Price £30**

RESCUE

The Embassy Mission

Operation Bedtime





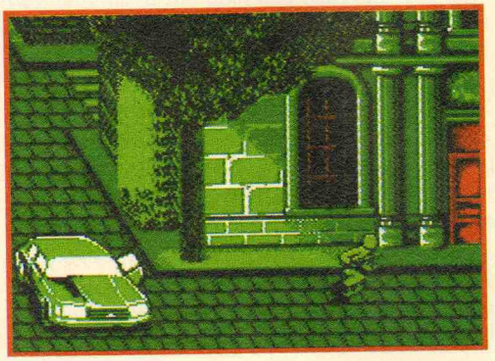
STEP 4: Smash your way into the janitor's room, gun him and his family to death shouting 'Take that, terrorist scum!'. Pinch his skeleton key and retire to bed.



STEP 1: Lose the keys to your flat and fail miserably to open the window which you painted shut last year.

STEP 2: Decide to blast the window open using your rifle from the multi-storey car park across the street.

STEP 3: Blast the wrong window, killing your neighbour's dog. Hide in the bushes for an hour.



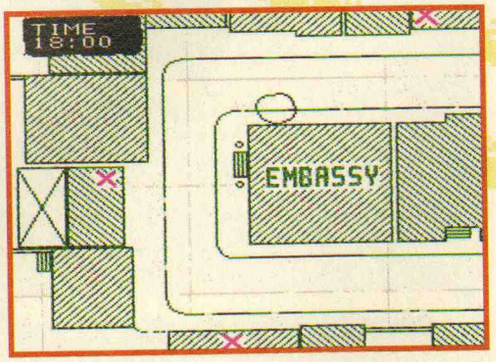
I wouldn't leave that car door open if I was you mate, we've lost six Maestros already this week! (This is just a demo run by the way, so don't get too excited.)

Bit of a sticky one this, chaps. Some diplomat types are holed up in an embassy with these terrorist rotters training guns on them. All attempts at negotiation failed, and all that. So it's up to us to go in there and get the poor devils out. What ho!

Except that elite commandos don't talk like that these days, do they? Well they might, but it all comes out a bit muffled through those balaclavas.

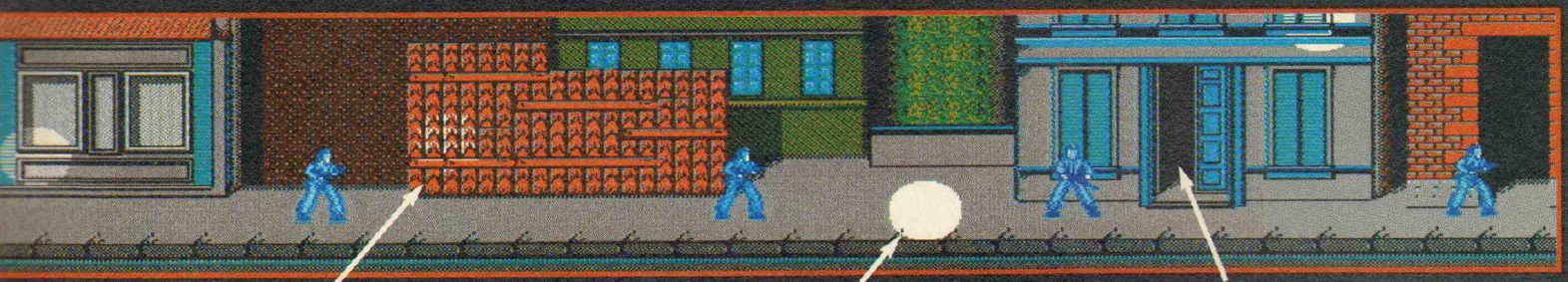
Still, you're going to need heaps of courage, skill, speed and timing as you take command of your six-man hostage rescuing team.

The rescue itself breaks down into four stages: (1) Getting three snipers into position; (2) Taking pot-shots at the enemy; (3) Sending the other three team members rappelling down from the roof (abseiling, to you and me); (4) Sending them in through the windows, guns a-blazing. And all this within a time limit!



Every week, the Rescue team send in their entry to Spot The Terrorist: 'Using skill and judgement, place your X where *you* think the Arab gunman is most likely to be.'

... and get completely lost



Ah, that's more like it, some packing cases to hide behind. Er, except you can't. We're not exactly looking at the last word in interactive scenery here, are we?

These searchlights are tricky blighters, don't you know. They creep along one way then just flip round and catch you out. Bad show if you ask me.

Well what are you waiting for, you great gimp? Go this way... THIS WAY! The other two sniper spots are way down the road (cripes, what a prat!).



You've got your snipers in position, so now it's time to land the rescue team on the embassy roof... yet another between-the-scenes, aren't-we-brave demo sequence.

Getting your snipers in position is pretty straightforward. They have to dodge the searchlights as they move along the street to their pre-determined positions. If a sniper gets caught in a searchlight he dies in a hail of bullets – thankfully there are lots of places to take cover on the way.

Once your three snipers are in place you use them to shoot at the shadows in the embassy windows. A circular window shows you the view through your telescopic sights. The idea is to reduce the number of terrorists your other blokes have to deal with.

When you send in your other three team members, you choose the spot on the roof they shin down from. Then you have to rappel down a rope to a window. Don't pick one with a terrorist behind it. And don't go down too fast or you'll fall off the rope!

DAMP SQUIBS
You see everything the game's got to offer in minutes – after that it's just more of the same boring stuff

Once inside the embassy, your commandos have to clear the three floors of terrorists and rescue the diplomats. A map shows you a plan of the floor and, helpfully, where the terrorists are. I reckon this lot must be a pretty dumb bunch because you always get the jump on them when you enter the room.

If you're a real commando supremo, then you'll get out without losing a team member – well, that's the idea anyway.

However, most people settle for simply wiping out all the terrorists. There are three difficulty levels and several different missions. But since both involve shrinking time limits and faster searchlights and enemies, there's not much variety.

Just a handful of nice-looking scenes stitched together into a thin game. It's easy on the basic level, with no incentive to come back for more

Reading back on this, you probably think that I really enjoyed playing Rescue, but you'd be mistaken, because in a way it annoyed me. In fact, although Rescue appears to offer lots of strategy and depth, it does nothing of the sort. The early stages – placing your snipers, shooting at the windows and rappelling down from the roof – are pretty basic and short. The fourth stage – wiping out the terrorists – is the only one with any real meat in it, and even then there's not much to get your teeth into. **STEVE**

LIVE AMMO
Lots of SAS-style action – search-light dodging, abseiling, jumping through windows, sniping and general machine-gunning

RESCUE MISSION

Looks
■ Sniper stages add a bit of spice to the whole thing – the rest is distinctly average

Sounds
■ What sounds? No big bangs here, you have to make do with a few scrappy FX

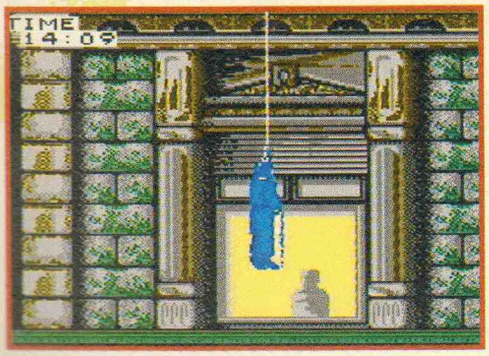
Gameplay
■ It *looks* like you're getting a lot of complex, involving gameplay. You're not

Life span
■ Finish the first mission and you'll lose interest because the rest is just the same

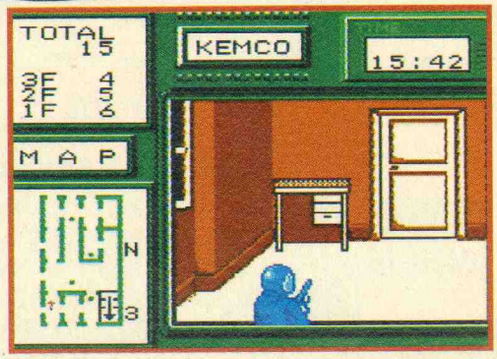


Final rating 48 Percent

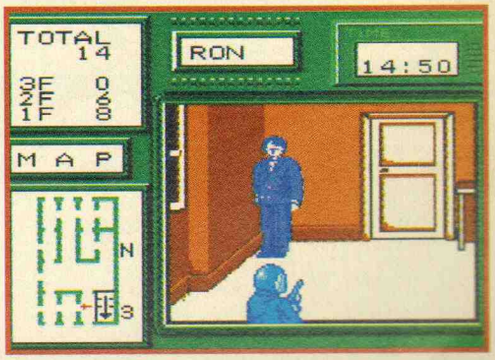
TOTAL!



One perk of this job is that you get to hang around, spying on people snogging and stuff. The bad side is getting your bits trapped in sliding windows. Nnnnggggh!



Aha, gotcha! Except that you haven't. Where is everyone? Well if you looked at your terrorist-scanner-map thingy you'd know, wouldn't you, gimp?



'Dammit? Where's that terrorist gone? I know he's here somewhere... I bet he's hiding in a corner with a clever disguise!' (Geez! I think this twit's visor is misted up.)

GREMLINS

For NES (1 player) **From Sunsoft** **Price £50(!)**



When you die, Gizmo reappears on a balloon so he can float over hazards.

MOGWAI
Cartoony feel to the graphics and some unique power-ups. End-of-level pass codes keep you addicted

Bit of history for you now. Did you know that the word 'Gremlin' first came into existence during World War II to explain all that jiggery pokery which was actually the fault of our now good buddies, the Germans?

These 'Gremlins' laid low during the 1950s, 60s and 70s and then re-emerged in the 1980s after one was discovered in a potting shed by Hollywood film director, Steven Spielberg.

So taken was he with the little furry chap, named Gizmo, that he was inspired to make two block-busting films about the little devils – and earn a bit of dosh along the way!

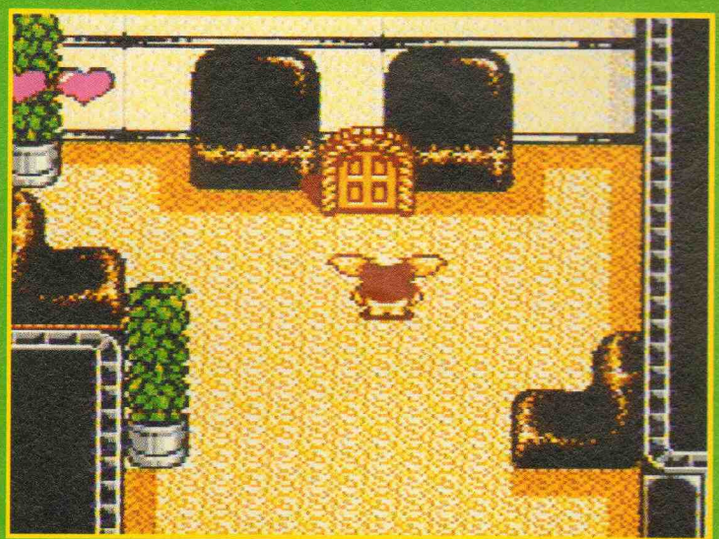
And so this is the game of the second film Gremlins 2, in which Gizmo must once again fight off the enemy – you know, the ones he unintentionally sprouts every time he gets wet.

The game is set in a huge high-tech building, where Gizmo has given birth to all sorts of terribly nasty green chaps. Not content with making life hell for our Gizza, the Gremlins encounter a science lab and start to mutate. In short, there's an army of flying, zapping, clawing and seducing Gremlins between Gizmo and his friend Billy.

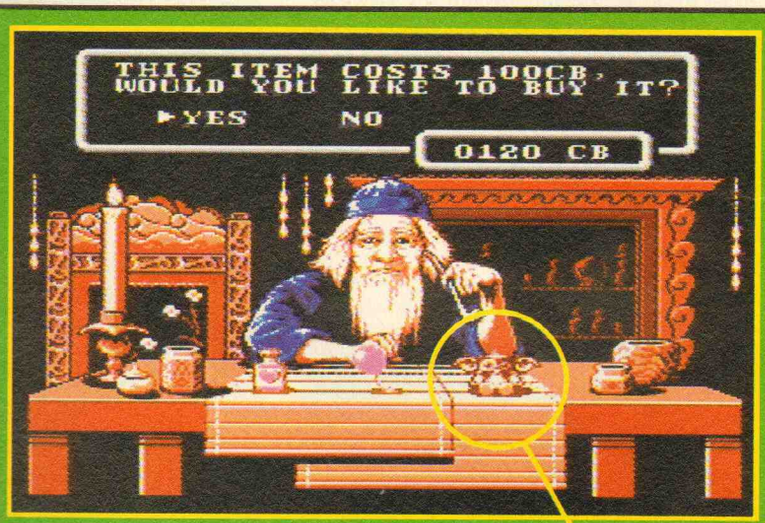


This Gremlin's particularly hard to kill but not because he's particularly 'ard. Diagonal shooting is very tricky on small platforms.

What's this? Gizmo's off for a Chinese take away!



Occasionally you'll find doors like this one that lead to a shop. You can buy the stuff on offer with the orbs that monsters drop once you killed them, so make sure you collect plenty of 'em.



Yes, I know that thing in the big bubble looks nothing like the one in the little bubble and that's because it's not. Basically, the items on sale in the shop aren't always the same so while one place might offer extra Gizmos another might give you power-ups. You can also buy balloons that enable you to float around a bit, and heart potions for extra energy.





The conveyor belts cause real problems for our furry chum, especially when flanked either side by vicious spikes.

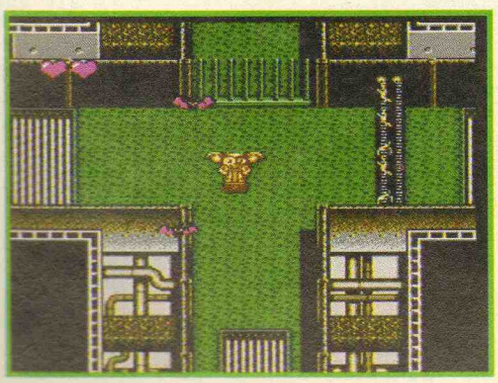


Ahhh look, isn't he cute? Whaddya mean which one? That's Gizmo in the middle being sandwiched between Gremlins.

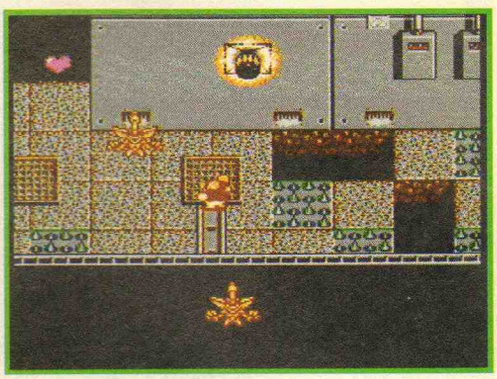
GREMLINS
Those damn confusing backgrounds really make it difficult to use any jumping skills – it's all down to luck

Sounds tremendous stuff this, doesn't it, and I must admit there's plenty of action, what with gaps, traps, gremlins, conveyor belts, sliding platforms, spikes, acid baths, electric fences and booby traps. You've really got to watch those chasms too – leap the gap at the wrong angle and you're a gonna mate!

There's also some pretty frustrating jumps in this game with lots of spiky lateral-moving devices which have a habit of ruining your day (and your cleanly-pressed trousers) by piercing you.



If Gizmo is lucky enough to find a pogo-stick, he can trounce the enemies without getting hurt, but it doesn't last very long.



If you want to get ahead, get a hat. These ones allow the Gremlins to take to the air.

But don't expect much more. All in all, it's a bit lacking in gameplay, and there's about as much problem solving here as eating a trifle.

No, I reckon the most outstanding feature of Gremlins 2 has to be the graphics – good cartoony-style characters, especially Gizmo who looks like he's just waddled off the film set. Some of the backgrounds are excellent too, with lots of smooth detail, even if it does get a little confusing sometimes.

A stunning looking game which is challenging, addictive and fun. But, to be honest, it ain't 50 quid's worth!

Gremlins 2 is a teasing game – your brain won't require much exercise, but your eyes and your right thumb will. Just look before you leap.

ANDY

TOTAL!

GREMLINS 2

Looks
■ Lush and scrumptious graphics which could almost be stills from the film

Sounds
■ Fairly bland spot effects, but a nice urgent tune plays in the background

Gameplay
■ Negotiating some of the jumps is more down to good luck than gap-jumpin' skill

Life span
■ There just aren't enough levels to make this a long-term contender. What a shame



Final rating
73 Percent

AMIGA POWER

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NEXT MONTH

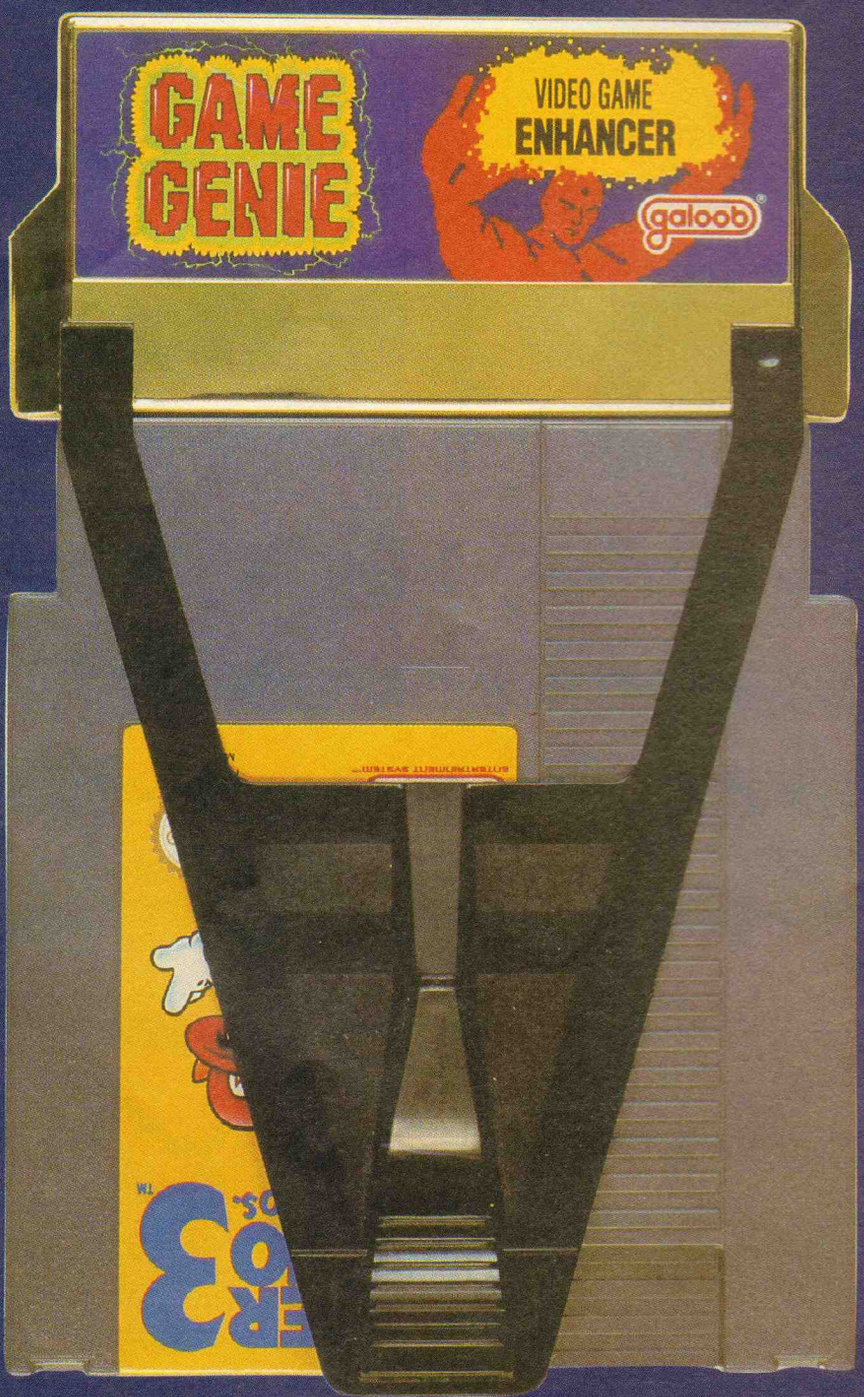
IT'S BACK! THE 100 BEST AMIGA GAMES OF ALL TIME!
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BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE


HI KIDS, BILLY BUTT 'ERE, I AINT VERY 'APPY TERDAY....NA, IT'S COZ THOSE POOFS AT ACNE HAVE DECIDED TER BRING THEIR COMIC OUT EVERY TWO WEEKS!....
...YEAH....'AN' I AINT GOT ANY DOSH TER GET THE NEXT ISH!
TAINT FAIR..TUT!...IT'S MEGA BRILL IS ACNE, YEAH, DEAD FUNNY WITH LOADS O' JOKES AND THERE'S...?..HANG ON,..LOOK WHO IT AINT!!
HOY FAT BOY, D'YER WANT YER LIGHTS PUNCHIN' OUT?
ER..N..NO BILLY...I..
..I AINT DONE NUFFIN!
WELL LEND US A QUID 'N' I'LL LET YER OFF
HEE...I HATE 'IM...BIG FAT LARDY LUMP O' GREASE! ANYWAY, I'VE GOT ME DOSH, NOW TER GET THE BEST COMIC IN THE WHOLE WIDE WORLD!
HAA HAA....HEE HEE.... HOO HOO ...HA HA HA... IT'S BRILL THIS....WELL, IT'S BOUND TER BE COZ IT'S GOT ME IN IT!... HEE HEE.....!!
ACNE
FULEY 92
DON'T FORGET DUDES, ACNE IS NOW OUT EVERY FORTNIGHT, SO WHY NOT SAVE YERSELF HASSLE AN' PLACE A REGULAR ORDER WIV YOUR NEWSAGENT NOW?! ...OR I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT... ..RIGHT!
ACNE
PROBABLY THE FUNNIEST KIDS COMIC YOU CAN BUY!
ON SALE EVERY FORTNIGHT
GET IT... OR REGRET IT!

THE GAME

For NES **From Hornby/Code Masters** **Price About £40**



The Game Genie – it may look odd (and decidedly tacky) but it's worth it's weight in gold!

Think of a game or a sport and then think of a way to cheat at it: footy = take a dive, Monopoly = be the banker and skim some money off the top, chess = knock the board over if you're losing, SMB3 = Erm, well... oh 'eck!

Up until a few months ago there was no way of cheating your NES games so that you could see what happens at the end of the game (and then go back and play it properly like a good chap should). You had to make your way through the Legend of Zelda without infinite lives or weapons. You were forced to complete Double Dragon with no timer freeze or extra energy.

Now all that has changed, thanks to a company based here in the UK called Code Masters, or the Codies for short. They've developed the Game Genie (which might be called the Game Wizard when it comes out here) a machine that lets you patch in codes for hundreds of existing NES games with the minimum of time and effort.

And if the codes don't exist already, the manual that comes with the Genie tells you how to program in your own. This takes a bit of experimentation, but after a couple of minutes you should get the hang of it. Oh, and don't worry, using the Game Genie won't damage any of your valuable carts.

All you have to do with a Game Genie is plug it into your NES and then plug a game pak into the genie. When the title screen appears, use the joypad to punch in the right codes from the Genie's huge manual, and Madge is your Aunty. Simple.

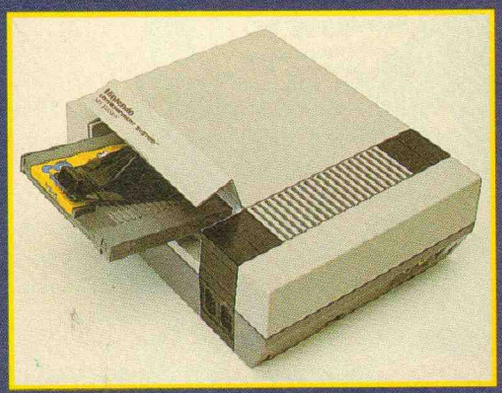
Codies, Galoob

The lads at Code Masters started off by programming games for the Spectrum and the C64 (and a few other computers, but who really cares). They sold their 'budget' games dirt cheap and went on to become one of the biggest software houses in Britain.

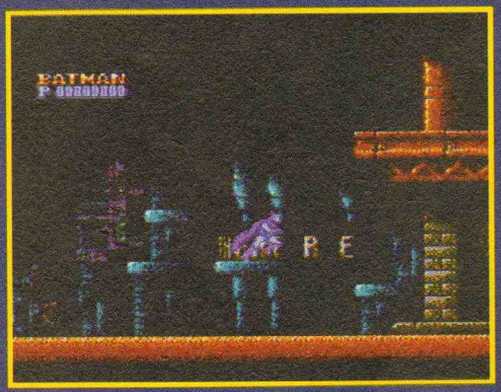
And this is where the story gets a bit fruity. A few years ago, the Codies approached Nintendo in the hope of getting an official licence to produce NES games. Nintendo took one look at them and more or less slammed the door in their face. The Codies were not amused.

GENIE

(Or... How to cheat at loads and loads of NES games without doing anything very difficult at all!)



Believe it or not, this is what the Genie looks like in mid-cheat – it fits in the NES without having to click the cart down.



1 Here's the caped crusader strutting his funky stuff on Sunsoft's Batman. His jumping's a bit noncey. One coding later...



2 ... And old Batty can leap high into the air! Yep, the Game Game reaches the parts other carts cannot reach.

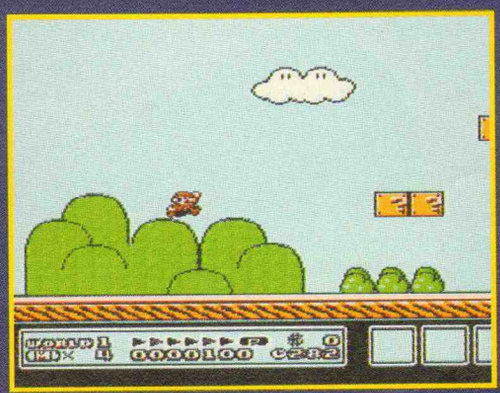
The Game Genie cheats by altering the information passing to and from the cartridge. So when the NES says to the cart, 'Hey pal, Mario just got wasted by a koopa Kid', the Game Genie interrupts the message and instead says, 'yo cart! Mario's cool, no hassle'. And Mario carries on as if nothing had happened.

The real up side here is that games you've become bored with suddenly take on a new life (in some cases infinite new lives). You can complete the most difficult of carts, and even fiddle about with games you've finished to make them harder!

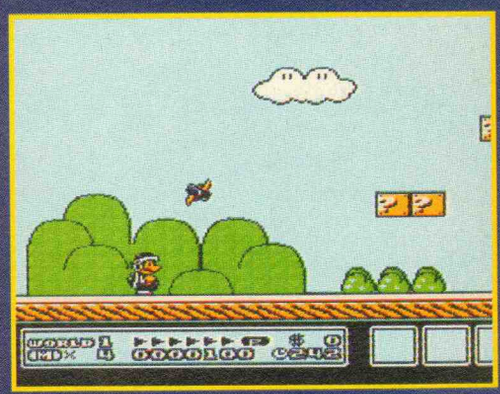
The Game Genie is a brilliant device which no devious NES gamer should be without. Code Masters have sent us one to look at – and they're not getting it back!

TOTAL RATING.....92%

TOTAL!



1 At the start of SMB3 Mario (as you'd expect) is small and Mario-like. But tap in a few codes into the Game Genie...



2 ... And all of a sudden, you've got yourself a Hammer-lobbing Hammer brother on level one! Now is that smart or what?

and the Big 'N'

To get their own back, they decided to produce something for the NES which they could sell without having to get Nintendo's permission. The Game Genie was born and an American company called Galoob (honest, straight up!) said they would be more than happy to flog the thing in the shops.

Now although Galoob and Code Masters developed the Game Genie with the best of intentions – to provide heaps of fun – Nintendo thought a little differently and tried to take them to court in the USA. Nintendo believed that Galoob and the Codies were 'infringing copyright' because the Genie could alter the way a game was played. Galoob and the Codies said basically, 'Look here mates, we're not fiddling with the games, we're not changing the characters, and we're not selling off Nintendo stuff as our own.'

Well, the court case went on and on and on, with both sides saying that they were right and that the other one wasn't. It finally came to an end late last year when a Californian judge decided to end it by saying that Galoob and the Codies could sell the Game Genie because it wasn't infringing copyright. And they all lived happily ever after... especially the lawyers.

Genie genius

Here's a few things that even the twonkiest of gamers will be able to do with the Genie:

Paper Boy .....Infinite papers
SMB3 .....Infinite lives for Mario & Luigi
Toobin' .....Infinite cans
Robocop .....Infinite ammunition
Ghostbusters .....Start with $1,000,000
Shadow Warriors .....Start with 13 lives
Battletoads .....One-hit kills!

Game Genie owners can get new codes through Code Masters' update service, and we'll also have the latest codes every month in TOTAL so stay tuned, Genie cheaters!

OI! YOU'D BETTER BUY *SEGA POWER* THIS MONTH...



...'COS WE KNOW WHERE YOU LIVE!

Review info

Disaster! You are as a handkerchief to Satan and his minions. Once more Lucifer evacuates his nose upon you and you find yourself lumbered with a crap game. But no more need you be bettered by Beelzebub, for our reviews will help you make the right buying choice. The first step is to read the 'thumbs up' and 'thumbs down' bits.

GOOD THINGS

If certain aspects of the game will fill your heart with goodliness, we'll say so in this bit

BAD THINGS

If anything about the game is more nauseating than Old Nick's nasal hair we'll tell you about it here

But of course one man's meat is another man's two-veg so while one person looks for good graphics in a game, another might be after a lasting challenge. That's why we have this box at the end of each review that individually rates graphics, sound, gameplay and lifespan. And there's also a summary bubble at the end too.

TOTAL!

Looks

■ Does it look like God's shimmering silvery beard? Or is it like Satan's bottom?

Sounds

■ Does it lull you like a heavenly angelic harp? Or does it rasp like a demon belch?

Gameplay

■ Is it like holding Utopia in your hands? Or is it simply hell on earth? Read this!

Life span

■ Will you finish it in a day, or will you still be playing when hell freezes over?

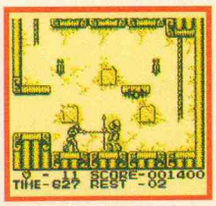


If all else fails, see what the experts think. No, I don't mean go and buy a different mag. Just read mine and Steve's summary bubbles

Final rating 90 Percent

This month

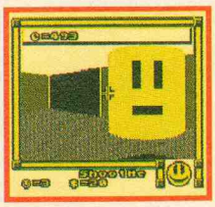
Here we go then, full reviews of more Game Boy games than you can stuff into your pants. (Unless of course you wear massive Y-fronts like Steve.)



Castlevania II

Page 50

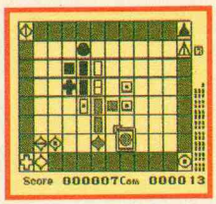
Chris Belmont trots Transylvaniawards to save his son who's been turned into a demon. Graphics that make you shiver and slick gameplay, but could it be that Vampire killing is a bit of a doddle?



Faceball 2000

Page 52

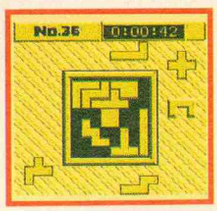
Super smooth 3D graphics in this weird, maze-wandering shoot 'em up. What's more, up to four people can all play it at once. Enter the cyberzone and get trounced by a six-foot smiley.



Ishido

Page 54

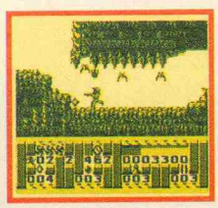
Ishido is an ancient oriental boardgame in which you have to erm, place shapes next to other shapes, but, um, only if they're the same, well no, similar, er... read the flippin' review.



Daedalian Opus

Page 55

Another puzzle game but this time you have to fit irregular Tetris-style shapes into boxes of varying sizes. Sounds like it'll bore the pants off you, and in fact, it most probably will. Shame!



Turrican

Page 56

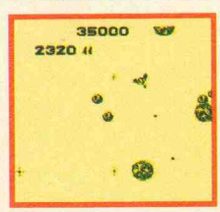
This was one of the most demanding platforms shoot 'em ups ever to grace home computers, but how does a game as frantic and busy as this fare on a dinky little Game Boy? Find out on page 56.



Hunt For Red October

Page 58

If Sean Connery had nicked this particular sub in the film he wouldn't have got past the public toilets in Red Square. This underwater shoot 'em up is as hard as underwater shoot 'em ups come.



Asteroids

Page 59

Asteroids was a classic arcade shoot 'em up in which you had to blast rocks. Sounds dull but it was one of the most playable games ever. Now it's out on the Game Boy, but it's changed a bit.



Dr. Franken

Page 60

You play Dr Franken's monster and your girlfriend has been torn apart and spread around a dark and dangerous castle. Put her together in this graphically gorgeous platform puzzler.

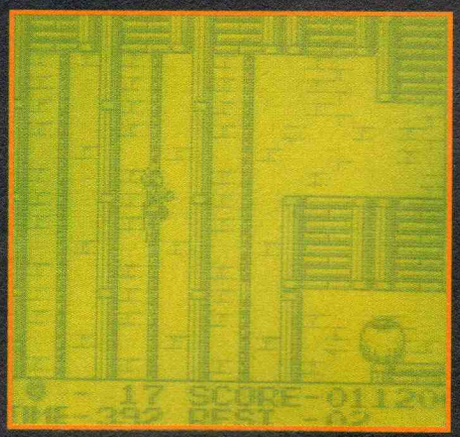
TOTAL! GAME BOY REVIEWS

Garlic cloves and treasure troves – get stinking rich

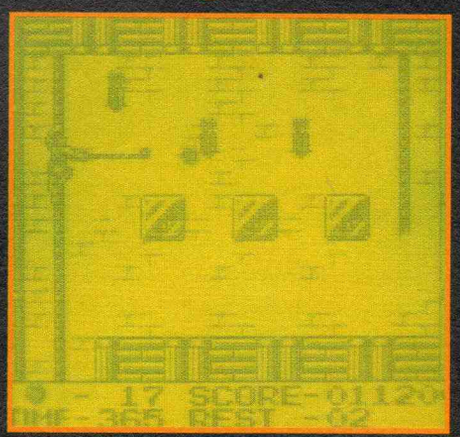
TOTAL! TACTIX



Just like in Castlevania Adventure there are hidden sections. Try climbing right to the top of ropes wherever possible.



It might lead to a dead end like this but there's more than one rope and that one on the right looks promising.

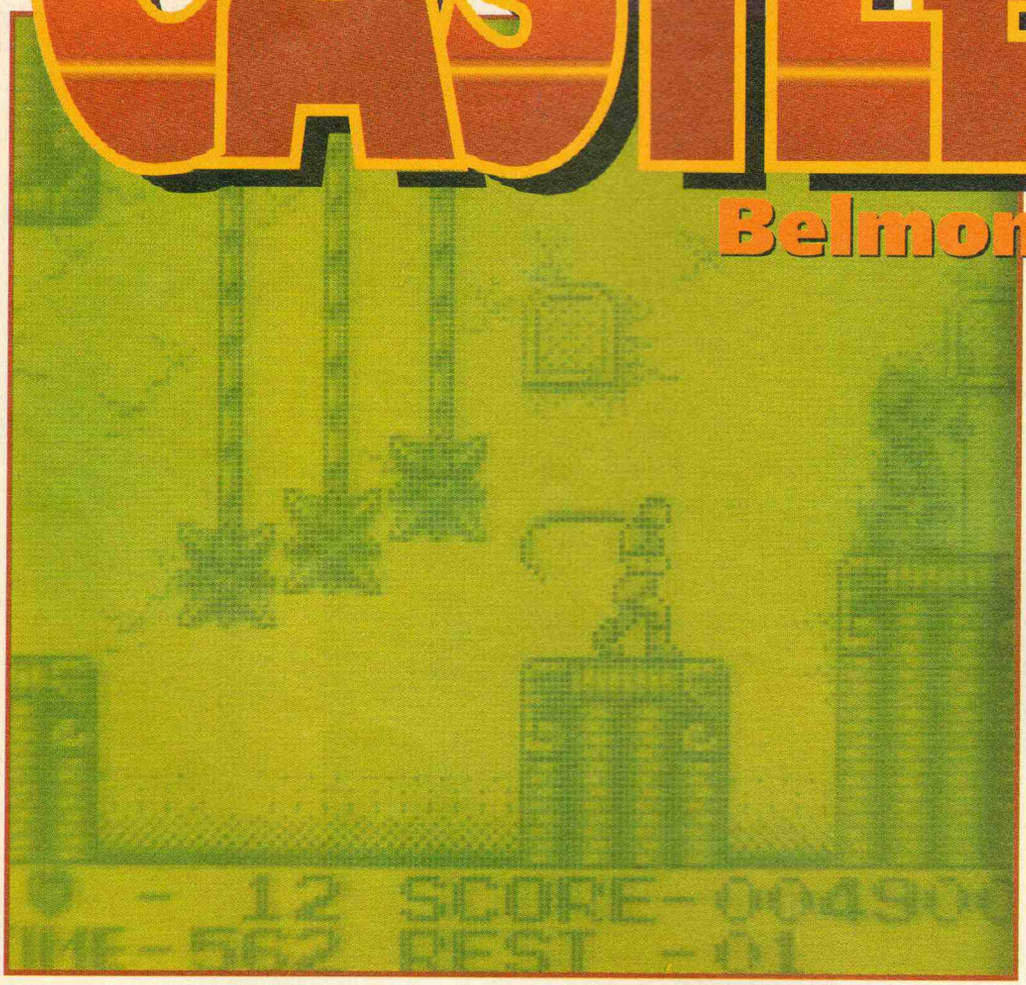


Sure enough after a bit of climbing and a quick dash to the right you discover a whole stash of goodies. Whip 'em out.

CASTLEVAN

Belmont's Revenge

Christopher Belmont's got a bit of a strop on. He held a big coming-of-age bash for his son, Soleiyu. But bummer of bummers, Count Dracula just managed to bring himself back from the dead in time to gatecrash and turn birthday boy into a Demon. So Chris has to totter off and battle his way through five castles to defeat Dracs and rescue his demon son.



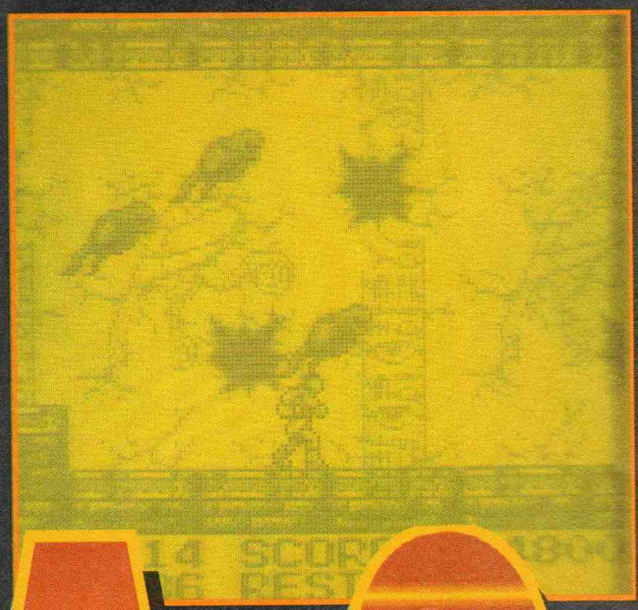
Hitler may have only had one ball, but Count Dracula has loads dangling around his castle, and they're all spikey. One touch spells doom so young Belmont has to jump onto the ropes and get across before they rise up to the ceiling and squash him. Oh, didn't I mention that they move as well? Well they do, so har-de-har! There are dozens of fiendish traps like this.



Er, Chris, I don't like to split hairs but whipping large sabre-wielding demons into oblivion works much better when the whip actually makes contact. What a nerd!

Gosh look! Two totally unconnected screenshots. Erm...

Actually they're not entirely unrelated. They both show trickier parts of the the game, like the giant leaping frogs on the left.





But far worse than the frog-spawn is the decidedly more frightening hell-spawn above. Whip the spectre a few times but then scarper, or his brainy mate at the top will frazzle you with a thought wave.

CASTLEVANIA 2

For Game Boy (1 player) From Konami **Price £25**

VICTORS
Massive levels and fiendish traps, plus some ghoulish graphics to give you whimpish gamers a nightmare or two!

The first thing that hits you about this game is a bat, then some more bats, then some frogs, then a spectre, then a giant eye, a Merman, a knight, a mummy, a spike, and then another generous sprinkling of bats.

Yup, there's heaps of bad guys here, and if you want to get past 'em unscathed, you've got to adopt a different tactic for each one. You *can* use your whip to kill all of them, but this is tricky with some of the agile beasties. That's when your power-ups come in handy.

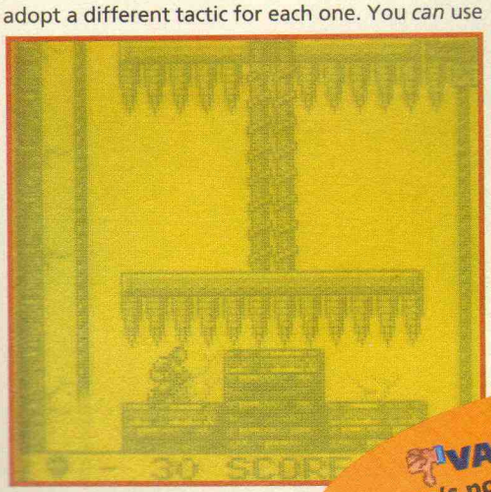
As in Castlevania Adventure you shoot torches to get yer hands on goodies like extended whips, battle axes and potions.

But there's also a few surprises in store too! None of the candles ever give extra energy, and at first I thought, 'Oh dear, how crap'. But then to my joy I found that you can smash bits of the surrounding brickwork and out comes a piece of food which tops you back up to full strength. There are also secret tunnels in some of the walls which lead to hordes of goodies, so don't be afraid to explore a bit.

Not brilliantly original, but it's great fun to play and has oodles of atmosphere. A classy game and no mistake!

When you first play Castlevania 2 it seems quite a challenge and sure, parts of each level are incredibly hard. But the fact that you have unlimited continues and can play any of the first four castles means that you can practise all the really hard bits before trying to play it right the way through.

Castlevania 2 is a gorgeous-looking game and playability wise it's an improvement over its predecessor. There's not a huge amount of variety between levels but it's slick, atmospheric and above all, very playable. **ANDY**



What do you get if you cross a Belmont with a spiked-trap? A hero who can't hold his drink. Duck!

VAMPIRES
There's not that much action and it's all a bit repetitive – the challenges are just too similar to be taxing

CASTLEVANIA 2

Looks
- Wonderful. Atmospheric backdrops, scary monsters and some fab animation

Sounds
- Castlevania is accompanied by some really spooky sounds and good spot FX

Gameplay
- Not the most action-packed game ever, but it's still pretty respectable stuff

Life span
- You can practise all the levels individually, so it won't take *too* long to finish



Final rating 90 Percent

TOTAL!

FACE 2000

For Game Boy (1-4 players)
From Bullet Proof Software
Price £25

Prepare to experience some of the best 3D graphics ever, ever seen. And I'm not just talking about on the Game Boy – Faceball 2000 has got graphics to rival any other console you may care to mention.

The action takes place in a 3D maze as you fight it out against the grinning (and strangely ghost-like) Smiloids. In fact playing faceball 2000 feels a lot like you've just been warped into a giant game of Pacman.

But we all know that looks can be deceptive – it's been rumoured that Andy's actually quite a nice bloke – so what we *really* want to know is whether the game underneath the gloss is worth playing. Well, the good news is that this is a cracking game. It's fast, it's furious and it's mind-bendingly challenging.

FACES

Fantastic graphics and superb game-play combine to make Faceball 2000 a real classic

There are two modes of play, depending on whether you're linked up to any other Game Boy owners or not. In Arena mode up to four players get to take each other on.

The idea is to dash, creep or aimlessly wander (though the first two are more preferable) around a series of different mazes, shooting your opponents without getting shot yourself. The first person to get ten shots – or tags – on his opponents is the winner.

BALLS

Er... it's difficult to fault this game really – if anything it's a bit on the pricey side I suppose

Four play

When you're in single player mode you have to explore your way through a series of mazes, taking on computer-controlled Smiloids along the way. The mazes gradually become more and more complicated as you



Up to four Game Boy's can be linked to make the Arena game that much more exciting. Choose a face...

Exit the Cyberzone – escape the maze



The aim in the Cyberzone is to reach the exit at the end of the maze within a time limit. Early levels are pretty empty, but as you can see, the mazes soon fill up with enemies.



Never mind. Whenever you see one of these pods, run into it and it'll open. Who knows? You might find weapon enhancers, extra energy or maps of the mazes inside.



And if you stop smiling like a half-crazed gimp and get on with the job in hand, you'll eventually get to a flashing exit door like this. Go through to the next maze.

progress – remember, the flashing exit in one maze will promote you to the next.

As well as the fiendishly grinning Smiloids (what are they so happy about? If I was a large yellow blob I wouldn't be happy – *I'm not saying a word – Andy*) there are power-ups and special objects lying around.

Shields, Smiloid freezers, first-aid plasters (yes, they come in the form of Band Aids) extra lives, maps to guide you out of the maze, clues as to what you should aim for next, speed-ups and weapon power-ups can all be found lying around the mazes.

It all adds up to a great game. What starts off as an easy job of just wandering around and then stumbling across an exit soon powers up into a real tough challenge. The Smiloids get faster, the mazes more complicated and the action hots up to boiling point. Faceball 2000 comes highly recommended – it's fab. **STEVE**

TOTAL!

FACEBALL 2999

Looks

■ Filled 3D visuals move as good as they look – the best you're ever going to see

Sounds

■ Standard sound effects here, but then the action's so brilliant who cares?

Gameplay

■ Zap Smiloids and avoid taking hits as you explore nightmare mazes – what fun!

Life span

■ Four-player option offers bags of challenge to test you and yer mates to the full



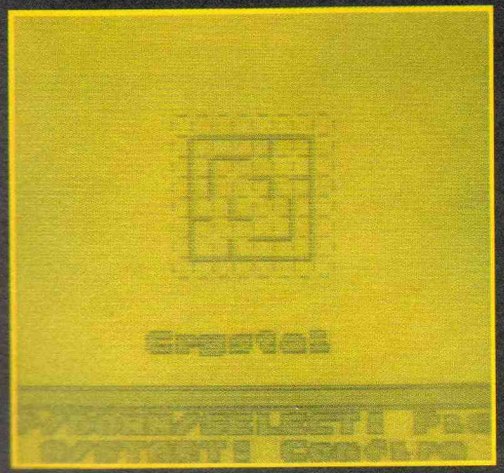
With graphics you could frame and addiction you could bottle, this is one cart that all Game Boy owners should never ever be without!

Final rating 93 Percent

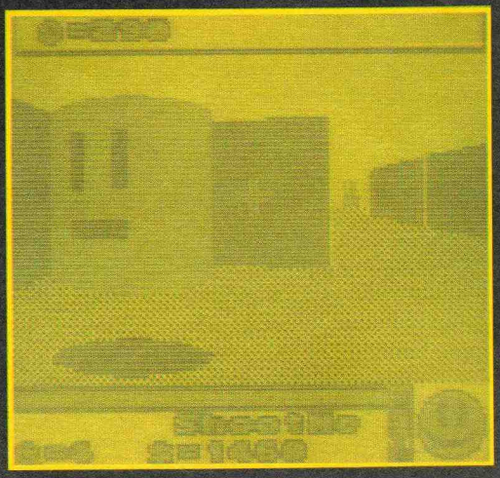


... Wait for your friends to choose theirs, then battle it out to your heart's content. This option is fab!

Enter the Arena – fight for your lives



Pick the Arena option and there's no way out. It's just you, and an enclosed maze full of psychotic smilers. Choose the Faceball you want to be, then select the maze.



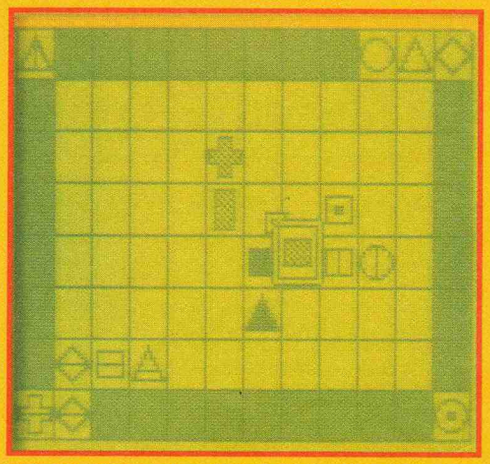
Stop grinning at me you vile, cylindrical loon. Right that's it, if you don't stop smiling I'll blow the living crap out of you. Ready, aim, fire! Ha! That'll teach the berk.



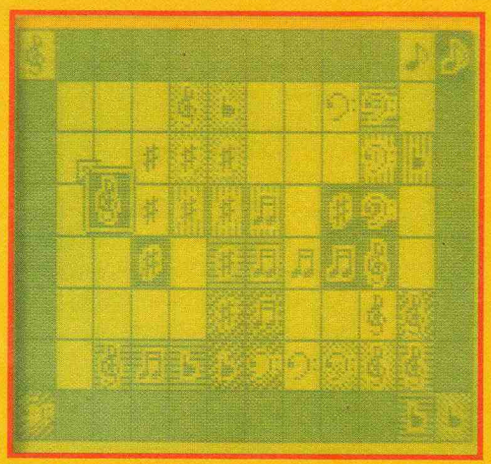
Unfortunately, all the weirdo's in this maze are good friends. After seeing his chum murdered, Turkey crept up behind me, and wished me a nice day... with his gun.

Simply the best? Er, I think not!

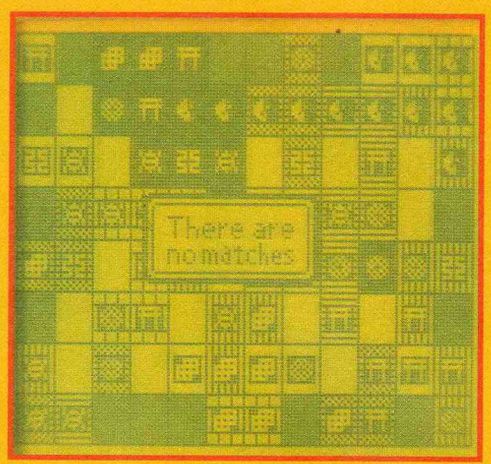
Some of the simplest games are also some of the best. Unfortunately, while Ishido *is* incredibly simple, it's also incredibly dull!



The aim is to place tiles of similar shape and/or colour next to one another. This grey square goes next to both the grey rectangle and black square. Easy peasy!



And if you get bored of the same dull shapes, you can change the tiles. There are a number of alternatives, my favourite being this series of musical notes.



But whichever tile set you use, you'll eventually encounter this. A situation in which there are no more moves available. But have you scored enough points to win?

ISHIDO

For Game Boy (2 players) From Nexoft Price £20 (Grey import)

Grab yer kilts and hold onto your leeks, this is the stuff of the ancient Celts! Apparently lots of by-gone races discovered the mystical powers of stones, and designed their own 'stone sets', man.

The groovy old Druids used these stone sets, or Runes, to predict the future, cast horrible demonic spells on people and, er... play games.

And dig this: Ishido is just the type of game they used to play. To start with, you have an empty playing board with 96 squares (12 x 8) and, like, a pouch-full of stones. These stones can have one of six shapes and one of six wild patterns man, so of course there's 36 different stone patterns in all. Hip.

Like, your task, man, is simply to take a stone out of the pouch and put it on the board next to another stone, or stones. Easy enough you might think, but hang on there daddyo! You can only put stones next to stones with a matching pattern or shape, making life all the more complicated and heavy.

Basically, the more stones you put on the board, the fewer spaces there are left and the harder it is to match them all up. But hey, just be a cool cat and persevere – you'll soon get hip to the beat of the stones, man.

If you don't want anyone to invade your personal space, you can always play the Solitaire option. Here your aim is simply to place all 72 stones on the board successfully (your points score is a bonus but, hey, like points are for bread-heads, man).

If you're feeling dangerous you can play against the computer, another human, or even via the Game Boy link.

There's also a tournament option which has two players with identical boards pulling stones out in the same order. Whoever scores the highest is the champion (if you're a competitive dude).

This all sounds dead heavy, I know, but don't get over excited – Ishido is just a simple little puzzle game. The power of these stones is strong, but give me Stonehenge at solstice any day.

STEVE

ROLLING
Simple stuff, but very involving – taking on the computer is really taxing 'cos it gets all the best stones

STONES
There's not much to it – although there's several playing options, they're all based on the same game

ISHIDO

Looks
■ Detailed, with a neat choice of stone sets (shapes, music marks or 'Ishido')

Sounds
■ Four excellent soundtracks, plus some pretty groovy stone-putting-down noises

Gameplay
■ Addictive, but not intellectual – it's really just a case of getting the right stone

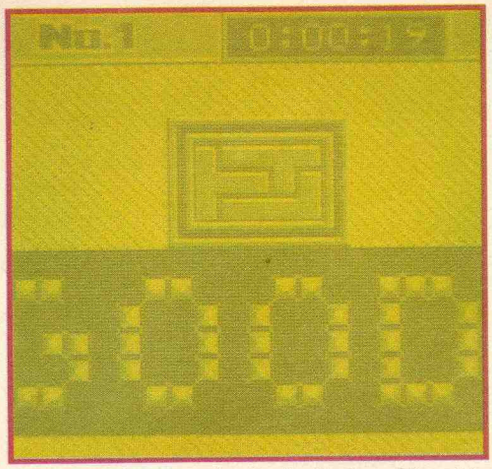
Life span
■ A good five-minute game, but there's a bit too much luck involved, if you ask me



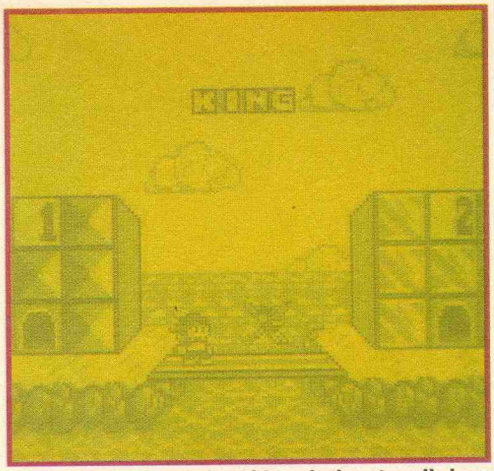
Fun to play and very involving once you get the hang of it. But, hey, there's too much luck and too little variety for long-term kicks, man

Final rating
68 Percent

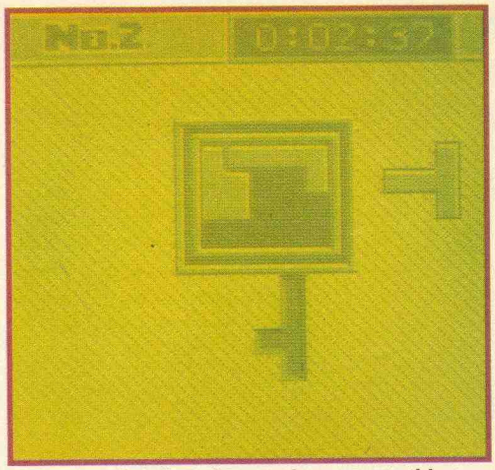
TOTAL!



You have to be a complete brain-dead zombie not to be able to do the first few puzzles. Complete all the screens in the first level...



... And you're treated to this pointless 'small character walking from one level to another' bit. You also get a password and a new shape to play with.



On the next level you have to incorporate this new shape into the puzzle. And by the time you reach the last level you have over a dozen shapes to fit in!

For Game Boy (1 player) **From Nintendo** **Price £25 (Grey Import)**

DAEDALIAN OPUS

Find Tetris a bit too fast and frantic? Then maybe this is the puzzle game for you. Daedalian Opus is more laid-back than a particularly relaxed sloth. But don't assume that makes it easier than the Soviet mind-bender, this is one of the toughest brain-cell bashers I've ever played. Unfortunately, toughness is no guarantee of a great challenge.

JIGS
Mind-numbingly difficult game. You've got 42 different levels to master!

All you have to do is complete a series of mini-jigsaws. There are 42 jigsaws to complete, each one slightly tougher than the last. At the start of each level you find yourself presented with an empty frame. Littered around the frame are a collection of Tetris-style shapes. Pick up a shape, rotate it through as many different angles as necessary and then place it in the frame. The idea is to fill up the whole frame using the shapes given to you. Sometimes you won't have to use all the shapes to complete the frame, but deciding which one to leave out is mind-numbingly difficult. Luckily, unlike Tetris, you can take out and reposition shapes – if you find that the whole ludicrous business has gone horribly wrong, then you can start again.

SORES
This is so difficult you just end up resorting to trial and error to get through

And that's about it really. The game starts off quite simply, only asking you to worry about three shapes. But each subsequent level throws one extra shape at you until you find yourself faced with 12. Then the pace settles down a bit until you reach level 41, at which point 13 blocks have to be juggled and positioned.

Think it sounds easy? Wait till you try it. On the last level there are over 16,000 different configurations, and you've got to suss out which is the right one. Luckily there's a decent password system to save you having to start from the beginning each time. Unfortunately because the game is so ludicrously difficult, you soon find yourself just positioning shapes at random in the hope that they'll somehow sort themselves out.

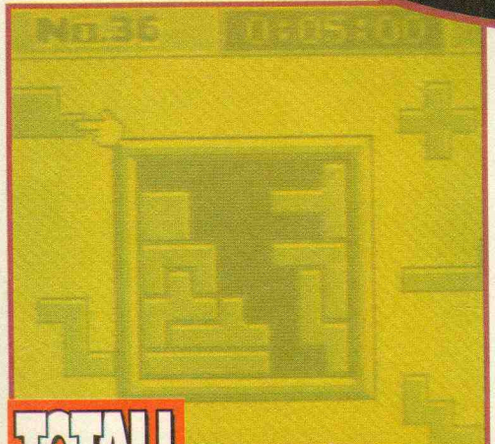
If you liked Tetris then play it some more! Der-der-de-dalian Opus may be tough, but it just isn't in the same league as the Soviet supremo!

There's no way that you could actually *plan* the position of 13 blocks – so instead the whole game comes down to trial and error, and it's simply down to luck whether you're be successful.

Nope, unless you have a brain the size of a planet and don't have to go anywhere for a few weeks, stick to Tetris – maybe even buy yourself a real jigsaw.

Daedalian Opus really is just too darn complicated for its own good.

ANDY



TOTAL! TACTIX

Enter the password FINE to get you to the very last nightmare level!

DAEDALIAN OPUS

Looks
■ Pretty bland shapes and frames, but they're fine for what's needed here

Sounds
■ A jaunty but repetitive soundtrack with whirrs and clicks – gets on your nerves

Gameplay
■ It's just too tough – the only way you'll get through to the end is by sheer luck!

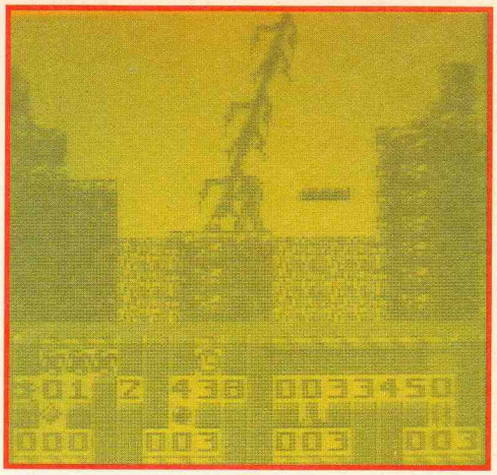
Life span
■ If you could work out the formula for success, you'd probably finish it quickly



Final rating
45 Percent

TOTAL!

For Game Boy (1 player)
From Accolade
Price £25 (Grey import)



Oh no! I have inadvertently stumbled across the giant varicose vein of despair. Or could it simply be a deadly bolt of lightning?



The bloke with the bazooka looks fairly hard but all you need to do is activate your streamer and he'll be reduced to nowt.

TURRICA

TURRIES

A huge challenge – more cart for your money than almost any other Game Boy title ever

WORRIES

If ever a game cried out for level passwords it's this one, but you don't get any – very repetitive

Turrican was a huge hit on just about every home computer format a couple of years ago, with its ten massive levels packed with non-stop platform-leaping and baddie-blasting action. Now Accolade has brought it to the Game Boy without losing a single alien or secret room in the process.

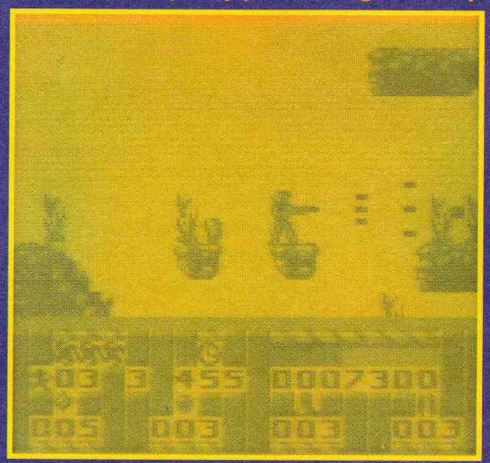
This is a pretty awesome feat of programming, on top of everything else, but that doesn't count if the game itself isn't a winner, so let's give it a play and see how it does...

Hour One: 'Wow! This is the business! All this time and I'm still on the first level! How big is this thing anyway? (BLAM!) Oh no, killed by that horrible geek with the jetpack again – next time I'm going to be ready for him with my fabulous lightning-whip weapon which throws out a beam of electricity which I can rotate around me to blast almost anything. Ha!'

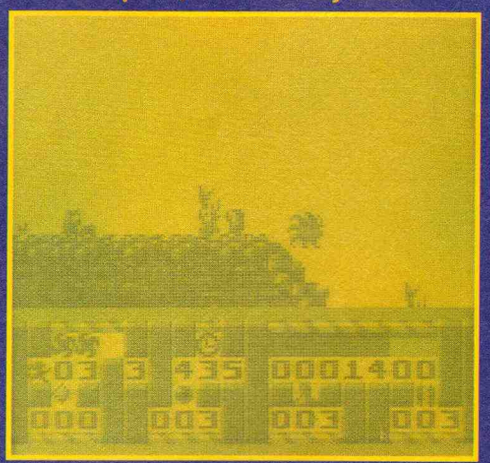
Hour Two: 'Phew. Well, at last I've made it to the second level, although there's still loads of level one that I haven't explored yet. I love the way that you can choose your own way through a level instead of having to follow a set route like you do in Super Mario Land and all those other games. That end-of-level boss was a real mean devil, though...'

What a complete arsenal...

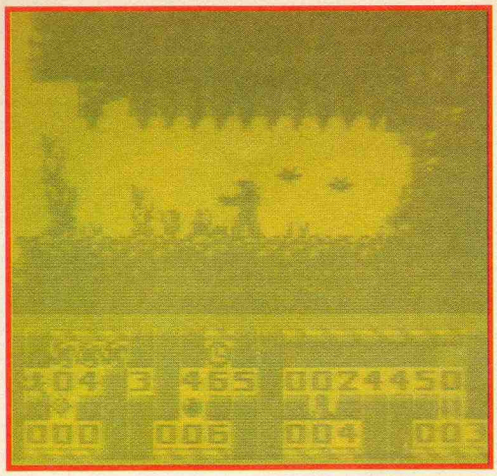
Turrican has a pretty potent range of weapons at his disposal, and here they are...



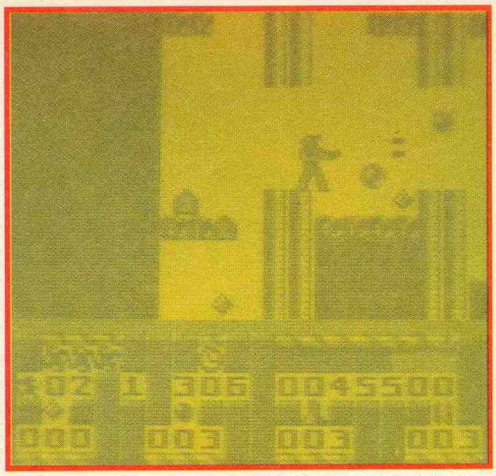
A gun that fires one round an hour is no use at all. Get a little bit lucky and you'll pick up this rapid three-way firing rifle.



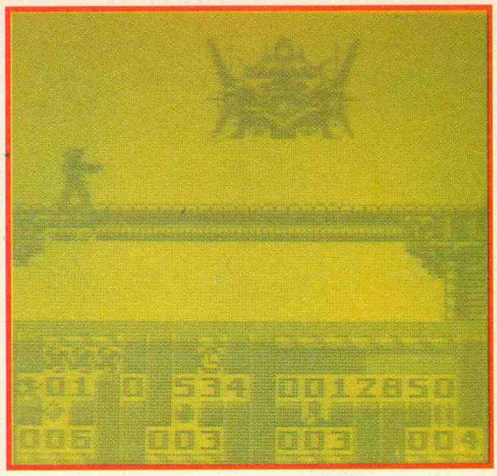
If a situation gets desperate though, try turning into the spikey ball of doom. You can rocket along and kill things as you go.



Buzzing insects are little more than a slight nuisance here on earth. But let them get too close in this game and you're gonna die.



Thank goodness for that, a change of scenery. This underground complex is, er, underground and, um, quite complex really.



A useful guardian-defeating tip. Move around a bit, shoot at it and don't get killed. If that fails then try something else.

...AN

Hour Three. 'Wow, this second level is just ridiculously huge – I've played whole games smaller than this! Mind you, I think I've seen all of it now, and killed every baddie I could find, including the end-of-level boss. So why can't I find the exit?'

Hour Four: 'Oh, come on! It's flippin' well *got* to be around here somewhere...'

Hour Five: 'Oh yeah, right. So that minuscule little block buried among the shrubbery near the bottom-right corner with a practically-invisible 'X' on it was a trigger which I had to hit with my lightning-whip to make it reveal the lift to level three. Well, pardon me for not having the eyesight of a Golden Eagle with a pair of laser sighted, high-powered binoculars...'

Hour Six: 'I'm starting to get a bit fed-up of this, actually. This level seems to go on forever, and these minute enemies are beginning to play havoc with my eyes. I'd take a break for a while, but if I stop now and come back to it, I'll have to start from the very beginning again.

Why can't there be some passwords between levels? I mean, it takes *ages* to get through them even when you know what you're doing...'

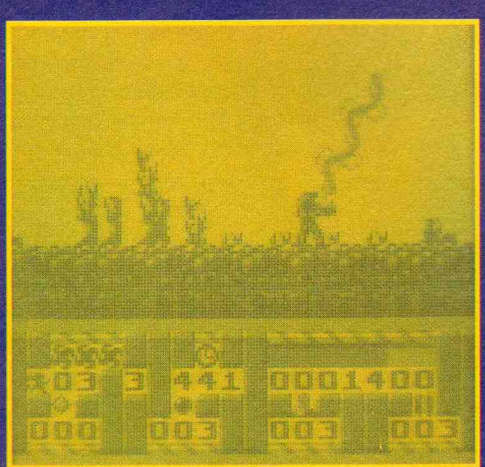
Hour Seven: 'Blast! Killed again! This fourth level is really tricky, and it all looks the same so you can't really tell where the heck you are in it. Everything would have been OK, if only I could have got to my power-line weapon a bit quicker... I wish you didn't have to hit Select twice before you could fire it. And that was my last life too, and – oh no – my last continue!'

Hour Eight: 'Oh blummin' flip, I'm going to have to go right back to the very start of the beginning of the whole game.'

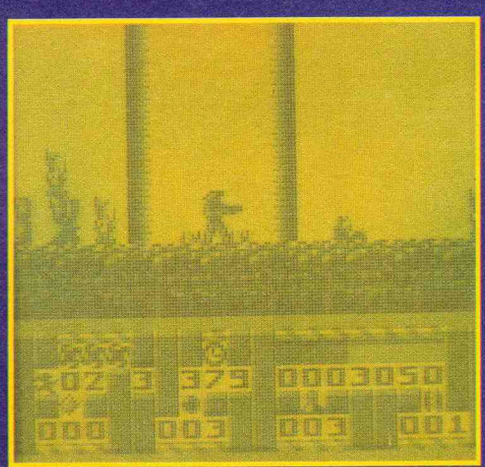
(*Hour eight plus five seconds*:) 'AAARRRGGGGHHHH!' **STEVE**

TOTAL!

... Turrican gets tooled-up



Hold the fire button and you can fire this lethal streamer that rotates through 360°. It kills and also reveals hidden bonuses.



Alternatively, if you want to completely and utterly obliterate absolutely everything, try the double wall-of-death option.

TURRICAN

Looks

- Very detailed and pretty, but sometimes the enemies can be impossible to see

Sounds

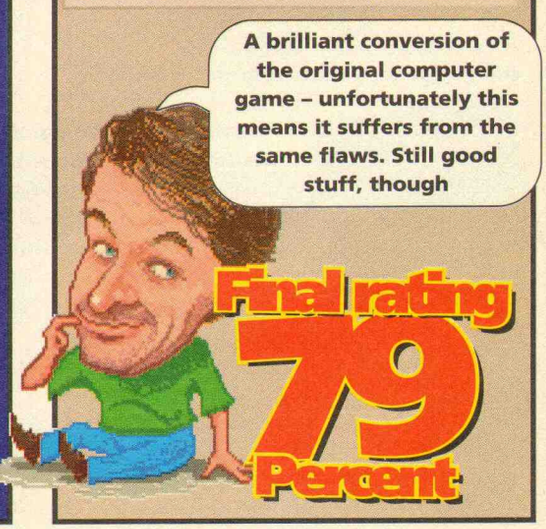
- Stirring music and lots of vivid and varied blasting noises – an aural feast

Gameplay

- Non-stop action with a bit of variation. Searching for exits can get dull, though

Life span

- Without level codes, the huge size will probably discourage you before long



For Game Boy (1-2 players)
From Accolade
Price £22 (Grey import)

ASTERO



Asteroids. It's not red but it does have rocks in it (and, come to think of it, naff all else!).

Not only was this one of the very first arcade games ever (it came out in 1979 when coin-ops were still in black and white), but also one of the very best (ask anyone Misery Guts' age – if real people get that old!).

It's also a very, VERY simple game, played on a single screen with amazingly basic graphics, so it should work really well on a Game Boy. Er, No.

In Asteroids, you control a rotating ship in the middle of the screen which you have to pilot through a never-ending asteroid belt. You can spin on the spot, thrust around, and blast the rocks with your laser, causing them to break up into smaller and smaller chunks until they disappear.

You also have to zap UFOs which occasionally fly onto the screen and take pot shots at you. In

RED OCTOBER

Looks
■ Not rubbish, but the subs could do with a bit more detail. Just dull, basically

Sounds
■ Standard bangs and whistles, forgettable music, nothing much really

Gameplay
■ Repetitive, unexciting, and unfair, this one won't launch any torpedoes for you

Life span
■ I was bored of this one after five minutes, so don't hold out *too* many hopes



Horribly unexciting and shallow (hur!) game with no content and precious little Red Octoberness either. This one will sink without trace

Final rating
40 Percent

For Game Boy (1-2 players)
From Hi-Tech Expressions
Price £25

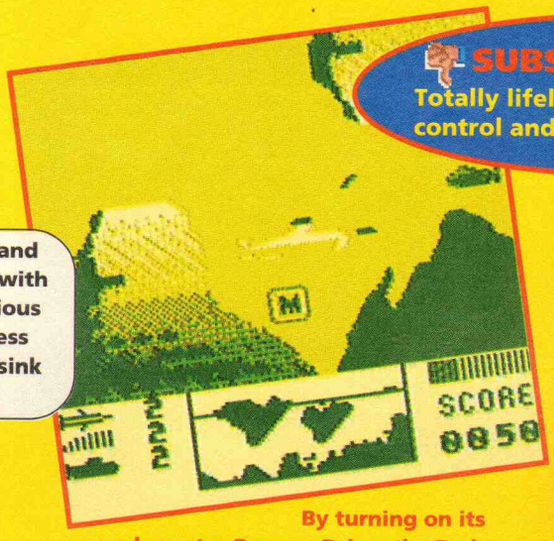
In the clamour of movie licences, The Hunt For Red October must have been a booby prize. Not that it's a bad film, but it's all very tense and suspenseful which must have provided a real headache for the poor schmuck who had to design an action-packed game around it.

Unfortunately, it seems like even extra-strength Anadin couldn't help whoever the unfortunate soul was, because this is as bad a movie tie-in as you'll ever see. The designers have taken all the exciting parts of the film, thrown them away and coded a tedious sideways scrolling shoot 'em up.

All you have to do is guide your submarine through a rocky underwater landscape, avoiding attacks from various enemy craft and collecting pick-ups. Doing it is such a painfully slow and uninvolving experience that you'd probably have more fun drawing a life-size map of the Pacific Ocean with a felt-tip pen.

SUBSTANDARDS
Totally lifeless gameplay, clumsy control and not much to do at all

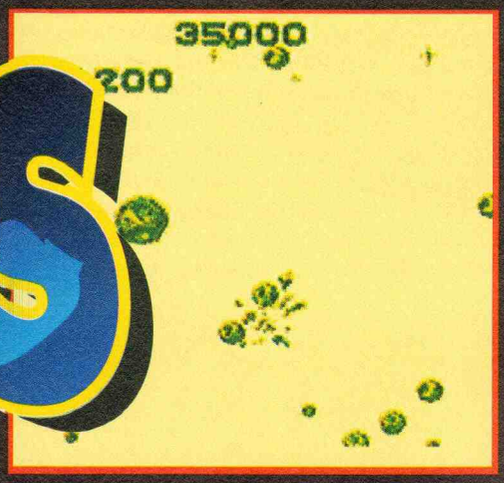
As you pilot your enormous sub around, the enemy launches swathes of homing missiles which follow you



By turning on its underwater Banana Drive, the Red October can easily give its enemies the slip. Ha ha, actually it's called the Cativation Drive and lets you move around undetected.

RED

I reckon I can just squeeze between those two rocks hurtling towards me at high speed... Ah, maybe that's a 'no', then.



Hmmm... that's a funny lookin' asteroid. Sort of flat and oval and enemy alien space ship-shaped. Erm... Waaah! Run away!



desperate moments you can also 'hyperspace', which warps you to a random location on the screen.

Well, all these elements are present in the Game Boy version, but sadly none of it works as well as it used to. Firstly, the colours are backwards (the background should be the spooky blackness of space), which destroys a lot of the atmosphere. Secondly the controls are all in the wrong places, which knackers the perfectly-balanced playability of old.

And thirdly, the graphics are fiddly little circles instead of the great jagged rocks of the original, which makes it all the less impressive.

It's still Asteroids, but only just, and aged fans of the original coin-op won't really enjoy it very much.

ANDY

ROCKS

The addictive hook that made Asteroids such a brilliant game in the first place is still there, even if in a diluted form

CROCKS

The thrust and hyperspace controls are all wrong, and the colour scheme should have been reversed. Tiny graphics make it very fiddly

ASTEROIDS

Looks

■ Yuk! Why couldn't they have stuck to the original graphics instead of these little

Sounds

■ See above. The coin-op sound was classically menacing, here it's nothing very

Gameplay

■ Awkward control, and some mystifying changes to the original rules. Why?

Life span

■ Difficulty levels and two-player games will keep you at it off and on for ages



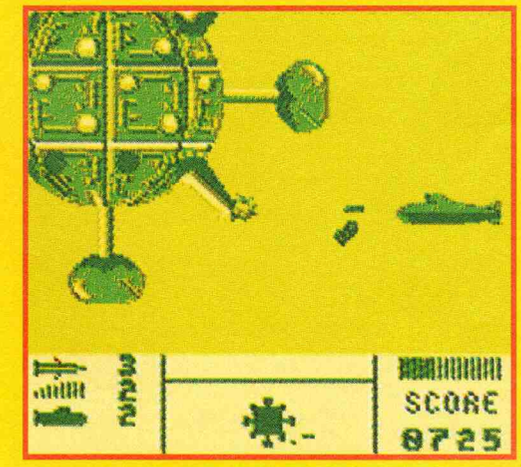
A pretty poor version of one of the best games in existence. This should have been great on the Game Boy... but it just grates instead

Final rating

55 Percent



Ha! Piece of puddin'. This end-of-level-ship-guardian won't last long before the might of The Red October. Eat my torpedo, scum!



On the other hand, this massive 'ah this'll be the *real* guardian then' guardian has me by the Bolsheviks. Das vadanya, comrades.

SUBMARINES

A certain amount of underwater tension and atmosphere, and an interesting head-to-head game

unerringly until they hit you. There's no real way of avoiding your foes, so it's just a race to collect extra lives before you lose all the ones you've got.

You can play it properly if you like (lots of sneaking around and picking off the enemy one at a time). But this is so utterly boring that you'll probably plump for the 'zooming-along-and-getting-wasted' tactic. Either way, if you spot this one in your sights, steer well clear.

STEVE

OCTOBER

DR. FRANKEN

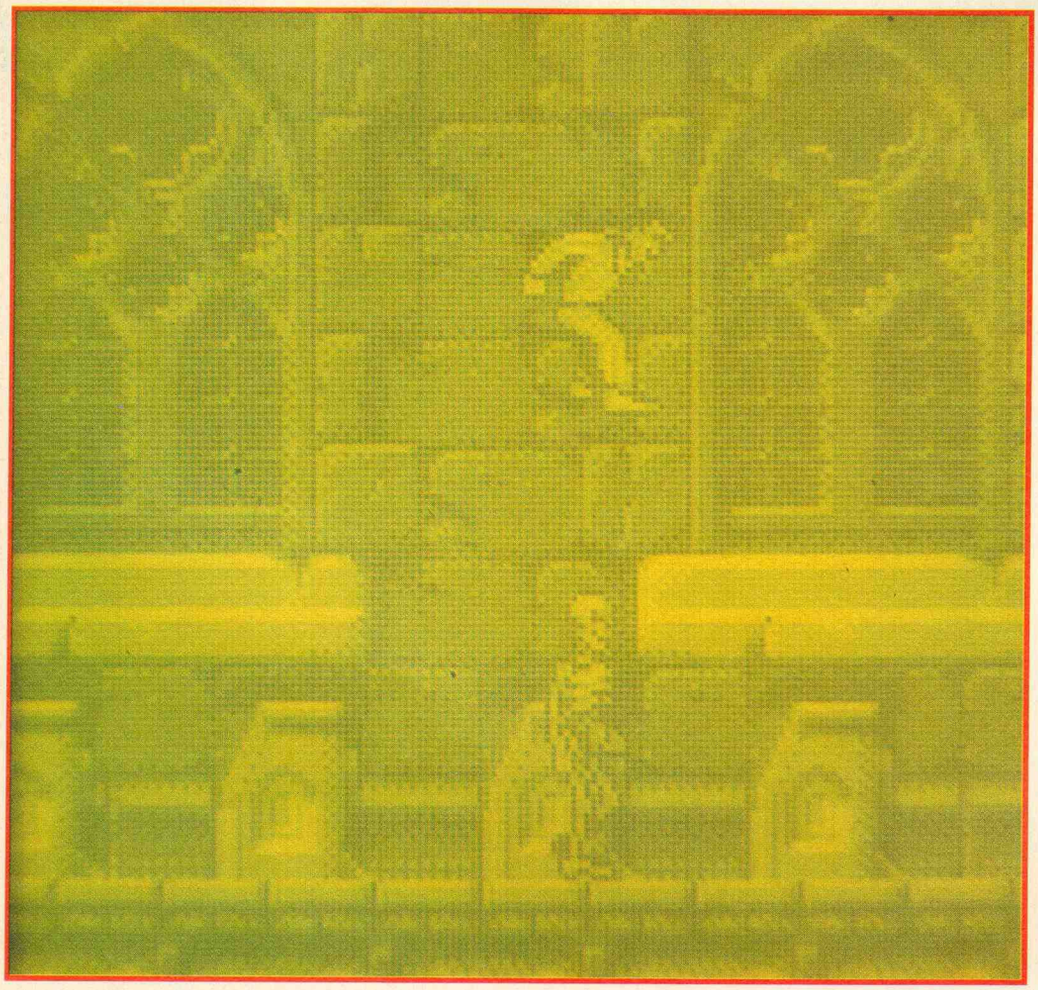
For Game Boy (1 player) **From Elite** **Price £25**

Right, I've got lots of good things to say about this one, so let's keep the background to a minimum. Franky – girlfriend Bitsy – evil spirits – Franky shrunk to midget size – Bitsy kidnapped and chopped up – find bits, put everything back to rights again. Easy. I don't think so.

The main problem for the heroic Franky is that the bits of his appropriately-named babe have been scattered far and wide throughout the enormous castle of Dr Von Frankenbone (Franky and Bitsy's dad). The castle has over 200 rooms, all infested with hordes of Dr Von F's less successful experiments who, jealous of Franky and Bitsy's happiness, will do everything in their power to bring them both to a gory end

On top of all that, Franky has to contend with the usual locked doors routine, and collect the correct bits of equipment necessary to breathe life into his, well, dead girlfriend.

Basically, then, Dr Franken is really the same



We thought, 'It's a shame to show these superb Game Boy graphics in a little screen shot', so we haven't. This massive picture shows off the wonderful gothic visuals of Dr. Franken. And the 'jerky' scrolling keeps blurring to a minimum so you can still see what's going on!

DR. FRANKEN

Looks

■ Better than Dragon's Lair with precise collision detection and no blurring!

Sounds

■ Neat harpsichord music and the usual blasting effects – perfectly groovy stuff

Gameplay

■ Fast-moving, lots to see, lots to shoot and lots to think about – perfect, really

Life span

■ It's an enormous game, and it's going to take you ages to see all 200-odd rooms!



Brilliant arcade adventure, which sets the standard for Game Boy graphics. It makes other platform games look tragic, and ought to be a monster hit!

Final rating 91 Percent

game as Home Alone (sort of). The crucial difference is that Home Alone was pure poop and this is practically perfect.

Why? Well, the stunning graphics certainly play a large part, giving Dr Von Frankenbone's castle an authentically creepy atmosphere. Elite have been quite brave, too, because it scrolls in steps, rather than smoothly. This means the backdrop moves jerkily, but it pretty much stops the problem of blurring (what's the point of having gorgeous graphics if no-one can see them?).

BOLTS

The slightly jerky scrolling stops blur but still jerks. Er... you can't turn the sound track off. Um... can't think of anything else. Sorry

More importantly the feel of the gameplay is right too. There's none of that unsure collision detection stuff here – when you jump at something you land on it solidly and properly. That lets you concentrate on the problems of the game, instead of trying to battle your way through any flaws in the design or programming.

NUTS

Utterly beautiful graphics, with gameplay to match. Excellent password system means that the huge play area is challenging not daunting.

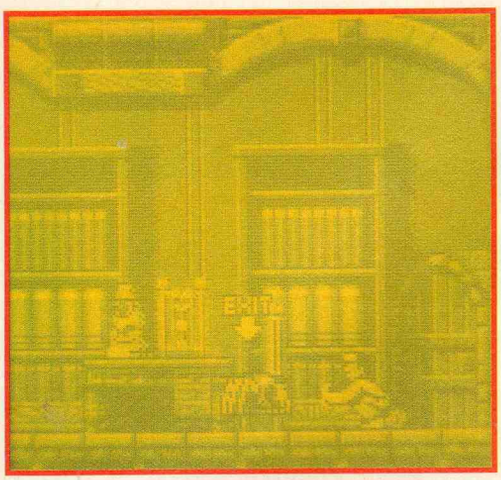
Navigating your way round the castle isn't a problem either, despite its size. The game has a built-in map (although you'll have to fill in the details on it yourself, of course), and the pace is such that getting from one end of the castle to the other will only take you a few minutes.

This brings me to probably the game's best feature – the password system. This allows you to stop the game at any point and pick up a 15-digit code which will let you continue the game at any time in the future. Sure, 15 digits is a bit unwieldy, but heck, it's better than starting the adventure over again every time you play! There's also a ROM save option, so if you're really soft, you can save the game to memory every time you enter a new room. It's wiped when you switch off, but it helps make exploration less frustrating.

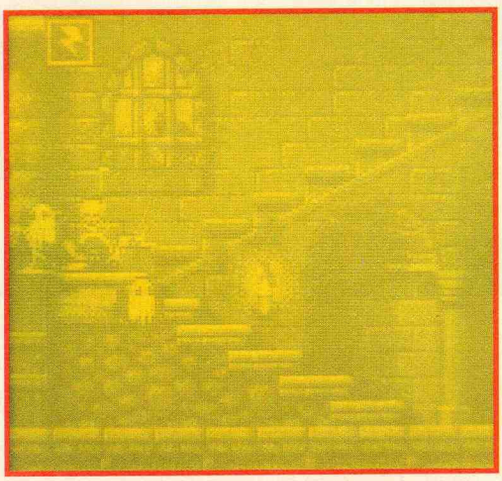
This might seem to make things a bit easy, but Dr Franken is big and challenging enough that it'll still take you absolutely yonks to complete it. That's the case with a lot of Game Boy games, but this is one of the few carts where you'll actually enjoy playing it enough to want to get to the very end.

STEVE/ANDY

TOTAL!



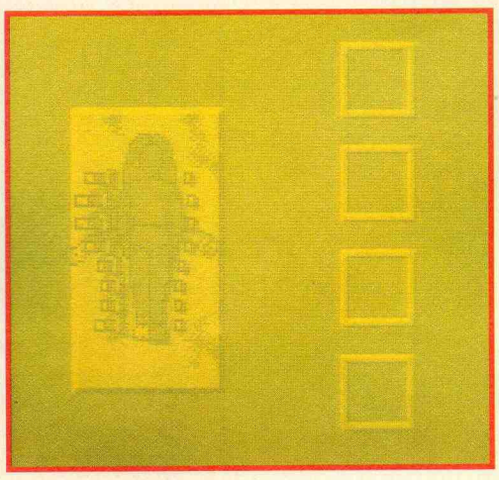
Franky protects himself by lobbing lightning bolts. So this spider is about one nanosecond away from getting fried.



Poor old Franky has to keep his power topped up by collecting the electricity icons. Unfortunately, he *just* missed this one.

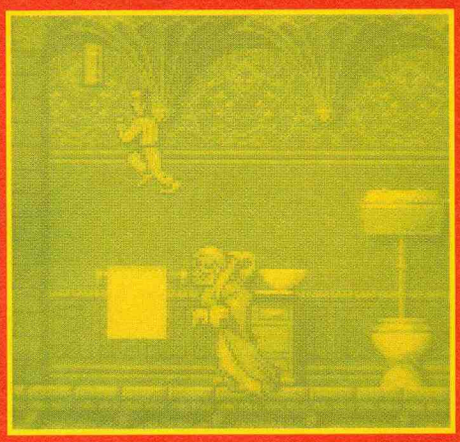


Up on the battlements of Frankenbone Castle, Franky spies a part of his beloved Bitsy. He has to collect it and take it back...

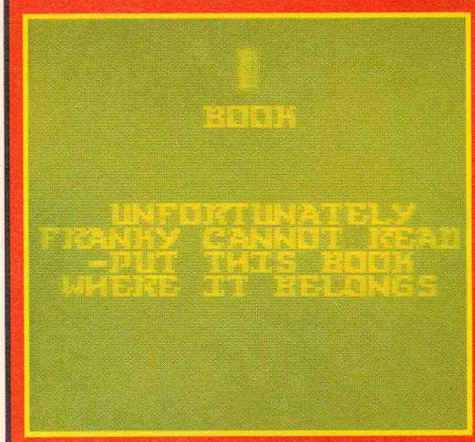


... To the lab where Franky rebuilds his girlie. It's her right foot (and if I were him I'd leave the mouth till last, just in case).

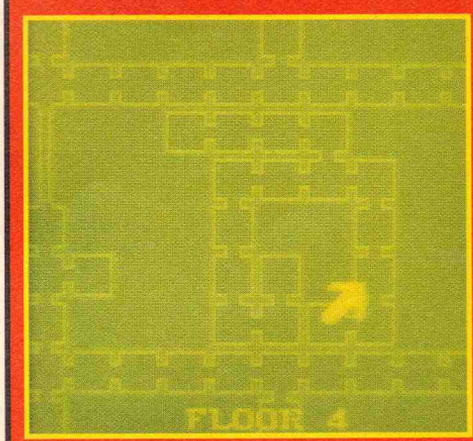
Going up... books, zombies, human remains...



As well as bits of the female anatomy, Franky also has to collect other items which help to unlock the secrets of the castle. That small rectangle, top left...



... Is actually a library book. So, obviously enough, Franky has to take it back to the library. Once safe on its shelf, floors 1-4 are opened for exploration...



... Which is more or less where Franky's *real* problems start. As you can see, Dr. Franken went in for large houses in a big way! Good thing you've got a map.

To Boldly Go Where No GAMEBOY Has Gone Before

From the producers of the Gameboy classics
OPERATION C and **NEMESIS**.

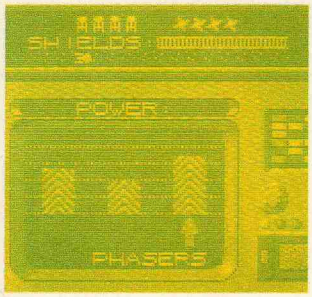
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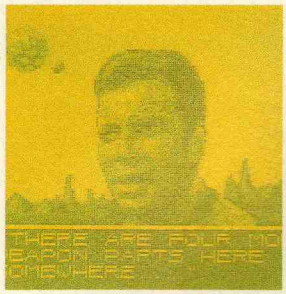
Take the helm of the ENTERPRISE with full control over its engines, shields, phasers and photon torpedos. You'll need everything SCOTTY can give you to survive asteroid fields, weird space aliens and the onslaught of the KLINGON Empire!!



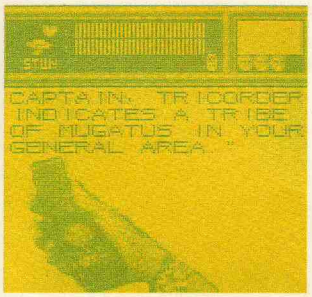


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YOUR team will be equipped with Phasers, Tricorders and other useful items which will affect the success of their mission and their chances of survival!







Search the planets surface, but keep your phaser ready as you may encounter hostile lifeforms.

Use your communicator to receive information from SPOCK and McCOY



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TOTAL! TACTIX

If you have a decent tip or trick, don't sit on it! Send it in to TOTAL Tactix, 30 Monmouth Street, Bath, Avon BA1 2BW.

NES TRICK

Double Dragon II

Thanks to **Brian Johnson** of Chesterfield.

To continue on levels 1, 2 and 3 press **UP, RIGHT, DOWN, LEFT, A, B,** on the game over screen.

On levels 4, 5 and 6 press **UP, DOWN, LEFT, RIGHT, B, A, A,** on the game over screen.

On levels 7, 8 and 9 press **A, A, B, B, DOWN, UP, RIGHT, LEFT** on controller 2.

NES TRICK

Ghosts And Goblins

This Capcom arcade game is well tricky and no mistake. But once again, it's **Brian Johnson** to the rescue with a stonkingly wonderful level select option. Press **RIGHT** and hold. Then press **B, B, B,** then press **UP.** Let go. Press **B, B, B, LEFT.** Let go. Press **B, B, B,** then **DOWN.** Let go. Press **B, B, B,** then **START.** Then you have a level select option. Gee, Bri, thanks!



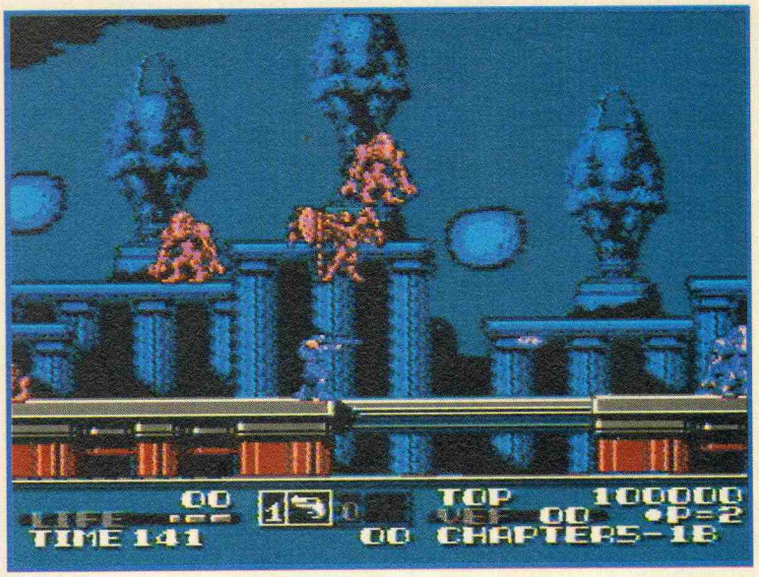
NES TIP

Gremlins 2 – The New Batch

Yes, folks, **Brian Johnson** has been up to his game-busting pranks again! Cheers, Bri – you're a hero.

Codes for each sub-stage:

Level 1.1 – **GBQK**
Level 1.2 – **BVKF**
Level 2.1 – **DXNH**
Level 2.2 – **CGMW**
Level 3.1 – **NJTD**
Level 3.2 – **ZFPJ**
Level 4.1 – **SHMC**
Level 4.2 – **VLBB**
Level 5.1 – **NXRD**



Low G Man

Big snogs to **Paul Gash** of Retford for these codes.

Level 2.1 – **M1CH**
Level 3.1 – **FLLF**
Level 4.1 – **SCRD**
Level 5.1 – **MP45**
Level 1.1A – **JPN1**
Level 2.1A – **3100**
Level 3.1A – **HV10**
Level 4.1A – **LV12**
Level 5.1A – **5VLB**
Level 1.1B – **386V**
Level 2.1B – **M952**
Level 3.1B – **80MB**
Level 4.1B – **S0N8**
Level 5.1B – **SGJK**

NES TIP

GB TIP

Castlevania II

Here are the pass codes for later levels of this whip-pingly good game!

Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Dracula's Castle – HEART, CRYSTAL BALL, CANDLE, BLANK



GB TIP

Boxxle

Thanks **Derek Conway** from Troon, who's provided us with the area codes.

Area 2 – DBBD
Area 3 – GBBG
Area 4 – HBBH
Area 5 – JBBJ
Area 6 – KBBK
Area 7 – LBBL
Area 8 – MBBM
Area 9 – NBBN
Area 10 – PBBP
Area 11 – QBBQ



GB TRICK

Hunt For Red October

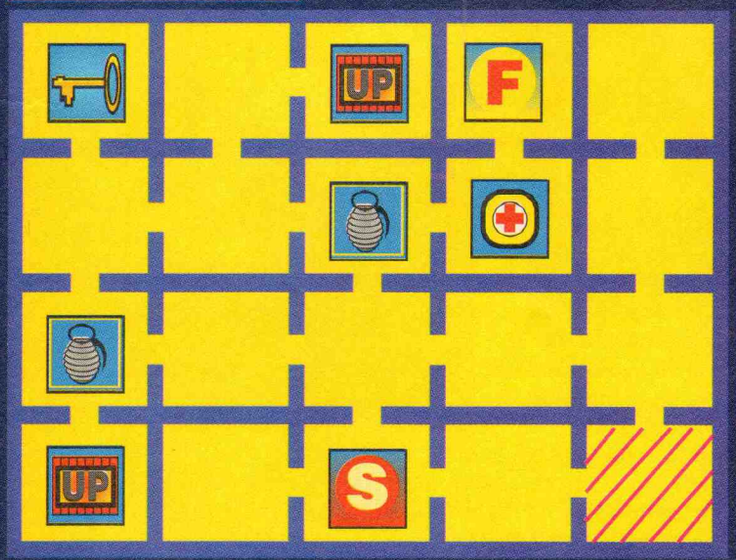
To save you the grief of playing through this awful game, on the title screen (where you choose one or two players) press **LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT, START.** Now choose a starting level by pushing right/left on the pad.

FORTIFI

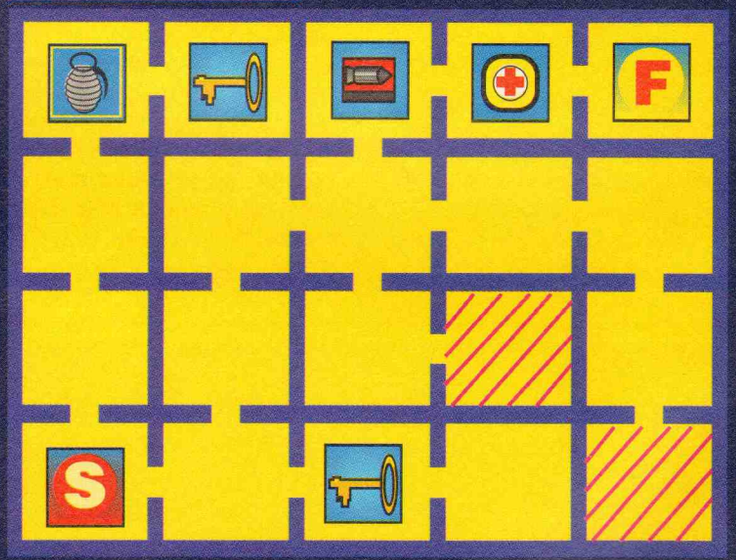
GB TACTIC

Gosh, look at all these maps for Fortified Zone, er, it's not all that big is it? But the last two levels are real hard. Just remember that the circled numbers on the maps represent stairways between floors.

STAGE 1 : FIELD



STAGE 2 : FOREST

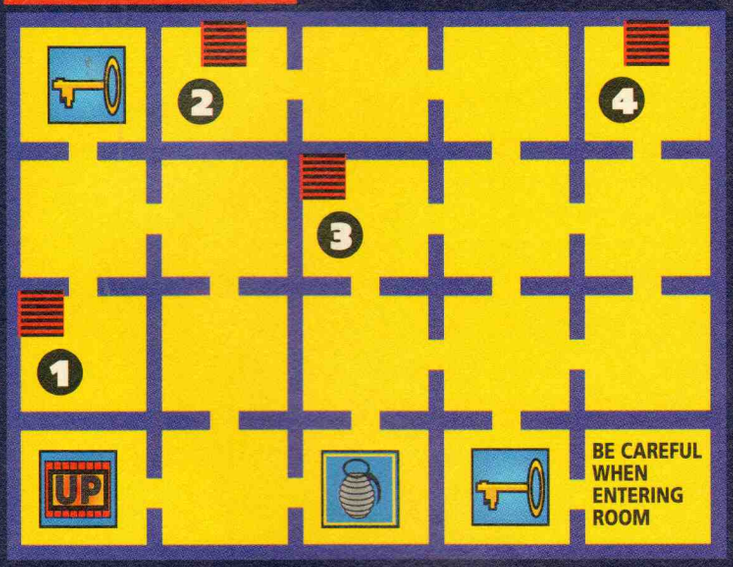


Key

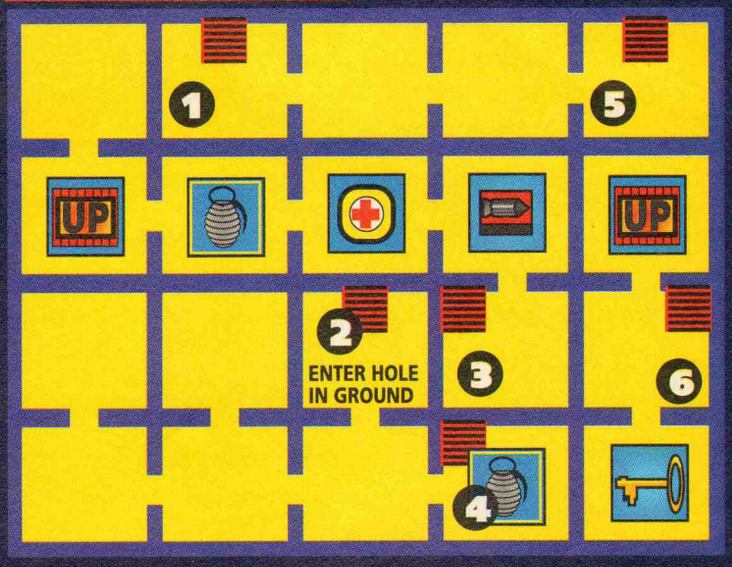
- **S** — Start
- Ammo boxes
- First aid boxes
- A key
- Stash of weapons
- **UP** — Power up items to increase energy
- Hidden missiles from walls
- **F** — The finish

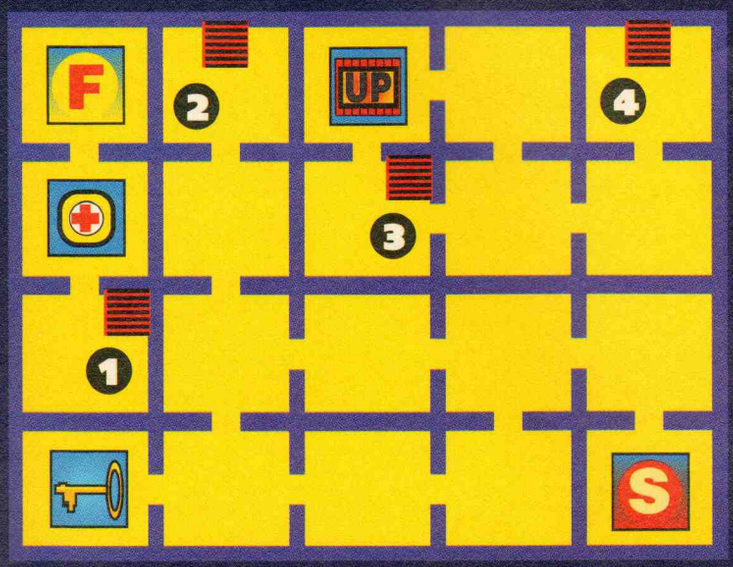
D ZONE

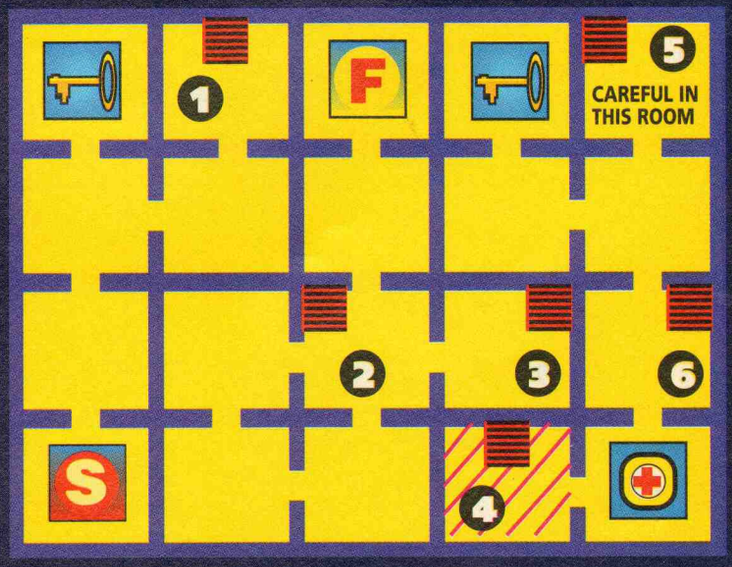
STAGE 3 : CAVE



STAGE 4 : FORTRESS







SECOND FLOOR

MANIAC MANSIO

NES TACTIC

The Solution

Thanks a lot to TOTAL chum Andy Roberts for sussing out Maniac Mansion and taking all the pictures! (What a hero.)

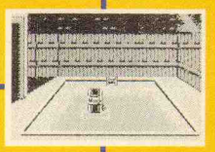
1 Choose Bernard and Razor as your chums. Select Razor, go left to the front door, GET DOOR MAT, GET KEY, USE KEY in FRONT DOOR. Switch to Bernard, go into the mansion, then walk right and stand in front of the door with no handle (to the right of the stairs). Switch to Dave, enter the mansion, then walk up to the right-hand gargoyle. PUSH GARGOYLE, switch to Bernard, and go through the door. GO TO the LIGHT SWITCH and turn it on, then walk left until you reach the fusebox. GET SILVER KEY, then go back the way you came into the entrance hall.

2 Switch back to Dave, leave the mansion, then wait by the mailbox (it's advisable not to leave people in the entrance hall for long periods of time), then switch to Bernard and go through the rightmost door into the lounge. OPEN the OLD FASHIONED RADIO, GET RADIO TUBE, then continue right and go into the library. GO TO LAMP, turn it on, then go right to the telephone. OPEN the LOOSE PANEL below the plant, GET CASSETTE TAPE, then save the game.

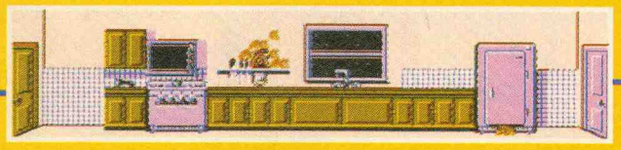
3 Go back the way you came, through the living room, into the entrance hall and open the door next to the Grandfather clock – this leads to the kitchen. GET FLASHLIGHT, then walk right and OPEN REFRIDGERATOR. If you encounter Edna here, she will throw you in the dungeon – go back to your saved game position, then wait in the library for a couple of minutes before going to the kitchen. Once the fridge is open, GET CAN OF PEPSI, go right through the dining room, then head into the pantry. GET FRUIT DRINKS, GET GLASS JAR, then use the SILVER KEY in the yellow door and go through it.

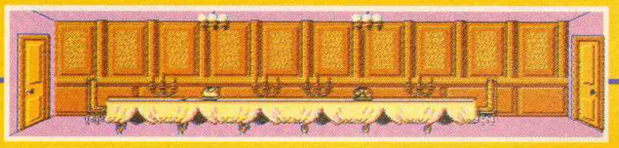
4 USE GLASS JAR with the SWIMMING POOL to fill it, OPEN the GATE, then go back to the entrance hall via the dining room and kitchen again make sure that you are not in the kitchen or



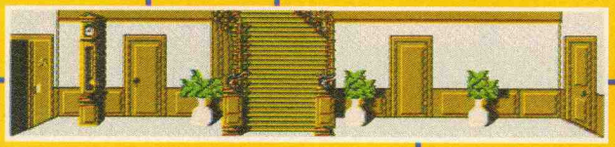


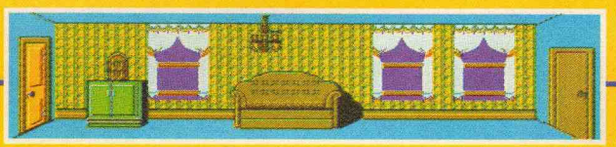




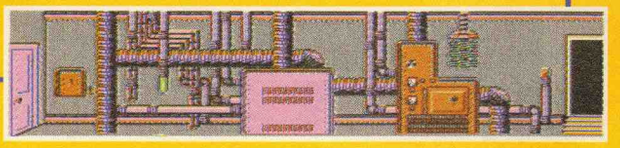


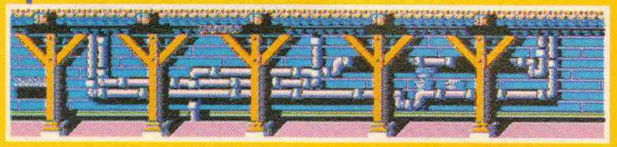








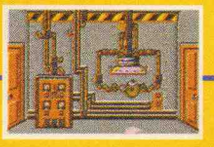


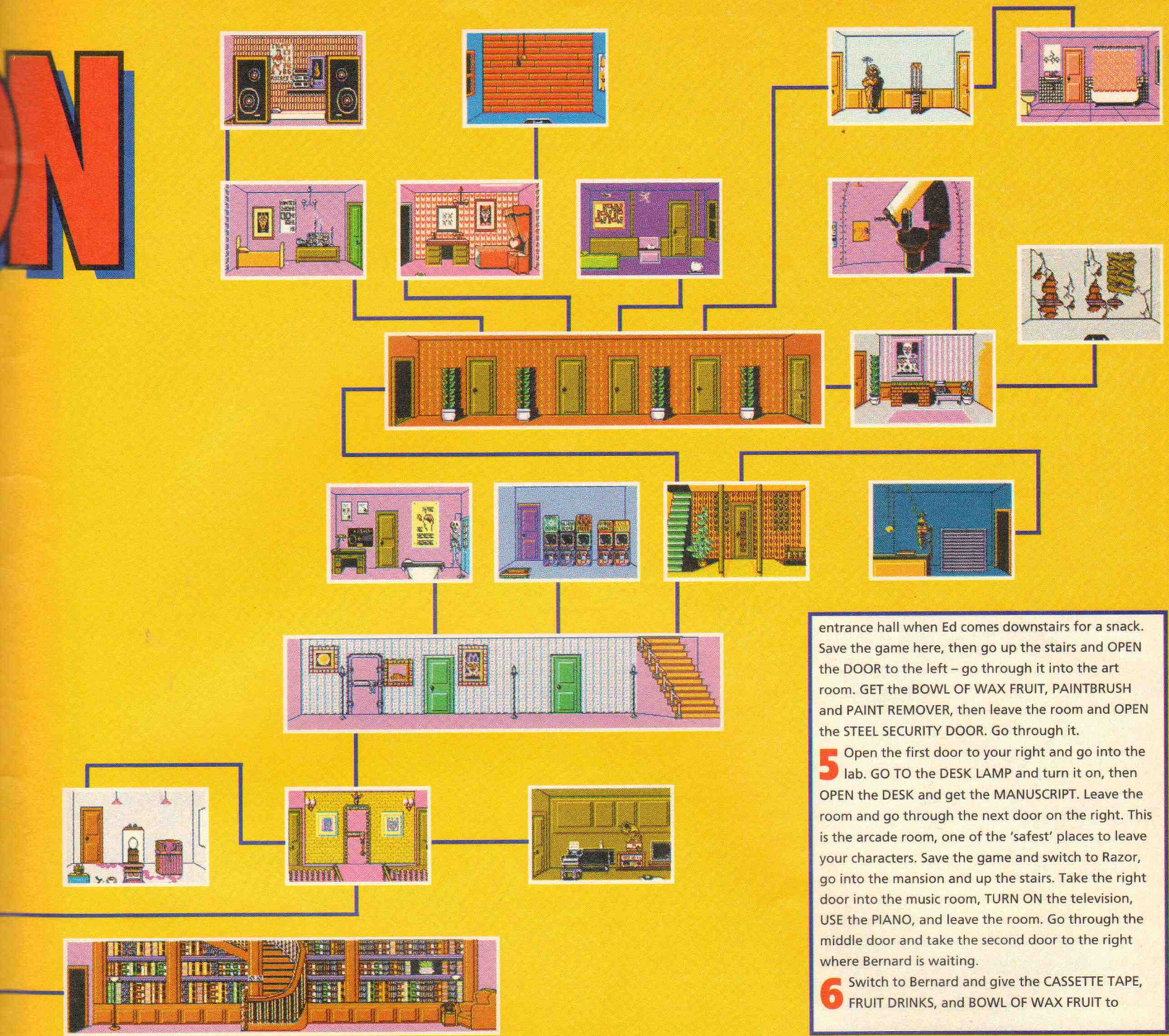












entrance hall when Ed comes downstairs for a snack. Save the game here, then go up the stairs and OPEN the DOOR to the left – go through it into the art room. GET the BOWL OF WAX FRUIT, PAINTBRUSH and PAINT REMOVER, then leave the room and OPEN the STEEL SECURITY DOOR. Go through it.

5 Open the first door to your right and go into the lab. GO TO the DESK LAMP and turn it on, then OPEN the DESK and get the MANUSCRIPT. Leave the room and go through the next door on the right. This is the arcade room, one of the 'safest' places to leave your characters. Save the game and switch to Razor, go into the mansion and up the stairs. Take the right door into the music room, TURN ON the television, USE the PIANO, and leave the room. Go through the middle door and take the second door to the right where Bernard is waiting.

6 Switch to Bernard and give the CASSETTE TAPE, FRUIT DRINKS, and BOWL OF WAX FRUIT to Razor. Switch back to Razor, leave the room, and go up the stairs to the right. Give the BOWL OF WAX FRUIT and the FRUIT DRINKS to the Green Tentacle (in that order), then go up the stairs to the left. Open the first door in this corridor, go in, and get the DIME near the end of the bed. Go up the ladder into the Green Tentacle's room and listen to his sorry tale, then get the RECORD which is next to the 'MOM' poster. Get the YELLOW key from the right hand wall, then go back down the ladder into the radio room. Read the WANTED POSTER, note down the number, then save the game.

7 When performing the next few sections, keep listening for the doorbell – when you hear it ring, switch to Dave and pick up the package before Ed gets to it. Get Razor to leave the radio room, go back downstairs, and into the arcade room where Bernard is. Give the YELLOW KEY and the DIME to Bernard, leave the room, and go through the left most door. Take the right door into the music room, use RECORD on VICTROLA, TURN ON VICTROLA, TURN OFF VICTROLA (when the vase smashes), use CASSETTE TAPE in CASSETTE RECORDER, TURN ON RECORDER, TURN ON VICTROLA, wait for a second or two,turn off VICTROLA, turn off RECORDER, get CASSETTE TAPE.

8 Leave the room, go back downstairs into the entrance hall, then head for the living room. Open the CABINET DOOR, then use the CASSETTE TAPE in the CASSETTE PLAYER. Turn on the CASSETTE PLAYER, then turn it off again when the chandelier smashes and get the CASSETTE TAPE. Go to the broken glass and get the OLD RUSTY KEY, then head back up the stairs and go into the music room. Save the game, use the CASSETTE TAPE in the CASSETTE RECORDER, turn on the RECORDER, use the PIANO, turn off RECORDER, get CASSETTE TAPE and leave the room. Go back upstairs to the top corridor, into the radio room, then up the ladder to the Green Tentacle's room.

9 Use the CASSETTE TAPE in the MONDO STEREO, turn on STEREO, pick up the DEMO TAPE which the tentacle drops for you, then go back down the ladder and save the game. Switch to Bernard, leave the arcade room, then head upstairs to the upper corridor – take the fourth door along into the gymnasium. Use the HUNK-O-MATIC MACHINE twice, exit the room, and go through the right most door. Walk up to the large PAINT BLOTCH on the wall and use the PAINT REMOVER on it.

10 Leave the room, walk left, and enter the radio room where Razor is waiting. Switch to Razor and give the OLD RUSTY KEY to Bernard. Switchback to Bernard, leave the room and go back down the stairs to the entrance hall. Go out of the front door and walk up to the bushes to the left of the steps – open the grating. Go through the grating into the lower passage and walk right until you reach

the WATER VALVE – but don't touch it yet! Switch to Dave, enter the mansion and make your way to the pool via the kitchen, dining room, and pantry. When you reach the pool, stand by the ladder and save the game.

11 This next bit has to be done quickly: Switch to Bernard, turn on the WATER VALVE, then switch to Dave. Go down the ladder, collect the RADIO and the GLOWING KEY, then go back up the ladder and through the gate. Switch back to Bernard, turn off the WATER VALVE, then head left and go back through the grating. Enter the mansion and head to the pool, again via the kitchen and dining room, then go through the gate where you left Dave.

12 Switch to Dave and open the package – some stamps should fall off (if the mailman hasn't delivered it yet, go back to the mailbox and wait). Give the STAMPS and the RADIO to Bernard, then switch back to Bernard and open the RADIO. Use the BATTERIES in the FLASHLIGHT, open the GARAGE DOOR, then get the WATER FAUCET HANDLE from the shelf. Use the YELLOW key in the trunk of the Weird Edsel, get the TOOLS, then give the YELLOW KEY to Dave. Make your way back to the entrance hall, then head for the library via the living room.

13 Go over to the TELEPHONE and use the TOOLS to fix it. Leave the library and go back to the entrance hall, then head up the stairs to the radio room. Switch back to Dave, make your way back to the entrance hall,then go out of the front door and save the game. This next section also requires split-second timing: Push the doorbell, then switch to Bernard.Wait for about 30 seconds after Ed has left his room, then exit the radio room and take the second door on the right. Get the HAMSTER, then get the CARD KEY which was under it. Go over to the PIGGY BANK and open it, collect a couple of dimes, then swiftly exit and go back to the radio room. If Ed catches you, either resume the saved game and repeat the task,or use the OLD RUSTY KEY to unlock the dungeon door.

14 Switch back to Razor, go down to the entrance hall and open the front door, then walk over to the gargoyle on the right and push it. Switch to Dave, enter the mansion, then go through the door which Razor opened. Switch to Razor, go into the kitchen (for safety), then switch back to Dave, find the LIGHT SWITCH and turn it on. Go left until you reach the fusebox, open it, then switch to Bernard. Leave the radio room and go through the right most door to the 'paint blotch' room. Turn on the FLASHLIGHT and go through the door you uncovered earlier – find the WIRES in this darkened room, then switch back to DAVE.

15 Perform the next task as quickly as possible: Turn off the CIRCUIT BREAKERS, switch to Bernard, then use the TOOLS on the WIRES to fix them. Switch back to Dave and turn on the CIRCUIT BREAKERS, then quickly go right, exit the room, and nip into the lounge. Switch to Bernard, go down the hatch, leave the room and go into the gymnasium. Go through the right-hand door into the bathroom and use the WATER FAUCET HANDLE on the WATER FAUCET. Turn on the WATER FAUCET, open the SHOWER CURTAIN, turn off the WATER FAUCET and make a note of the number on the wall.

16 Leave the bathroom, go through the gym, then wait outside the door to the right of the radio room (this is Edna's room). Switch to Dave, go to the library and use the PHONE – dial the number you saw in the bathroom, switch back to Bernard and enter Edna's room. While she is on the telephone, get the SMALL KEY from the bedside cabinet then quickly go up the ladder. Go to the LIGHT, turn it on, then open the PAINTING. Switch back to Dave, use the phone again and dial Edna as before. Switch back to Bernard, go down the ladder, then exit Edna's room (closing the door behind you). Now go right into the 'paint blotch' room and save the game.

17 Use the GLASS JAR on the PLANT, then use the CAN OF PEPSI on the PLANT. Go through the hatch in the ceiling and walk over to the control panel. Use DIME in COIN SLOT, push the RIGHT BUTTON, then use another DIME in the COIN SLOT and push the RIGHT BUTTON again. Now use the REALLY POWERFUL TELESCOPE – make a note of the number next to the spider, as this is the combination to the safe. Go down the hole, exit the room, then wait outside Edna's room as before.

18 Switch to Dave, and use the phone to call Edna again. Switch back to Bernard, enter Edna's room and go up the ladder. Go to the WALL SAFE, use the WALL SAFE and enter the combination which you saw through the telescope. Get the ENVELOPE, switch to Dave, and call Edna. Switch back to Bernard, go down the hatch, and exit the room (closing the door as before). Nip into the radio room and save the game. Wait for a minute or two, then leave the room and go down to the entrance hall. Now make your way to the pool and use the GLASS JAR with the SWIMMING POOL. Now go back to the kitchen where Razor awaits.

19 The next few sections may be interrupted by a power failure – Dr. Fred will inform Edna of this power cut, during which time you should do nothing – wait for the power to come back on before continuing. Give the STAMPS, the SMALL KEY, and the CARD KEY to Razor, then open the MICROWAVE. Use the ENVELOPE with the MICROWAVE, then use the GLASS JAR with the MICROWAVE. Close the MICROWAVE, turn it on, turn it off when you hear the 'ping!', then leave the kitchen and go upstairs to the radio room. Use the RADIO TUBE in the TUBE SOCKET, then switch back to Dave. Leave the library and go to the kitchen.

20 Switch to Razor, give the SMALL KEY and the CARD KEY to Dave, open the MICROWAVE, get the ENVELOPE, open the ENVELOPE, use STAMPS on ENVELOPE,then give the QUARTER to Dave. Leave the kitchen and go upstairs to the 'paint blotch' room. Use the ENVELOPE with the TYPEWRITER, use CASSETTE TAPE with the ENVELOPE, then go back down to the entrance hall and leave the mansion. Open the mailbox, use ENVELOPE in mailbox, then pull the FLAG and save the game.

21 Switch to Dave and go upstairs to the arcade room (if Dr.Fred hasn't played on the METEOR'S MESS game, wait downstairs for him to do so). Use the QUARTER in the METEOR'S MESS game and note down Dr. Fred's high score (his initials are DFS). To get the quarter back, use the SMALL KEY in the COIN BOX and get the QUARTER. Leave the arcade room, then go upstairs to the radio room. Switch to Bernard and give the OLD RUSTY KEY to Dave, then save the game. When performing the next sections, you will hear the doorbell again – this is the mailman delivering a contract – so switch to Razor and get the CONTRACT from the mailbox.

22 Ending #1: Switch back to Dave, go down to the entrance hall and stand in front of the door with no handle. Switch to Razor, enter the mansion, then push the right-hand gargoyle. Switch back to Dave and go through the door, then go left and unlock the dungeon door with the OLD RUSTY KEY. Continue left and unlock the top and bottom padlocks on the door to the Sekrit Lab using the glowing key. Now open the INNER DOOR and enter Fred's high score from the arcade machine.

23 Switch to Bernard, turn on the RADIO, then use the RADIO and enter the number you saw on the wanted poster. Switch back to Dave and wait in the dungeon for the Meteor Police to arrive (it takes a few minutes). When the cop arrives and disposes of the Meteor, get the ID BADGE he left behind,go through the inner door and give the ID BADGE to the purple tentacle.When he leaves, open the door to Dr. Fred's laboratory, walk right, and open the locker at the far right. Get the RADIATION SUIT, then use the CARD KEY in the CARD SLOT to the right of you. Go through the door, pull the switch, and you've completed the game! There are six other possible endings to the game, and we'll be revealing another two next issue. As the fat man says, don't touch that dial...



Kickle Cubicle

NES TRICK



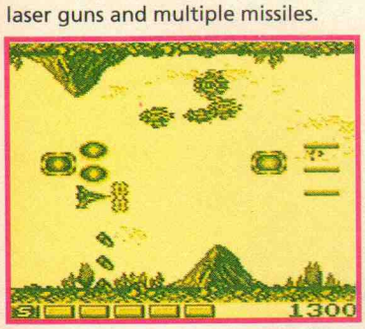
A quick and easy way of getting onto the special round with harder levels is to push down on joypad one before switching on the NES. When you turn on the power, the screen should be pale blue. Then all you do is press select and the special round should start.
Thanks to **Gary Chamberlain** of Stapleton in Leicestershire.

Nemesis

GB TRICK

According to **Nick Ainley** of Dorking, our cheat for the NES version in issue four, also works on the Game Boy, but only once. In case you missed it the first time, pause the game then press, **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.**

Un-pause the game and you have two options, a force field, laser guns and multiple missiles.



Get tooled up with our stonky Game Boy Nemesis cheat!

Kid Icarus

NES TIP

Enter this password to get to the last stage with infinite lives. **8UUUUU UUUUUU UUUUUU UUUUUU**. Thanks to **David R Parker** of Bubbenhall in Coventry for that.

Simon's Quest

NES TRICK

The password below should give you all the weapons you'll need to complete the game. Enter the password as **GQ21T◆★ QZXQV3QPQ**
Thanks to **Keith Hall**, Tyne and Wear for that bit of help.

Life Force

NES TRICK

Righty-ho then, as soon as the title screen appears, quickly press the following, **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.**

If you manage to enter the whole lot before the demo gets up and running you'll begin the game with a massively enormous 29 lives. Phwoar! You lucky thing.
That one was kindly donated by **David East** of Crawley in Sussex.

Hunt For Red October

GB TRICK

Flip through the intro screens. Then when you reach the map screen press **A** and **B** and keep them pressed. Then press and hold **SELECT** and push **UP** then **DOWN**. You should now start with 25 lives.



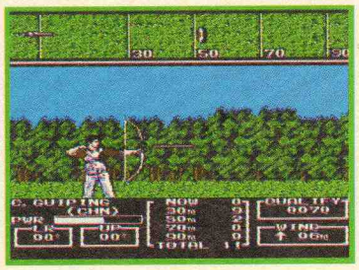
Alternatively, when you get to the map screen, press **A** and **B** and keep 'em pressed. Press **LEFT, RIGHT, SELECT**. Now press and hold **SELECT** and push **LEFT** and **RIGHT**. This'll give you 25 cativation drives.
Thank you to **Mark Thomas** of Sittingbourne in Kent. Now we need never play this barrel of old rubbish again. Hurrah!

Track and Field II

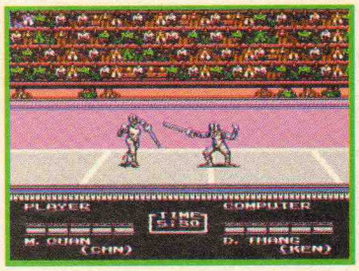
NES TIP

These ever so handy-dandy codes will enable you to get right the way through to day five of the tournament.

DHLK*4ZLG – start on day two
DRLKQ3Z1G – start on day three
GHLK*3ZLG and
DR1K*3Z1N – start on day four
DR1KQ4PLN – start on day five
Thanks to **Gordon** and **Evan MacPherson** of Kelty Fife



Day 4, the archery contest. Set your angles and let fly. Woosh!

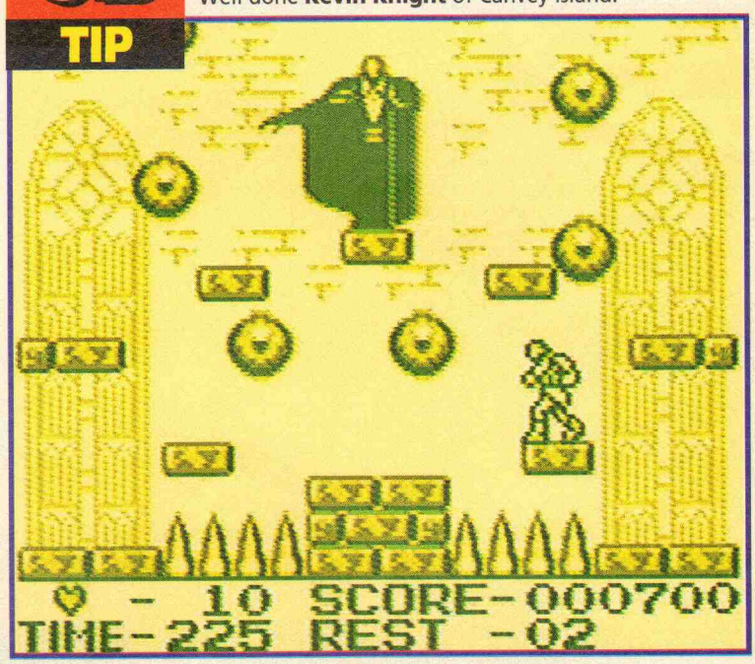


Day five, fencing. Get a some planks, a few nails and... er.

Castlevania 2

GB TIP

More help for young Christopher Belmont. If you want to get to the very last show-down with Count Dracula himself try entering the following code.
BALL, HEART, CANDLE, HEART.
Well done **Kevin Knight** of Canvey island.



Punch-Out

NES TIP

More cheats from **Mark Thomas** (the lad from Kent). Try these three codes for size.
0057375423 – win minor title
7778073454 – win major event
2678537538 – enables you to attempt the world title fight.
Our gratitude knows no bounds Mark, young fella me lad!

More pleeeeeze!

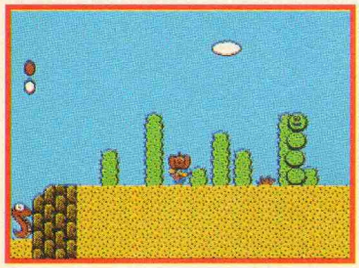
As of next month, every tip printed will win the sender a little freebie. Send 'em to... TOTAL TACTIX, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

NES TACTIC

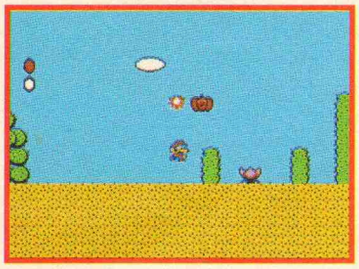
SUPER MARIO BROS. 2

Last month we showed you the quick route to world six. These tips should help you through the trickier bits of the rest...

1 Level 6 – 1



Ooh eck! You'd best grab that tomato then jump up onto the top of that cactus fiend.



Once the cactus has carried you across to here, jump off and use the tomato on the flower.

2 Level 6 – 1



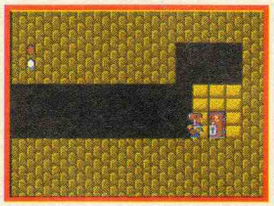
You can do this bit without killing the snakes but it's easier if you clear the way a bit.



Go along to the fifth pipe from the right. Go down it. Kill the snake next to it if you like.



Dig down to the key. Stagger your path or the enemies will drop onto your head.



Rush back up, dropping the key whenever Phanto gets too near. Then rush for the door.

3 Level 6 – 1



Immediately jump up onto the first ledge to avoid any fireballs that the boss chucks



One by one, stack the plugs to the right of the tower. Take your time and avoid fireballs.



Pick up the top plug and when the boss approaches, drop it on him. Do it three times.

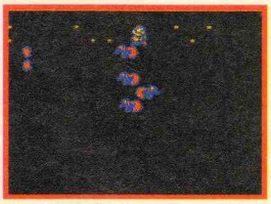
4 Level 6 – 2



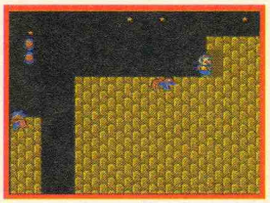
Jump right to the second platform, then up to the top bird.



As the bird comes in from the left jump onto its back for a ride.



Each time an obstacle appears, jump onto it then back onto the bird.



It'll take a few goes but eventually you'll reach this door. Enter it.

5 Level 6 – 2



Plug Birdo from here. Retrieve it when he stops firing. Repeat.

6 Level 6 – 3



Jump up from the bird's head then move left.



Collect an egg and do a running throw right.

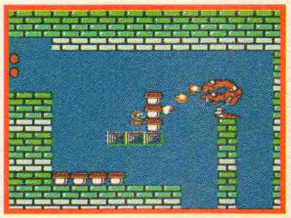


Repeat the process but remember to avoid eggs.

7 Boss 6/3



Stack plugs on the right side of the platform.

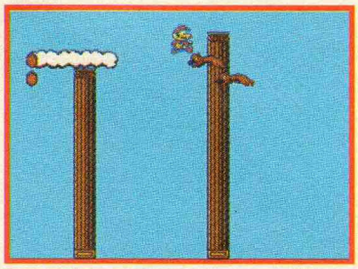


Get other plugs, run jump and throw them.

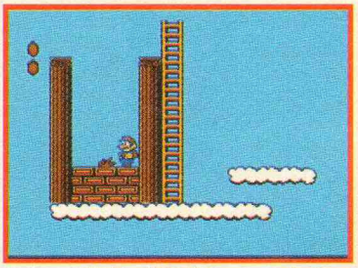
8 Level 7 – 1



When you get to this bit, ignore the door and jump onto the back of the bird. Enjoy the ride.

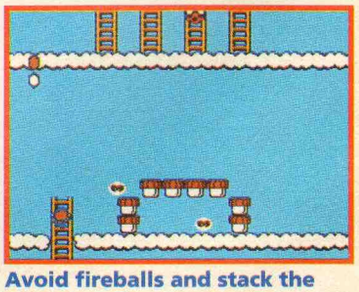


Each time you come to a pillar, jump up onto it then immediately jump back onto the bird.

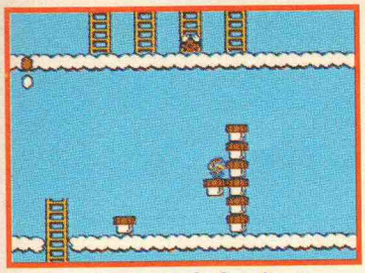


Jump off the bird here and uproot the plant to get rocketted to the next level. Zoom!

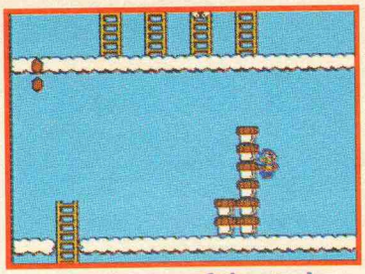
9 Level 7 – 1



Avoid fireballs and stack the plugs on the right. Kill the fireballs with the plugs if you

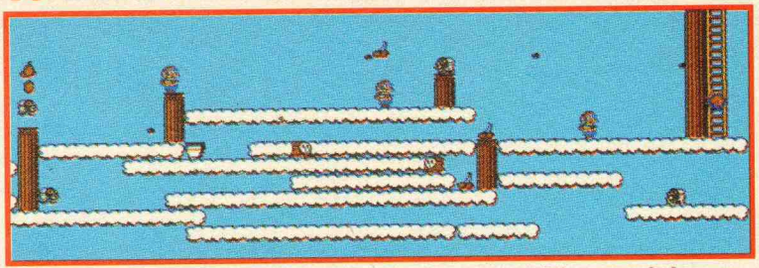


Leave the second plug in as a platform and keep stacking until it's six plugs high.



Jump to the top of the stack and crouch/jump to get up to the next bit. Don't fall like this.

10 Level 7 – 1



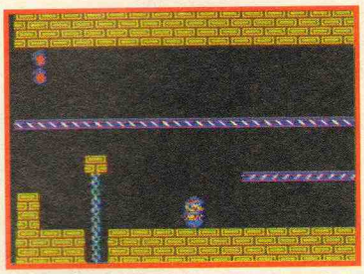
Weave left and right through the clouds. Don't pick up and throw the enemies though, the cloud obstructs them and they'll kill you.

11 Level 7 – 1

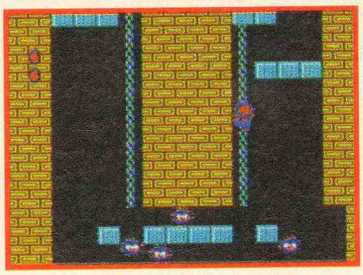


Do a running throw to hit the Birdo with the plug. Wait until he stops firing, get the plug back and repeat, twice.

12 Level 7 – 2



From here there are two routes you can take which lead to the same place. Go right, as the other route is slightly harder.

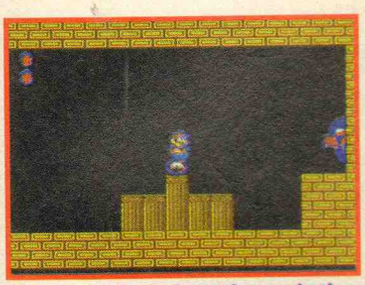


At this point don't go up the left hand chain, it's a waste of time (and dangerous). Take the right hand chain, then...

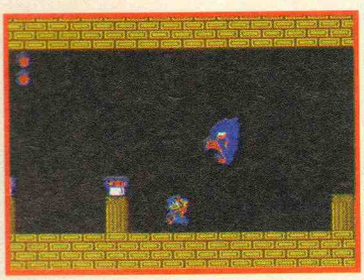


Defeat Birdo to get the key. Again drop the key whenever Phanto chases you. The exit door is just beyond this door.

13 Level 7 – 2

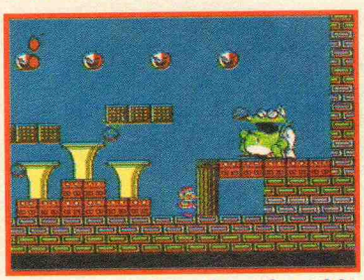


Get the orb and go through the bird head? Nooo! This exit door comes to life and chases you.



Use the plug three times to stop it. You can then exit through the mouth as normal.

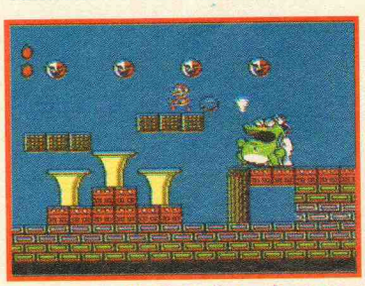
14 Level 7 – 2



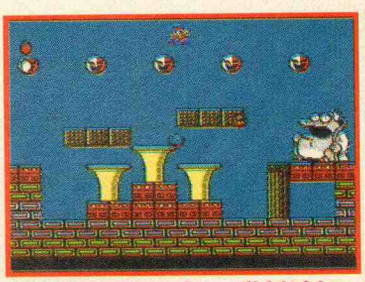
Hang about down here for a bit until a fruit appears from the funnels. Avoid the orbs.



Run under the fruit to catch it. You can use red and white fruits they're both as effective.



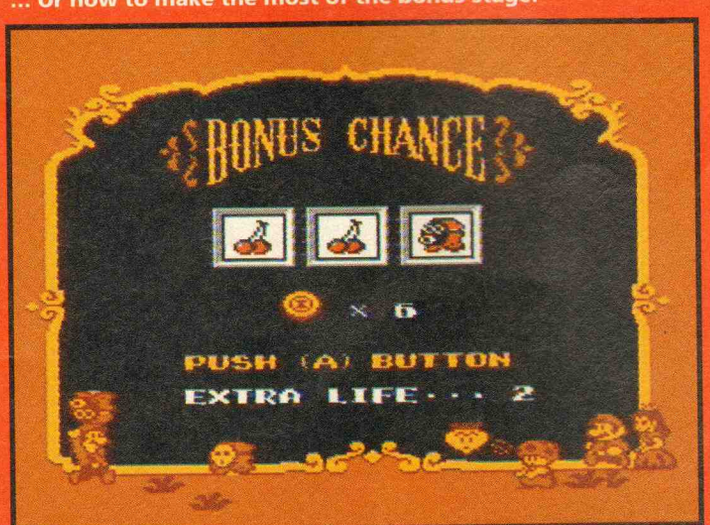
Run up to the top then, just as the Wart opens his gaping gob, chuck the fruit at him.



Time it right and you'll hit him. Run off immediately to escape the orbs. Repeat six times.

Laden with lives...

... Or how to make the most of the bonus stage.



Get a cherry in the first window and you get an extra life. If you get two cherries you get two lives and three cherries gives you five lives. So, turn the volume up on your telly, and as soon as you hear the reels start spinning hit the button and you're almost guaranteed a cherry in the first window.

Many thanks to...

Actually ignore that. We should say many, many, many, many thanks to the two people who sent us all the tips we needed to blow the lid on SMB2. The first was Neil Brady, of Belfast and the other was Lisette Allen of Great Yarmouth. Seeing as they did so well, we'll give the pair of them a goodie bag choc-full of badges, T-shirts, a game perhaps, and definitely a whole heap of other useless rubbish. And remember, the better your tips, cheats and solutions, the more likely you are to win a prize. Send your stuff to...

TOTAL TACTIX
Future Publishing
30 Monmouth Street
Bath BA1 2BW

Q&A

Here it is then, the section in which either you help us, we help you, or we all help each other. See, it's like being part of one big happy family here at TOTAL!

No, sorry. We're completely dense

Dear Thicky and Steve,
Could you please tell me how to do Telos in Rad Gravity. I've been stuck on it for nearly four months now and I am really desperate to complete it as it is driving me mad. I feel as thick as Thicky... well maybe not that thick.
George Austin, Portsmouth

Dear Thicky and Steve,
In response to the question about the Hammer Brother's suit, it is in the second Toad House in Ice Land (level 6). Also I have a question about the Adventure Of Link. I completed the first palace, killed myself and saved the game. Later I completed the third palace, killed myself and saved the game. Next I got to the end of the second palace but there was no boss and the crystal was in the statue. I then went back to the third palace but it wasn't there. Why is this?
John Oldham, Northampton

Dear George and John,
Er, um, not a flippin clue. If any readers out there can help these guys with their questions, you might win a prize. Write to, Q&A, TOTAL, Future Publishing, 30 Monmouth Street, Bath, BA1 2BE

Dragon's Lair

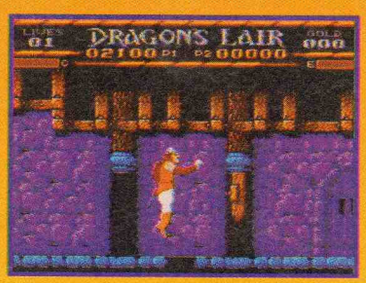
Dear Total,
You've got to help me. I don't know whether it's just me being dumb but I can't do the bit in Dragon's Lair where there are two moving wooden spikes and a gap in the floor. I've enclosed a little picture of the bit so you can see what I'm on about. Please help because my dad is about to kill me if my language gets any worse.
David Roberts, Shrewsbury

P.S It's the NES version of Dragon's Lair by the way

Dear David,
Take a look at the screenshots below. They should help you out a bit. Which reminds me, we'll be doing the complete solution to Dragon's Lair on the NES next month. Also, if any of you have queries on a game, send in a little piccy of the bit you're stuck on, it'll help us out an awful lot.
ANDY



Right, first crawl under the wooden spike (remember it does a double thrust) then position yourself like this.



Now simultaneously push right on the joypad and tap the jump button. Anything more than a quick tap and Dirk plummets.

Spiderman

Dear Thicko and Baldo,
Can anyone tell me how to easily defeat the Goblin on level two of Spiderman on the Game Boy. I've managed to defeat him a couple of times but I usually use up all my continues doing it.
Carl Kingsley, Fowey, Cornwall

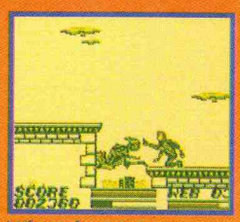
Dear Carl,
Simply take a look below.



Jump to avoid the Goblin as he zooms underneath you.



He then moves right across the top. Avoid his bombs.

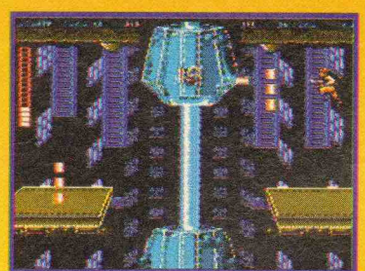


When he zooms down to the gap, crouch and kick him.

Star Wars

Dear Steve,
I recently bought Star Wars on the NES. Now, although I reckon it's brilliant I can't blow up the tractor beam thing. I've tried using Luke's gun but it ain't much cop. Should I use the light sabre instead?
Karen Knowles, Edinburgh

Dear Karen,
NOOO! Luke's a wimp. Use Han Solo, follow the instructions below and the tractor beam will be a pile of dust before you can say 'Neep!'
STEVE



Climb one of the ladders and wait for the vertical lasers to fire. Jump across to the other ladder and shoot at the top of the generator while in mid-air.

Boulder Dash

Dear Steve and Andy,
In Boulder Dash I have got to World 3, level 4 and there seems to not be enough diamonds to collect, this is so because they are mostly surrounded by walls. How on earth do I get them?
Lee Chapman, Leicestershire



Push a boulder over the wall you want to destroy and stand under it. When the monsters go by, drop it and crush 'em.

Dear Lee,
This one had me stumped for a while too. You've probably noticed that when you kill monsters, they explode into a shower of stars. Well, if you kill them right next to a wall, the resulting explosion knocks all the blocks out. Easy!
ANDY



Help!

What happened to your NES Batman solutions? The Batman goodies are still up for grabs so get 'em in quick. This month we want fab solutions to Star Wars. You could win the full set of three Star Wars videos. Send the stuff to Star Wars Tactix at the usual address. Ta!

Soccer at it's Best!

KICK OFF™

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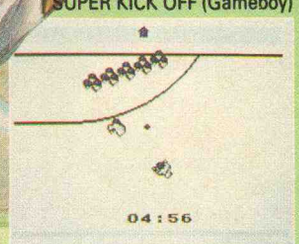
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SUPER KICK OFF (Gameboy)



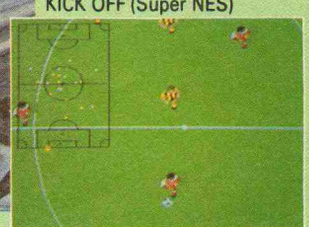
KICK OFF (NES)



KICK OFF (Super NES)



KICK OFF (Super NES)



REVIEWERS RAVE

Best since Mario 3 - Glue The Cartridge In The Slot.
Best thing to happen to Gameboy since Tetris.
Your family is going to have to drag you screaming from the NES.
It's brilliant!

Winner of Game Of The Year and European Game Of The Year awards, KICK OFF is a sports simulation which is accurate and realistic yet great fun to play.
The sheer quality of the game play has thrilled millions of soccer addicts, young and old, right across Europe. Just like the real thing, it is EASY TO PLAY but HARD TO MASTER.

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IMAGINEER Co., LTD
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TOTAL RECALL

The definitive guide to Nintendo games (and what we think of them)

You just pulled off a massive bank job and you're wondering what to do with your 50 grand cut. You better think fast before the peelers catch you with the cash and chuck you in chokey. Let TOTAL help you spend the dosh wisely.



Actually folks, crime is neither big or clever. So when you only have forty quid to spare it's important that you get the right game. That's why we list all the games we've reviewed so far and give them a star rating each.

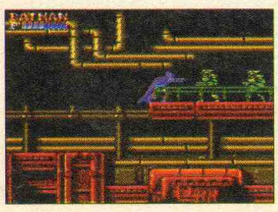
NES

★ Yuk!
★★ Yeesh!
★★★ Yeah!
★★★★ Yo!
★★★★★ Yippety yip!

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. 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

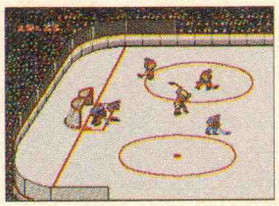


Grab your sister's tights and let's go. Gotham City needs de-Jokering and you're the man for the job. There are five massive levels to this tough platform game, with over 15 different baddies to batter and loads to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
★★★★

Bayou Billy
Konami
1 player £35

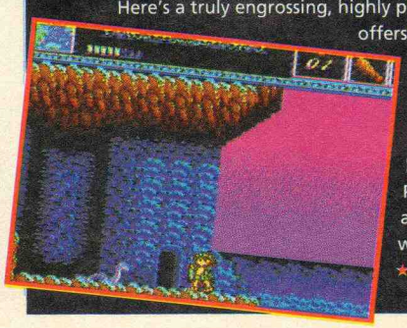
This is an atrocious mish-mash of ripped-off game styles that without exception, do no justice to the source they were taken from. Pale, appalling shadows of Double Dragon, Road Blasters and Op Wolf tied together in the worst available Zapper game.
★

Blades of Steel
Konami/Palcom
2 player £35



Okay so the graphics aren't that brilliant, and there are annoying in-betweeny screens that you can't opt out of. But if you want a highly playable two-player ice hockey game, then this one'll keep you (and a friend) thrilled for months with its icy action.
★★★★

Battle Of Olympus
Nintendo/Imagineer
1 player £30



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!
★★★★★

Blue Shadow
Taito
1-2 player £35



A platform hack 'em up which has slickness forcing its way out of every pore. The graphics are amazingly good and there's a huge amount of varied enemies and backdrops. There's also a spanky simultaneous two-player option, but experienced gamers will find it far too easy.
★★★★

Boulder Dash
First Star Software
1-2 players £25



24 levels of brain-busting action await, as you collect dozens of diamonds from underground caverns without getting squished by falling boulders. It's addictive, challenging and looks better than ever – a classic!
★★★★★

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.
★★★★

Captain Planet
Mindscape
1 player £40



The environment is having a pretty bad time of it. There's oil in the oceans, toxic waste in the rivers and dead dolphins all over the place. Take on the role of Captain Planet and defeat the polluters using special vehicles and five different super powers in this scrolling shoot 'em up and maze exploration game.
★★★★

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 ship's weaponry.
★★★★

Caveman Ninja
Elite
1 player £35

The graphics are nothing short of spectacular with beautifully animated cartoony sprites. The backgrounds are gorgeous and the end-of-level dinosaurs are massive. It might look like one of the best games ever but it's spoilt by a badly structured difficulty level and seriously repetitive gameplay.
★★★

Chip 'n' Dale Rescue Rangers
Capcom
1-2 player £45



A bit pricey, but it's that slick you won't mind too much. The main characters move just like their cartoon counterparts and what's more you can play simultaneously with a friend (which can prove to be both a help and a hindrance). Great graphics, great gameplay, great guardians... great fun!
★★★★

Defender Of The Crown
Palcom/Konami
1 player £40

Dust off the old grey matter, it's brain-ache time again. 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. But this strategy game doesn't really cut the mustard.
★★★

Dragons' Lair
Elite
1 player £35



The laser disc arcade game looked fab when it appeared years ago but it was as dull as ditchwater. This version is a complete departure, gameplay-wise, and features lots of intriguing puzzle elements. And the animation (especially on Dirk the hero) is pretty amazing.
★★★★

Duck Hunt
Nintendo
1 player £30

A mildly entertaining Zapper game with two different games included. There's duck shooting in which you shoot, er, ducks and clay pigeon shooting in which you shoot flying ceramic discs. It's all very well if you get it bundled free with the Action Set but don't buy it separately.
★

Duck Tales
Capcom
1 player £40

If you're a Disney fan then this is the game for you. It's 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

This dig 'em up 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, ultra-smooth scrolling and simultaneous four-player baddie-blasting action. As near to a perfect arcade conversion as your NES will see. With over 100 levels, this is a real gem – great fun!
★★★★

Goal!
Jaleco
1-2 players £40

This is soccer all right, but set in America. 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 frustrating.
★★

Gumshoe
Nintendo
1 player £30

A vast improvement over the previous Zapper games Duck Hunt and Hogan's Alley. This is more like a Mario game than a Zapper one in which you have to shoot the hero to make him leap over platforms and avoid enemies. Different and fairly entertaining, but it's a bit *too* weird for long term fun.
★★★

Hogan's Alley
Nintendo
1 player £30

Same sort of point 'n' shoot action as Duck Hunt but this time you're a trainee cop who has to not only hit the targets but also has to be careful not to shoot any innocent civilians. Good fun but still not enough variety to keep you playing.
★★

Mission Impossible
Palcom
1 player £40

Your mission, should you choose to accept it, is to wander around foreign cities, doing lots of spy-type things like shooting, forging security passes and solving puzzles. There's a bit too much wandering but if you persevere, there's fun to be had.
★★★

Isolated Warrior
Nintendo/Vap Inc.
1 player £35



Spooky alien graphics plus loads of power-ups and add-ons that give this 3D-ish shoot 'em up bags of atmosphere. The huge levels tend to drag on a bit, and the visuals get a bit flickery at times, but it's fast, furious fun.
★★★★

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.
★★★

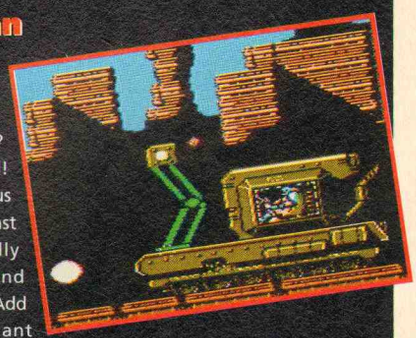
Jack Nicklaus Golf
Konami
1-4 player £35

There are loads of options and features and the views are really detailed. But it's spoilt by a highly inaccurate putting section and the feeling that the distance of your shot depends not only upon wind and club choice but also upon whether the NES is in a good mood or not. Good but flawed.
★★★

Kickle Cubicle
Nintendo/Irem
1 player £35

A colourful, intriguing puzzle-solver which requires both brain power and fast reactions. The graphics and sound are great but the challenges are a bit easy really. There are some more advanced bonus levels but even these won't last long.
★★★

Low G Man
Nintendo Taxan Group
1 player £25



What can we say? Low G man has it all! It's all fast 'n' furious with wonderfully vast levels, beautifully drawn graphics and frantic soundtracks. Add to that the brilliant weapons and gadgetry and you've got a real mind blower. It's huge, it's playable and it's ingenious. Swoonsome stuff!
★★★★★

Maniac Mansion
Jaleco/Lucasfilm Games
1 player £55



An ancient menu-driven arcade adventure that has been revamped for the NES. The graphics are humourous, the puzzles are ingenious and you get to control several characters at once. It was brilliant years ago and it still is today. Shame about the price though.
★★★★

Marble Madness
Milton Bradley/Rare
1-2 players £40

What a shame! While this is an excellent graphic conversion of the ageing arcade classic, that's about it! There are only six levels which are all pretty easy, so it won't last long. Only real fans will get a kick out of this.
★★★

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. You'll be through it in a week!
★★

Probotector
Konami
1-2 player £35

Probotector is actually the NES version of the classic arcade game Contra but with the sprites changed. Even though this is getting on a bit the two distict game styles, fab 'n' groovesome graphics and frantic-beyond-belief gameplay make it a platform shoot 'em up fan's dream.
★★

Robocop
Ocean
1 player £40

It's a fun stomp-and-blast 'em up with action and visuals to back it up. But it doesn't leave you crying for more – it's 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. 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 for more.
★★★★

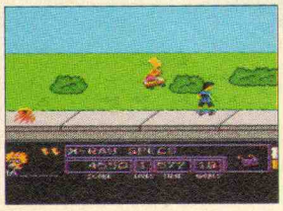
Shadow Gate
Kemco
1 player £40

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.
★★★

Shadow Warriors
Tecmo
1 player £35

This game went down a storm in America, which doesn't say a lot for American game players. The levels are pretty huge and the graphics are varied. So it's a bit sad that the frustrating gameplay and extremely awkward controls make it a beat 'em up to avoid... unless you're beat 'em up mad.
★★

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. Skate Or Die? Hello, Death!
★★

Ski Or Die
Palcom/Konami
1-2 players £40

Ever get a sense of déjà 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. More forgettable capers in five snow-capped events, although there is *some* neat animation. Best for solo players .
★★

Smash T.V.
Acclaim
1-4 players £40

The impressive thing about this arcade game was the huge amount of opponents on screen at once. The NES version has almost as many, making it an incredibly frantic blaster. It might not be varied enough for long-term fun though.
★★★★

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. If you play your NES with a chum, club together and treat yourselves.
★★★★★

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. With a massive task and a password-entry system, shooting explore 'em ups don't come much better than this!
★★★★★

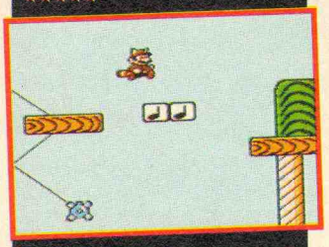
Star Wars
JVC/Lucasfilm Games
1 player £50



A mere 15 years after the film comes Star Wars on the NES. And like its celluloid counterpart it's a bit of an epic. It's mainly a platform shoot 'em up with a few spaceshippy bits thrown in for variety. The graphics are wonderful and you can take on the role of Luke or any one of his buddies. But the price is a joke.
★★★★

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, er, 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 have shoved into it.
★★★★★



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, head off dungeonwards to slay the evil serpent, do lots of fighting and explore yourself silly.
★★★★

Terminator 2
LJN Ltd
1 player £40

A spiffy little game-of-the-film which sticks close to the plot. Mostly platform beat 'em up action, but there's also a motorcycling bit to break up the boredom. Good stuff!
★★★

The Bugs Bunny Birthday Blowout
Kemco/Seika
1 player £45

A platform game that's a bit like SMB3, er, except that it has jerky scrolling, crap graphics, yawnsomely-repetitive levels and bonus games that awards you up to 50 lives. Oh dear!
★

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. There's the odd neat idea but the game is just put together sooo badly. A complete disaster from start to finish. How shall we put it? Blinkin' awful.
★★

Top Gun – The Second Mission
Konami
1-2 players £40

Do you feel the need for speed? Well Top Gun throws you into the hot seat of an F-14 Tomcat for a *very* tough flight. It features amazingly fast, stomach-churning visuals but it's a bit hard to be fun.
★★★

To The Earth
Nintendo
1 player £30

A proper 3D shoot 'em up in every sense, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and powerups. This is easily the best available Zapper game.
★★★★

Trog
Acclaim
1-2 players £30

If you remember a game called Pac Man then this is it brought bang up to date. It's a 50 level maze game in which you run around the screen collecting eggs before the hungry cavemen eat you. Short term fun only I'm afraid.
★★★

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 – underneath, this game's a real lightweight. It's too easy, repetitive and graphically tame.
★★

The Legend Of Zelda
Nintendo
1 player £40

The princess Zelda has to be rescued by brave young Link (you). Oh, and you also have to defeat the evil Ganon *and* dig up the fragments of The Triforce. An old but challenging role-player.
★★★★

The Adventure Of Link – Zelda 2
Nintendo
1 player £40

Zelda I with knobs on really, and though 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 the original Zelda.
★★★★

This guide to all the games we've reviewed so far takes us ages to do so for gawd's sake use it. After all, spending money on a nobby game is no joke



★ Crap
★★ Crapish
★★★ Not quite crap
★★★★ Very un-crap indeed
★★★★★ Totally crap-free

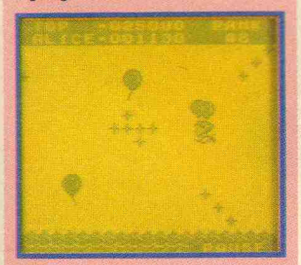
GAME BOY

Yes, we know the Game Boy has more brilliant games than any other hand-held on the planet but even we have to admit that there's the odd one or two that really let the side down. If you want to avoid 'em, this is the section for you.

The Amazing Spiderman
Sunsoft
1 player £25

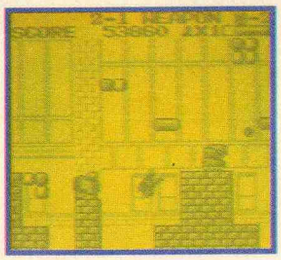
Ol' Spidey's back in town, and, equipped with his web fluid, he's determined to get his long-time squeeze Mary Jane back from the grasp of the evil Venom. Lots of web throwing and beat 'em up sequences make this a fun game, especially if you're a Spidey fan.
★★★

Balloon Kid
Sunsoft
1 player £25



Up, up and away! A cutesy little adventure involving a balloon chase (er... what?). Alice has to rescue her dippy bruv who has drifted off attached to the end of a string of balloons. Typical boy eh!
★★★★

Batman
Sunsoft
1 player £25



Old Rubberpants returns in this tricky little platform shoot 'em up which isn't a million miles from Marioland. The graphics are on a small scale but it all moves well and with speedy trigger-tapping action like this, you won't go far wrong.
★★★★

Boulder Dash
Sunsoft
1 player £25

A cracking version of this popular collect 'em up puzzler. Lots of tough screens and well-designed difficulty levels keep things interesting, plus there's some superb graphics.
★★★★

Bugs Bunny
Kemco
1 player £20

Honey Bunny (Bugs's gal) is being held prisoner, and Bugs must collect all the carrots on the 80 levels in order to rescue her. Unfortunately, level 80 is much the same as level one.
★★

Burai Fighter
Nintendo
1-2 player £22



Beautifully structured, eight-way scrolling shoot 'em up. It's got loads of neat power-ups and three difficulty levels, so it'll last a good while.
★★★★

Castlevania Adventure
Konami
1 player £25



Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! Gorgeous graphics and sprite animation and detailed back-drops make it a real treat.
★★★★

The Chess Master
Software Toolworks
1-2 players (Deleted)

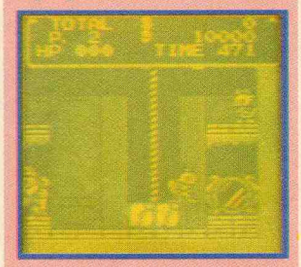


If you enjoy the odd game of chess, then this is the opponent you've always wanted. He's polite, well-spoken (literally!) and plays a mean game. The only chess game you'll ever need.
★★★★★

Double Dragon 2
Acclaim
1 or 2 players £25

If you're bored of straight forward beat 'em ups then give it a miss. If not, this is slick enough to keep you amused for ages. A suitably good follow-up to the original.
★★★

Duck Tales
Nintendo
1 player £25



Why pay the earth for NES Duck Tales, when the Game Boy version's better and cheaper? Scrooge McDuck comes up trumps in this platform arcade adventure.
★★★★

Dragon's Lair
Sunsoft
1 player £25

Perhaps some of the best Game Boy graphics you'll ever see are on this brilliant platform puzzler. Incredibly hard but dead playable.
★★★★

Dr Mario
Nintendo
1-2 players £20

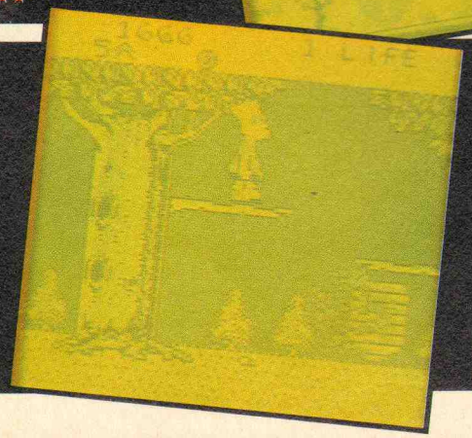
Forget the Super Mario connection – he's only there in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Dull.
★★★

Bill And Ted's Excellent Game Boy Adventure
Sunsoft
1 player £25



OK, most bodacious gamers, we strongly recommend you rush straight to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant!
★★★★★

Bart Simpson's Escape From Camp Deadly
Acclaim
1 player £25



Game Boy Bart is similar to the NES version in style but the challenge is different and the graphics are, if anything, better. Some great sampled speech, nicely structured gameplay and heaps of challenge. Wow!
★★★★★

Days Of Thunder
Mindscape
1 player £25

This is a huge improvement over the NES version. It features smooth(ish) vector graphics, some good sound effects and winning will take lots and lots of practise. It ain't that fast and furious though, so it's for racing fans only.
★★★

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 sounds deathly dull, but it's actually fab.
★★★★★

F-1 Race
Nintendo
1-4 players (with Four Player Adapter) £30

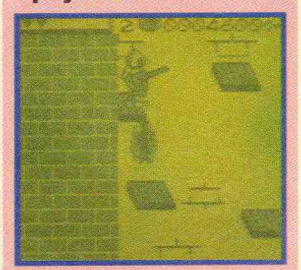


Get your motor running and carry on where Nigel Mansell left off. Loads of courses, the possibility of four-player link-up and fast graphics make this a real cracker.
★★★★★

Fortified Zone
Jaleco
1 player £25

This mazey type shoot 'em up seems entertaining at first but there are only four short levels and only the last one puts up a challenge. Not much fun at all.
★★★

Fortress Of fear
Acclaim/Rare
1 player £20



The latest instalment of the Wizards And Warriors series, but this time in the shape of a platform collect 'em up. The gameplay is pretty damn good but there should have been a password option.
★★★★

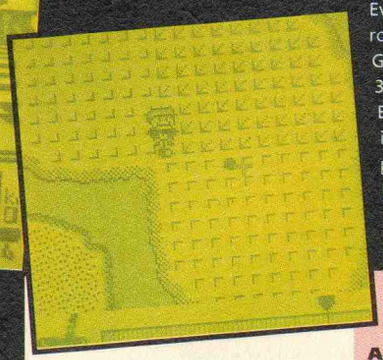
Gargoyle's Quest
Sunsoft
1 player £25

As well as some nifty jumping-and-blasting gameplay, there's a role play element here, so you have to use your brain as well as your reflexes. Variety, challenge and good looks.
★★★

Gauntlet 2
Nintendo
1-2 players £20

This may be a neat copy of the coin-op and NES versions, but frankly that's about it! Why? Well, the colourless, tiny screen makes maze-wandering a right old pain in the neck. It's lost a lot in the translation from NES to Game Boy. Tragic!
★★

Golf
Nintendo 1-2 players £20

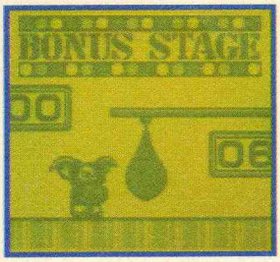


Everyone likes to play a round now and again, and Golf contains no fewer than 36 holes to negotiate. Everything you could ask for is here, including a two-player link-up option and a brilliant battery back-up so you can stop for tee.
★★★★★

Ghostbusters 2
Activision/HAL Laboratory
1 player £25

Control two 'busters as they wander around haunted houses, freezing and collecting ghosts. It's slick, cartoony and very, very challenging.
★★★★

Gremlins 2
Sunsoft
1 player £25



Loads of fun to be had as you guide Gizmo through level after level of platforms, traps and Gremlins. And the graphics are as good as the gameplay.
★★★★

Home Alone
ToHQ Inc
1 player £25

How much fun can you have wandering around an almost empty house, bashing a burglar every half an hour? None, that's how much.
★

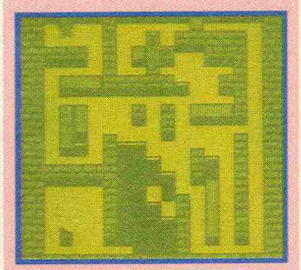
Hyper Lode Runner
Nintendo
1-2 players £25

A classically simple platform game that'll keep you up into the small hours? Sad graphics, but the playability is huge.
★★★★

King Of The Zoo
Nintendo
1-2 players £20

This wacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. Simple but fun.
★★★

Kwirk
Acclaim
1-2 players £20



Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly-complicated mazes. It'll keep you battling away for months on end.
★★★★

Marble Madness
Mindscape
1-2 players £25

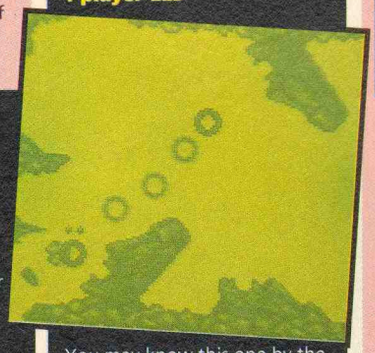
Graphically great and very playable, but this is a cut down version of the original. If you like completing your games within a day then this is fine.
★★

Navy Seals
Ocean
1 player £25



This mission is a run along and shoot 'em up, with a bit of leaping around platforms. 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

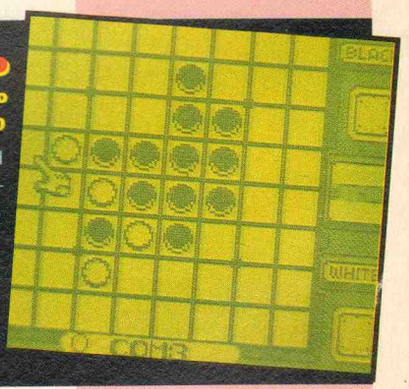


You may know this one by the name of Gradius, but whatever you call it, this is a wonderful shoot 'em up. If you like classy shoot 'em ups then add this to your collection immediately.
★★★★★

Nintendo World Cup
Nintendo
1-2 players £20

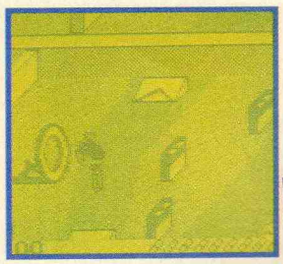
This is more odd-ball than football. The graphics are, er, interesting but the gameplay is sadly lacking. Real footy fans should try Kick Off.
★★★

Othello
Nintendo
1-2 players £20



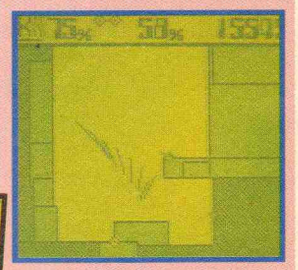
Fans of Othello need never plead for partners – this cart has four players inside. Game Boy Othello Brings a thousand plus year old game bang up to date. Wot a classic!
★★★★★

Paperboy
Nintendo
1-2 players £20



To deliver the papers you have to dodge angry customers, whirlwinds, and loony skate-boarders. This game always seems to pick up lots of fans. Dunno why, though – we think it's as dull as the Sunday Times.
★★★

Qix
Nintendo
1-2 players £20



This Game Boy version is a faithful reproduction of the steam-driven original. Guide a ship around the screen filling it up as you go. Very weird but well worth a look.
★★★★

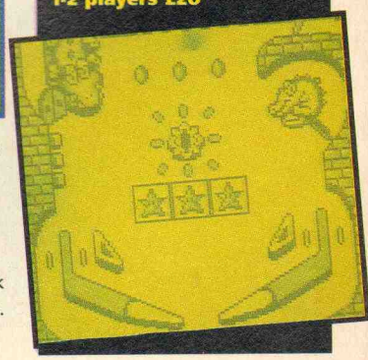
Radar Mission
Nintendo
1-2 players £20

There's really not much you can say about this apart from it's a Game Boy version of that old pen 'n' paper war game, Battleships. Pretty useless.
★★

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. Same old aimless wandering... yawn!
★★

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'.
★★★★★

Robocop
Ocean
1 player £25

Robocop is entertaining enough and lays down a challenge tougher than Robo's metallic skin, but it's too slow-moving to be brilliant.
★★★

R-Type
Nintendo/Irem
1 player £20

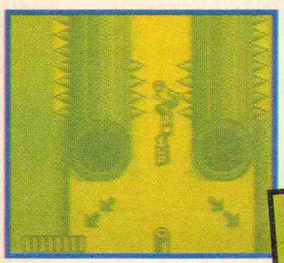


One of the all-time classic shoot 'em ups. Plenty of blasting and power-up collecting and though it's nothing new, it's still superb.
★★★★

Side Pocket
Data East
1-2 players £25

The two player option is all right but the American rules and lack of a computer opponent make it a bit disappointing. It ain't really pool.
★★★

Skate Or Die (Bad 'n' Rad)
Konami
1 player £25



'Oh no, not that boring old NES game'. Well for once the Game Boy version is sufficiently different to the original to make it a decent game. Fab!
★★★★

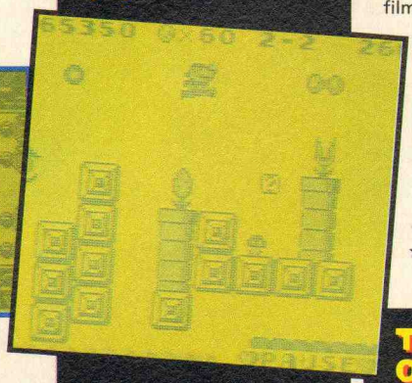
Sneaky Snakes
Tradewest
1-2 players £25

The 2D version of Snake Rattle 'n' Roll on the NES. Unfortunately, the lack of a third dimension makes this one dull and frustrating.
★★

Solar Striker
Nintendo
1 player £20

Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's still good fun. The crude visuals let down this playable shooter.
★★★

Super Mario Land
Nintendo
1 player £20



Super Mario Land is a cracking play, with all the secrets, hidden goodies, playability and sheer class of its full-size NES counterparts.
★★★★★

Super RC Pro-Am
Nintendo/Rare
1-4 players £25

Let's get this straight: this game simulates *simulated* racing, yes? Never mind, the action is fast and furious, as your highly-manoeuvrable car zips it's way around bends, under bridges and over jumps. Great for four players, but on your own it gets tiresome.
★★★★

Tennis
Nintendo
1-2 players £20



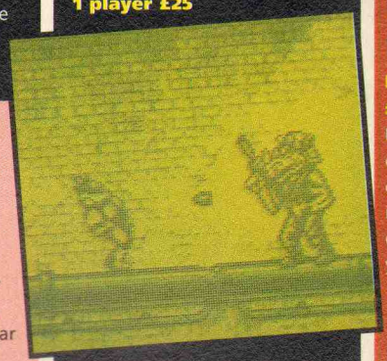
If you enjoy tennis then this is the game pak for you. Control is just superb with a range of shots all made with a flick of the joypad. Practical visuals and faultless gameplay. Great!
★★★★★

Terminator 2
Nintendo
1-2 players £20



This Game Boy licence of the film takes all the best bits from the movie, cuts out all the boring bits and even puts in a few snippets the film makers left out! A good long-term challenge with spiffy graphics. It's a pity all film tie-ins aren't as good as this!
★★★★

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. An options screen allows you to play on any level which spoils the element of discovery but play it properly and you'll be well and truly hooked.
★★★★★

WWF Superstars
Ljn Ltd
1-2 players £25

The graphics are big and beautiful and there are heaps of neat moves you can do. The trouble is, like its NES counterpart, the opponents are all wimps. Two player mode will be fun for wrestle fans but even then, the gameplay isn't strong enough to justify it.
★★

JOYSTICKS

Acclaim Double Player Wireless System
Special Reserve (0279 600204) £49



This set's a bit pricey but the gorgeous pads and lack of annoying cables make this a gamer's dream. Save up your pennies (and your pounds) and get these! Oh, and don't forget to get eight AA batteries too.
★★★★★

Beeshu Ultimate Superstick
Euromax (0262 602541) £40

Big and ugly and it feels decidedly tacky. So why then does it cost £40? Lots of features, but it's all a bit clonky – there are definitely better sticks to spend your money on.
★★★

Beeshu Zinger
Euromax (0262 602541) £17

Not only does this one look disgusting, it's unresposive and feels as if it's going to break apart in your hands. Best ;left well alone.
★

Beeshu Zipper
Beeshu (0262 602541) £20



It looks foul but it's the perfect replacement for your Nintendo pads. It's responsive, sturdy and has a useful autofire feature.
★★★★★

Joystick Champ Explorer
Active (081 752 0260) £20

Better than the Ultimate Superstick and only half the price. Pretty unresponsive but if you're after a table-top stick, this'll do the job.
★★★

Konix Speed King
Konix (0495 350101) £12



It's a weird design and makes a terrible noise, but it's strong, responsive and perfect for games like Kick Off where accuracy is the key.
★★★★

NES Advantage
Special Reserve (0279 600204) £38



Feels a lot sturdier than the Ultimate Superstick and it's nicer than the Explorer but again, at £40 you're talking serious money. Shame!
★★★

Quickshot Starfighter 2w
Special Reserve (0279 600204) £10



The fire buttons are badly placed but otherwise this is a fine joypad. Cheap and smart.
★★★★

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NEXT MONTH

So what will we be doing in next month's ultra jive-assed issue of TOTAL. Well, DJ Jazzy Steve and the Thick Boy of Bristol, have thrills a-plenty up their sleeves...



On the Game Boy

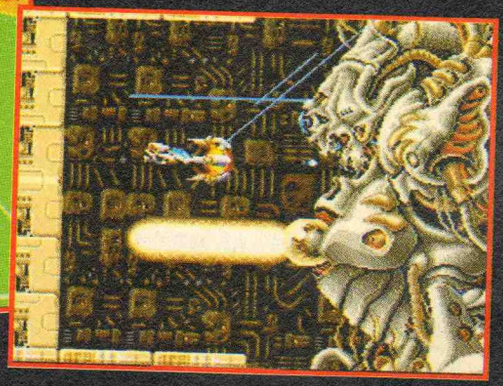
Wonderful reviews of Turtles 2 and Missile Command plus loads more. And by the way, Kick Off didn't turn up this month so we'll do the full review next ish. Oh!



On the NES

Turtles 2 for the NES as well as Snake's Revenge, Road Fighter, and a Mega Man special featuring reviews of Mega Man 1 and 2 plus a preview of Mega Man 3.. My!





On the Super NES

Two more stunning new titles get minutely scrutinized by the TOTAL team. These are Super Soccer (3D football sim extraordinaire) and Super R-Type (really, incredibly smart-looking shoot 'em up extraordinaire). Word!

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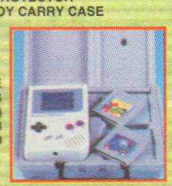
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