

# TOTAL!

100% FOR PLAYERS OF  
**NINTENDO**

A totally independent mag from  
Future Publishing

## WRESTLE MANIA HITS NINTENDO!

Get to grips with WWF  
on Super NES and NES!

■ Game Boy  
■ NES  
■ Super NES



Oy you! Buy this  
mag or the berk  
next to me gets his  
ears removed with  
sandpaper!

**WIN!**  
**200**  
SPIFFY  
GAME BOY  
HOLSTERS

June 1992  
Issue 6 £1.95

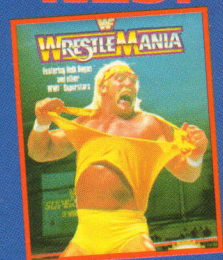
**PLUS!**

**GAME  
BOY!**



**Turtles 2!**  
**Bubble  
Bobble,**  
**Kick Off,**  
**Hook plus**  
**loads more!**

**NES!**



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Mania!**  
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Coin-op,**  
**Hook, Mega  
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**plus loads  
more!**

**SUPER  
NES!**



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Nintendo  
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**12 pages of tips: Batman on NES! T2 on Game Boy!**



# TEENAGE MUTANT HERO TURTLES II THE ARCADE GAME™

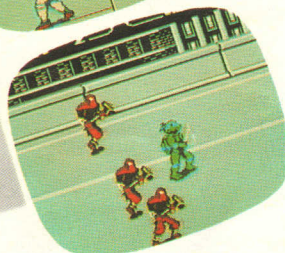
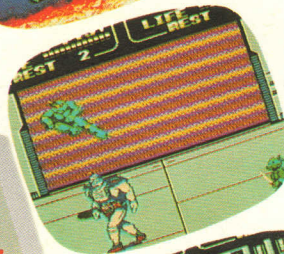
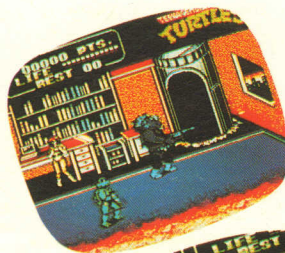


## Thrilling new adventure with the Turtles

Lovely April O'Neil has been abducted once again by the repulsive Shredder and his Foot Clan. The Turtles take up the hunt. Sparks really begin to fly in eight action-packed areas of Manhattan!

Teenage Mutant  
Hero Turtles II:  
Mega Video  
Game Fun from  
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more top hits for  
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100% FOR ALL PLAYERS OF  
**NINTENDO**

■ NES  
■ Game Boy  
■ Super NES

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We've got 200 Konix Game Boy Holsters to give away! (But for the full story, start on page 10!)

**NES GB TACTIC 59**

**20 WWF on the Super NES**  
Join Typhoon, Hulk and the rest of the guys in the best ever wrestling game!

**TOTAL Recall!**  
**74** Every Nintendo game we've ever played reviewed and rated. Don't buy a new cart without TOTAL Recall!

**Tips! 12 pages full of tactics, tricks and tips!**  
We've got player's guides to Batman, Digger T. Rock and Star Wars on the NES and Terminator 2 on the Game Boy!

## Fast find!

Use the coloured bars on the edge of the page to track down any section you want. They're all listed below, so what are you waiting for?

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The TOTAL team get into Ocean's Hook in a big way!



**Hook on the Game Boy**

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Will the second WrestleMania impress on the NES?

For a full list of **REVIEWS** this issue turn to page **18**

**TOTAL team**  
Someone has to get this awful rag together each month. And, unbelievably, it's all down to this lacklustre crowd:

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**Number 2** Vicky 'Masher' Mitchard

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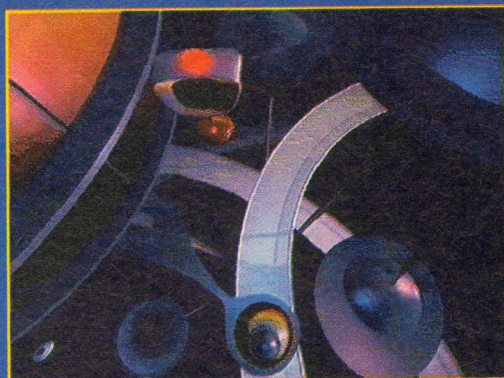
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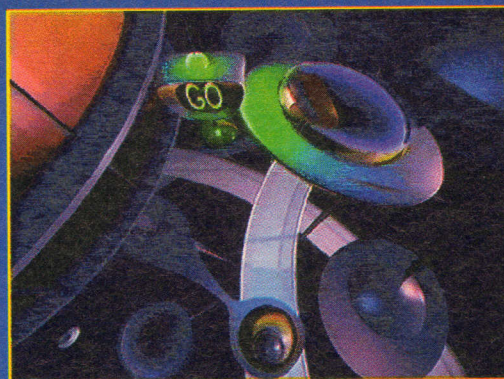


## Total hits the small screen!

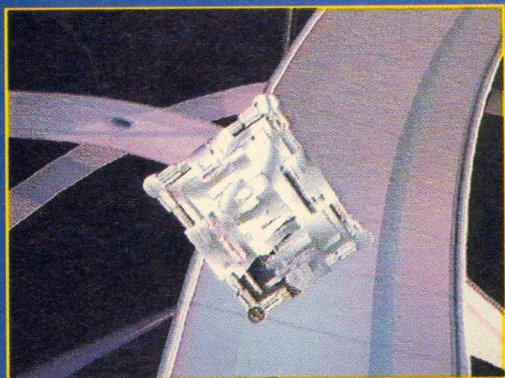
For those of you who missed the wonderful ten seconds of TOTAL TV ad here's the storyboard! The ad was produced by SMI in London and cost absolutely bucket-loads of dosh (Steve has nightmares just thinking about it!).



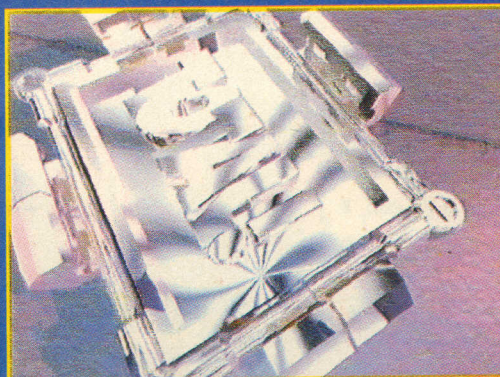
**1** We start high above a future city street



**2** GO sign turns green and a saucer flies past



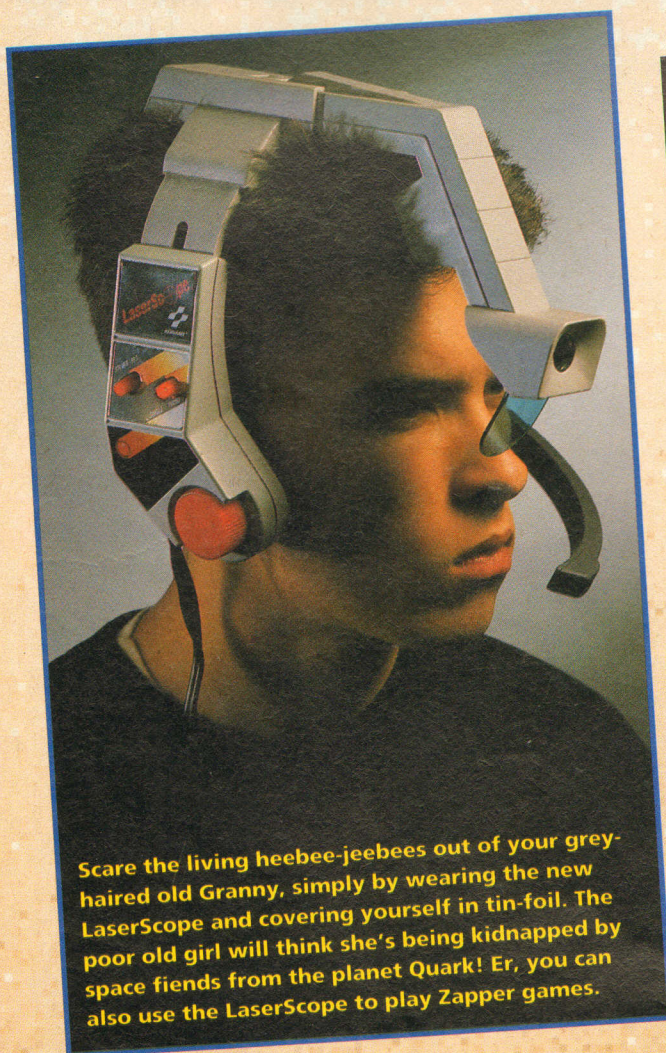
**6** The bits come together to form a metal box



**7** TOTAL hits the streets! The chrome box unlocks



**8** The metal box gradually melts away



Scare the living heebie-jeebies out of your grey-haired old Granny, simply by wearing the new LaserScope and covering yourself in tin-foil. The poor old girl will think she's being kidnapped by space fiends from the planet Quark! Er, you can also use the LaserScope to play Zapper games.

# TOTAL

## 'Scope this, zapping freaks!

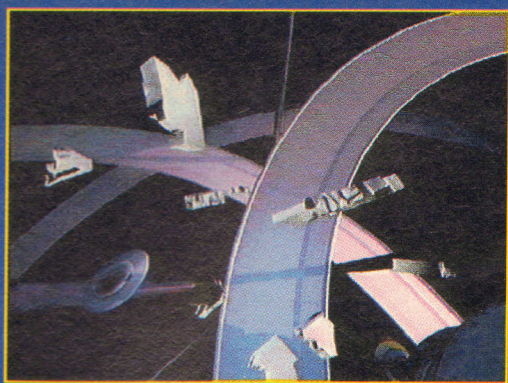
If you enjoy playing Zapper games, but reckon the NES light gun is a bit naff, try this gizmo for size. It's Konami's LaserScope and is the state-of-the-art in NES plug-ins.

The LaserScope is compatible with any Zapper game (but only Zapper games,

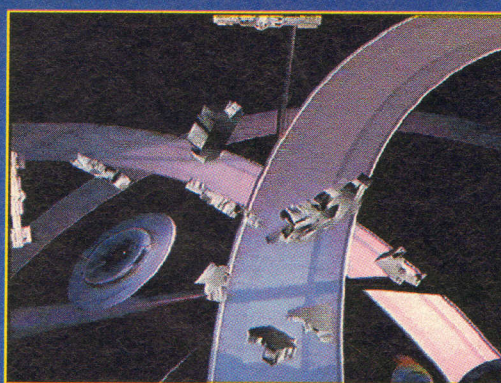
mind) and is voice activated so you don't need your hands at all! All you have to do is clip on the headset, make sure the head-up display is nice and visible (a red laser-style cross-hair appears in the eye piece) plug in the leads and off you go!

To kick some alien/duck/criminal butt

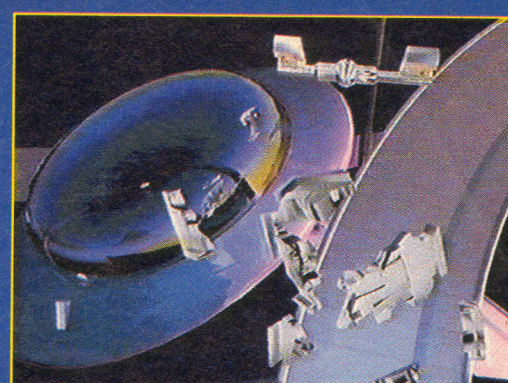




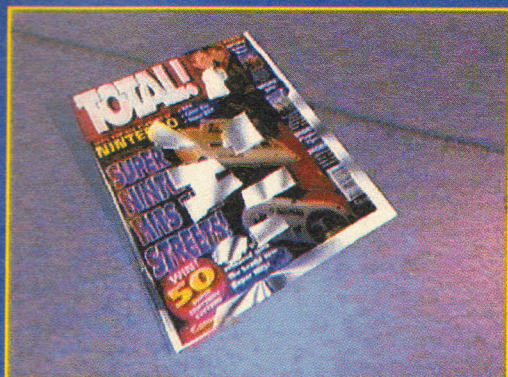
**3** As we fall, shiny bits of chrome spin into view



**4** Another saucer zooms into view from the left



**5** The saucer flies past the tumbling chrome



**9** To reveal the latest issue of TOTAL!



**10** The only mag 100% for Nintendo players

So who made this visual masterpiece? Who was responsible for bringing the name of TOTAL to TV audiences the length and breadth of the country? Well, the main man is a chap called Christian Hogue who's last major work was on the T-1000 death scene from Terminator 2 (blimey! What a come-down).

From T-1000 to TOTAL!

## Christian Hogue



(Above) The T-1000 hits meltdown! (Left) And it was all thanks to this man (not Arnie).

Computer Graphics Manager By  
INDUSTRIAL LIGHT & MAGIC  
A Division of LucasArts Entertainment Company  
Marin County, California

Visual Effects	Computer Graphics	Visual Effects
Supervisor	Animation Supervisor	Supervisor
STEVE WILLIAMS	STEVE WILLIAMS	JANET HEAL
Visual Effects	Computer Graphics	Visual Effects
Animator	Animator	Animator
JOHN ANDREW BERTON, JR.	JOHN ANDREW BERTON, JR.	DONIG CH
Visual Effects	Visual Effects	Visual Effects
MICHAEL	MICHAEL	MICHAEL
Scanning	Scanning	Scanning
KOSHIKA	KOSHIKA	KOSHIKA
Visual Effects	Visual Effects	Visual Effects
Supervisor	Supervisor	Supervisor
JOHN NELSON	JOHN NELSON	JOHN NELSON

The computer graphics for TOTAL's TV ad were created by Christian Hogue, head of 3D animation at production company, Rushes.

You'll have seen his work in that smart TV ad where the teapot tip-toes about. Oh, and also at the very end of Terminator 2!

Christian spent nine months at the Industrial Light and Magic effects facility in California, where he was brought in specially for his knowledge of the 'Alias' rendering software (used in the TOTAL ad). However, our ad took just six days and cost a few million dollars less!

# TALK

all you have to do is place the cross-hair over the target (by moving your head about) and make a loud noise into the microphone – something short like 'bang' or 'fire'. If you say something like 'take that, sucker!' you fire multiple shots and can waste ammo. But then, if you want to waste ammo, there's a turbo switch so you can spray your enemies (er... with gunfire, not saliva).

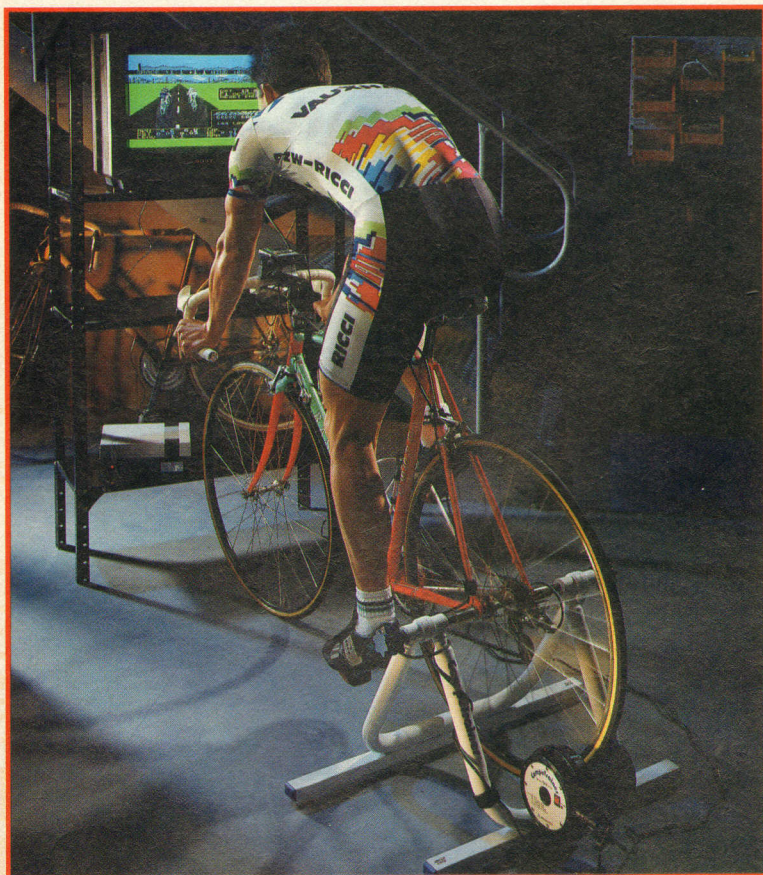
The headset contains ear speakers so you can listen to the

NES sounds while you play. Or, if the game sounds aren't that hot, you can plug in your Walkman and blow away bad guys to the strains of Right said Fred (if you want).

The LaserScope will be making an appearance in selected shops up and down the land, like Woolies and Toymaster. You can get our hands on one for around the £30 mark (but watch out for special offers). And why not tune into TOTAL next month, when we'll be giving 12 of the little beasts away!



# Road to nowhere



You've bought a new joystick, you've seen the Laser Scope, you've forgotten about R.O.B. (you know, the NES 'Robot Buddy'), but you're still looking for the ultimate NES peripheral. Well here it is: the indoor cyclist's dream, 'CompuTrainer'.

The more fanatical cyclists (ie most of 'em) need to train whatever the weather, and the CompuTrainer is designed to help overcome problems of wet and cold. It's a high performance, computer controlled indoor trainer that uses your own bike and a NES modified by an American company called Racermate.

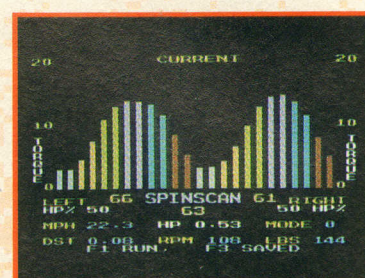
The system has been on sale in the USA for the last 5 years and has been extremely successful. In fact the USA Olympic team are using it as part of their preparation for Barcelona later this year. Racermate have now decided to market in Europe and CompuTrainers can now be purchased in the UK for around £1000.

For this heap of dosh you get a beefed-up turbo trainer, a handle



**Link two machines together and you can even race head-to-head against another cyclist!**

bar control module, an ear clip pulse monitor, a power supply box, the NES cart, an interface module and a crank revolution counter (whatever one of those is). All you need to supply is a bike, the NES and a TV screen or monitor. Er... what a bargain. NOT!



**The clever graphy bits allow to analyse your pedalling leg power (or something technical).**

## I'm a Terminator too compo results!

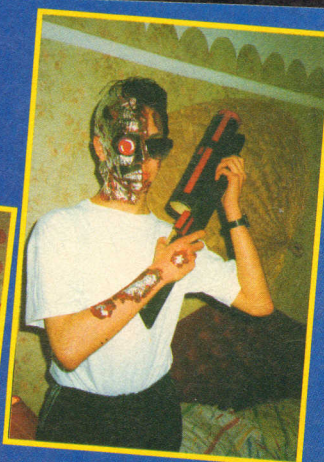
We had a completely underwhelming response to our T2 compo – you're a lazy lot you are. All we wanted was a bit of dressing up, but no, you just couldn't be bothered.

Well you'll all be sorry, 'cos these five winners are going to receive a T2 cart for the game Boy, plus a copy of the fab-o-brill video. Nyah nyah nyah.



**2** Dave Ballard, Surrey. Aged 22

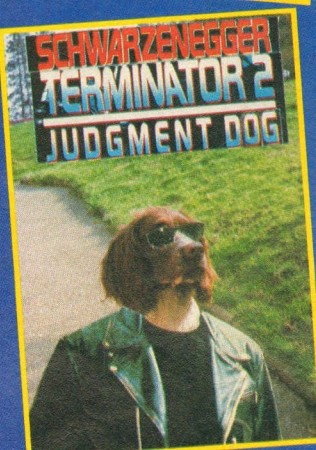
**1** Christopher Gillett, Leicester. Aged 9



**3** Leigh Gallagher, Liverpool. Aged 14



**4** Matthew Brown, Lincolnshire. Aged 12



**5** Bella the dog (c/o Horness Spences), Redditch Aged 18



# TOTAL TEASER!

A hearty 'Spawny twonk!' to Kris Hardecastle of Stoke-On-Trent who correctly spotted that last month's TOTAL Teaser was in fact taken from The Hunt For Red October AND managed to get his envelope pulled out of the box. He wins one very slightly dented Game Boy cart for his troubles. There's no prizes for guessing the source of this month's Teaser

— it's an NES game isn't it? Yes, but which one?

Well, you're going to have to examine every single screenshot in the magazine to discover where this cleverly disguised picture comes from. It could be a review, in the tips, in the letters, anywhere. So good hunting!

Once you think you've spotted it, write down the name of the game on a postcard or the back of a sealed envelope and send your entry to:

**TOTAL Teaser,  
29 Monmouth Street,  
Bath, Avon BA1 2BL.**

Get it right, get chosen and the game's yours. Simple. Because we'll be choosing the winner in next month's issue, you better get your entry in to us by June 1 — you ain't got much time!



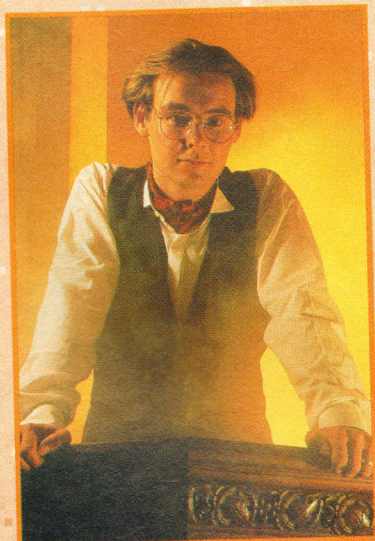
## Gamesmaster TV

Voted your top number one and all-time favourite TV show in the TOTAL questionnaire, GamesMaster — the TV show for video game junkies — returns for another season. Yes indeed, in their infinite wisdom, Channel 4 have commissioned Hewland International to make another 26

startlingly good episodes.

Dominik Diamond returns as Strange Celtic Man In Charge with Patrick Moore as the GamesMaster and backed up by another batch of spotty 'celebrities' from the world of video games mags.

But it also needs contestants, reviewers and people to enter the Consoletation Zone, so if you want to be a TV star, write to GamesMaster Stardom, PO Box 91, London E14 9GT. Don't forget to include your favourite games (plus high scores), some details about yourself (age, address, etc) and a recent photograph (that way they can tell if you're too ugly to appear in front of millions of viewers).



Dominik 'gosh, look there's a joystick with a big red knob on the top (snigger)' Diamond.



The GamesMaster himself (a rather swollen Patrick Moore surrounded by Amiga graphics).

## IN THE BEGINNING

Frank Bruno's

**BOXING**

**GHOSTS'N GOBLINS**

**COMMANDOS**

**AIRWOLF**

**SPACE HARRIER**

**BOMBER JACK**

**IKARI  
IKARI  
WARRIORS**

**THUNDERCATS**

**BUGGY-BOY**

**PAPERBOY**

**AND NOW...**

**elite™**

All of the above titles were published under licence by Elite.





# Showing off!

**TOTAL went to the European Computer Trade Show in London and came back with news of zillions of new carts for our fave consoles...**

## Gremlin

The Sheffield software house is coding carts for other people, including Return Of The Tiger (GB), plus three racing games: Nigel Mansell's World Championship (SNES, NES, GB), Dirty Racin' (GB) and Suzuki Samurai (GB).

## Acclaim

The people that brought you Smash TV and T2 have loads of stuff lined up: Ferrari Grand Prix (NES, GB), George Foreman's Knock Out Boxing (NES, GB), Bart Versus The World (NES), Spiderman 2 (NES, GB), Terminator 2 (SNES), WWF 2 (GB), Double Dragon III (GB), WWF Cage Match Challenge (NES), Super Smash TV (SNES), The

Simpson's - Juggernaut Games (GB) and Krusty's Fun House (SNES).

## Loriciel

These French guys are getting in on the act now with their Amiga game Jim Power In Mutant Planet (SNES), Championship Karate (NES, SNES, GB) and a SNES tennis game.

## Infogrames

More French carts with Pop Up (GB), Action In New York (NES), Street Gangs (NES), North And South (NES) and Bomb Jack (GB).

## Activision

Plenty of eight-bit carts a-comin' with Sword Master (NES), Ultimate Air Combat (NES), Phantom Air Mission (NES, GB), Snow Board Challenge (NES), Popeye 2 (GB) and Trail Blazer (GB)

## Ocean

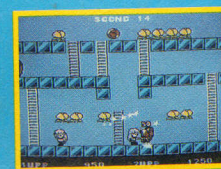
Look out for The Addams Family (NES, GB, SNES) and the old classic Super Hunchback (GB)!

## THE SALES CURVE



Here's a piccy from The Lawnmower man movie. Look out for the game soon!

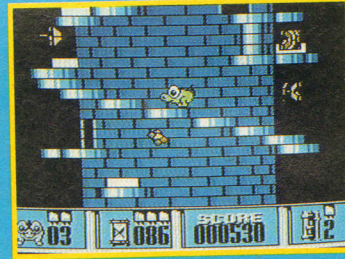
TSC are new boys on the Nintendo block, but they've got some prime carts on the way!



Watch out for Rodland on the NES and GB!



We were gobsmacked by a demo of Super SWIV on the SNES, the sequel to Silkworm.



Castelian - a platform game with a difference, where you climb the rotating tower.

## ELITE



The wonderful GB game Dr Franken will be appearing in colour on the NES...



... And a souped-up sequel will be gracing SNES screens real soon, too!



A misty castle is the setting for a superb platformy version of SNES Dragon's Lair.



Caveman Ninja makes it three out of three by clubbing his way onto the SNES!

## TRADEWEST



Who says Battletoads have no taste? Here Pimple (or is it Zitz?) peruses the finest hand-held peripheral for Nintendo!

Tradewest have released some fine titles and aim to continue with great carts like Indy Heat (NES), Super Off Road (SNES), Jack Nicklaus Golf (SNES, GB), Super Double Dragon (SNES).



NES and Game Boy versions of Battletoads are brilliant - and the Super NES version (piccy) is flippin' super-brilliant!



# TOTAL Gamesplayers 1st Championships 1992 round

Well, we've closed the competition for the first round of the TOTAL Gamesplayer Championship with 163 entries, from over 1,000 gamers who entered the first round challenge.

Everyone listed below will be receiving a special form with instructions on what to do next, so just sit tight and we'll get the ball rolling on the second round.

We'll be holding the finals later this year at a special venue and the two grand finalists (one on NES, the other on Game Boy) will be walking off not only with the coveted TOTAL gamesplayer trophy, but also a brand spanking new Super Nintendo each. Stay tuned, fans!

**Gary Chappell**, Brantham; **Adrian Newman**, Canvey Island; **Andrew Crowe**, Barnsley; **Darren Hamill**, N. Ireland; **Christopher Gaughan**, Castle Bromwich; **Rick Ormision**, Cheadle Hulme; **Renato Fuscicardi**, Dublin; **Paul Morrew**, Newport; **Mark Allibhai**, Newcastle-Upon-Tyne; **Ken Li**, St Helens; **Sam Kelly**, Dunmow; **Simon Morney**, Newport; **Tristan Grove**, Lincoln; **Paul Hewiston**, Hartlepool; **Lee Ellis**, Spring Field; **Hugh Sally**, N. Ireland; **Sam Bishop**, Bath; **Lee Swindlehurst**, Cardiff; **Matthew Farr**, Preston; **Timmy Chamberlain**, Bramham Gardens; **Adam Bonney**, Aberdeen; **Kerem Mermutlu**, Weybridge; **Christopher Kelly**, Liverpool; **Mark Waller**, Redcar; **Daniel Padgham**, Newport; **Nishal Pujara**, Harrow; **Paul Goodwin**, Hadleigh; **Clive Rose**, Braintree; **John Craig Cullis**, Ayrshire; **Alan Keane**, Bury; **Thomas McGourty**, Tottenham; **Garth Roberts**, Sheffield; **Mark Ashken**, Whitby; **Mohammed Hamed**, Slough; **Stuart Brown**, Kirkintilloch; **S Avery**, Great Barr; **Alex Blake**, Chippenham; **Michael David**, Stafford; **John Adlington**, Sheffield; **Luke Lunnon**, Kidderminster; **Aron Lazarus**, Kenton; **Evan Logan**, Chatham; **Ben Dewey**, Didcot; **Alex Rees**, Swansea; **Paul Greenwood**, Bradford; **Allan Thompson**, Midlothian; **Matthew Mcallister**, N. Ireland; **Keith Newman**, Stirling; **Stephen Weeks**, Yiewsley; **Danny Savage**, Heckmondwike; **Miles Scerri**, Fiddon Village; **Lawrence Lim**, Newmarket; **Nick Cantello**, Poynton; **Andrew Smart**, Stonehaven; **David Doyle**, Luton; **Jonathan Griffett**, West Bromwich; **Nicholas**

**Mason**, Newbury; **Ben Daniels**, Northwich; **Paul Murray**, Gateshead; **Paul Arathoon**, Upper Tooting; **Alan Martin**, Belfast; **Adrian Finn**, Hayes; **Nicholas Marston**, Scunthorpe; **D. Bird**, Beauchamp; **Stewart Needham**, West Hallam; **Marc McLellan**, Edinburgh; **Michael Salmon**, Kingswinford; **Bryan Shepcott**, Loughborough; **George Still**, Co. Durham; **Richard King**, Whitby; **Oliver Jarrett**, London; **Asif Johar**, Tooting; **Sanjay Taukoora**, Manchester; **Wayne Cox**, Kings Heath; **Gary Thomson**, Midlothian; **Gareth Pearce**, Holbury; **Louise Porter**, Blackpool; **David Mendoza**, Harrow; **James Leinick**, Maidstone; **Anna Poole**, Scarborough; **Andy Baird**, Coleshill; **Emily Gleave**, Ealing; **Martyn Taylor**, Cornwall; **J. Holland**, Tipton; **Sam Goffe**, France; **Gary Male**, Firdon; **Philip Quinn**, Blackburn; **Darren Hollobone**, Eastbourne; **Wayne Farrington**, Halesowen; **Chris Kearns**, Killingworth; **L. Wareham**, Gateshead; **Matthew Mallor**, Congleton; **Phillip Nunn**, Congleton; **Gary Kinzler**, Clayhall; **Robert Clucas**, N. Ireland; **Jason Lock**, Leicester; **Nick Colbert**, Warlington; **Steven Burnett**, Mablethorpe; **Justin Eyre**, Oxon; **Lee Graham**, Riding Mill; **Aaron Ludlow**, Bermondsey; **George Still**, Croft-on-Tees; **Stephen Harris**, Gravesend; **S. Willsher**, Devon; **Jonathan Carter**, New Eltham; **Leslie Teague**, Hadlow Down; **Karl Halliday**, Woking; **Andrew Evans**, Gwent; **Matt Deasy**, Exeter; **Terry Ackerman**, Blackwood; **David Gilson**, Hull; **Jamie McNamara**, Plumstead; **Stuart McGrow**, Airdrie; **Mark Daniel**, Devon; **Lee**

**Rudd**, Norfolk; **O. Bogaerts**, Sutton Coldfield; **Neil Heffernan**, Beaconsfield; **Michael Clark**, Rayleigh; **Kenneth Youngson**, Peterhead; **Stuart Furniss**, Fiskerton; **Matthew Rushworth**, Fordingbridge; **Philip Denison**, Wakefield; **Chris Lugg**, Melksham; **Paul Batson**, West Mids; **Christopher Holbrook**, Rochdale; **Colin Mullins**, Dublin; **Alexander Beazley**, Surrey; **Steven Lee**, Bellington; **Alan Reid**, Banbridge NI; **Darren Matthews**, Ringwood; **David Winterbottom**, Huddersfield; **Paul Rutter**, Royston; **Gareth Jones**, Dalton-in-Furness; **Russell Walker**, Aberdeen; **Mark Hickman**, Penn; **Simon Dachter**, Wincanton; **Mark Trubshaw**, Eastbourne; **Carl Greenham**, Weymouth; **Matthew Tipper**, Hertfordshire; **Dennis Hajigeorgiou**, London; **Mark Woods**, Derbyshire; **Craig Holland**, Retford; **Lee Willoughby**, Cornwall; **James Doble**, Devon; **Ben Grassi**, Essex; **Barry John Young**, Essex; **Andrew Jackson**, Lancashire; **Mike Christopher**, Poole; **Phillip Burston**, Surrey; **Gillian Kingstrec**, Dumfries; **Andrew Booth**, Portsmouth; **Kevin Kernen**, Tyne and Wear; **Darren Kelly**, Romford; **Graham Pigott**, Staffs; **Michael Howles**, Kidderminster; **Nick Jerzembeck**, Eastbourne; **John Kohl**, Nottingham; **Joseph Kearney**, Romford; **Michael Bramham**, Sunderland; **Ryan Metcalf**, Doncaster; **Shirley Su**, London; **Darren Clayman**, Crumpsall; **Asif Ali**, Bedford; and, last but not least, **Tim Hill**, East Sussex.

Phew! Try reading all that without taking a breath! More as it happens, gamers!

# Nintendo®

SULLIVAN BLUTH PRESENTS  
**DRAGON'S LAIR™**

**JOE & MAC:  
CAVEMAN NINJA™**

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Oh dear. It's that time again, when you ask us lots of questions... and we just beat around the bush until you lose interest and turn the page. If you want to ask a smart question, only to be fobbed off with the wrong answer, write to us at **TOTAL, 30 Monmouth Street, Bath BA1 2BW. Wow.**

## Totally super Super NES

Dear TOTAL,

I first played on the NES last year, and wanted one. I read about the Super NES and decided to wait for its release. A friend of mine purchased the Japanese Super Famicom and for all the readers out there, I would just like to stress that all the hype about this system is well justified. Super Mario World is superb, and the battery back-up is a godsend. F-Zero is great fun, especially going round the track the wrong way and trying to hit the oncoming craft!

Prize letter!

**WRITE ON!**

This dude's won some CRAP!

Also, when you think that when the Atari 2600 was released many years ago with just three games it cost £138, and some Atari games cost £30! That still makes the Super NES great value for money, especially if you compare Atari games with Super NES – it's like comparing a Sinclair ZX81 with an Amiga. I had an Atari years ago and it gave me many hours of fun, but that was then, this is now. Super NES, CD ROM, Let the show begin!

**Andrew Mooney, Swindon**

P.S How about some binders for our mags?

Dear Andrew,

That's a pretty good point you raised. When you consider that the Super NES is crammed with state-of-the-art gaming technology, £150 isn't a lot to pay. Let's just hope the games don't start creeping up in price, eh?

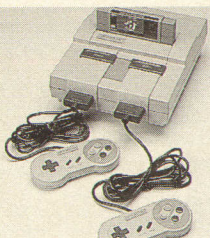
Our ultra-spiffy TOTAL binders are coming soon! **STEVE**

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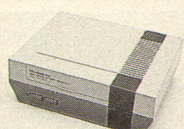
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## Belmont bungle

Dear Steve,

I have got three things to tell you:

- 1 You said to Greg Nicholas there are no American footy games for the NES but I have seen one called 'Ten Yard Fight'.
- 2 In the game Castlevania II in Issue 5 you said 'Christopher' Belmont and I would like to correct you – it's 'Simon' Belmont.
- 3 Your mag is the best mag to do with Nintendo.

**Chris Morrison, Hull**

Dear Chris,

1 Ten Yard Fight isn't available anymore (at least I haven't seen it) which is a downright shame. There are absolutely loads of American Football carts in the US, though, so with a bit of luck we'll get a few more winging their way over here in the next few months. **STEVE**

2 Oh no it isn't! Castlevania II is set years after Simon Belmont has died and it's his son, Chris Belmont, who carries on the family business. **THICKY**

3 Yep, we TOTALLY agree! **STEVE 'n' ANDY**



After a particularly difficult issue, the worn-out TOTAL team decide to go to France for the day. Here they are on the ferry, Ambassadors for Britain.



## Weird places I've played my Game Boy (number 3)



**NAME** Gary Chapell  
**FROM** Essex  
**AGE** 16  
**FAVE GAME** Bart Simpson

Gary likes to mix aerobics with gameplaying. Here you can see him extending his vertebrae while gaining a high score on Camp Deadly.

Are you slightly twisted? If so, send your piccies to 'Weird Places I've Played My Game Boy' TOTAL, 30 Monmouth Street, Bath BA1 2BW. You could win a prize!

## Chessmaster lives on

**Dear TOTAL,**

Referring to Alan Clarke's letter in Issue 4 saying that he couldn't find Chessmaster anywhere and Bandai saying that it was no longer available, well what a pile of horse manure, because I've seen seven copies of it in Ultima, Reading. Anyway, here's some questions.

- 1** Is there a better game than Super Mario Land on the GB?
- 2** Do you think I should get a Sega Mega Drive (or as you say, a Mug-a-Drive) or a SNES? (Without being offensive to Sega)
- 3** Is the amplifier on the GB good or bad?
- 4** Is there a decent wrestling game on the NES?
- 5** Why the hell are there two different boxes for R-Type on the GB?

**Mark Orr, Berkshire**

**Dear Mark**

You may have seen seven copies of Chessmaster now, but once these have sold out, they won't be replaced. Shame, really. **STEVE**

**1** Ooh, blimey. Erm... Nemesis is good... Bill And Ted is a stonky little game... Tennis is fab... and so is Golf... Bart Simpson... should I go on? **THICKY**

**2** No competition - the SNES wins hands down. Sega's Mega Drive might have more games, but most of 'em are dross. The SNES has some real power games like Super Tennis, Super Soccer, F-Zero and, of course, Super Mario World. Yum! **STEVE**

**3** The sound's a bit scratchy but it certainly does amplify (it's really good for emptying train carriages or annoying old relatives). **STEVE**

**4** Erm, well the WWF games aren't really up to much. So, erm, I guess not, really. **STEVE**

**5** One's probably the import version. Otherwise... erm... dunno. **THICKY**

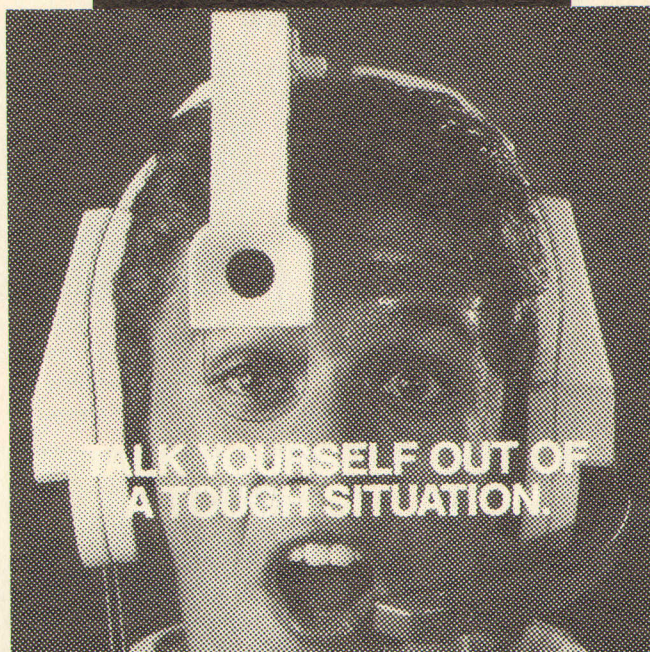


Hold on! What's this!? Captain Dave Garrett is playing Sonic on his flippin' radar screen! We'll put a stop to that! (Good job he's not driving.)



Here Dave! Cop a load of this you old sea dog.

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# Get off my back!

Dear TOTAL,

If you print and answer this you will lift a great weight off my back. The question is: What is the prize you give out to the star letter? Why don't you tell anyone? If you do we'll know whether we should bother writing in or not to get a good or a crap star prize.

On yeah, I almost forgot, you rated Marble Madness at 31% but another mag gave it 88%. One mag gave Kick Off 36% and said it was crap. You on the other hand rated it as game of the month on the NES. What's going on?

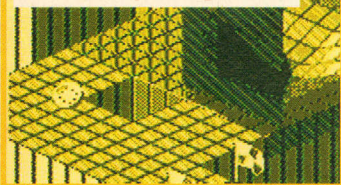
**Tony Johnson (age 12), Waterlooville**

Dear Tony

The star letter winner receives a bagfull of TOTAL-related junk—er... goodies. We've got special T-Shirts and badges to give away and maybe a game as well (if the letter's *really* interesting). **ANDY**

Marble Madness on the Game Boy was a neat version of the old coin-op, but I finished it in an hour. Where's 88%'s worth in that?

**You'd have to be Marble mad to buy this game!**



A lot of other magazines have compared the NES version of Kick Off to other versions, which is pointless – how many of you have actually played Kick Off on any machine? As a footy game in its own right, Kick Off is fine. True, the computer isn't such a good opponent, but it plays a cracking two-player game. **STEVE**



By now, the 'Sea Cat' is belting along at 40 mph, with ferocious winds whipping across the deck. 'Let's go outside for some fresh air' says Andy.



Even with the help of a French dredger, Steve's Game Boy remains a victim of the deep.



In Boulogne (France), the team head for the Nausicaä marine centre, which is full of brilliant sea-life – like this friendly skate-type fish...



... And whopping great tanks full of other creatures which breathe water and eat gravel to survive.



Unfortunately, it soon turns into a game of Hunt For The Submarine Game Boy. 'I can't find any tips' says the dim one.



With nothing to do for half an hour, Steve gets into a sea-faring mood with a game of Hunt For Red October.



The wind is strong enough to keep Dyer vertical (which is a feat even his brain has trouble with). Nice hair, eh?

## Altered States

Dear TOTAL,

I have got a Game Boy but I am hoping to get a Super NES. I was reading some articles about the SNES in your April edition and you were saying that the American SNES wouldn't work in England and neither would the games. There was also another article that said that there would be five games. I then turned over a few pages and found an ad for the Super Nintendo and they had 27 games listed. Can you tell me the reason for this?

**Steven Williams, Billericay**

Dear Steven,

You can buy an American Super

NES through mail order companies (grey importers) and these will work in the UK because they've been converted to run on UK televisions and come with a UK standard three-pin powerpack. However, if you go to the States on holiday, buy a SNES and bring it back, the powerpack won't plug into the mains and even if it did, you wouldn't get a picture on your UK telly (we use a TV system called PAL, while the Americans use scabby old NTSC).

There are lots of games available for the US SNES, which are the ones advertised. These WON'T work on a PAL Super NES, so don't even think about buying them! But don't worry, because most of these games will be hitting these shores real soon. **STEVE**

## Don't Cheat Yourself!

Dear TOTAL,

In issue five, May 1992, I was reading your feature on the Game Genie made by Code Masters. I think that Nintendo were right to take Code Masters and Galoob to court. People that own Nintendos don't spend £40 on a game just to finish it in an hour. I think that the Game Genie takes all the fun out of finishing a game. People won't come back to

play the games. I do think that people should be told cheats to make the game easier but they shouldn't be told how to play Nintendo games so that they finish them easily.

**Ian Marshall, Tyne and Wear**

Dear Ian,

The whole idea behind the Game Genie is that it helps you get a bit more life out of your games. There's nothing more annoying than having a game you just know you won't be able to finish – or one that's too easy.

And remember, as well as providing infinite lives, the Game Genie can also speed up enemies, reduce your firepower or take lives away. But the main thing is that you don't HAVE to buy one! Anyone who buys a Game Genie and then cheats on every new game is just plain dim. **STEVE**



The Game Genie – you don't have to buy one if you don't really want to, you know!



# Soccer at it's Best!

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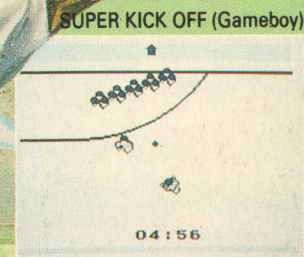
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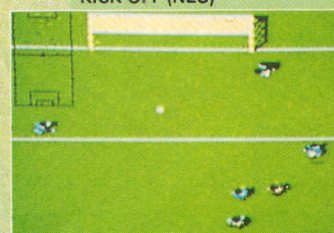
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'What's a Shrink-o-Matic?' asks Steve, as Thicky drops 10 Francs in the slot.



In a flash, the tiny duo are as small as their IQs and dwarfed by traffic lights.



'Quick!' cries Baldy. 'Get back in and reverse the polarity!' Andy only has a 50 Franc coin left, so he shoves that in, with terrible results. Well, terrible for the poor old sharks, anyway.



Back to their normal size, the TOTAL team head for home, waving goodbye to France and Steve's Game Boy...

## Swap Shop? Chart Show?

Dear TOTAL,

Please could you answer the following questions:

- 1 Will there be a swap page in future issues of TOTAL?
- 2 Could you put a chart of Nintendo and Game Boy games in issues of TOTAL soon?
- 3 I thought that the door hangers and transfers were a brill idea, but will there be coupons

for money off Nintendo games?

4 How many people buy TOTAL each month?

5 Why don't you put reviews in which both of you put what you think?

Paul Batson, Springfield

Dear Paul,

1 Yeah, it looks like we'll be doing reader's ads in one or two issues time. We'll keep you posted. STEVE

2 Likewise, we're looking into it now. STEVE

3 Well, to be honest, no. But there will be lots of special goodies coming your way. THICKY

4 It looks like issue 5 is well on the way to selling 100,000 issues. Bear in mind that more than one person reads each issue, so TOTAL is probably read by a quarter of a million people each month. STEVE

Flippin' 'eck! That's more than, like, 150 innit? THICKY

5 We have thought about that, but decided it could get confusing. If one of us liked the game and the other one didn't, you wouldn't know whether the game was any good or not. We do talk about the games before we write the review, so the final mark is based on what we both think. STEVE  
Anyway, drongo-head isn't muscling in on my reviews! THICKY

## Born in the USA

Dear TOTAL,

I'm American and when all our furniture arrived from our old house in the States I found an old T.V. which had double voltage facilities. We already owned a power transformer because most of the kitchen stuff ran on American current. Anyway, this T.V. was handy 'cos it meant I could use my old crappy Atari 800.

Five years later and I own a (yes its American too) Super NES. I used to own a Nintendo with 13 wicked games. When I owned my old Nintendo I felt quite privileged 'cos I got games that often took one or two years to come out over here in England.



Paperboy on the US SNES. Should we review it now or when the UK version appears?

I now find the same thing with my SNES, but instead of one to two years its only six months to a year. But this is still enough to mean your mag doesn't cater for me. Your mag is only now reviewing F-Zero which was out in September in America. I want reviews and previews for games out now for me, such as Lagoon, Contra 4, RPM Racing, Paperboy and much more.

Nintendo is releasing six NES games a month now according to an American mag. So I was wondering if you could review all new English games and do six overseas reviews every month?

Joey Dobias, Banbury

Dear Joey,

You're in luck. From next issue we're going to start reviewing 'grey import' Super NES games. Lots of Super Famicom and Super NES owners have asked us to review import games, so we'll do a few each issue along with the officially released titles. And, of course, if there are specific SNES games you want reviewed, write in and let us know! STEVE

## More colour GB Q+A's!

Dear Thicky and Misery Guts, I have a couple of questions for you dweebs to answer:

- 1 Are you going to do a competition to win a colour Game Boy?
- 2 Is it possible for ordinary Game Boy games to be in colour on the colour Game Boy?
- 3 Is there an adaptor which lets you use a joystick on the Game Boy?
- 4 In issue 4, Jean-Paul Sampson said that the SNES was at a reduced price. If so, what is the full price?
- 5 Are you dweebs going to do a games hotline where avid readers of your wicked, mega, groovy, etc... magazine (like me) can ask you about problems with games we have?
- 6 In the competition in issue 5, are the SNESs you're givin' away complete with games, and if they are, what are they?
- 7 On the cover of TOTAL! you always say 100% for Nintendo, yet in issue 4 you put in ads for Sega (Boo! Hiss!) Power and Amiga Power. Couldn't you put them in the paper instead? William Walsh (age 10), Worcester Park

Dear Will,

- 1 Well, WHEN the colour Game Boy arrives in this country and IF it's any good, I guess we could offer a couple as prizes. If we feel like it. THICKY
- 2 No. Nope. Uh-uh. Sorry, but that's a negative. NO. STEVE
- 3 There's a weird contraption from Konami called the Hyperboy which is a tabletop joystick/magnifying screen unit. So far, it's only available in Japan, but we'll let you know if it appears here. STEVE
- 4 Oh no he didn't. He said 'knock-out price', meaning not that expensive compared to other machines. It's in the shops now at around £150. THICKY
- 5 Well, me and Thicky don't have enough time to sit on the phone answering tips and questions, but you can always write in to our Q+A page. STEVE
- 6 Our 50 Super NES prizes have the Super Mario World cart included in the box, which is utterly, utterly brilliant! THICKY
- 7 Much as we dislike the Sega consoles, for those sad souls that own Segas and Amigas as well as Nintendo machines, the mags are quite good. STEVE



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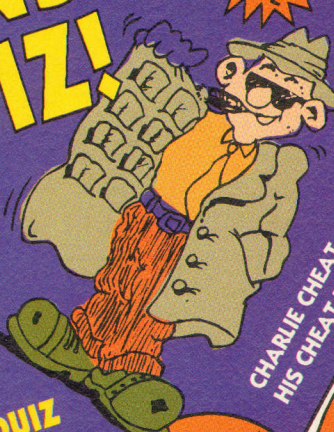
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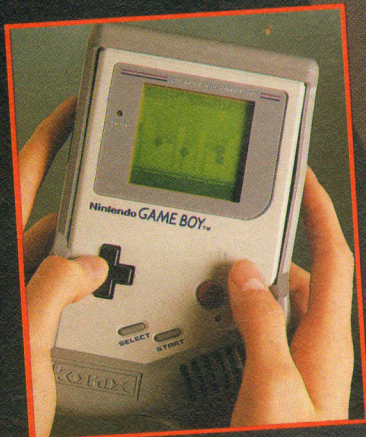
**1** Easy. Which sort of fish is a tuna? a) Shark b) Catfish c) Well it's a Tuna isn't it?

**2** A bit trickier. Which of these isn't a fish? a) Tuna b) Ford Escort c) Tuna

**3** Mind-numbingly difficult. How long can a tuna grow?

a) 4 feet b) 8 feet c) 16 feet

Send your entries (on the back of a postcard or sealed envelope) to: Rubber Holster Fish Compo, TOTAL, 29 Monmouth Street, Bath, Avon BA1 2BL. Get 'em in quick-like, too.



The large rubbery holder protects the Game Boy but still lets you get at all the controls.

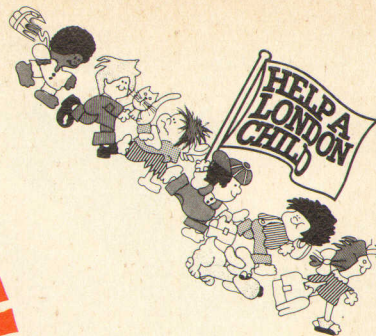


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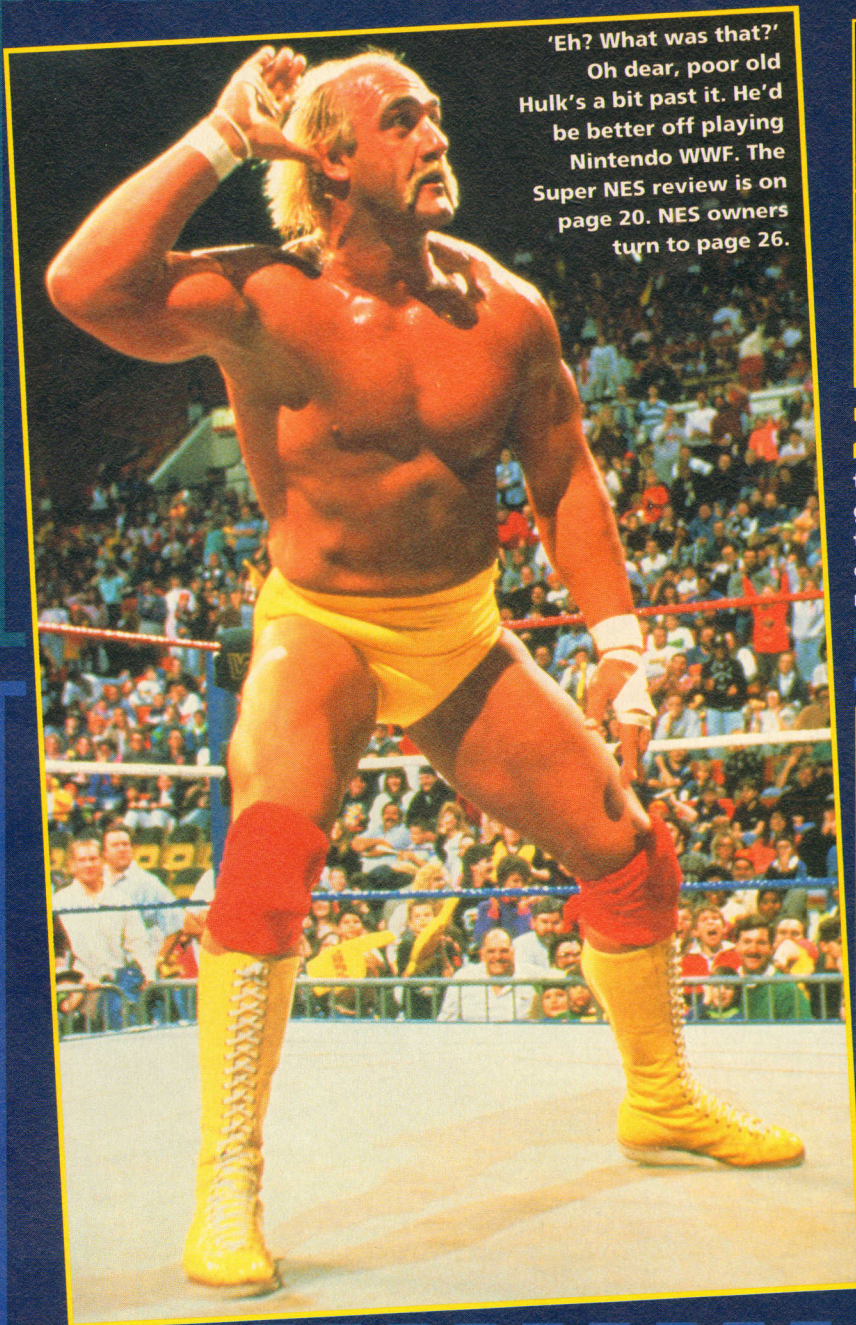
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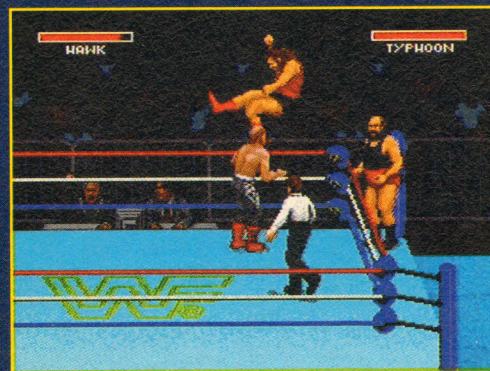


# SUPER NES

# NES



'Eh? What was that?'  
Oh dear, poor old Hulk's a bit past it. He'd be better off playing Nintendo WWF. The Super NES review is on page 20. NES owners turn to page 26.

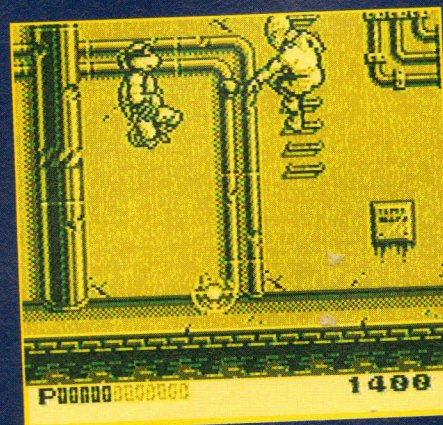


**20 Super WrestleMania!**  
Flippin' heck! Could it possibly be that a wrestling game is actually quite good fun to play? Yes, we're happy to say that WWF on the SNES is a right-royal barrel of laughs. Turn to page 20 for the full review of this chucklesome beat 'em up.



**26 WWF WrestleMania!**  
Wrestle fans get a second bout of fun on the NES. The sort of people who have WWF posters all over their walls are bound to like it (mad fools), but the gameplay is a bit dodgy to say the least.

# GAME BOY



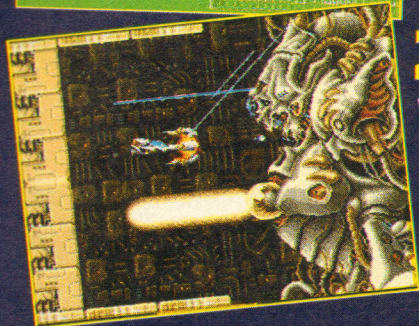
**46 Turtles 2 - Back From The Sewers**  
They're back, they're back! But are they, or are they not, on the right track? Find out on page 46.





## 22 Super Soccer!

Really good footy games are few and far between, but fortunately, the first one on the SNES is actually pretty good. Great graphics and plenty of playability, so have a glance at our fabbo review now!



## 24 Super R-Type!

Shoot 'em up fans won't want to miss this one. It slows down a bit, and the playability is a bit, er, patchy but fans of this classic coin-op will go all wibbly-wobbly at the sight of the splendid graphics.

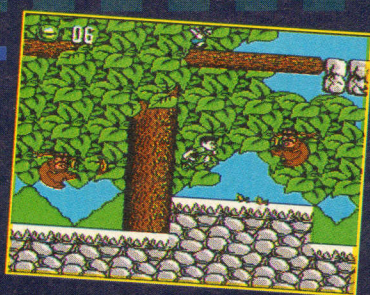
**28 Mega Man** This ageing hit gets a going-over from the TOTAL team.

**30 Mega Man 2** Megaman haters be warned, this follow-up is great!

**32 Road Fighter** Roadfighter's brand new, but the gameplay isn't.

**34 Blaster Master** As the title suggests this one is blasty and, er, masty?

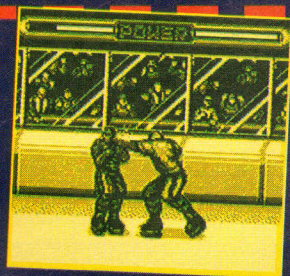
**36 Snake's Revenge** The sequel to Metal Gear. But should Konami really have bothered?



**38 Hook** Does this film license capture the movie's magic?

**40 Konami Hyper Soccer** Is this a Kick Off beater? See page 40.

**42 Turtles - The Coin-op** Two-player Krang-bashing fun comes from the arcade straight to your NES.



**45 Blades Of Steel** This ice hockey game suffers on its way from NES to Game Boy.

**48 Bubble Bobble** This classic platform game is a bit easy on the GB.

**50 Hook** Almost identical to the NES version, and that's no bad thing.

**52 Choplifter 2** Weeny graphics but this is more complex than it appears.

**53 Snoopy's Magic Show** Puzzley fun! But is 100 levels enough?

**54 Motocross Maniacs** Ride rough-shod over some fiendish courses in this great little game.

**56 Super Kick Off** Once a good game always a good game? Er, no.

**57 Caesars Palace** A gambling game with no money involved... yawn.

20

26

45





# SUPER WWF

## Men behaving badly...



Randy 'Macho Man' Savage. Specialises in vile spangly outfits, and he's married to some floozy named Liz.



The Undertaker. So called because he dresses in black and paints his face a lovely shade of deceased-white.



Er, this must be 'The Moustache'. Mmm, not sure about this one. I think he's just the referee actually.



Ah yes, good old Hulk Hogan. The Hulkster. Hulky, Hulky Hulketty, Hulk. (*Running out of ideas Thick? - Steve*).



Hawk is one half of The Legion Of Doom and wears make-up and suits with rubber spikes on.



Animal is the other half of The Legion Of Doom and wears make-up and suits with rubber spikes on. Berks!



Earthquake is one of your more traditional wrestlers. He's fat, hairy, and wears rather 'tasteful' leotards.



Likewise, Typhoon also wears tasteful leotards. He's slimmer than Earthquake but oddly has a bit more hair.



Million Dollar Man Ted Dibiase is a bit of a smoothie. (Though some might call him a pratt.)

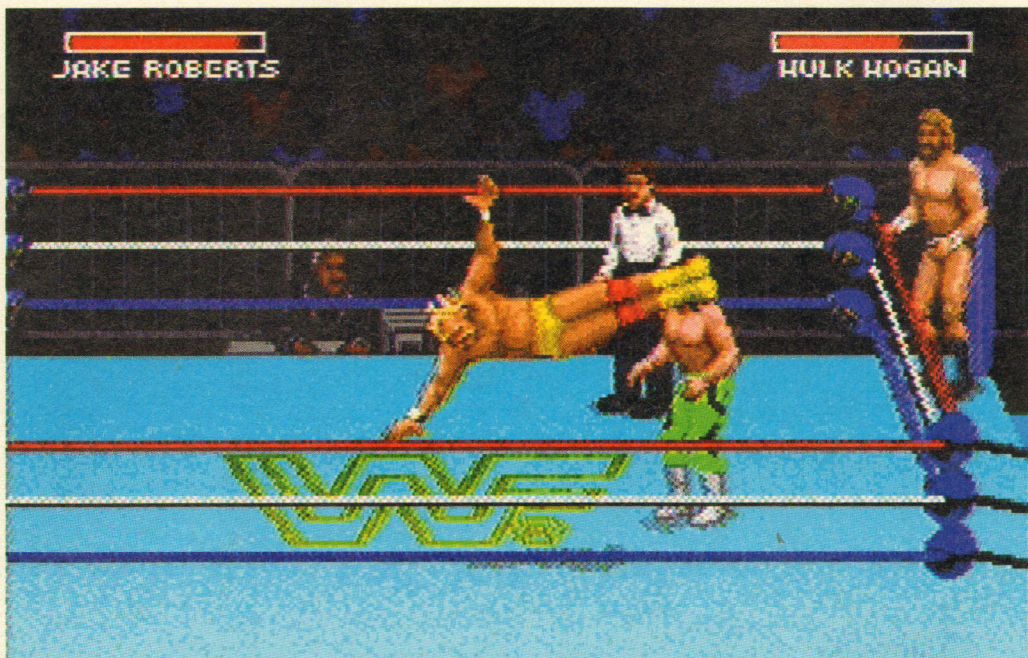


Sid Justice (or Sidney Justice to his friends). He's a bit bland really. In fact that's all I'm going to say about him.

For Super NES (1-2 players)

From Acclaim

Price £50



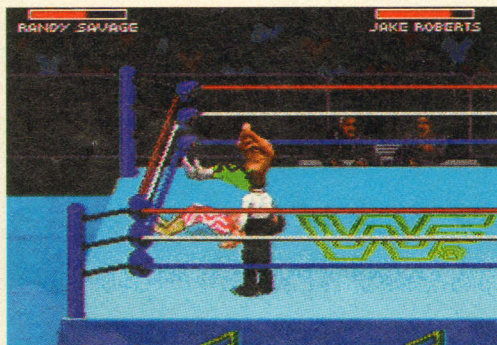
Hulk's a bit of a scally isn't he? Not only is giving Jake Roberts a good old face-kicking, he's also super-glued Million Dollar Man Ted Dibiase to the corner post. Ho, ho, what a guy!

**A**h! Those wild and wacky WWF wrestlers, don't you just love 'em? Well, personally no, I detest those massively oversized Americans who dress up in outrageous costumes and perform a series of acts that are more closely related to a well-rehearsed pantomime than a professional sport. Still, it must be said that however staged this so-called sport of wrestling is, the moves are very complex, and the amount of training required in order to do these

stunts without crippling yourself must be staggering. This is probably why, after slagging off two NES wrestling games and a Game Boy one in the last few months, I can now truthfully say that what turned out to be a sad little unplayable sport sim on the eight bit machines has actually blossomed into a fairly playable, fairly challenging and absolutely hilarious two-player suplex 'em up on the more powerful SNES.

The secret, I think, is in the versatility of the

**HULKS**  
Brilliant graphics with some gorgeous animation. Atmospheric sounds. Stonk-o-triff gameplay. Yep, it's fab!



Well, Randy Savage may have won the 'most ludicrous pantaloons' title, but it doesn't stop Jakey boy flattening him.



After having Jakes bottom in his face, Macho Man takes him out of the ring for a quiet talk... then tries to break his back.

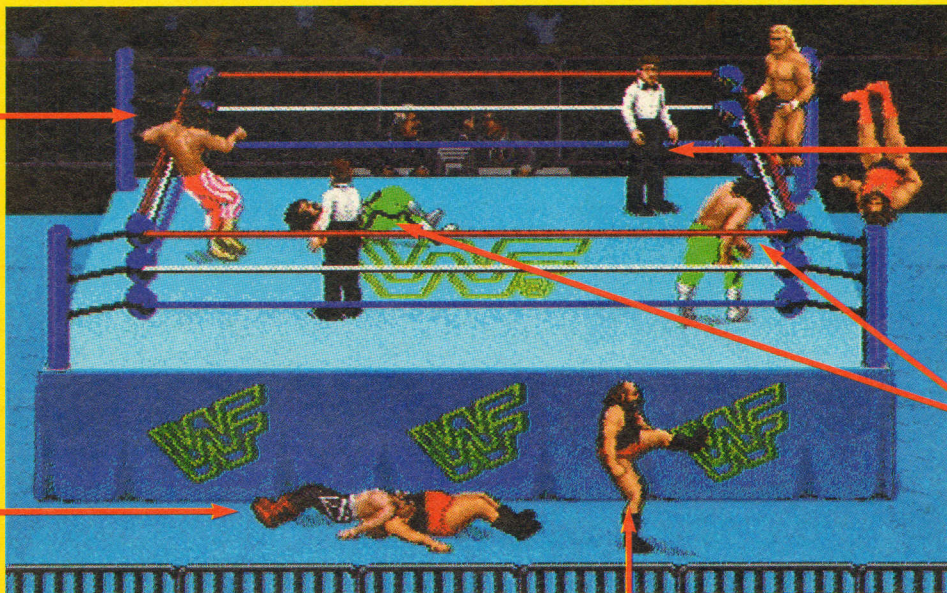


# Mad fools in the ring (la, la, la, la, la)

This is a tag match, so it's fitting that we've tagged several screens together to show the whole ring. That's why there are so many wrestlers in the picture..

Disaster! Randy savage inadvertently uses a pritt-stick instead of a deodorant stick and glues himself to the ropes by his armpit.

First these guys get thrown out of the ring then, in a clash of heads, fall unconscious. If they don't get back into the ring soon, they'll be counted out.



The ref actually projects himself astrally from three miles away. This is why he's able to wander around without ever making contact with the wrestlers.

Oh blimey, it's the two Jakes. While the one on the left has a rough time of it, this one performs a spectacular throw on this fat bloke (it's Typhoon I think).

God only knows what he's doing, but again, if he stays here too long the ref'll have him.

SNES's joypad. As I said, wrestling's quite complex, so to include enough moves to make a console game interesting, you'd be talking some seriously complex joypad work. With the SNES, it's all intuitive, and the most complex series of key presses involves only two buttons. Granted, it can still get a little fiddly, and you won't always agree with the outcome of certain clashes between you and an opponent, but it's a vast improvement over the eight-bit counterparts. There are three skill levels, the first two of which don't put up that much of a challenge, but fortunately things can get quite tricky on the hard level.

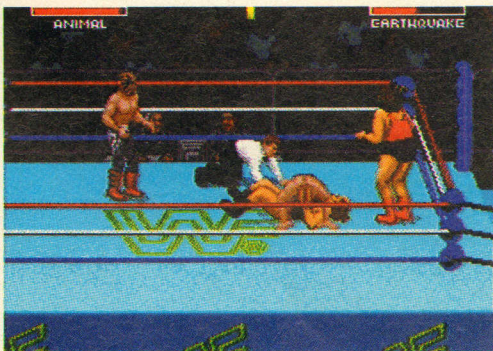
One final thing. We all know that gameplay is the really important factor in determining how good a game is (the graphics and sound just being the icing on the cake) but the sound effects in this game really do add something to the bouts. If you

didn't get the thuds of boots on the floor of the ring, of the slap of a well-placed punch or the grunt of 300 pound Hulk Hogan as he gets a good head-butting, not to mention the frantic cheering of a massive crowd, this game wouldn't be nearly as entertaining as it is.

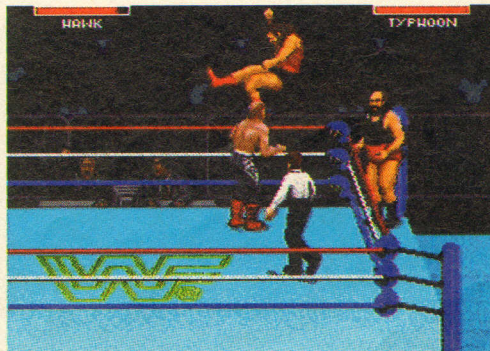
If you're going to get the most out of Super Wrestlemania, you'll need to play against someone who's at pretty much the same skill level as you. After all, there's little or no fun to be had in either slaughtering or being slaughtered by someone. If you do find a worthy opponent though, the ultra-slick animation, stunning sound effects and relatively effortless control system should keep you coming back for more. At last, we've finally got a flippin' decent beat 'em up out of this appallingly tacky sport (bah, humbug). **ANDY**

**SULK**

Dunno really. I suppose if you can't stand the sight of the WWF crew you might not like it... but I doubt it.



Animal (from The Legion of Doom) and Earthquake, pretend to ride invisible bicycles, while the rest have a bit of a lie down.



Wow, look at him go! And it all moves smoothly. It's the range of moves and slick animation that makes SNES WWF so groovy.

## SUPER WWF

### Looks



■ Decent in-betweeny screens, smart sprites and some brilliant animation

### Sounds



■ Superb. The crisp samples conjure up all the razzmatazz of a night at the wrestling

### Gameplay



■ Vastly better than the NES games. The SNES joypad really comes into its own.

### Life span



■ Even the hard level won't last months, but there's limitless fun in playing a chum

Love it or hate it, WWF is here to stay. Personally I loathe the sport but if it gives rise to games as good as this then all I can say is 'LONG LIVE WWF'!

**Final rating**  
**81**  
**Percent**





Oh my, a foul has taken place and the ref (today being played by Fat Bloke) is sending the perpetrator off. But has he got the right man? The trouble is, in this game, there are no yellow cards. If you mess up once, you spend the rest of the match warming the bench.



Quasimodo to Quasimodo, who heads it to Quasimodo. Er, these players all look strangely hunch-backed to me.



Quick on their feet they might be but these guys have really weedy arms. A throw-in rarely goes more than a couple of feet.

# SUPER

## For Super NES (1-2 players)

**H**ave you noticed how footy shorts are getting longer again? God knows why. I mean, Stanley Matthews looked a right old plonker didn't he? Anyway, no hilarious garments in this game – all the players are pretty well turned out so we're off to a good start.

Now we come to the options. No complaints here really: 16 world class teams (each with different strengths and weaknesses), choice of formation, substitutions and manual or automatic goalies. Oh yes, and you can either play against the

## From Human Creative Group

computer, against a friend or with a friend on the same team against the computer. Excellent. Things are looking pretty good already.

Next the control mechanism, and again we're talking pretty groove-some. You move your player (usually the one nearest the ball) with the joystick, and use two of the buttons to pass and shoot. That's all you need if you want to play on a very basic level.

**STRIKERS**  
Excellent 3D visuals. You can perform a wide range of moves easily. Loads of challenging teams to play against.

## Price £40

To get a bit more clever, you can curve shots with the joystick after you've kicked the ball, and change the person you want to pass to with the left and right buttons. When you're close to the guy with the ball, you can try sliding tackles and barges using the pass and shoot buttons. Fab-o-flip, the rating's going up and up!

The simple controls enable you to perform a surprising number of moves





No, no! This isn't right. Steve's goalie is coming down the pitch with the ball. You can't do that, it's not fair! (Tough - Steve.)



Ha ha, that's better! Now *my* goalie has the ball and he's rocketting back up. Look at Steve's goalie pegging it back to his area!

## Ooooooh! It's a penalty shoot-out!



Well into the penalty shoot-out and the Colombians are about to level the score.



Still, despite his knock-knees he saves the goal and does a swift celebratory jig.



Unfortunately for Colombia, their manager decided to put 'Rickets' Johnson in goal.



These south American teams are dead. excitable aren't they? Look at them dance.

# SOCCER

and make the game very playable indeed, but what about the rules? How near to real football is it? Sadly, this is where the game lets itself down a little. There are a few... er, odd quirks which will annoy footy players purely because there's no excuse for them.

For example, every time a foul is committed, the fouler gets sent off (no yellow cards in this game folks), and what's more, the person who was fouled always, always, gets horribly injured so you have to make a substitution. Cack isn't it? You don't get any

**STREAKERS**  
Only a couple of ways of getting past the computer goalie. The rules aren't exactly, er... accurate

injury time, either, even if it's been a particularly filthy game. Players are quite free to obstruct the goalie, too, which means the moment he kicks the ball out it hits the player, giving him a chance to score.

I know all that sounds a bit depressing, and perfectionists will be annoyed, but give it a chance. Think of it as an arcade football game rather than a footy sim and you're in for a hoot. Go for it!

ANDY

**TOTAL!**

## SUPER SOCCER

### Looks



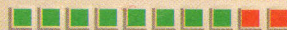
■ The 3D pitch works incredibly well, and the whole thing has immense depth

### Sounds



■ A high enough standard, but there's nothing memorable or exciting

### Gameplay



■ Rewrites the rules, but at the end of the day it's basically just damn good fun

### Life span



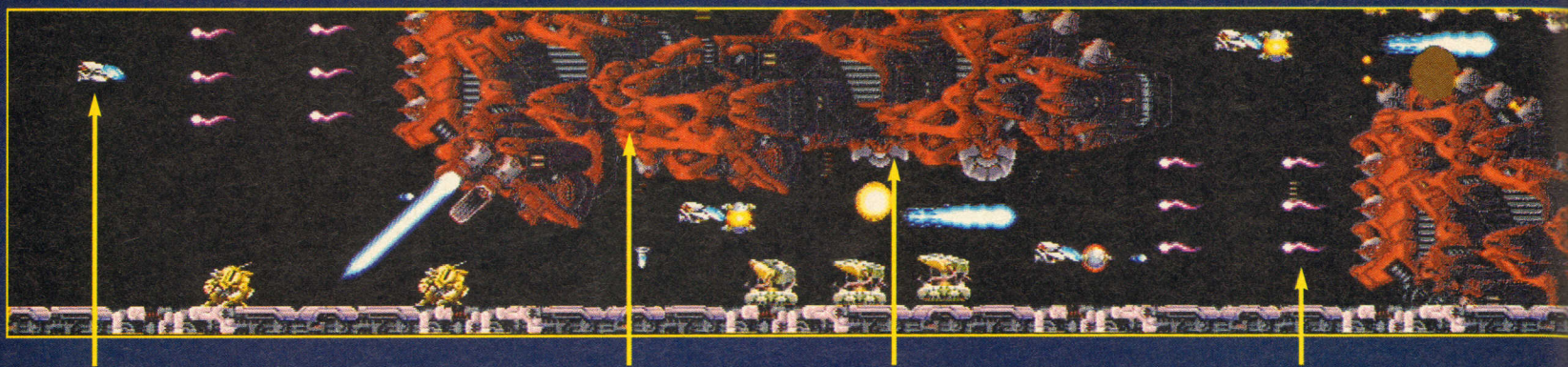
■ Tough against the computer. When you're bored of that, play a friend

More like a kick around in the park where no one worries about the rules than professional footy. Even so, this is still great fun to play



**Final rating**  
**80**  
**Percent**





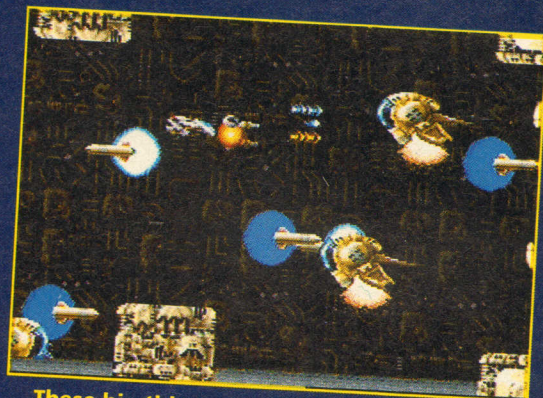
What with cut-backs and inflation, the Terran Space Corps can only afford to send one R-9 spaceship against the entire Bydo Empire!

This massive Bydo cruiser makes up the whole of the fourth level and is one mean mothership.

These grey pods release tanks, so blast the pods first and you won't have any tank trouble.

These pink things may look cute, but they are extremely deadly laser missiles. Blast the turrets and get out of the way!

# SUPER R-TYPE



These big things shoot up out of the water and lob missiles at you. So you either get a missile up the spout or collide with one of the baddies. (Ho hum.)



As you power through this level, the green wall slides around guided by the yellow blocks (if you see what I mean). Sadly, this gets a '10' on the juddery scroll-o-meter.

**For Super NES (1 player)**

**From Irem**

**Price £40**

**R**-Type holds a special place in the hearts of shoot 'em fans, thanks to its squirmy alien visuals and ferocious gameplay. And now Irem have redesigned the graphics, remixed the soundtracks and slapped it all into a meaty seven-level, one Megabyte cartridge!

But while the looks and sounds have been given the treatment, the gameplay remains close to the original. All the usual power-ups are in evidence with homing missiles, reflective lasers and R-Type's trademark: the droid which sits on the front or back of the R-9 ship. However, you now have a double power-up laser. Hold the fire button down and you release a huge laser bolt; hold it down for

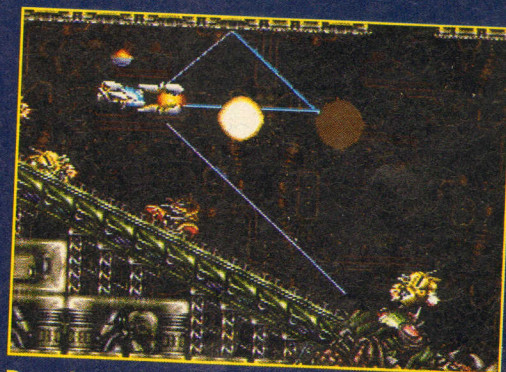
twice as long and you unleash a massive burst of alien-cremating photon fire!

But apart from that, there's nothing really new here – unless you count the jerky scrolling and slow-down. Yep, sad to say, but Super R-Type just makes too many demands on the SNES's processor. When things get busy the aliens slam on the brakes and the Universe goes all wibbly.

One more new feature is the lack of a restart point. Basically, you have to finish each level with one life. Die and it's back to the very beginning!

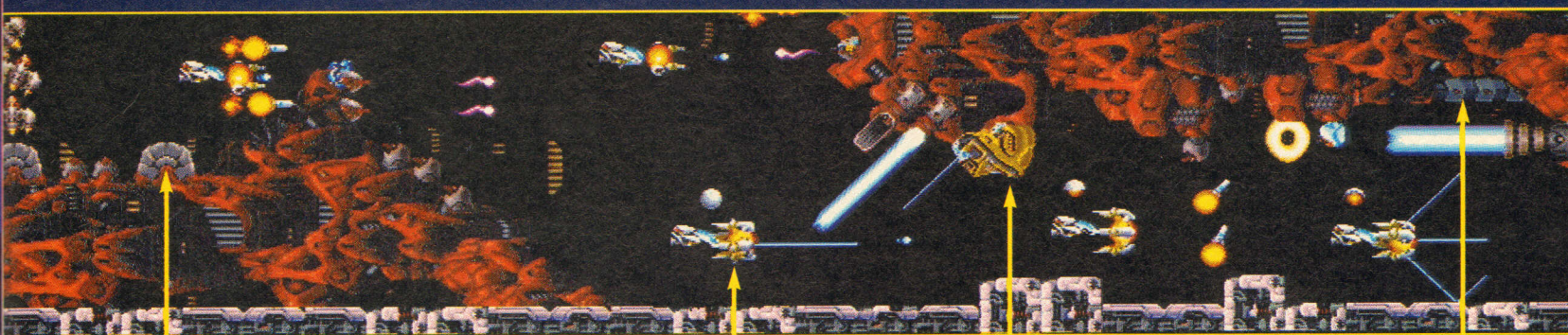
But for all its faults I still like Super R-Type. It's mean, good lookin' and a treat for sore ears.

**STEVE TOTAL!**



Deep in the heart of the Bydo Empire, you have to blast your way through an alien-producing factory filled with conveyor belts, big tanks of gloop and lots of Bydos.



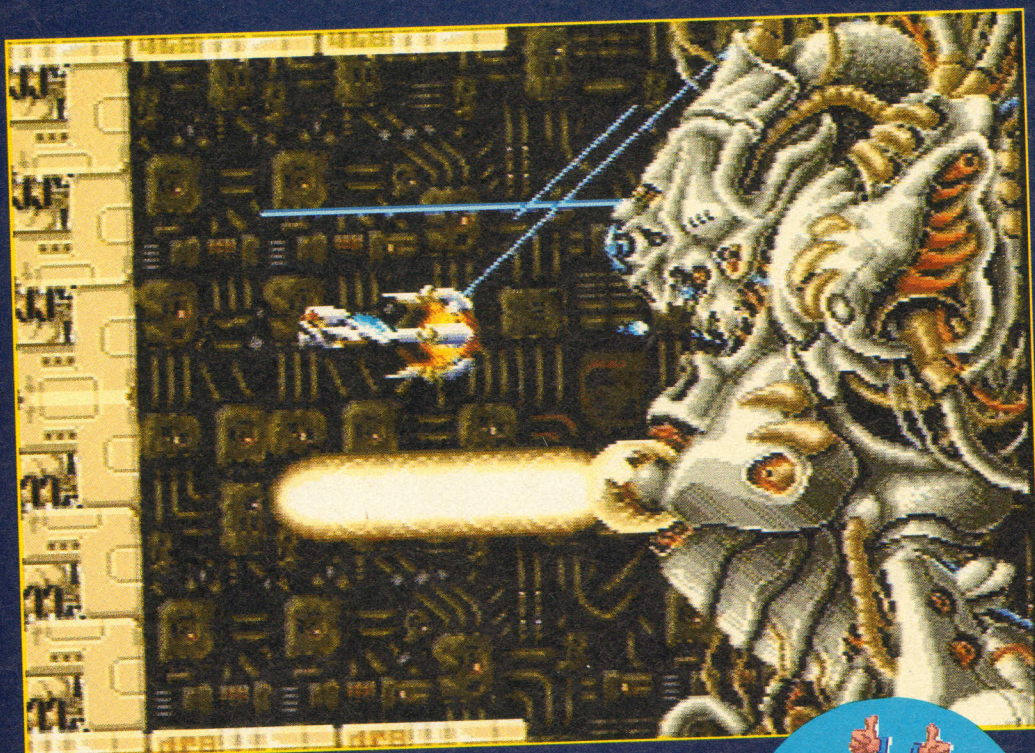


Another enemy-releasing pod. By now you should have picked up homing missiles, so you can make short work of these.

At last! You've got reflecting lasers. These streams of laser death make things a lot easier!

Watch out for large bits of mothership which drop off when hit. Make sure you're not underneath.

Destroy the large booster and this blast door opens, drawing the R-9 into the belly of the mothership!



This is the Super version of the first-level guardian from R-Type. He's lost his big tail but has gained a new range of weapons including walls that close in on you and that huge laser!



These Flash Gordon-style spaceships go down in flames when you hit 'em. Just don't get in the way when they do!

## SUPER R-TYPE

**Looks** ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Stunning graphics let down by jerky scrolling and stop-start movement

**Sounds** ■ ■ ■ ■ ■ ■ ■ ■ ■

■ The sound is phenomenal. R-Type struts its funky stuff with some great tracks!

**Gameplay** ■ ■ ■ ■ ■ ■ ■ ■ ■

■ No restart points, patchy action, annoying slow-down – and nothing new

**Life span** ■ ■ ■ ■ ■ ■ ■ ■ ■

■ The higher difficulty levels really throw down the gauntlet to blasting fans!

### R-TYPES

Generally, the graphics are brilliant – real arcade quality. Whack the sound through an amp and get down!

### R-TRIPES

There's just too much goin' on, making the gameplay jerky. No restart points is a real pain!

Super R-Type follows the general layout of the original with the exception of the very first level. Here you're treated to a never-before-seen trip through the rocky rings of Jupiter (er... Saturn?).

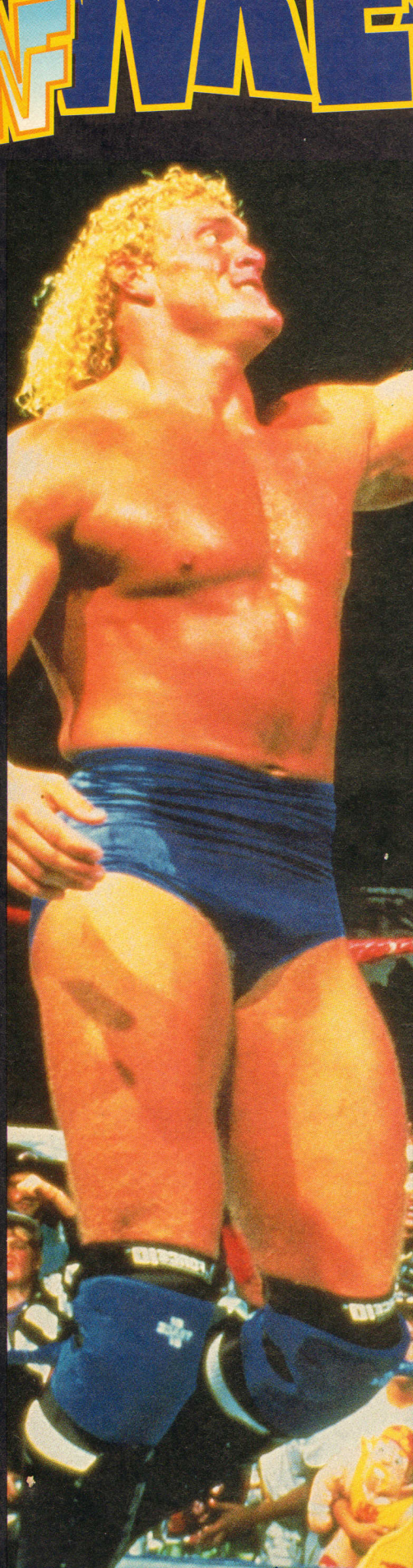
Wha-heyyy! Watch out alien scum, it's the Baldy Empire comin' to kick some squelchy butt!

Good looks and sounds help to conceal the shallow gameplay. Still, R-Type fans and zap-freaks will get off on this hi-energy action!

**Final rating**  
**71**  
**Percent**



# WRESTLE MANIA



**For NES(1-2 players)**

**From Acclaim Price £30**

**J**ust a quick word about the history of these Acclaim games. WWF Wrestlemania is the original game, and was released overseas in 1988. Meanwhile, WWF Wrestlemania Challenge was the first wrestling game to be released by Acclaim here in Britain. Then, following the overseas success of Wrestlemania and the claim that it is actually a more playable game, the decision was taken to release it over here. Fine.

But the truth is, I don't actually think this is the better game of the two. Granted, the head-on view is slightly easier to get to grips with than the 45° angle

used in the other game, but the moves are even more limited, harder to implement and, worse still, the computer-controlled wrestlers are unbelievably dim. You can spend ages chasing around the ring after an opponent who's either blind or terrified, and when you do eventually get hold of him the outcome is rarely certain.

But before I dig myself into a really deep hole, I'd just like to say one thing. WWF fans (and there seems to be a lot of them) will love this whatever I say. There's no escaping the fact that however easy to finish or limited in gameplay a cartridge is, slap on the WWF logo and it'll sell in bucketloads. Still, all I can hope to do is



## GRUMBLERS

The range of wrestling moves is severely limited and the control method is pretty awkward too. WWF's graphics are sad, sad, sad



## GRAPPLERS

If you're a WWF fan, this game contains all your old favourites. You can play against a mate... erm... hmmm. Uh, well, that's it really

## In the blue corner...



ANDRE  
THE GIANT  
7'4" 520LBS  
MANAGER:  
BOBBY "THE  
BRAIN" HEENAN



André the Giant is massive and weighs the same as three normal human beings. So I suppose it's fairly impressive that he can even get his leg off the ground like this.



BAM BAM  
BIGELOW  
6'3" 390LBS.  
MANAGER:  
OLIVER  
HUMPERDINK



Not quite in the same league as André but still pretty obese is Bam Bam Bigelow. At a delicate 390 lbs, he can cartwheel across the ring to spectacular effect. Ugly beast though.



HONKY TONK  
MAN.  
6'3" 243LBS.  
MANAGER:  
COLONEL  
JIMMY HART



A victim of 'Elvis syndrome'. As victims of this hideous disorder get older, they become fatter and fatter while their sideburns get longer and more ridiculous. Poor chap.





'Wow,' cries André, 'genuine crocodile-skin boots. I'll have those thank you.' And so an extended bout of 'tug-o-leg' ensued between The Giant and Bam Bam Bigelow.

appeal to those of you who aren't obsessed with this ludicrously over-the-top, faked, tacky sport. Be warned, if you only have a passing interest in Hulk Hogan and friends this is a game to avoid. Not just because of the subject matter, but because there's not much of a game here at all.

Just to prove I'm not totally biased against the WWF, go and read the SNES review of Wrestlemania on page 20. It might contain all

those WWF stars, but at the end of the day it's a hugely playable game, unlike this, which is frustrating, simplistic and unchallenging.

Let me put it this way. A game that isn't above average isn't worth buying, right?. So with so many NES games around, why buy an OK one with WWF characters in it when you can take your pick from dozens of great ones without?

ANDY

**TOTAL!**

## WRESTLE MANIA

### Looks



Very weak. The characters aren't very well drawn and the scenery is basic

### Sounds



Feeble sound effects and tunes that would make a half-strangled cat wince

### Gameplay



Limited moves, which are fiddly and unreliable. All right in two-player mode

### Life span



I'm sure even the most die hard WWF fan will get bored with this fairly quickly

As always WWF fans will love it. But take it from me, this is worse than Wrestlemania Challenge. It's limited, fiddly and downright ugly



**Final rating**  
**30**  
**Percent**

## ... and in the other blue corner



Hulk may be getting on a bit now but he's still a pretty good mover. Look at the screenshot and you'll see what I mean. Yes, he can actually rotate his torso through 360°.



Being a bit of a cool dude, Randy Savage has become one of the world's leading exponents of the hand jive. impressive? Incredibly useful? No. This man is a sad old geek.



While working part-time as a waiter, Ted Dibiase dropped several plates, slipped on a soup spillage and broke his leg. As you can see, he now wrestles wearing a splint.



'Now what did I do with my car keys?' wonders Ted 'Baldy' Dibiase. 'Perhaps I left them under this large wrestler... nope!'



So after this big disappointment, Ted propels poor old Hulk 'Thicky' Hogan out of the ring at great speed. Miserable git!



# MEGA MAN

**For NES (1 player)**

**From Capcom**

**Price £35**

**W**ell, he's a man, but I'm not so sure about the Mega bit. Any road up, this is the first outing for a new kind of superhero. Mega Man fights on the side of goodness and Dairy Lea slices in Monsteropolis – a place which is both full of monsters and, er, opolis-like.

Mega Man owes his existence to two scientists who created a whole batch of super-efficient androids to help out around the place. Unfortunately, they wired them up wrong and the robots went slightly hatstand. All of them,

that is, except Mega Man. Our hero wants to take on the bad guys, so he sets out to defeat Cutman, Iceman, Gutsman, Bombman, Fireman and Postman (no, that's wrong), Elecman.

Mega Man has to battle his way through a different world for each psycho-droid, which makes for six levels of platform action, plus the usual show-down with Mr Head Nasty – alias evil old Dr Willy. Sorry, Willy.

The controls are yer bog standard, plain vanilla jumpy style, with the B button firing plasma bullets at the rampaging robots and trigger-happy gun turrets which are dotted about on each level. Many of these can only be shot when active, so it's worthwhile working out where you're going to jump before getting stuck in.

Graphically, Mega Man isn't outstanding, but at least the visuals are relevant to the subject matter.

## MEGAMEN

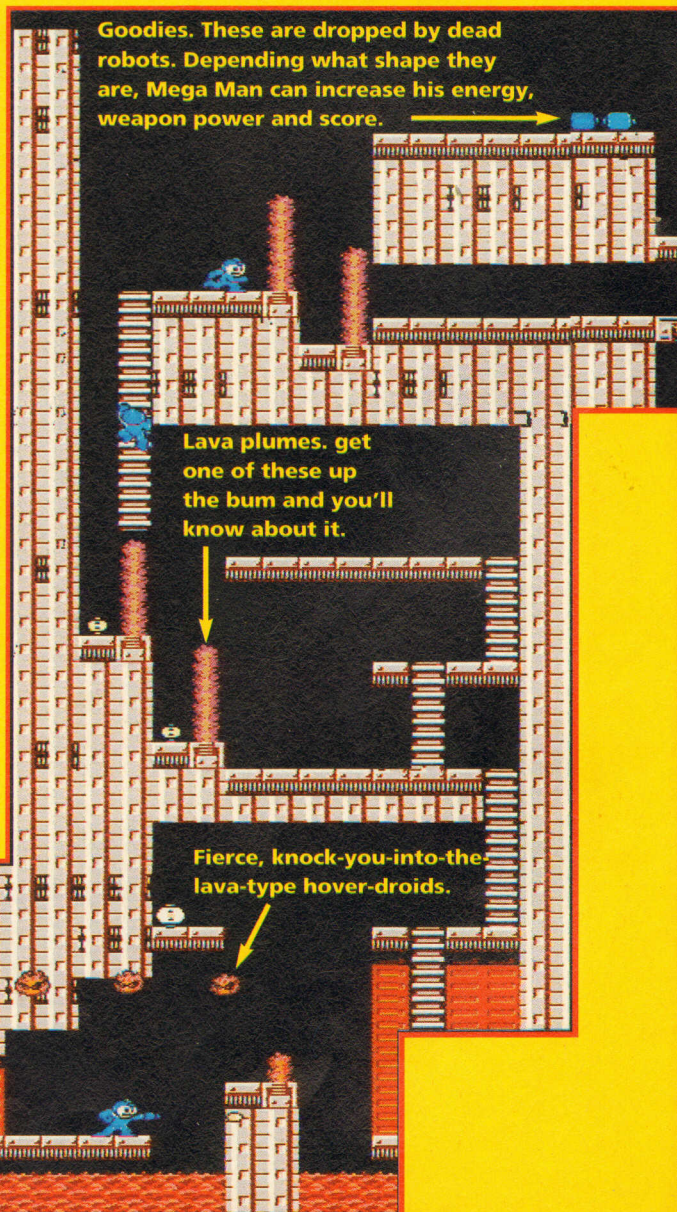
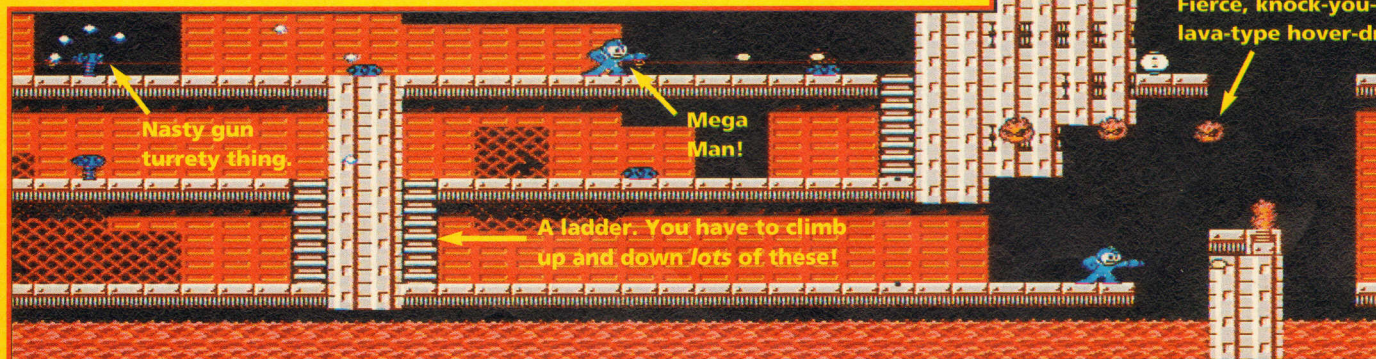
**A tough, demanding and downright challenging shooter. Six levels to play right from the beginning**



Here's our main man, Mega, cutting a dashing pose against the rocky backdrop of Gutsman's realm. Will the blue blokey save the day? Or get his cute face smashed in?

## If you can't stand the heat...

... Don't even *think* about playing Mega Man, let alone entering the lair of Fireman!

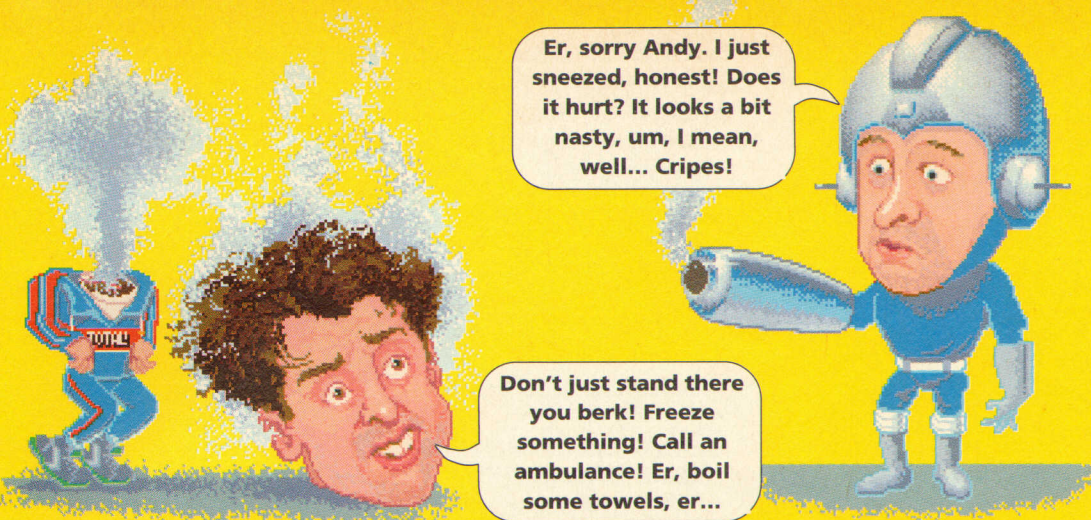


**Goodies.** These are dropped by dead robots. Depending what shape they are, Mega Man can increase his energy, weapon power and score.

**Lava plumes.** get one of these up the bum and you'll know about it.

**Fierce,** knock-you-into-the-lava-type hover-droids.





Each nutty droid's world ties in with his character so, for instance, Fireman's world is full of (stop me if you've heard it) fire, while Iceman's is full of (gasp) ice.

As for Mega Man himself, he's kinda cute but you should see the way he jumps. In fact, he leaps into the air like someone put a drawing pin on his chair!

Don't expect an easy life with Mega Man. It's an infuriatingly hard game which suffers slightly from

ill-thought out restart points and the kind of vicious aliens you normally only find at the end of levels. This wouldn't normally be a problem – after all, who wants a game that isn't challenging? No, the problem is, unlike Mega Man 2 (next page), there's no password system. So if you're going to finish this one, you'll have to do it in a single session. And in a game this tough, it's an unforgivable omission.

**MEGADRIVES**  
Incredibly hard, with poor restarts, reappearing robots, no pass codes. Not much variety in gameplay



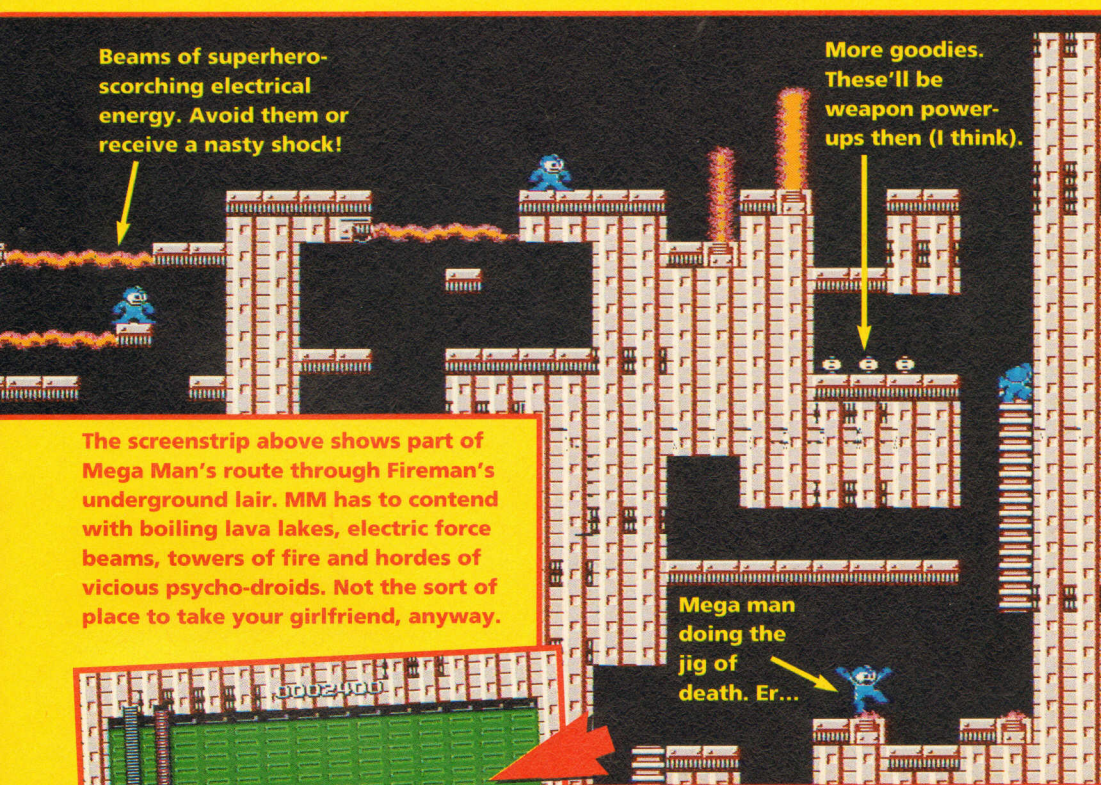
This is one of the vile rooms in Iceman's lair which contain disappearing platforms. The air, like the walls, is blue during these bits.

In fact, dying horribly is by far the easiest thing to do in Mega Man. When he takes a hit, he gets knocked back into the air, so if he happens to be at the top of a ladder or on the edge of a platform you'll find yourself dropping down your hard-fought ladders and platforms and starting again from square one.

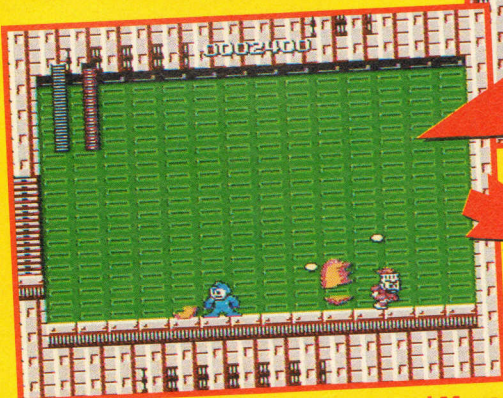
So what can we say? Well, if you're a novice gamer, you may be better off starting on an easier game, but if you've played your fair share of tough games this might be just the challenge you're after. It may be frustratingly difficult, and the lack of a password system will make you swear a bit, but at the end of the day, this is big game. Big in size, big in challenge and big in style.

STEVE

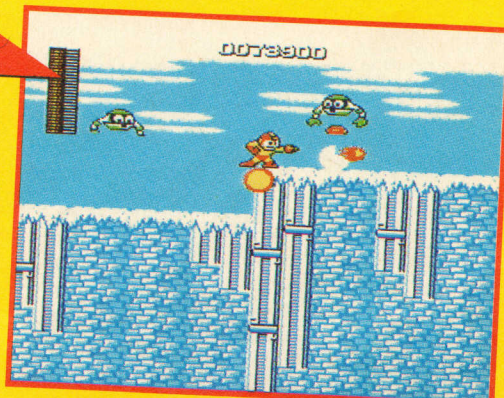
**TOTAL!**



The screenstrip above shows part of Mega Man's route through Fireman's underground lair. MM has to contend with boiling lava lakes, electric force beams, towers of fire and hordes of vicious psycho-droids. Not the sort of place to take your girlfriend, anyway.



Meet and defeat Fireman (above) and Mega Man can call upon the warm one's powers to supplement his arsenal. In the Iceman's domain (right) Mega Man gets a frosty reception, but his newly-acquired fireballs cut a swathe through the opposition!



## MEGA MAN

### Looks



Basic and blocky, but neatly coloured with good variety between areas

### Sounds



Some nice tunes, some weedy ones. The effects are all about average, really

### Gameplay



Hard and very frustrating. But start making progress and it does get addictive

### Life span

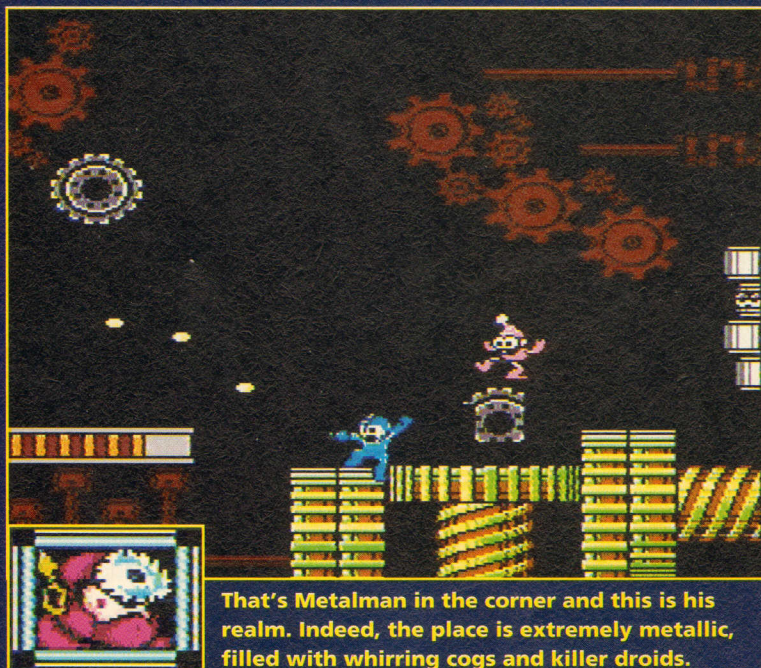


Plenty of game, but no pass codes mean you always start from the beginning

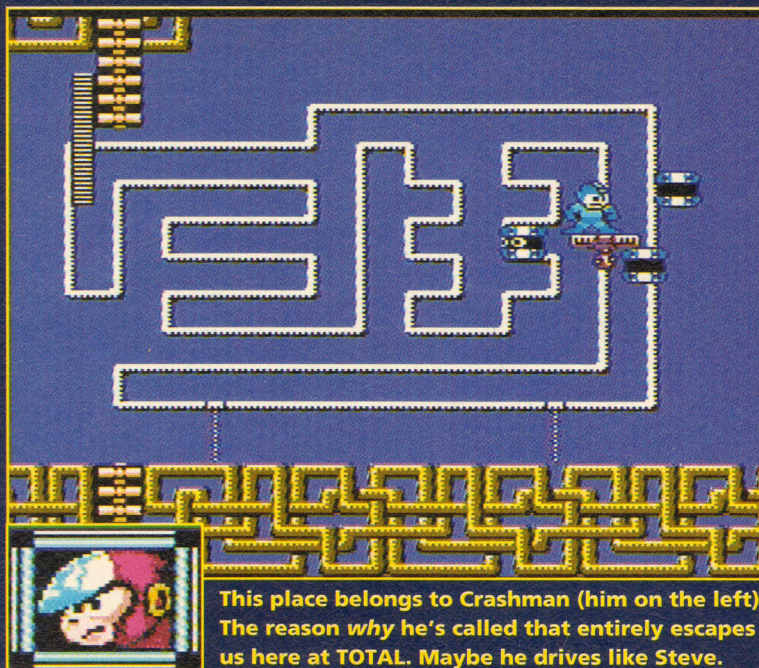
Tough, merciless and unrelenting. Mega Man is a mean platform shoot 'em up. If you've a low threshold for pain, beware of this one!

**Final rating**  
**68**  
**Percent**





That's Metalman in the corner and this is his realm. Indeed, the place is extremely metallic, filled with whirring cogs and killer droids.



This place belongs to Crashman (him on the left). The reason *why* he's called that entirely escapes us here at TOTAL. Maybe he drives like Steve.

# MEGA MAN 2

**For NES (1 player)**

**From Capcom**

**Price £45**



Dr Wily's having a party and anyone who's remotely Mega is invited... er, except you.

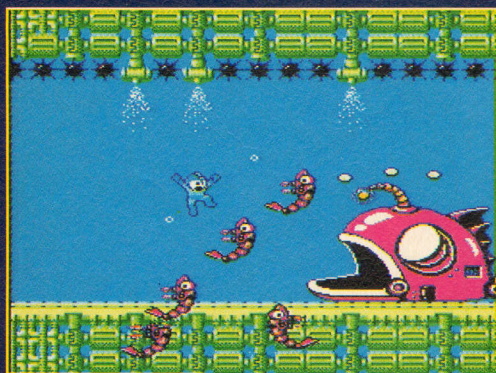
**H**aving already met Mega Man this issue in his first Nintendo outing, we team up with him again two years down the road. The evil Dr Wily is back again and like all evil professors with a nice line in robot circuitry, he'd like to gain his revenge on Mega Man. To this end he's knocked up another batch of brand new robots, installed them all in their own private little domain and set them up against the Megster.

This time around, Heatman, Airman, Woodman, Bubbleman, Quickman, Fishman,

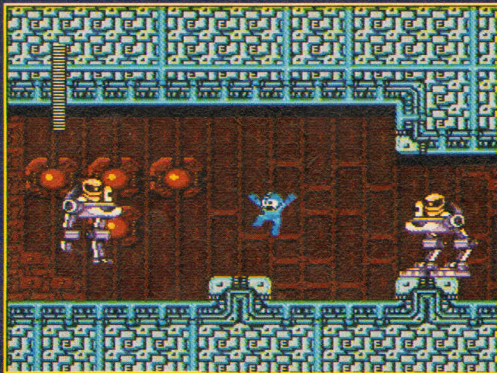
Metalman and Crashman are all waiting in line to snuff the electronic life from Mega Man's metal bones. However, should our hero manage to make it right the way through any particular level, he gains the skills of that robot he's just defeated.

So, for instance, if he kills off Quickman, he'll be able to lob rapid-fire boomerangs at the enemy. If he destroys Heatman he'll have three strengths of fireball in his arsenal. And if he duffs up Crashman he gets some natty wall detonators which enable him to gain access to hidden rooms.

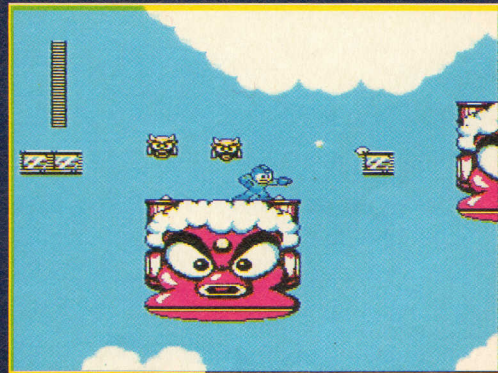
**MEGAS**  
Option to play levels in any order is great. Game structure is much friendlier than that in Mega Man. Monsters are meatier



Bubbleman's kingdom is full of fish-type robots. And poor old Mega Man is about to become a prawn cocktail.

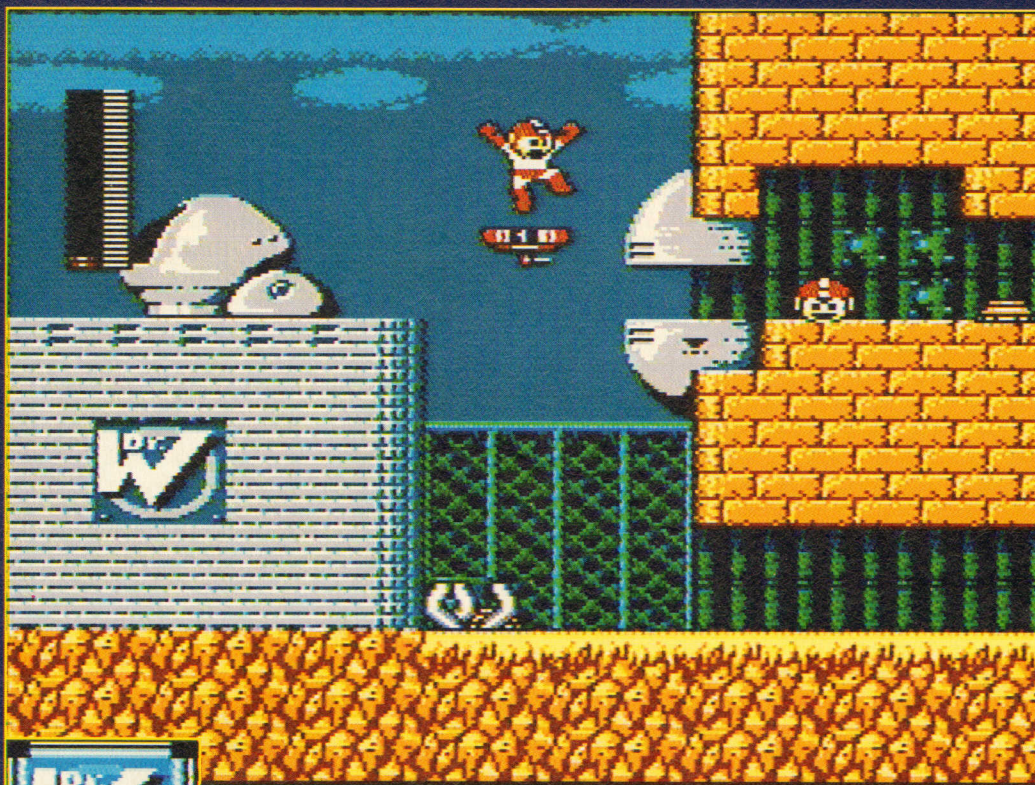


The bloke with the gold eyebrows is Quickman, and those walkers are his evil cohorts. They're quite quick as well.



Oddly enough, Airman's realm is up in the air. Watch these floaty pink heads – they'll ram spikes up your bottom.





After battling through all the levels I've finally arrived at Dr Wily's castle, where Mega Man uses platform power to proceed. Only by my skill and judg- (Is that a Game Genie in the NES by any chance? - Steve.)

The levels can be tackled in any order you wish, although for obvious reasons, you can't simply stroll into the game and try and do Dr Wily in straight away. It might take a little while for you to work out the logical order in which to tackle all of the levels, but there is one. After a little trial and error, you'll be able to work out which robot-man's talents is best to bring against the inhabitants of an alien realm, and so suss out which order to do things in.

Mega Man is a controllable little chap. He can move about in mid-air and jump to various heights. This means that platforms can be accessed even while he's plummeting down a tube at high speed or toppling off a ladder. The ability to call on other weapons also makes Mega Man's task a whole lot simpler. These two elements combine to make this game a good deal easier than its not-so-hot precursor, so full marks there.



#### WILLYS

The difficulty level is a bit patchy and death can be a bit too random. Annoyingly, the restart points are still badly placed

This time, a lot more care and attention has been spent on both the animated sprites and the backdrops. Each world has its own peculiar feel, and the conditions which confront Mega Man add to this overall effect. In the ice-world, for example, you've got to get used to the inertia of skidding around on slippery surfaces. It makes zapping a platform guard that much harder if, for every hit you take, you get knocked back twice as far as normal!

The sound has been beefed-up too. Some groovy tunes patter away in the background on each level and the different weapons make some chunky spot effects.

This is a groovesome little game which suffers from few of the drawbacks of the original Mega Man game. However, one of the faults that has remained is the suspect positioning of some of the restart points. There are some incredibly hard



Heatman's hothouse is not a nice place to be. It's riddled with rooms full of disappearing platforms. Horrors!



Before you meet Woodman you have to cope with horrors like this ruddy great flame-spewing robo-wolf!

## TOTAL!

#### Looks



Well-themed levels with everything from spooky fire pits to creepy ice caverns

#### Sounds



Frantic tunes and plinky spot effects add to the atmosphere of each level

#### Gameplay



Hard, but well-balanced levels and addictive Monsteropolis worlds

#### Life span



You're not going to finish this one the afternoon you bring it back from the shop

Final rating  
**83**  
Percent



So much better than Mega Man. A bright, funny game with varying, friendly and flexible gameplay. Megastatic!

sections which would be tricky enough even if you only had to go to the start of that particular bit when you die. Unfortunately you tend to get put quite a long way back through the level, so there's a lot of tedious trudging through already-mastered sections. Nevertheless, the problem's still not as bad as in the previous game and pass codes mean that a tough level need only be completed once!

Those grumbles aside, Mega Man 2 is pretty darn fine. The graphics and sound are excellent, and the gameplay is interesting and addictive. It's a hard game, but it's the 'one-more-go' feel that makes it a worthwhile purchase.

ANDY

TOTAL!



In a truly predictable fashion, all the platforms in Flashman's world flash on and off. And they're slippery, too.



# ROAD FIGHTER

**For NES (1 player)**

**From Palcom/Konami**

**Price £30**

**T**his is an unbelievably simple game, but then that's because it's a conversion of an unbelievably simple coin-op. You control a little red sports car (it may or may not be a Corvette), and your task is to get to the end of four levels of scrolling motorway without crashing into things. And that's it.

You've got limited fuel, and hitting the side of the road by careless driving costs you a big chunk of it, so you've got to be good if you want to see the end.

Road Fighter is basically a reaction and co-ordination tester. Of course most games are, but not

many distil it down to its purest form like this does. There are no random features, no unavoidable obstacles – everything that hurts you is visible and negotiable, so it's only a lack of skill that lets you down.

It's quite frustrating at first, but it does get fairly addictive – you find yourself getting really annoyed after every crash, but then having another game, and another game, and yet *another* game until you crack that level.

There are only four different tracks, so you've always got a target to aim for. At first you just want to see all four tracks, so you stick at it until

you do. And then you want to finish all four tracks twice, and so on. But despite this very strong hook, you will eventually become bored with just looping around the same four tracks over and over again.

What could be seen as plus points are the reasonable price and the fact that it's a darn sight more fun to play than expensive games like Bayou Billy or A Boy And His Blob.

But whoa there big fella! A good pick up 'n' play it might be, but the tame graphics and lack of variety make it seriously over-priced. It would be great as a free gift in a cornflakes packet, but at 30 quid it's a joke.

ANDY



The strip on the left shows how near to the finishing line you are. The caped figure above the trees is Superman. Stay in one piece and he does a fly-past!

## MOTORWAYS

Great, simple, addictive fun – you'll always be picking it up for a quick burn along the highway

## DIRT TRACKS

Incredibly shallow gameplay with only four levels – and you'll see 'em all after a bit of practise



In case you were wondering, trucks are big and get in the way, yellow cars can be easily steered round and blue cars actually move left and right a bit, so beware.



The red cars are the worst, 'cos they home in on you. Double bluff them by dodging left and right. Oh yes, and to avoid exploding like this, always steer *into* a skid.

## ROAD FIGHTER

### Looks



There's no two ways about it, the visuals are crap. Smooth scroll, though

### Sounds



Respectable engine sounds plus a few paltry jingles and that's about it.

### Gameplay



About as simple as... er... me, but massively addictive once you get into it

### Life span

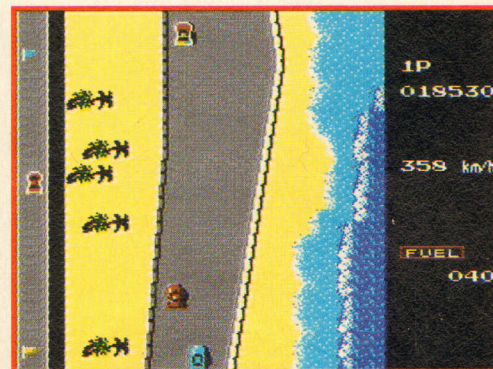


Good for a quick pick up 'n' play, but a few extra levels would have been nice

The sort of thing you'd play in an arcade for old time's sake. It's dead playable, but it looks awful and is far too primitive to justify the price



**Final rating**  
**44**  
**Percent**



You see that multi-coloured car at the top? Run over it and you'll receive a few extra units of fuel with which to complete the level. And by thunder you'll need 'em.

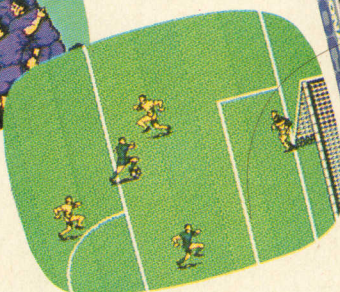
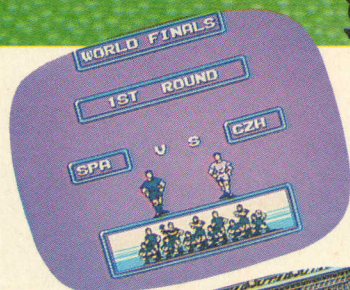


# Football Action

## Super League Special



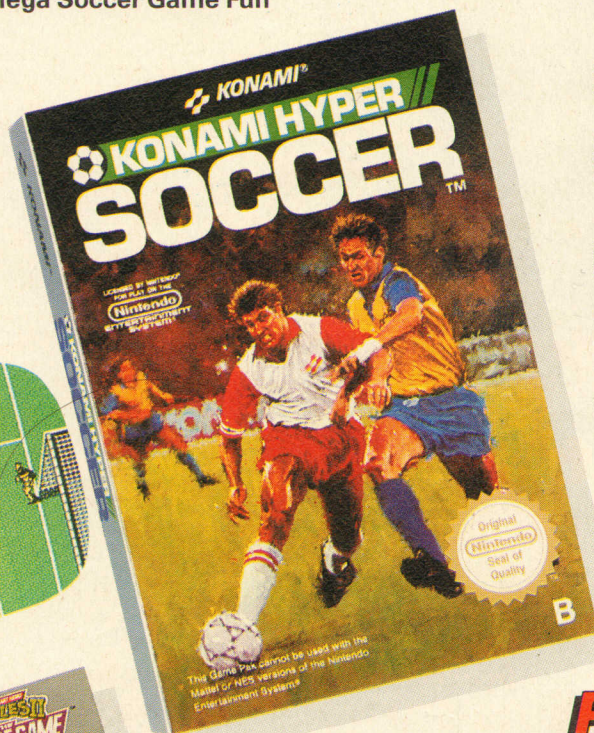
# KONAMI HYPER SOCCER



Fast moving, non stop thrilling action from kick off right through to the final whistle. Practise until your team reaches peak-fitness for nail biting, excitement as you compete in big time league matches. Double passes, headers, dribbling, goal scoring tactics, anything's possible. Realistic breathtaking action you won't want to stop playing.

● For 1 or 2 players ● System: Nintendo Entertainment System.

**HYPER SOCCER – Mega Soccer Game Fun**



**KONAMI**  
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# BLASTER

**For NES (1 player)**

**From Sunsoft**

**Price £40**

**P**lots, eh? Don't you just love 'em? Get a load of this... 'Jason had a pet frog named Fred. One day, Fred decided he'd had enough of being locked up in a fish bowl and made a dash for the door (He's a frog with legs then – Steve). As fate would have it, Jason saw the great escape and he gave chase. Once outside, Jason was totally amazed to find Fred running towards a huge radioactive chest (I'll bet he was. Little frog legs pumping away – Steve). As soon

as Fred touched it, he grew to an enormous size, and he and the radioactive chest fell into a hole. Jason tried to reach for Fred but fell into the hole as well. Now, when Fred landed, he found himself alone next to a huge armoured vehicle (Gee, lucky, huh? – Steve). This wasn't just any old vehicle though – it was designed for the ultimate challenge against

the radioactive mutants living under the Earth's crust. (So who built it then? And why did they just leave it unattended underneath a big radioactive block in some frog-loving kid's garden, anyway? – Steve). The mutants have been created from escaped radioactive waste, and are controlled by the Plutonium Boss... And so it goes on. You probably



## MASTERS

**Lots of exploring and map-making to keep you busy. Wonderful animation on the tank**



## On a wild frog chase...

The levels in Blaster Master are pretty big (this is a small section of level one). When you reach a door, go in on foot and the screen switches to a close-up overhead view of the action.



# MASTER

wouldn't think from reading that little lot that Blaster Master was, in fact, yet another multi-level platform game with lots of shooting in it, but that's exactly what you get.

You control Jason (not Fred after all) and his huge vehicle, and you have to explore eight big levels of platforms, including all the usual in-the-sky and under-the-water bits. The difference with Blaster Master, though, is that you can also take Jason out of his big armoured vehicle

and send him through little doors that you find scattered around the landscape. Here he finds himself in a big Gauntlet-type maze full of baddies, where he'll discover extra energy, a range of useful power-ups and even an end-of-level guardian. Wow, eh?

Okay, so I'm being a little cynical here. Blaster Master isn't one of the most original games you'll ever see, but it's a little better executed than many, with some nice big end-of-

level bosses and a more interesting map structure than most games of this kind (sometimes you have to retrace your steps through previously-completed bits of the level).

Even so, for all its neat touches, Blaster Master is slow-paced and unexciting stuff, and by the time you reach the tougher sections you'll probably be too bored to carry on for long. Still, if you don't have a dozen of this kind of platform-zapping thing already, this is one of the more unusual ones to get your collection underway. **ANDY**

**TOTAL!**

## BLASTERS

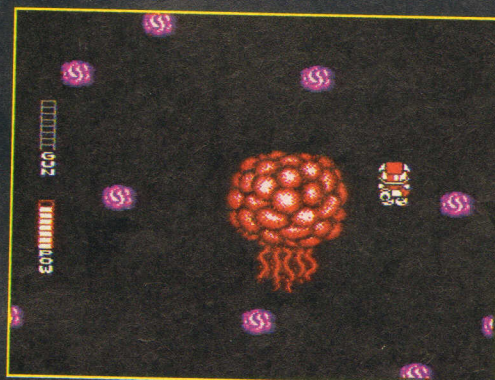
**It just goes on and on and on... Without passcodes, you have to finish it all in one go!**



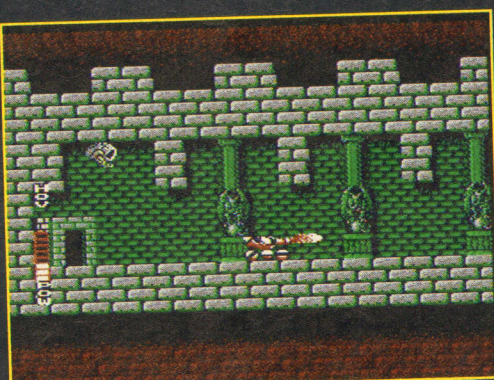
Ooh crikey! This is a bit off isn't it? Two obnoxious metal spheres above and a strange armoured neanderthal to the right. Good job I have multi-directional firing.



Not only is your buggy a pretty neat land vehicle, it also copes rather well under-water. Unfortunately it moves as fast as a frozen sloth with serious leg injuries.



This tentacled brain-thing is pretty resilient. So don't bother using your normal gun. Instead, keep out of the way of those orbiting spheres and grenade the brain.



It's all very well shooting at nothing but you'll have to face that vicious skull in the top left of the screen sooner or later. When you do, get ready to fire up. It moves fast.

## BLASTER MASTER

### Looks



Some horrible flicker, but generally surprisingly pretty and varied

### Sounds



Nice chunky blasting effects, unexciting music, the same old stuff really...

### Gameplay



There's a hint of originality in there, but it's mostly pretty dull and samey

### Life span



A reasonably long life if you can be bothered to persevere beyond level three

One of the better games of its type, with neat graphics, puzzles and plenty of game. It just goes on a bit and fails to cough up any passcodes



**Final rating**  
**71**  
**Percent**



**Price** £35

**Snake goes through one too many doors and ends up outside again. Still, he's found a large pipe with holes in (a silencer).**

Fortunately, you're not alone in this. Three other people are coming along with you. Unfortunately, two of them run off into the bushes right at the start and the other one is flying a heli-

There's a lot more to Snake's  
Revenge than you'd expect of a Rambo

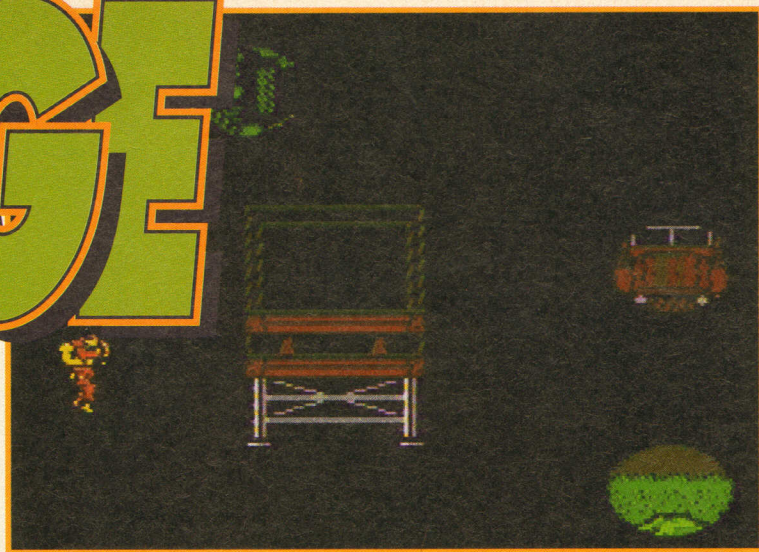
Actually, winning this one might take

**A tricky mission and passwords help maintain the offensive. There are plenty of things to collect and lots of weapons to use**

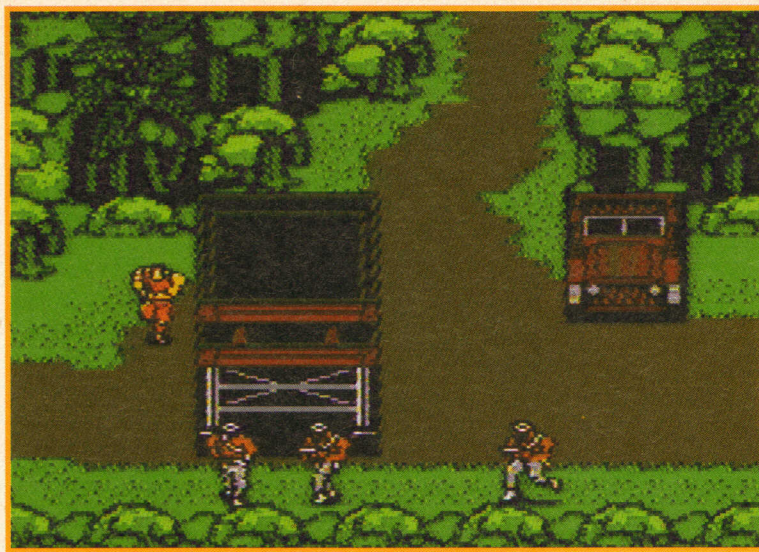
**A locked door. You need to find the right key card to get this sucker open!**



# GE



If Snake moves into the beam from the bad guys' ex-disco search-lights, the alarm siren sounds and the whole area is lit up...



... But that just makes you wonder, why don't the bad guys light up the area anyway? P'raps it saves on the electricity bill.

style game. There are no less than 28 different pick-up objects, including weapons of various kinds, pass cards (needed to enter buildings), truth drugs (needed to prise information out of prisoners), and even a pair of cool sunglasses.

Throw in the radio communication element and you've got the basis of a fairly good game. Alas, behind the frills lies a dull and repetitive shoot 'em up.

The action begins in the jungle, and there are no less than eight different enemy bases to be penetrated. You have a very limited amount of ammo at your disposal, so you must try not to waste more than one shot on each terrorist.

That's tricky since they turn up in packs of three, shooting wildly in all directions. But this is one

game where an autofire joystick is most definitely not a help (you just waste all your ammo).

Running directly at the enemy when shooting is the best way to be sure of doing them some damage, but it's a tactic that carries obvious risks. There's a fair amount of cover in the jungle, though. To get out of the firing line when things get too hot to handle, there's a scattering of jeeps and towers that you can move behind.

Whilst the inside of the buildings might offer very different scenery and more things to do and collect, the gameplay unfortunately remains flatly the same throughout the entire game.

You duck, you dive, you shoot, and that's about your lot.

Yes, it's

certainly true that Snake's Revenge has a nice collection of features, but they are lost on a cart where the gameplay is so limited that the more you play it, the duller it becomes. If you're into the whole concept of running and shooting, then you might enjoy it. I'm afraid I didn't.

ANDY

Fun to begin with, but you need to be a massive fan of this type of game to stay the distance. After a short while, it gets mighty dull

## RATTLERS

The unoriginal, mazy gameplay is weighed down by really lame combat. The sounds and pictures are nothing to shout about either

## Snake's Revenge

### Looks



The scenery is drab and with few interesting bits. Soldier sprites are weedy

### Sounds



Typical coin-op jingles – catchy but a bit irritating. Spot effects are mediocre too

### Gameplay



The exploration element may maintain interest, but the action doesn't change

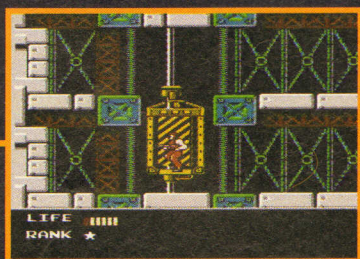
### Life span



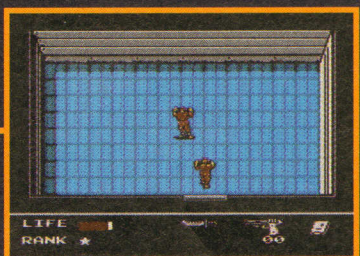
There's some challenge to be had, but the gameplay is shallow and repetitive

Final rating  
**44**  
Percent

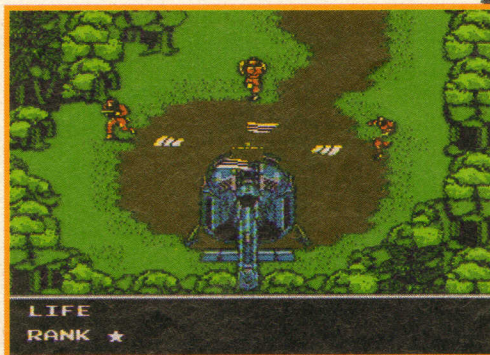
TOTAL!



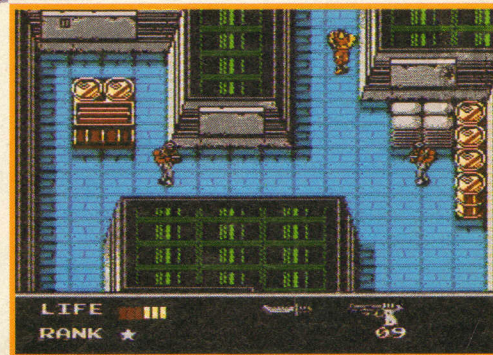
Ah-hah! A lift! I'll bet this takes me to another part of the building (upstairs prob'ly).



A hostage! Wotcha pal, consider yourself rescued. Er... sorry, I'm off now. See ya!



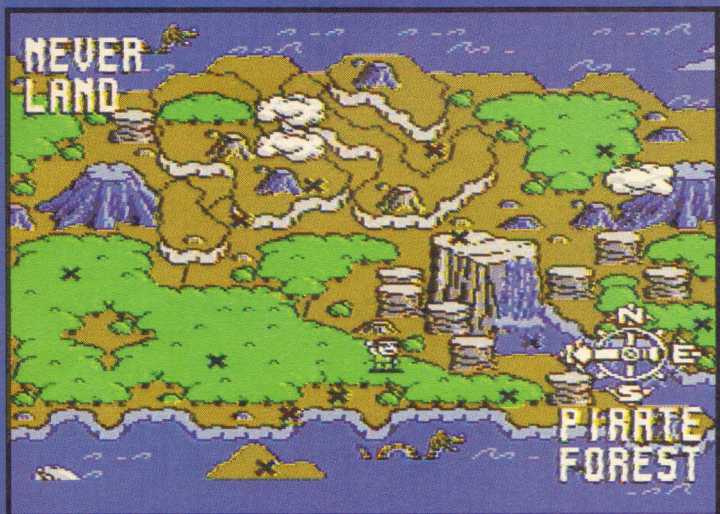
This is the start of the mission, where Snake (and his mates centipede and terrapin) are heli-dropped into the combat zone.



The second part of the mission is to infiltrate the enemy complex and meander round a bit. Um, without getting killed.



# HOOK



The map screen. Move the compass to the direction in which you wish to travel and wait for Tink's response. She'll either say 'yeah, fine' or 'bog off, go somewhere else'. Great!



Yeah, Pan's into the second quarter and is about to slam-dunk a classic shot into the net. Hang on, what on earth is he doing playing basketball when he's got a mission to carry out?

**For NES(1-2 players) From Ocean Price £45**

**O**cean are fast becoming a name to be reckoned with in the world of NES games, and this latest release from them has the not-inconsiderable weight of the new Hook movie behind it. The game follows the plot of the movie in the loosest possible

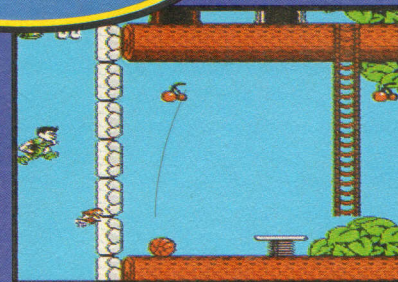
manner, with the gameplay actually being the standard 'save/rescue X by collecting Y while avoiding the hordes of Z' routine. But that shouldn't stop you from checking it out (the game, that is – although the film's brill, too), because it's one of the nicest NES titles I've seen in a while.

You control Peter Pan, predictably enough, and your task is to rescue your kidnapped children. Before you can do this, you must travel around the many regions of

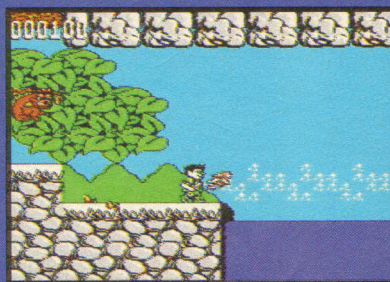
**TINKS**  
Lovely between-scenes music, bright clear graphics, and a real feel for the characters. The swordfights where the loser loses his trousers are a laugh, too



If you want to enter this hut, you'll have to master the complicated pulley system.



Pan bounces heroically off a stack of sideways drums (er...) in an attempt to reach some cherries.



Peter is terrified of water, but luckily, 'happy thoughts' will see him home and dry here.



Teenage Mutant Hero Turtles, dinghys in a half shell. Use the amphibians to clear the gaps.





Brilliant – another cake! Now if I can just find about three more of these, I'll be able to feed them all to...



... Thud Butt! If you were wondering how this character got his name, just feed him up a bit and, er, watch that wall disappear.

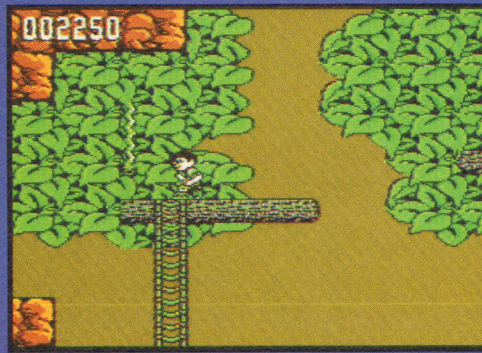


If I had 10p for every dragon I've met bouncing up and down blowing fire to guard cakes, I'd have... er, 10p.

Neverland until you reach nasty ol' Hook himself, and then defeat him in a sword battle. In between you'll explore forests, caverns and lagoons, endure swordfights with Hook's henchmen and fly through the air with the power of 'happy thoughts'. Ah, if only it was really that easy...

The first thing that strikes you about Hook is the absolutely lovely presentation. The title screen is a frighteningly detailed picture of the Cap'n, and each scene is introduced by a big Tinkerbell sprite which dances around in front of the level's instructions, accompanied by some beautiful music.

**STINKS**  
In-game music is a bit annoying after a while, and the 'switch the sound off completely' option is a bit of a mystery. Could be faster, too

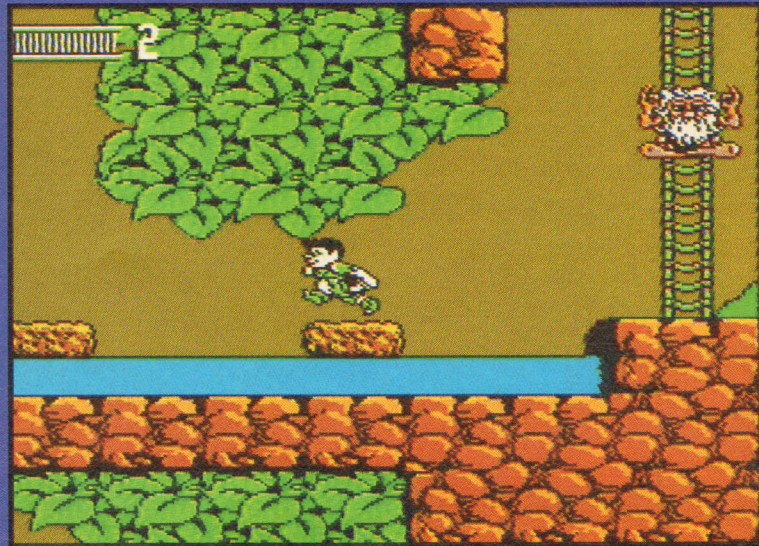


It's the TOTAL Spot The Snake competition. Just mark with an 'X' where you think the snake is and send it to– (Berk! – Andy).

Furthermore, when Peter loses all his lives, you're treated to a neat little animated sequence of Hook forcing him to walk the plank. Then if you then use one of your three continues to get back into the game, there's another smart sequence of Tinkerbell pulling Peter from the sea and bringing him back to life. This kind of thing really gives the game a decent cinematic atmosphere, which is also helped by the fact that the sprites on screen really look like the characters they're supposed to represent. While the actual gameplay is



You might be worried by the indestructable zombie on this screen, but what really disturbs me are the enormous roots which appear to be growing out from those mushrooms – slimy or what? Ugh!



'Of course,' thought Pan, 'in an ordinary world one foot of water wouldn't harm me, but this is Neverland and if I'm not careful this tiny volume of H<sub>2</sub>O will kill me stone dead.' What a bummer!

# HOOK

## Looks



Sharp, cartoony graphics, as nice as anything you'll see on an NES

## Sounds



OK FX, average in-game tunes, excellent other music. Tinkerbell's theme is fab

## Gameplay



A bit sluggish, but a good mix of exploring and leaping around

## Life span



There's plenty of game here, but it's not that tricky once you get the hang of it

A bit like Star Wars in structure, but a lot sweeter to play. This is a really neat movie licence, dare I say you'll be hooked? (Maybe not)



**Final rating**  
**84**  
**Percent**

mostly pretty ordinary platform stuff (with some timely interludes for fighting or flying sub-games), the overall feel of the whole thing is such that you hardly notice the slow pace of the action, and instead you really feel yourself being drawn into the conflicts in Neverland.

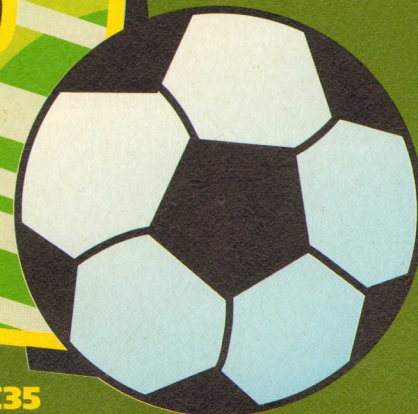
This is the NES's best movie game since Star Wars, and it's maybe even better than that. Another winner from Ocean, that's for sure. **STEVE**

**TOTAL!**



# KONAMI HYPER

# Soccer



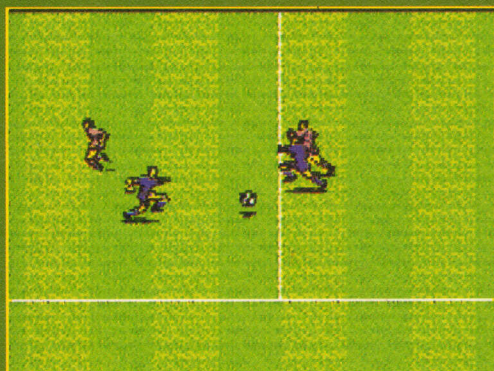
**For NES (1-2 players)**

**From Konami**

**Price £35**



Oy you in the pink! Stop relaxing in the box when there's goals to be scored (lazy git).



Much to my amusement, all the players in Hyper Soccer run like John Cleese.

**T**here is, I seem to remember, a European Championship football tournament coming up in a few weeks. This means everyone will be going soccer mad, footie will be on the telly almost as much as snooker, and we'll be rushing off down the park for a kickabout with our mates every spare moment we get. Right?

Of course, it's bound to be raining. Even Gary Lineker doesn't go down the park for a kick around with his mates when it's raining. So we'll stay in instead, maybe invite some mates round, and... er... play some soccer on the NES of course!

Naturally, all the software companies know this happens, so they release new football games to tie in with things like European Championships and World Cups.

As far as the NES goes, Kick Off came, saw and conquered, and you should sell your granny to buy a copy, but there's another brilliant option – Konami Hyper Soccer.

The two games differ massively in their approach. Whilst Kick Off goes for small player sprites and an overhead view, Hyper Soccer opts for large players viewed from the side. This approach makes intricate passing moves quite difficult. For

precise passing and advanced ball control techniques (fnarr, fnarr) stick to Kick Off.

If, on the other hand, what you look for in a football game is end-to-end action, speed, playability and edge-of-the-seat type excitement, KHS is for you. The computer opponents can be very tough, with the different teams varying in skill. Every aspect of the game seems designed to keep the action in the goal-mouth: the pitch is fairly small, the goalies' kick outs are pathetic (they land right at the feet of the opposition) and tied games go straight to nail-biting penalty shoot-outs.

The control method for penalties is nice 'n' uncomplicated. There's no massive array of elaborate kicks here folks. After all, KHS began life in the arcades where people can't afford (literally) to spend ages getting to grips with complex controls.

In closing, here are some tips: 1) Dribbling, rather than passing, is the easiest way to get the ball to the other end of the pitch. 2) Chip the ball wherever possible – low kicks are too easy to intercept. 3) Konami Hyper Soccer is a stunning soccer game which you'd be a complete marsh-mallow to miss.

**ANDY**

**TOTAL!**

**Well, these'll be the options screens then...**



The main menu allows you to select the number of players, type of game and background tune.



Now it's time to select teams. Your choice might play in their proper team colours (but don't bank on it).



Finally, you get to boost your team's chances by distributing some skill 'bonus points'.

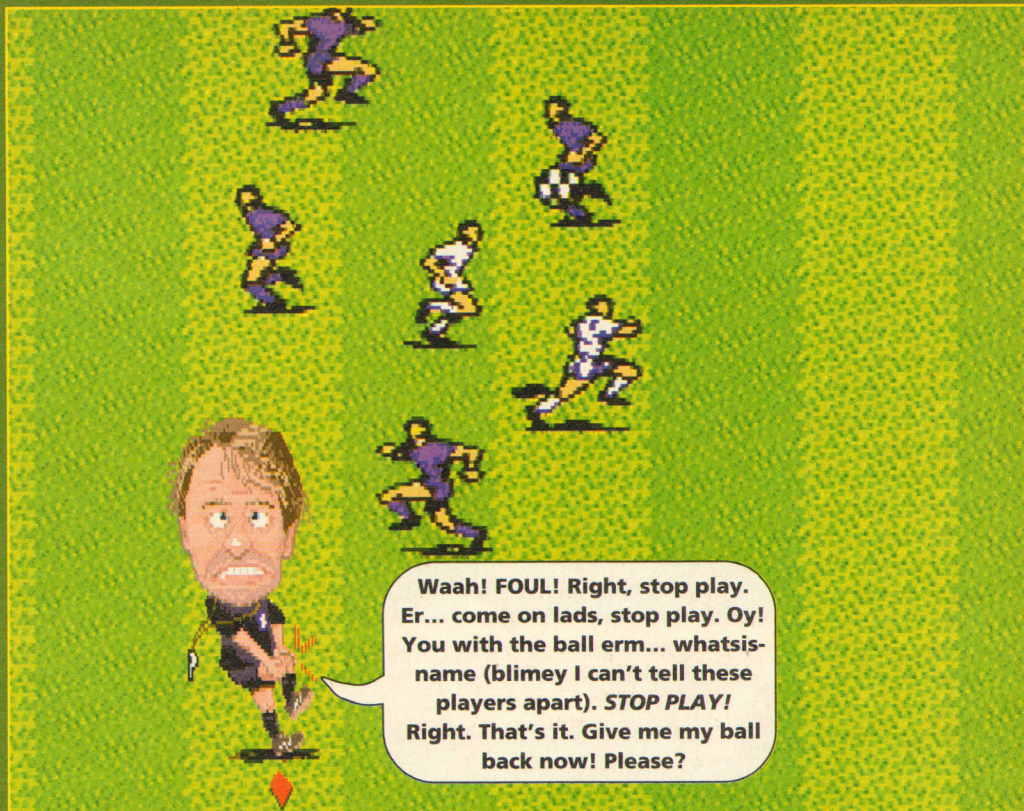




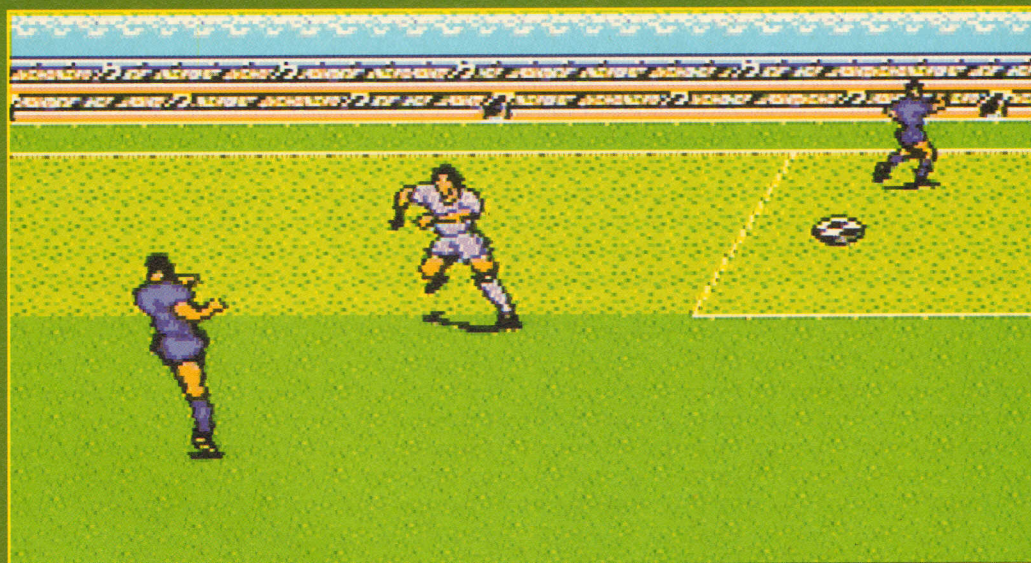
Oh no! Even the blue keeper's fish-like reflexes can't stop that ball from going in!



Clever Lineker sends the keeper the wrong way by making the ball disappear!



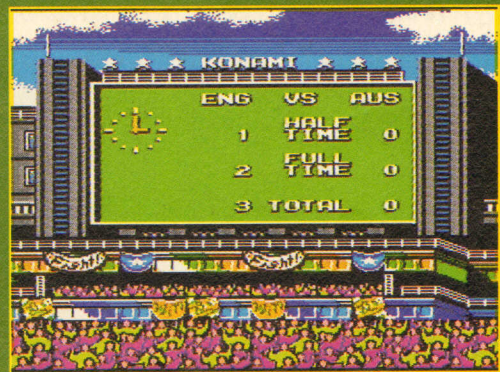
Well, judging by this shot, the blue team seem to be having trouble seeing where the ball is! The other way, dimbos! Come on you bloooooos! (Er... who's the birdbrain in the black?)



Gosh, what a dynamic, rip-roaring, Roy Of The Rovers super-smashing footy shot this is! What a shame, then, that the football has gone flat and is slinking off the pitch.



Throw-ins, eh? Load of old rubbish if you ask me. They interrupt the flow of the game and stop the action. Make the pitch bigger, that's what I say.



And they think it's all over – it is now! Yes it's full time and after 90 minutes of end-to-end, butt-scorching action, it's still flippin' nil-nil. (Bit too realistic, p'raps.)

## HYPER SOCCER

### Looks



Not at all bad. Large sprites that move smoothly, and lots of graphic interludes

### Sounds



Two pleasant in-game tunes plus all the usual kicking sounds. Very jolly all round

### Gameplay



What it lacks in sophistication it makes up for by being such great fun to play

### Life span



Plenty of teams, though it may get easy after a while. Brilliant two player option

It's fast and it's exciting – what more do you want from a football game? A near-perfect conversion of a pretty impressive arcade game!

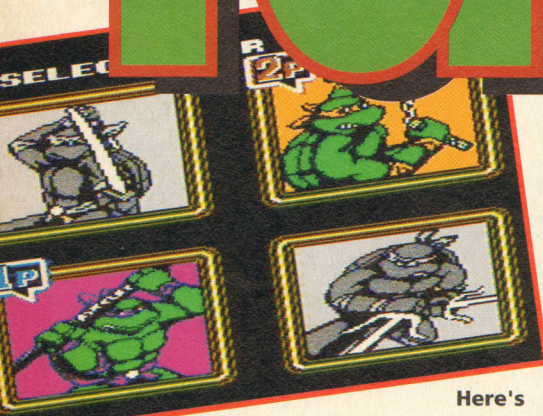






## TEENAGE MUTANT HERO

# TURTLES 2



Here's  
Don, Mike, Leo and Raph.  
Er, but not necessarily in that order.

**For NES (1-2 player)**

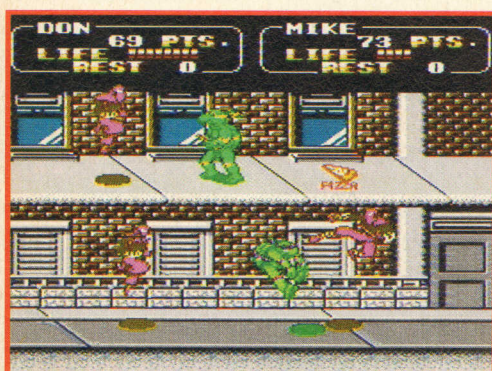
**From Konami**

**Price £50**

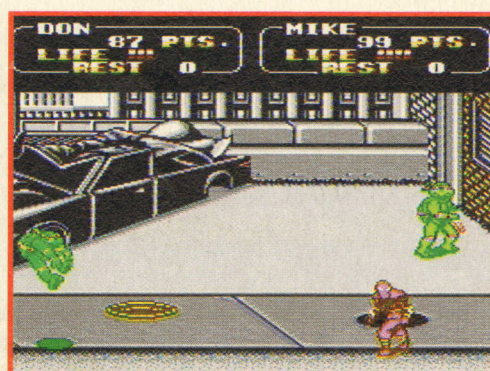
**A**fter the success of the first NES Turtles game (so popular, they even put it in a bundle pack with the console), lots of people said 'Yeah, very nice, but when are we going to get the REAL arcade beat 'em up on our machines?' Now, that question's been answered. Sadly, this version misses out one of the coin-op's biggest plus points, the four-players-at-once option, but the NES game does at least let two players take on Shredder's minions simultaneously. It's a pity the game couldn't have made use of

the Four Score add-on, because it's just the kind of thing it was made for, but then again, the sprite flicker is so bad with two players that sticking another two on there would probably have made the thing completely unplayable. Ah well.

As you'd expect, this is more or less a no-frills, baddie-for-baddie replication of the arcade machine, with all the same horizontally and diagonally-scrolling levels and the same enemies to tackle. It's just as basic gameplay-wise, with only two attacking moves to worry about (hit bad guy



Don gets his shell kicked while Mike leaves his pizza to go cold. Stupid really, I mean, have you seen how much they cost?

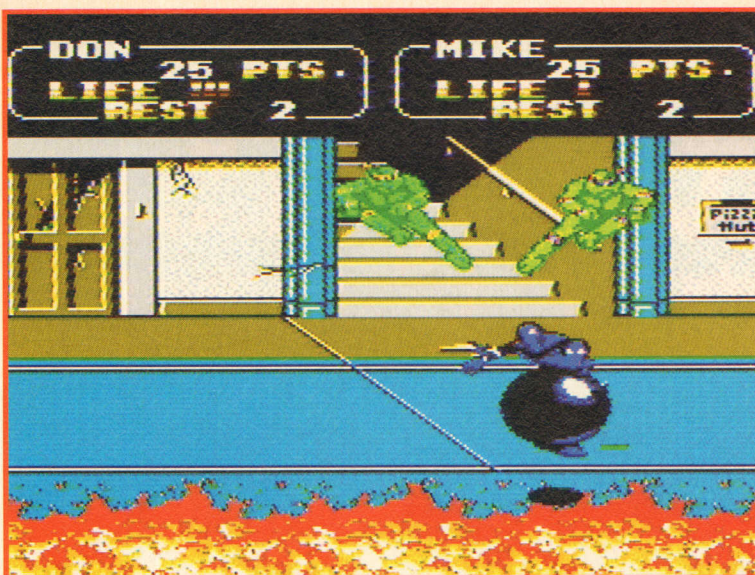


Equality's always been very important to the Turtles, so this time Mike gets his shell kicked while Don stands there like a berk.



This flying kick is one of the most useful moves, especially against Granny Smith and her Hyper-zimmer. Or is it Mr Baxter?





'Psst Don,' whispers Mike, 'I thought I told you not to invite those dreadful Ball-belly twins. They're such crashing bores after all.'



'Mmm...' ponders Donatello 'Michaelangelo is looking a little thin these days. High protein pizzas all round methinks.' Silly old Don.



Hang on, four Turtles at once? No, not really. All we've done is tag two screenshots together to show you the spectacular show-down between Rocksteady and the Turtles.

with weapon, jump up and flying-kick bad guy), and in play it's a simple matter of walking up to the enemy sprite, hammering away wildly on the joypad buttons and hoping that he doesn't hit you first. What

variation there is comes in the diagonally-scrolling level and in the one where you whizz along a freeway on a skateboard, but even here nothing except the scenery really changes – it's just the same old hack 'em up action.

If you splash out your 40 quid on this game, the chances are you'll stick at it to the end, if more to avoid wasting your money than because you're

**NONCHUCKERS**  
Incredibly repetitive, mostly unexciting, slow-paced, and if you're careful you'll finish it in a day

actually enjoying it, but unfortunately it's not likely to take you very long.

On our very first go here in the TOTAL office, playing in two-player mode, we got to scene eight – and there are only ten! That was without reading the manual or even concentrating properly, so with a bit of effort you'll almost certainly complete this the same day you buy it. By then you'll be so sick of seeing the same old baddies over and over again that, if you've got any brain cells left, you'll probably never want to play the game again. I can't honestly say that I'm going to.

STEVE

**TOTAL!**

## TEENAGE MUTANT HERO TURTLES 2

**Looks** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ About as good as you can expect, though there's some serious sprite flicker

**Sounds** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Brain-numbing version of the Turtles bop plus one or two mediocre effects

**Gameplay** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

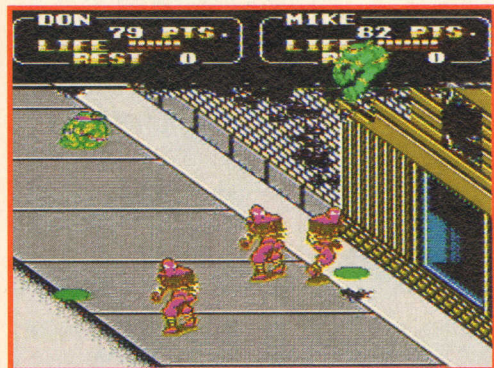
■ Too few beat 'em up moves, and too many enemies to beat up. Repetitive

**Life span** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

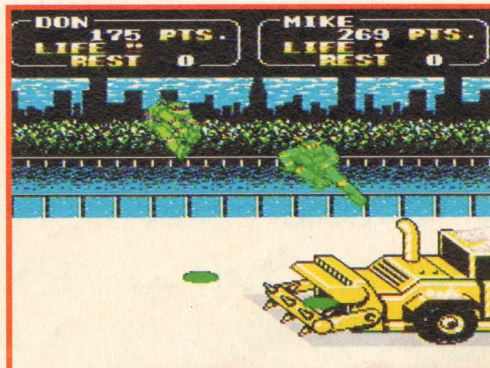
■ Chances are you'll finish it in a couple of days and not really want to play it again

Good copy of the coin-op, with lots of beat 'em up action and a few nice touches. It's pretty playable in two-player mode... But not for long

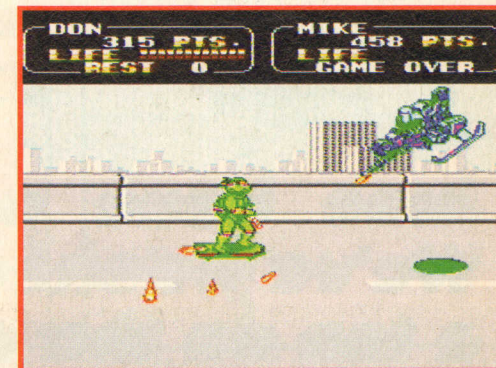
**Final rating**  
**66**  
Percent



The Turtles figure it's safer in the air so Mike attacks the status panel at the top.



The seriously mutated Turtles get confused and attack an innocent digger. Oh dear.



'Oh no,' cries Don, 'they've got a gunship. I know, I'll use a skateboard.' Oh dear again.



**Next month's *Sega Power* (the magazine with bags of Plymouth Argyle) makes hay while the sun shines in the six yard box! There are some wicked FREE earphones on the front too!**



**BRILLIANT  
EARPHONES  
FREE  
WITH THE JUNE  
ISSUE!**



**June issue on sale on Thursday 7 May. We've booked it to be sunny, so you'll get a tan on the way to the newsagents too.**

**Pukka!**



# BLADES OF STEEL



Disputes between players are often resolved in a nipple-tweaking contest.

This is a Game Boy version of the NES ice-hockey game reviewed in issue 3, so if you remember that far back you'll have a good idea of what this is all about. If not, all you really need to know is that it's about ice hockey, there are three skill levels, it's fast, quite smooth, quite tough to beat, and the NES version was really good fun. But don't go away just yet...

Sad to report, it all goes horribly wrong for Blades Of Steel when it comes to the little handheld. I'll get to why in a moment, but

first a quick summary of the differences between the two versions. On the NES the action was annoyingly interrupted by sequences of

players skating around before they started or ended the game. On the Game Boy these bits have been thrown away. The Game Boy version also boasts a neat close-up sequence of the puck going into the net whenever a goal is

scored, and it lets you practice the fighting and penalty sections of the game before you



But more often they enter into an all-out 'I'm gonna break your bleedin' nose' affair.

start. This is less useful than you might think, for two reasons. One, it seems

to be a lot easier than it used to be, so you're less likely to take part in a penalty shoot-out anyway. Two, the fighting sequence, which formed such

an integral part of the NES game, is rarely seen in this version. Which brings me onto to why it's not nearly as good.

While this version looks almost the same as the earlier one, it moves a lot quicker. This wouldn't be a bad thing in itself, but the Game Boy's little screen can't cope with the large number of sprites whizzing around, meaning that most of the time you can't tell who's got the puck or which players are actually yours. This makes it impossible to tackle properly, so all you can do is dash around and hope you come out of it in possession of the puck

**PUCKS**  
The odd nice cameo screen, and the irritating delays of the NES game have been dispensed with

**SUCKS**  
You just can't tell what's going on most of the time, and there's much less skill involved than in its big brother version



One of the more impressive things in this version are the ever-so-speedy close-ups when you score a goal.



It looks pretty tidy here, but when all these guys are whizzing round on a tiny screen it gets a bit confusing.

## BLADES OF STEEL

### Looks



Very smart static, but horribly confusing when everything's moving at full pelt

### Sounds



Decent enough tunes and FX, but not a lot to get too excited or upset about

### Gameplay

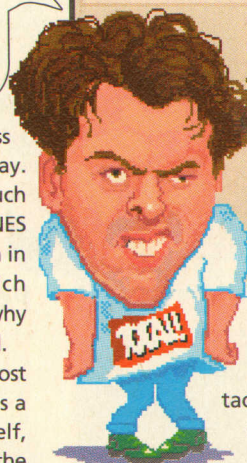


Miles too fast for its own good, and nowhere near as groovy as the NES version

### Life span



Too frustrating to play for long and even in two-player mode it's not much fun



**Final rating**  
**60**  
**Percent**

and in a place where you can see where you're going. This wipes out most of the skill and tactics which made the NES game so entertaining, and it's a shame, because just a slight reduction in the speed would have improved matters greatly.

All the same, Game Boy Blades Of Steel is still a long way from being totally naff. It remains playable and fairly challenging at the higher levels but if they'd slowed it down a bit and made the graphics more distinguishable, it could well have been great. Ah well, that's life.

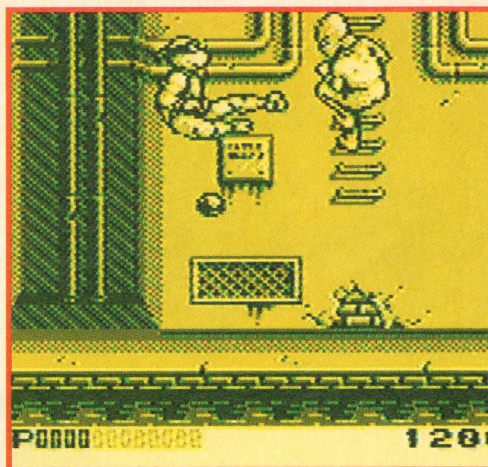
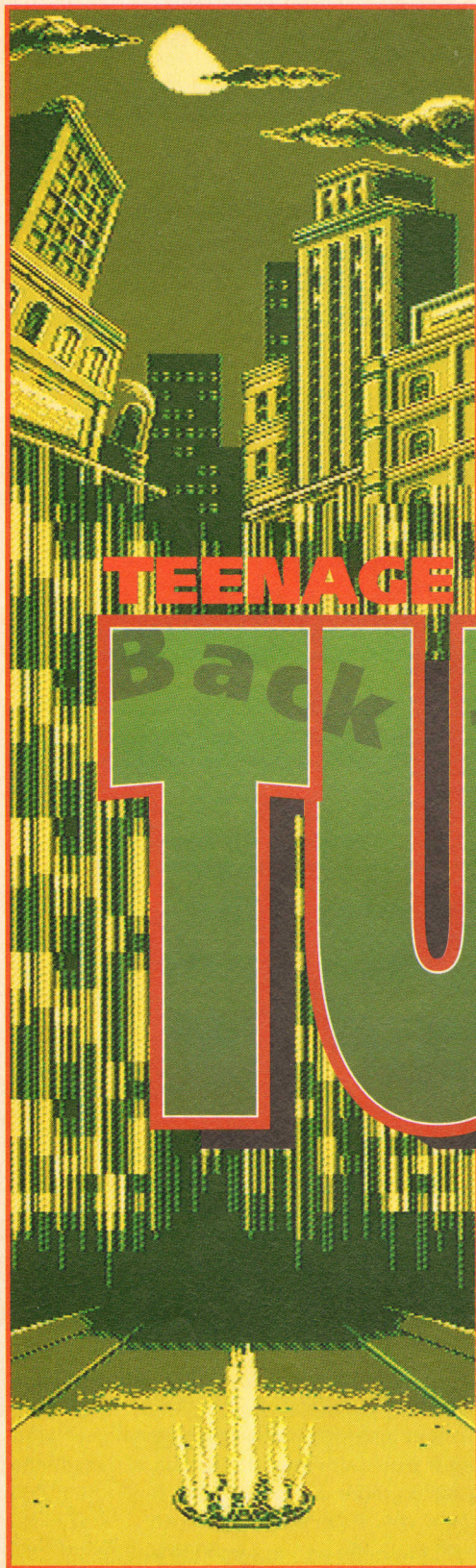
STEVE

**TOTAL!**

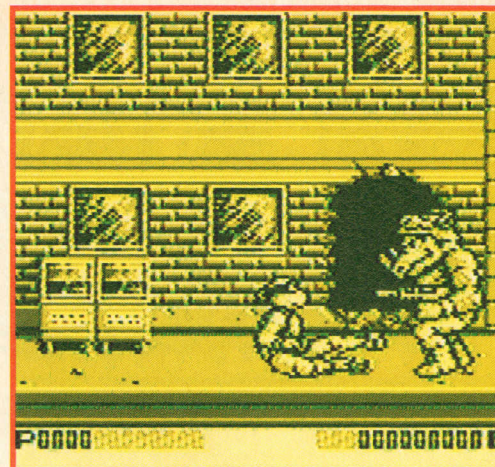


Make the most of this penalty shoot-out scene, it doesn't crop up very often in the Game Boy version.





These bomb-dropping Clannies are a real pain in the shell. Only a well-timed flying kick will remove them from their perch.



Boss time! Rock Steady says 'Doors are for puffs!' and comes charging through the wall, frightening the pepperoni out of Leo!

## TEENAGE MUTANT HERO TURTLES

# TURTLES

For Game Boy (1 player)

From Konami

Price £25

(as opposed to having to find them hidden around), and that Turtles II doesn't let you practice any level before you start, which makes it more exciting when you see the graphics of each new level.

There's a hint of variation (one of the levels puts you on a skateboard, much like in the Turtles arcade game), but otherwise you're looking at more or less identical game-play: walking along, jumping around and slicing up the fearsome Foot Clan.

Graphically things are quite a lot prettier in this second game, with lovely,

I wonder how long I would have to stay in prison for killing a moron dressed up like a Turtle?

detailed backdrops and good-looking sprites, but it all goes a bit wrong on the animation front.

The turtles don't so much march purposefully as mince along Julian Clary-style, attacking the baddies with a distinctly limp flick of the wrist.

Still, you get used to this after a while, and it sort of gives the game a bit of humour (it's certainly

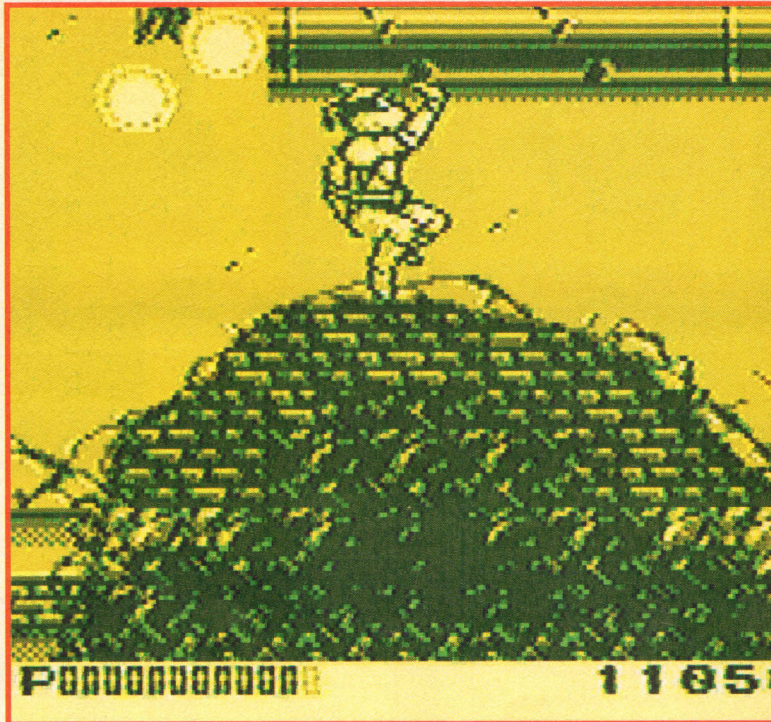
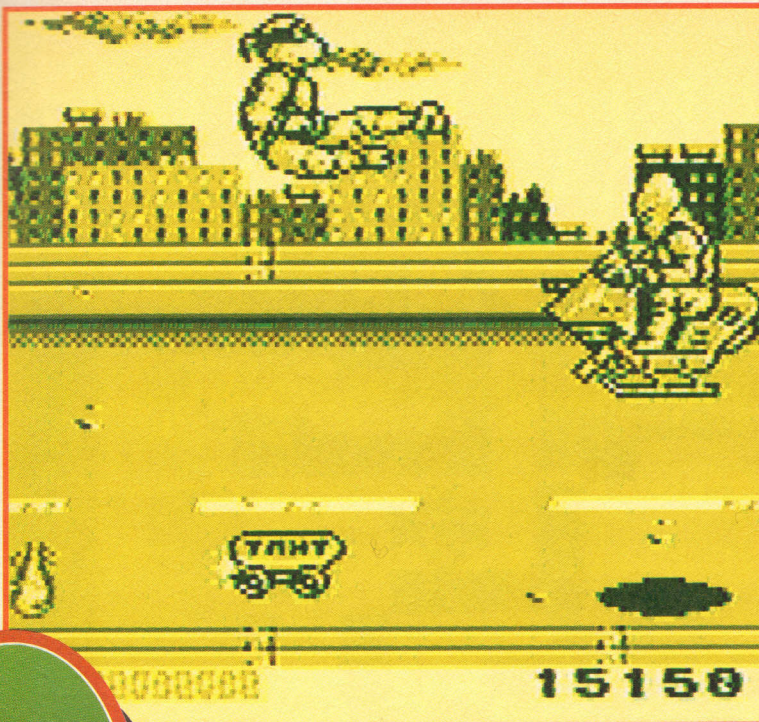
**H**ey! Did you like the first Game Boy Turtles game? (I should hope so, 'cos we gave it 91% in issue one.) Well, why not play it again with slightly different graphics?

Yep, this is almost exactly the same game as the first one, but that's not necessarily a bad thing when the earlier game was as much fun as the Turtles one was. The major differences between that and this are that Turtles II has one more level (six as opposed to five), Turtles II has several different little sub-games that you play in between levels

**PIZZAST!**  
Filled with massive, nice-moving monsters. The easy-play flaws of the first game have gone in favour of pretty flippin' hard!







On the auto-scroll section, the Turtles have homing skateboards which cleverly stay beneath them even when they jump backwards. Clever dudes, eh?

pretty hard to take seriously, violence-wise).

It's difficult to tell how hard the game is, 'cos on my very first go I got to the fourth level without using any continues, but the next time I picked it up it took me three tries to get past the first end-of-level guardian. Even now, I still can't get back to the bit I reached first time, which is a bit weird, I reckon.

All the same, it's addictive enough, in the same enjoyable-but-undemanding style as the original Turtles, so I'll forgive its patchy difficulty settings.

**SEWERS**  
For Heroes, the greenies don't half mince along! The jump 'n' slash gameplay isn't exactly thrilling

Down in the sewers, the Foot Clan has been doing a little redeco-rating using dynamite. To cross the gaping chasms, your Turtle has to monkey-swing across on the pipework.

I'm a bit stuck now.

What else is there to say? Er... the music's a bit less nifty this time around, but then

you do get the opportunity to listen to the good bits

before you play the game, so that's good. Um... the presentation's better this time, with lots of little extra screens and a couple of snatches of speech... Erm... that's it, really.

This is pretty much the same game as before; more of a challenge, but lacking the playability of the original. I dunno how popular the green team is, but this is still worth a bash.

ANDY

**TOTAL!**

## TURTLES 2

### Looks



■ Quite an improvement on Turtles 1, but the animation's a bit on the nobby side

### Sounds



■ Not quite as funky as before, but if you can stand the Turtles theme, it's OK

### Gameplay



■ A bit more varied than before, but still the same basic well-judged hacking stuff

### Life span

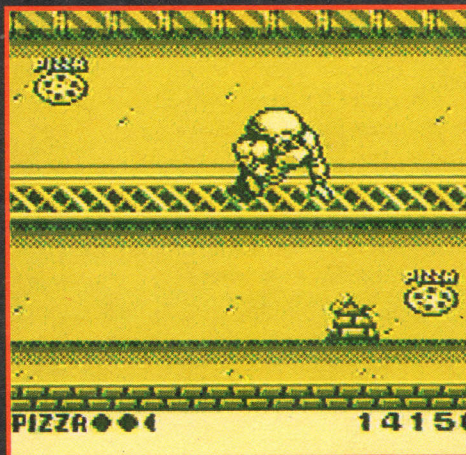


■ Tougher guardians and no level select help provide a lasting challenge

## Prisoners and pizzas



At the end of every level, you enter a bonus game where your Turtle can either rescue one of his captured comrades...



... Or, if none of the Turtles has been captured, try to collect as much pizza as he can to power-up for the next level.

A fine sequel to Turtles 1, with the same frantic bone-bustin' action, more variety and a tougher mission. Spend you greenbacks on this!



**Final rating**  
**84**  
**Percent**



# BUBBLE BOBBLE

Because you can't see the whole level in one go, we've joined several bits together so... er... you can.

This pop-eyed spherical beastie is a baddie all bubbled up. Burst him with your spines to earn some bonus fruit!

Fruit (a bunch of grapes, I think). Collect these for bonus points.

A hooded baddie. These little spooks hurl missiles, so watch out for 'em.

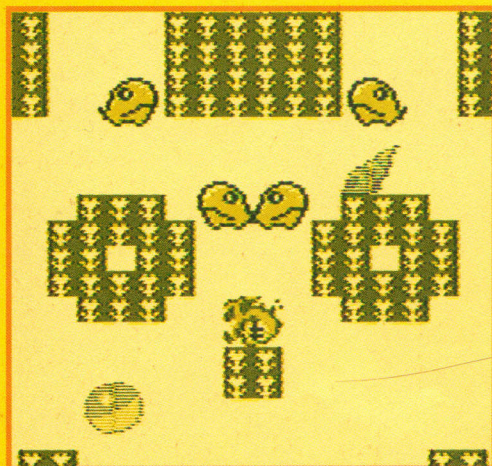
The star, the hero, the main dinosaur, the cool dude, number one big cheese – Bub.

Well, what do you expect in a game called Bubble Bobble? They're bubbles, aren't they?

**For Game Boy (1 player)**

**From Taito**

**Price £25**



Is that Bub performing a somersault for joy? Is he dizzy with glee? No, he's just been hit by a baddie and is dying horribly.

**A**vid readers of TOTAL will recognise this platform bubble 'em up from issue one, where it earned itself 80% on the NES. Well now Game Boy players can get in on the act with a perfect small-screen representation of this classic coin-op.

The stars of this tale are Bubby and Bobby – two chaps who have been turned into dinosaurs by... erm... someone. In the arcade Bubble Bobble, these two join forces against Baron Von Blubba who has captured their girlfriends. However, in this (sadly) one-player version, Bub sets off alone to help his sickly brother Bobby, by collecting some Moonwater.

Yes, well that's enough plot. The action involves some slick platform jumping and baddie bubbling.

Where you'd expect dinosaurs to trample all over people or spike them to death, Bub is a small, cute, pastel-coloured dinosaur who blows bubbles. If a baddie gets trapped in a bubble, Bub can use his spines to pop it, killing the meanie within and turning him into an edible bonus – like fruit, ice cream, cakes, that sort of thing. Once all the baddies have been bubbled, bobbled and gobbled, Bub moves onto the next level.

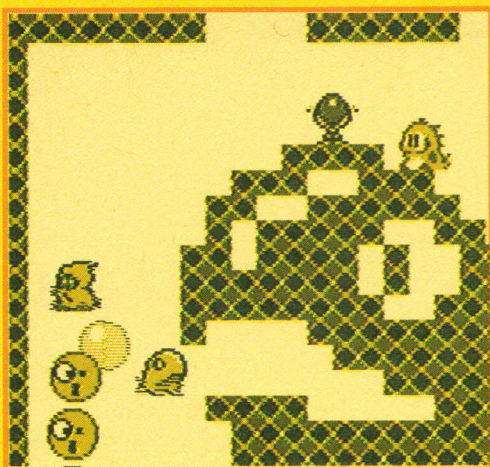
The screen display is dead clever because rather than try and fit in the whole of each level, it all scrolls around as Bub moves from platform to platform. And to keep track on the location of the baddies, you can pause the game and scroll around using the joypad. Very neat.

The graphics are pretty smart too, with smooth,

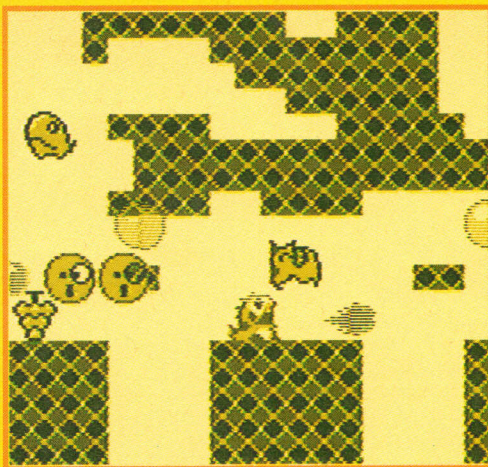


**BUBBLES**  
Terrifically addictive coin-op platform action, with 200 different levels and some mean bosses! Extremely clever visuals





Hmm... a suspicious-looking crystal ball. Could it be a deadly dinosaur destroyer or a useful bonus? Oh, go on, pick it up...



... Phew! That's all right then. It's a special power-up giving Bub the ability to shoot fireballs (shame it only lasts for that level).

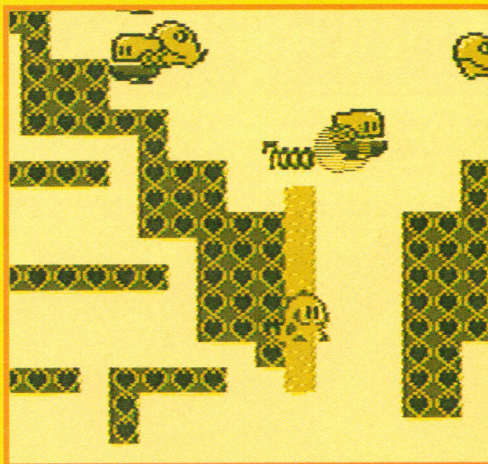


That funny-looking bubble above is actually full of water. If Bub can jump up and burst it with his spines, the bubble bursts...

blur-free scrolling, better bubble movement than the NES (if the airflow is in the right direction, they can push Bub off ledges!) and bubbles which are properly transparent (you can see other bubbles through them).

The only real problems are that there is no two player option (why oh why oh why oh why oh why oh why?) and that Taito, once again, have given us codes for every single level. You can continue on every screen, which means that a half-decent gamer can plough through Bubble Bobble in one day (it's hard on the eyes, but it's not too difficult).

True, there are 200 levels to complete (you play the first 100 levels again but with tougher meanies)



... And the water flows down the screen killing the baddies as it goes. Bub survives, but the baddies turn into water melons!

but with three lives constantly at your disposal, the only problem you'll have is in beating the bosses which appear every 25 levels.

### TROUBLES

Stupid pass code system lets you play on... and on and on. Only the last boss will stop you from finishing the game in a day

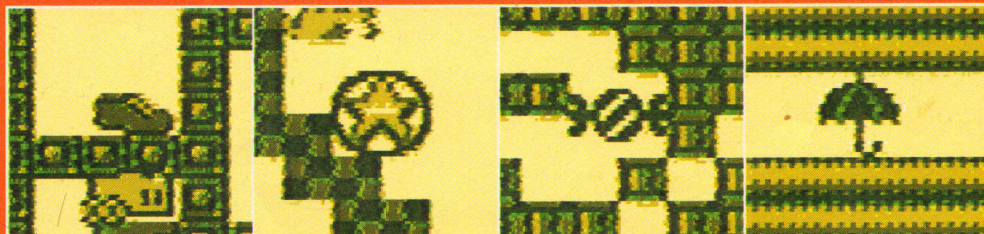
This spoils an otherwise spiffy little game. I'm sure you'll enjoy playing it again and again, or noting down your favourite levels and having a bash at them, but if it had a decent code system (say, a code every five levels) this would have been one

of the best Game Boy

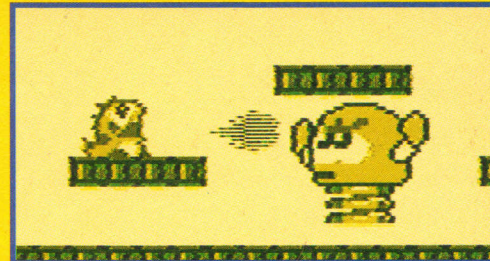
titles ever. It's still good to play, but the bubble soon bursts. **ANDY**

**TOTAL!**

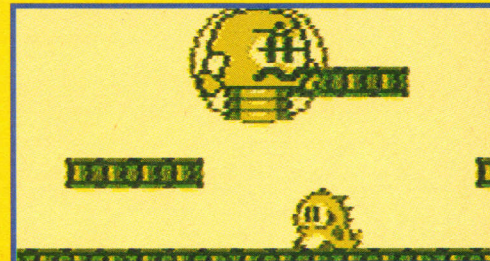
## Convenient collectabubbles



The running shoe speeds up Bub's movement; the star is an extra life (which you don't really need); the sweetie gives extra bubbling powers; and the broly is a level warp!



To defeat a boss, you have to collect the fireballs and hit the baddie lots!



When you've hit him enough times he gets trapped in a bubble. Now quickly jump up.



Burst the bubble and go through the door!

## TOTAL!

### Looks



Simple backdrops but superb baddies and bubbles – it all moves perfectly!

### Sounds



The theme tune is a bit squeaky and the effects aren't as bubbly as they should be

### Gameplay



Brilliant bouncy platform bubbling – it's just sad there's no two-player option

### Life span



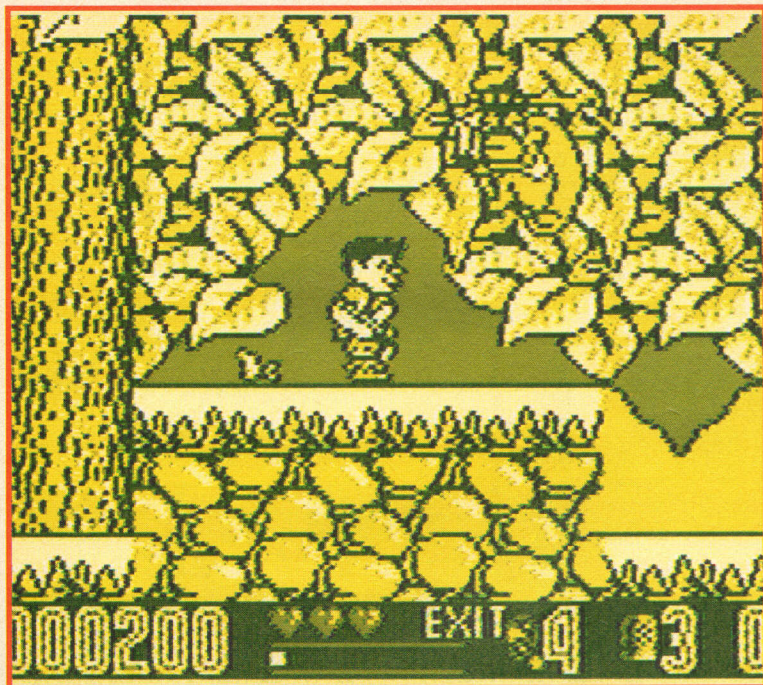
Only the bosses put up a real struggle and codes mean you can finish it in a day



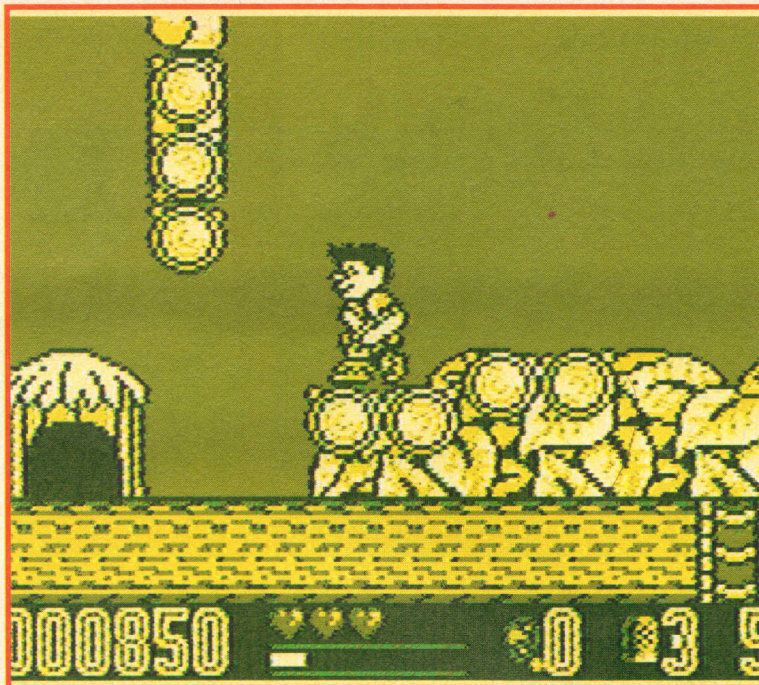
Fab-o-brill version of the coin-op. But like the NES version it suffers from having pass codes for every level, so you can breeze the whole game!

**Final rating**  
**68**  
**Percent**





One of the cuter (and more pointless) little touches is the way these gorillas throw banana skins down from the trees for Peter to slip on.



By some unlikely mystical power (hey, this is a fairy tale), standing on these little platforms makes that door to the left open up.

**For Game Boy (1-2 players)**

**From Ocean**

**Price £25**

# HOOK

**T**his is almost totally identical to the NES game of the same name, so if you want the background (what little there is), flick back to page 38 and have a read of that review.

In a similar way to Duck Tales in issue three, though, the little handheld actually plays host

to a game that's better in several ways than its more expensive big brother. Game Boy Hook features the same lovely cartoon graphics as before, except here they're slightly better defined. However, the percentage of

the play area displayed on the screen at one time is a lot smaller, which makes



Not quite sure what these droppy-spinnolly things are supposed to be, actually. Beehives? Giant acorns? Pineapples?

the sprites look proportionally bigger and more impressive, and the whole thing shifts around at a dramatically increased speed.

There's a downside to this, though, and it's that with a smaller screen area, sometimes Peter can leap towards a moving

**HOOKS**  
Excellent graphics and sound. A two-player (not Game Link) mode, and it's much faster to play than the NES version

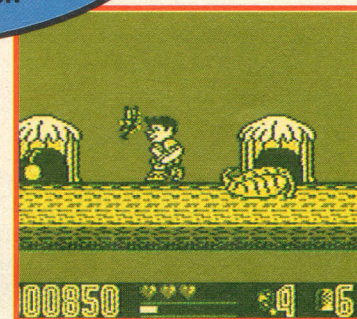
Well, what a crap Peter Pan you make, Dyer. Take that, an' that, an' that!

Wah! Stoppit Steve! Come on, you always said you'd like to see me hang...

PETER  
MY NAME IS TINK

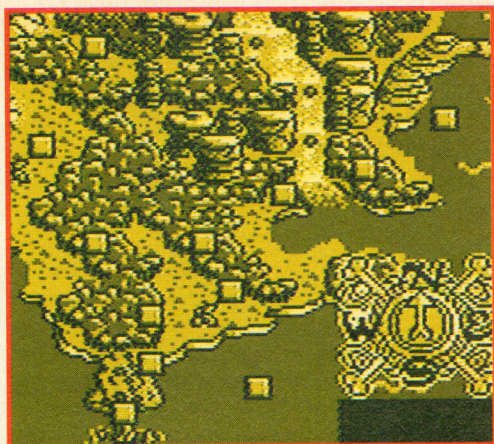
YOUR CHILDREN  
HAVE BEEN TAKEN  
BY CAPTAIN  
ONLY YOU CAN  
RESCUE THEM  
HIS SHIP  
FOR YOU ARE  
PETER PAN

Get out of the way Tinkerbell, you stupid flippin' fairy, I can't read the instructions..!



Collect some thimbles and your little fairy chum suddenly becomes a lot more helpful

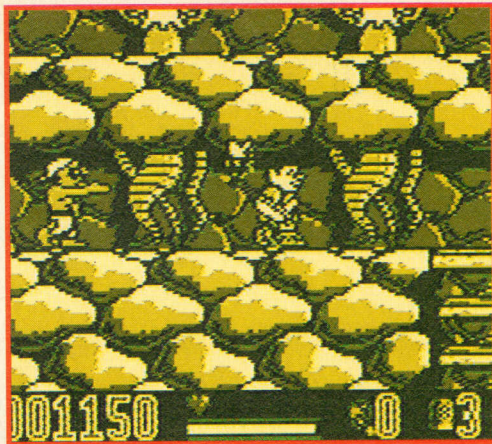




Yep, it's another great map screen. Don't you just love 'em? Places to go, things to do, people to meet – they're fab.

platform only to have it disappear off the bottom of the screen as he sails through the air. Overshoot your target, or pull short on the jump, and Peter Pan plummets annoyingly to some unforeseen doom. Luckily, though, most of the jumps you'll need to perform in the game have a reasonable margin for error. After a little practice, getting used to how much the platforms move while you can't see them, you should be all right.

Similarly, a small screen area means that it's easy to lose your bearings. So, like Game Boy Bubble Bobble, hitting Select allows you to scroll around the screen. Well, actually, the



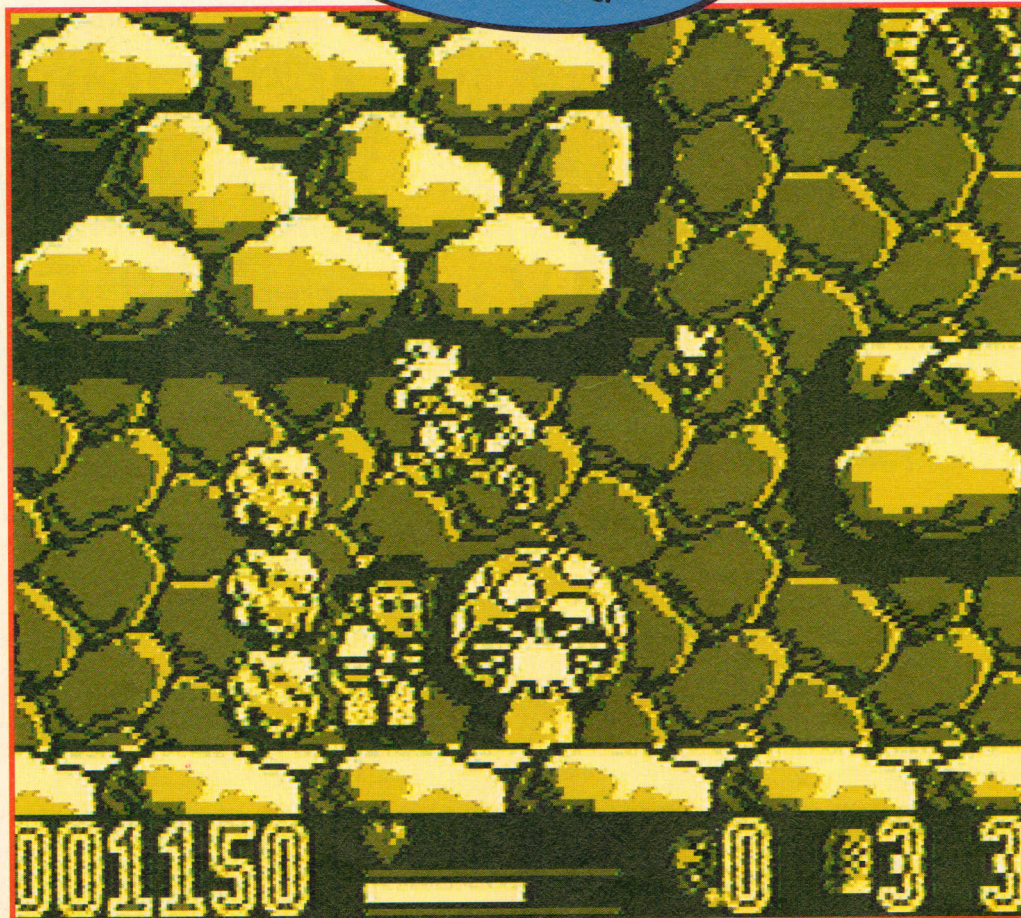
Behind you! He's behind you! A thousand pantomime lovers cry out as one, but Peter wanders on, oblivious to approaching doom

screen sort of waves around briefly in spectacular fashion, but it's useful nonetheless.

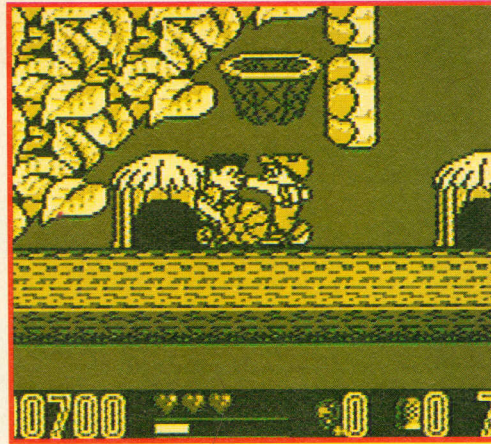
That's the only real annoyance to be found in the gameplay, otherwise it's all pretty excellent stuff in fairly traditional platform-game style. The slight adventuring element makes things more interesting without ever stretching your brain, and the increase in speed makes the Game Boy version much more immediate than the NES game.

The only other difficulty you'll encounter is that the hugely busy and detailed backdrops shift around at high speed. It's sometimes difficult to see exactly what a particular part of the screen contains without

**CROOKS**  
The high detail makes pick-ups hard to see against the background, and the smaller screen makes some jumps a bit trickier



Hey, it's ol' Thud Butt again! In a bold attempt to be friendly to the environment, Peter tries to leap straight over his head and destroy the wall himself, but to no avail – there's only one way past here, and that's cake-assisted bottom power to waste that wall.



Obviously The Lost Boys have been taking basketball lessons from the dudes in Blades Of Steel. Except, er, not about ice hockey

stopping for a closer inspection. Still, most of the stuff you have to look out for flashes or sits against blank bits of the background, so you shouldn't have too many problems. And anyway, it's a pretty small price to pay for something which looks and moves as well as this.

Oh yes, a brief word about the sound: brilliant. That's it. Carry on, as you were.

So once again, the Game Boy comes up trumps. Hook is a cracking little game whichever machine you play it on, but it's best on the Game Boy. It's got more features, and it's a darn sight cheaper, too – I'm sure you know what to do...

ANDY

**TOTAL!**

# HOOK

**Looks**

Really nice graphics. Big, cartoony, well detailed – and smooth-moving too!

**Sounds**

As with the NES game, pretty decent with a great tune between stages

**Gameplay**

Faster and therefore more fun to play than the NES, but a bit tougher too

**Life span**

Being harder than the NES version it'll last longer, but still not forever

A superb Game Boy game, technically brilliant and lots of fun. If you liked Bart's Escape From Camp Deadly, this'll really get its hooks into you!

**Final rating**  
**88**  
**Percent**



# CHOPLIFTER II

**Looks**

Well, the graphics are a bit puny but it all moves well and it's easy to see

**Sounds**

Decent heroic soundtracks if you want them. Not much in the way of effects

**Gameplay**

Slightly repetitive but the difficulty is perfectly pitched. You'll be hooked!

**Life span**

Even expert gamers will get lots of fun out of this. This'll keep you at it for ages

Yeah, so the graphics look a bit weak, but this is really good fun to play. You get further each time you try and you'll want to play it over and over

**Final rating**  
**80**  
**Percent**

**For Game Boy (1 player)**

**From JVC**

**Price £25**

**D**on't get put off by these puny graphics, there's actually a fairly involved game underneath. The idea is to hover around in your helicopter, avoiding the unfriendly advances of enemy gun emplacements while trying to pick up some big, beefy men and take them back to your pad (helicopter pad that is).

Controlling your chopper is fairly

**ROTORS**  
Brilliantly pitched difficulty setting. Loads of levels, loads of challenge, loads of fun. Need I really say more?



A gun emplacement. You'll need to bomb this in order to land safely and rescue those little blokeys.

That's you that is!

This is either a morris dancer who's horribly lost, or it's one of the blokes that you're trying to rescue.

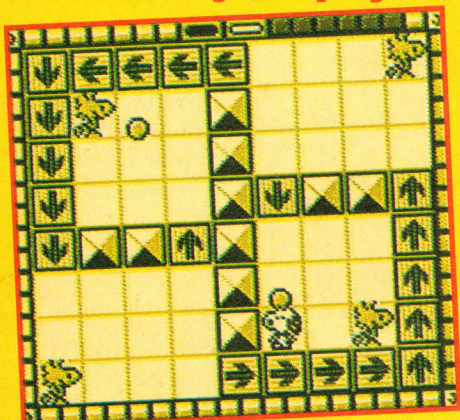
A deadly nuthatch. Or possibly a great crested grebe.

# SNOOPY'S Magic Show

**For Game Boy (1-2 players)**

**From Kemco**

**Price £25**



Again this looks fairly simple, but those two balls can seem very unpredictable when you're in a tight spot.

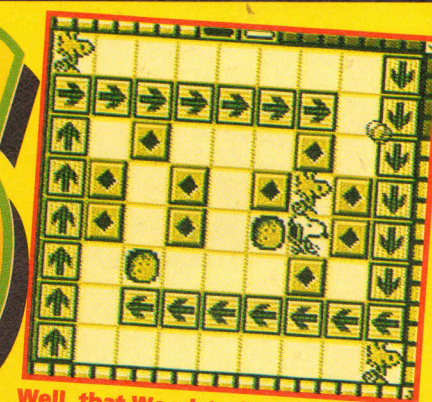
**F**rom the same people who brought you the brilliant (or is that brilliantly dull) Bugs Bunny Crazy Castle comes Snoopy's Magic Show, hurrah! The title's a bit of a mystery because the game doesn't appear to have anything to do with magic at all. Still, it's similar to Bug's adventure in that it's a 100-level plus puzzle game with very simple gameplay. However, that's where the similarity ends. While Bug's adventure was all lifts and boredom, Snoopy is both challenging and intriguing.

If you're looking for a long-lasting challenge, though, forget it. The password option and unlimited continues sadly mean this game won't

last too long. If you're really intent on playing it to death then you'll get through all the levels in a couple of days. If not, stick with us, 'cos this game does have quite a few merits, and it's perfect material for the younger or newer gamers out there.

**SNOOPY'S**  
Clear, simple graphics make playing it easy on the eyes. The simple puzzle formula gets surprisingly varied later on - and there's plenty of it!

There's no scrolling in the game at all, just single-screen level after single-screen level. In any one level there's a collection of up to five different puzzle elements which are blocks, sliding blocks, fragile blocks, disappearing blocks, teleport pads and one-way squares. These are arranged to make your task of rescuing all the little Woodstock birds on screen more difficult. There's only one mobile enemy in the game and that's



Well, that Woodstock next to me is easy enough, but those arrows will send me flying all over the place (straight into the ball probably).



# CHOPLIFTER II

simple. Direct it using the joy pad and fire with the buttons. There is however a little bit of inertia on the helicopter, so you have to be careful not to drift into the side of a building when you're coming to a standstill. Of course buildings aren't the only things you have to watch out for.

As I've already mentioned there are numerous gun emplacements which need to be taken out before you can land and pick up your mates. But in addition you're also at the mercy of birds, jet fighters, satellite dishes, falling stalactites, even rain clouds.

Depending on how heavily armed an area of the level is, you're eventually going to crash and burn. When you do you can be sure that it was all your own fault. What I'm driving at is that not only is the collision detection spot-on, the graphics are also simple enough to enable you to see the action clearly. There's only one dubious thing and that's the



On the second set of missions you get to go deep beneath the earth.



Oh blinkin' flip. Not only is that gun turret preventing a spectacular rescue, there's also a vicious lightning storm brewing.

rain clouds. Because the rain is so fine, you'll often plough through what you think is a regular cloud only to be thrown about by the awful turbulence.

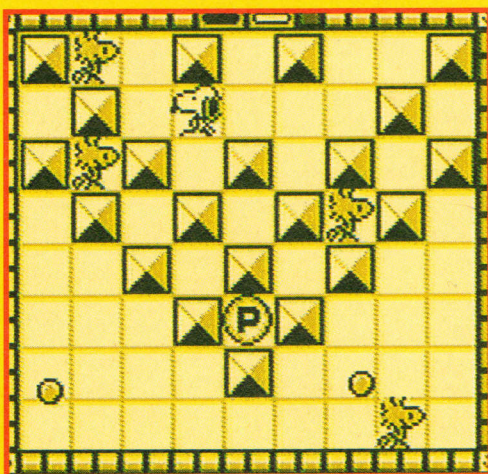
And before I forget let me just mention the power-ups: there are loads of 'em! You can collect bombs, missiles, flame throwers, extra lives, shields, ropes and stealth capability... wowzer!

Choplifter II isn't a stunning game, but it's very playable and dead challenging. Buy this and I guarantee it'll keep you entertained for weeks.

STEVE

**TOTAL!**

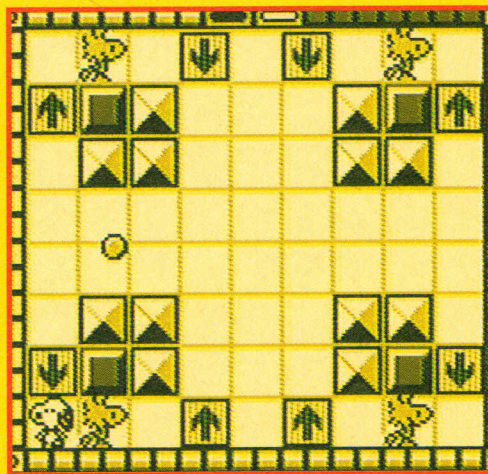
**ROTTERS**  
Pretty unimpressive on the visual side. And if the truth be known, there's not an awful lot of variety between levels



'Hang on,' I hear you cry, 'everything is walled-in.' Yes, but some blocks are actually slidey ones, so it's just a case trial and error I'm afraid. Get shoving Snoozer!

a bouncing ball (or two in some levels). Dealing with these involves revealing and collecting either a clock icon (to freeze them) or a 'P' icon (to destroy them) from beneath a moving block.

And that is very basically it. If you're having trouble understanding what the hell I'm on about, take a good look at the screenshots. It's all very simple, but there are enough levels and enough different variations on the same theme to keep you playing and playing until you finish it. You'll get horribly frustrated, but not



Now this looks fairly easy doesn't it? The thing is, the puzzles that look the simplest are often the ones that cause most problems. The ball is a real pain on this level.

in a way that'll hack you off. It'll just make you more determined to have another go.

And in that respect, this game is incredibly good fun, and has that addictive quality that all the best games have got.

As I said, it probably won't take you long to finish Snoopy's Magic Show, but if you only play occasionally or for short periods of time (like when you're on the train or something)

this is excellent pick up 'n' play puzzle fun.

ANDY

**TOTAL!**

**POOPIES**  
Because of the extensive password system it's possible to finish the game fairly quickly. The animation on Snoopy is a bit scabby

## SNOOPY'S MAGIC SHOW

### Looks



Given the game's simple nature, they're not bad. Snoopy's animation is a bit naff

### Sounds



Some really boppy soundtracks and the few sound effects are all right too

### Gameplay



Very straightforward but the fiendish puzzles keep it interesting throughout

### Life span



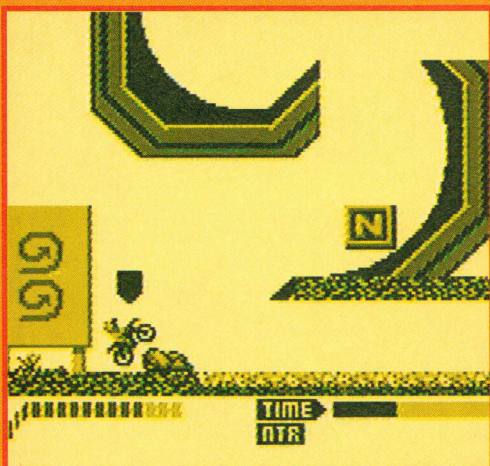
Stick at it and you'll finish it in no time. Great for an occasional play though

Mmm, because of the password option you could finish it quite quickly. But it's great fun and perfect for playing on the bus/train/whatever

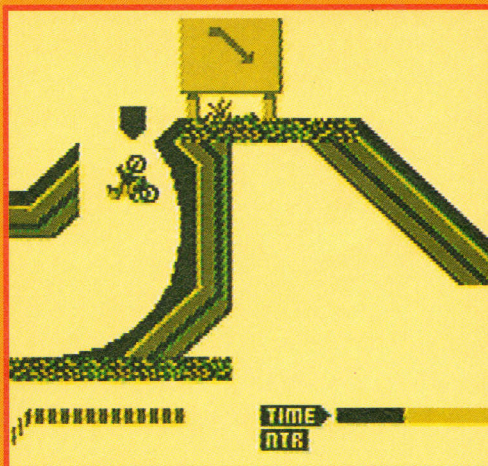


**Final rating**  
**71**  
**Percent**

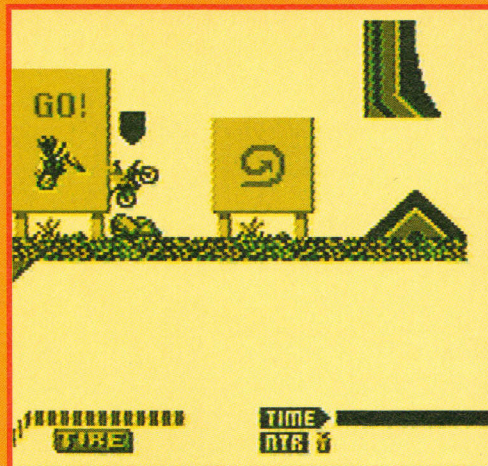




Hmm... I think I've taken a wrong turn. The chippy should be around here somewhere an- WHOA! Someone's left a ruddy great rock in the middle of the high street!

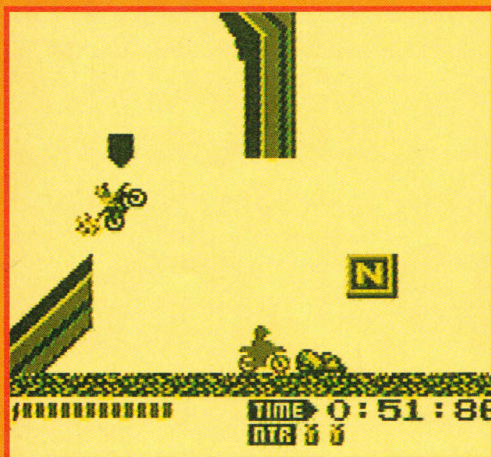


Hold on - I don't even think this is the high street. What's this enormous building with a slopey front? WAAAAH! I've come over all vertical and my brakes aren't working!



Phew! Well I survived that but now the ground's gone all bumpy and (oof!) there's another great rock. What's that spiral sign mean? Roundabout? Loop the Loop!? Aaa...

# MOTOCROSS



This is a piccy from the two-player Link game, where you race head-to-head. The little silhouette is your opposition, allowing you to keep track of his movements. This chappie also appears when you play against the Game Boy opponent.

## For Game Boy (1-2 players)

**V**rooom! Vrooom! Vrooom! Screeech. Wheee. Zoom. Ker- oh. Er, the review's started then, has it? Oops. I thought it started lower down. Sorry guys, you can ignore this paragraph then, I wasn't ready. Right, here's the review.

Motocross Maniacs is a race 'em up loosely based on the sport of motocross, which involves riding a motorbike round muddy banks, up ramps and so on. I say 'loosely' for reasons which will become apparent after a quick glance at the screenshots. Much of the gameplay involves your bike shooting into the air, hurtling up a vertical slope, performing a loop-the-loop and landing on a higher platform.

Not *really* the sort of thing anyone is likely to

## From Palcom

## Price £20

attempt down at your local dirt track. (At least, not more than once.)

Okay, let's talk figures. There are eight different tracks and you can attempt them in any order, though you'd be well advised to stick with the proper run of things.

This is one game that has the difficulty pitched just right: you spend ages struggling to master the first course, then an equal period of time getting to grips with course two, and so on. This is mainly because you have to master new techniques on each course so that you can get through to the next level.

Throw in three different skill levels (reduced time limits for when it gets easier) and three distinct

**WHEELIES**  
Fast action, loads of courses, head-to-head and perfectly suited to the 'Boy!

**WALLIES**  
Visuals could have been meatier. Tricky gameplay can get infuriating

To give you some idea of the immense task ahead of you, here's just a *small* part of the very first course showing the jumps 'n' bumps.

Your biker, revving and ready to rock.

Radial Tyres. Pick this up for super traction knobbles.

The dreaded death loop of doom! Make it round this and you'll pick up an extra Nitro-boost and a speed multiplier.

Useful signs. (I don't think)





# MANIACS

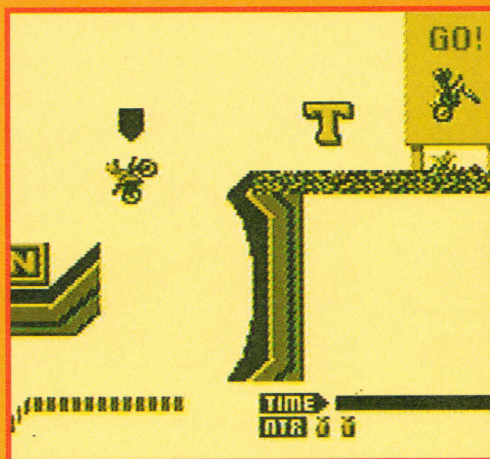
and two-player Game Link mode – and you've got a game that oozes long-term appeal.

You race from left to right across an obstacle-laden course. There are rocks, ramps, loops and various other platforms to tackle, and four special moves (accelerate, jump, wheelie, turbo boost) that need to be used in different combinations to beat each obstacle in the quickest time possible.

The ground is covered with large patches of sand which slow you down to a painful degree. To avoid them you need to keep to the higher platforms, which is easier said than done. All this is backed up by OK graphics and some ace sounds.

Any criticisms? Well, not really. Motocross Maniacs is so addictive it ought to carry a Government health warning. Each time you play you progress further: every obstacle is a challenge you must return to until you've perfected your gameplay. With the number of tracks, levels and modes this is one cart that definitely *won't* be lying in a cupboard in a month's time.

**TOTAL!**



Our dirt biker is just about to complete another death-defying stunt and will either: 1) Collect that 'T' icon to add vital extra seconds on his time-o-meter, or 2) Smash himself to a pulp on a large concrete 'T' which the opposition have planted there.

## MOTOCROSS MANIACS

### Looks



■ Tiny sprites but incredibly detailed, with smooth, fast scrolling. It's got the lot

### Sounds



■ Rousing tunes, a brilliant 'kerpow' turbo kick-in and some smart stereo panning

### Gameplay



■ Unbelievable. It's a race, it's an obstacle course and it's totally action-packed

### Life span



■ Eight increasingly tricky courses, some killer time limits – a challenge and a half!

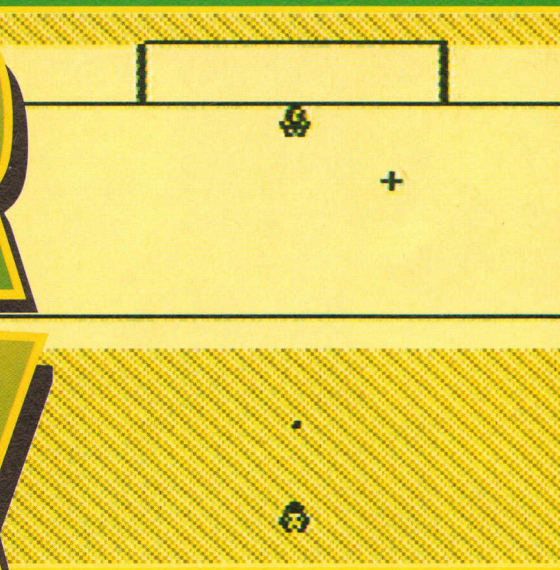
If this was simply a race against the clock, it would probably still make for an ace game. Add a computer opponent, and it's a racing certainty!

**Final rating**  
**91**  
**Percent**





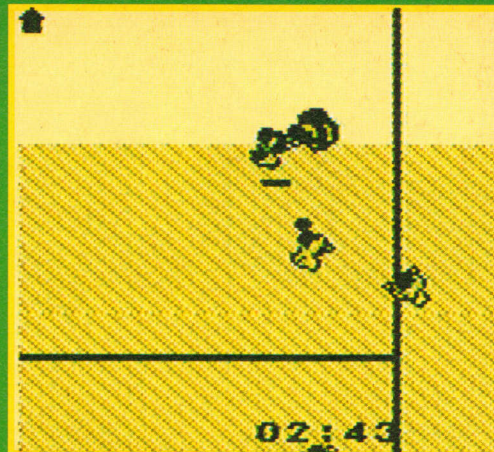
# SUPER KICK OFF



**PENALTY!** There are two different screens for penalties. This one in which you line up the shot, and a zoom-in for saving it.

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

**L**ots of professional footballers have got Game Boys. Just watch them getting off that luxury coach outside your local ground, and check for that giveaway Nuby holster bulge in their jackets (well, at least I think that's what it is).



**A throw-in.** Small indistinct blob throws it to, er, small indistinct blob. All right so the screenshots don't look all that impressive.

No prizes for guessing what the most popular cart on the team bus is this month. Yep, the classic Kick Off has arrived on for Game Boy and not one single feature has been lost along the way. It's got the lot: all the options, all the controls and all the speed of its big brother.

Actually, maybe it's got *too much* speed. When the computer starts spraying the ball around, it's easy to lose track of what's happening: you don't



## KICKS

All the options of the original have made it to the 'Boy intact. The pace of play is quite amazing. The computer is a tough opponent. There's simply not another GB footy game to touch it!

## CAESARS PALACE

### Looks



■ All a bit bare (there are no people for a start), but at least it's very clear

### Sounds



■ Highly forgettable title tune, plus some card-dealing and wheel-spinning noises

### Gameplay



■ Pretty addictive stuff – especially when you're losing. But no brain-power involved

### Life span



■ You lose interest quickly once you realise how little there is to the games

Caesars Palace looks like it gives you lots to play at, but none of the games are deep enough to hold you for long. Only the card games involve skill

**Final rating**  
**60**  
**Percent**



**Oi, I haven't started yet. And another thing, where's your body? And how do you make that badge float like that? Strange girl.**

**C**rikey, \$1,000 for a bag of chips? Naah, these chips are those little round plastic tokens – the ones that you pile on to the green baize tables and the casino

rakes off by the bucket load when you lose at roulette (yet again).

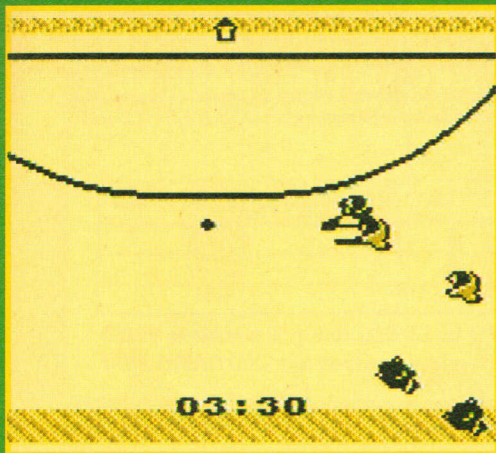
Or maybe you'll get lucky. Maybe tonight you'll break the casino's bank and walk out of the doors a millionaire? That's a tempting thought, isn't it? That and the fact that somehow you've got to get back the 20 years' worth of bus fares you lost the night before...

There are five different games you can play in Caesars Palace. Video Poker lets you bet against a card-dealing machine. There's not much element of skill here, though, because you can't raise bets once you get your new cards. The Black Jack tables (the game's called Pontoon over here) are manned by other people, though. You take a look at the two cards you're dealt, decide how much to bet and then either 'stand' or 'hit' (take another card). The Roulette tables are a bit more fun. Decide which squares to put your chips on, then spin the wheel... which is a bit

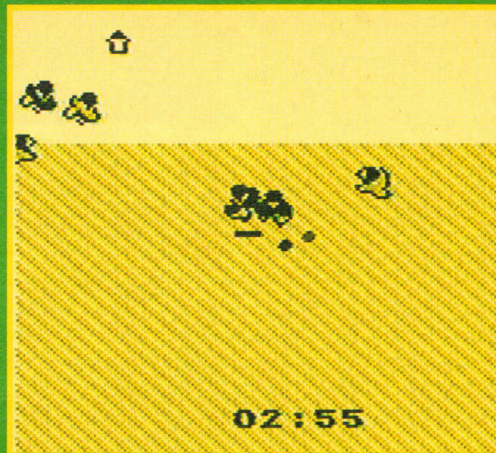
**GAMBLERS**  
You're playing with pretend money – you can't actually lose anything. There's a good variety of games to while away your time

# CAESARS





Here we see a sliding tackle in progress. You can tell it's a sliding tackle by the long appendages coming from the players.



This shot is nothing in particular. The only reason we put it in is because it's slightly busier than any of the others we had. Sigh.

know what part of the pitch you're playing in, none of your players are on screen, and the ball is moving around so fast that everything is a bit of a blur.

Even when you've got the hang of the controls, the tiny sprites and massive pitch (it's about four times the size of Wembley!) make it very hard to play the ball around. Thankfully, instead of a radar screen (which would be useless), there's a pause 'n' scroll, where you halt the action and slide the pitch around using the



**CACKS**  
There's no two-player mode! Dumb, dumb, dumb. The pitch is far too large and the players a tad too small. The pause/scroll-around function is a poor replacement for the scanner

crosspad. Once you've sussed out where your men have got to, you can attempt a pass. True, this makes the game terribly stop-start, but without it you couldn't hope to employ any sort of tactics.

The one serious omission is a two-player link-up. Kick Off is a two-player game, pure and simple, and the computer is no substitute (hur) for a human. Having said that, SKO is a comprehensive representation of the sport of football, and a highly playable game to boot. **ANDY**

## SUPER KICK OFF

### Looks



■ Lots of little blobs zig-zagging across a plain background. Er, but that's football

### Sounds



■ Incredibly naff, annoying tunes full of static. Headphones are not a good idea

### Gameplay



A pretty decent version of the great sport, slightly spoilt by the massive pitch

### Life span



■ The computer opponent is tough, and you can jiggle skill levels to up the odds

The niggles about speed and pitch size aside, Super Kick Off is a neat version of a classic game. Ardent footy fans will no doubt love it!

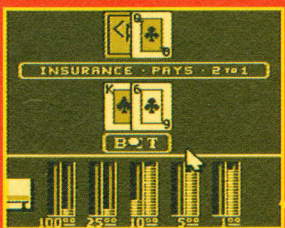
**Final rating**  
**77**  
**Percent**

like what happens on the Big Six Money Wheel. This is like a Roulette wheel for thickies. Lastly, you've got the slot machines. No skill at all here: no nudges, no flashing lights, nothing. Just stick in your money, pull the arm and cross your fingers.

Caesars Palace offers lots of little gambling games to play, but unfortunately there's little or no skill in any of them. It's good for a few hours' bash, but you'll quickly get tired of just how unrewarding it all is. **STEVE**

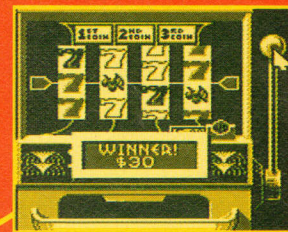
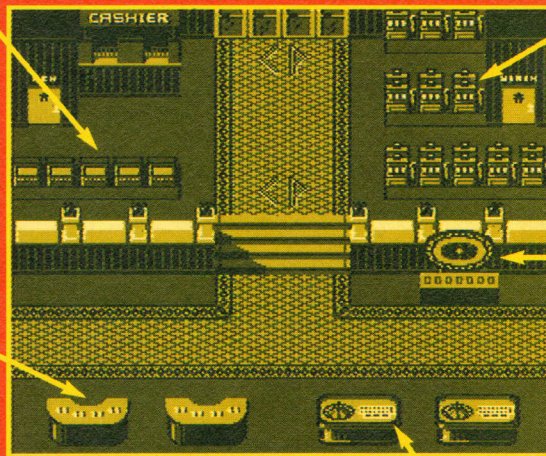


A poker machine. Wow, I've won! Let's just shove it all back in then...

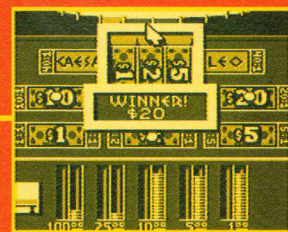


A spot of pontoon next. And, cor blimey, a stunning hand I have too.

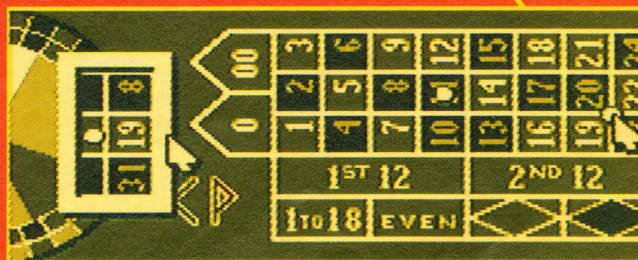
## Any which way but lose...



Ah, this is more like it. If my luck holds out I might regain my roulette losses.



Spin, spin, spin the wheel of fortune. And another \$20 comes my way. Yum!



I've never really understood roulette too well. It seems to me that flushing a large wad of cash straight down the toilet pan would achieve much the same result.

For Game Boy (1 player)

From Ocean

Price £25

**GRUMBLERS**  
You're playing with pretend money - you can't actually win anything. After a while it becomes totally dull

# WASTE



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£10.50	3							

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# TOTAL!

## TACTIX

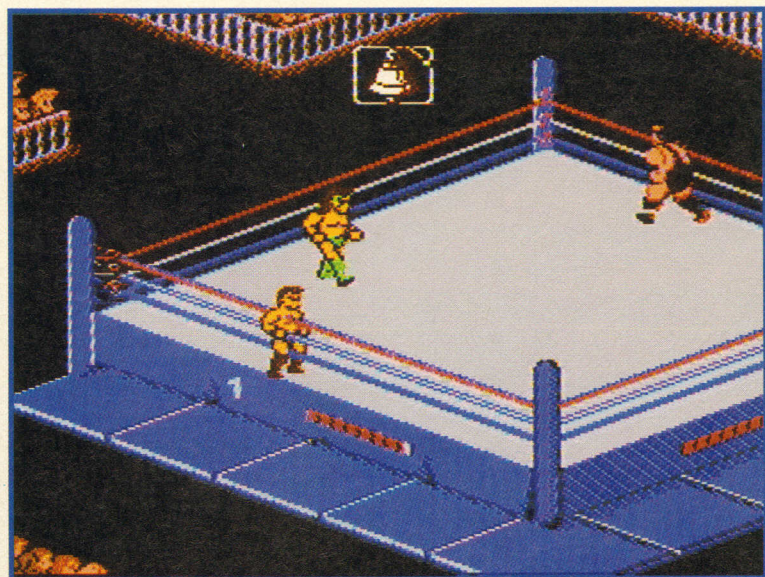
Welcome to another TOTAL Tactix. To get the ball rolling here's a neat tip: buy TOTAL every month then you get all the tips you need and we keep our jobs. Fab!

**NES**

**TRICK**

### WWF Wrestlemania Challenge

In the tag team and survivor series, press both **A** and **SELECT** for a second and your partner enters the ring to help you out. If you thought that was good try this. Press **SELECT** and **B** and your partner will run around the outside of the ring to attack the other teams outside man, ho, ho, ho! Large polythene bags full of thanks to **Thomas Clough**, Morecambe.



**NES**

**TRICK**

### Double Dragon 2

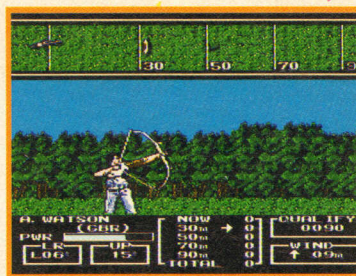
Another offering from **Chris Hancock** (This guy sent us loads of stuff. If he can do it, so can the rest of you). Select the two player mode then beat the hell out of Jimmy your partner. Each time he loses a life, you'll gain one. Triff!

**NES**

**TIP**

### Metal Gear

Try the following code (sent in by that man **Chris Hancock** again) to start three quarters of the way through the game with full weapons, full equipment and (wait for it) nine rations. Phwoar!  
J."W \*\*\*\*\*P1X379 96""2.2""M



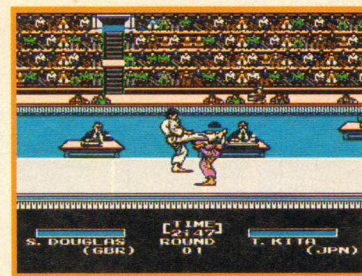
N B M ← Q 3 P ♥ G

**NES**

**TIP**

### Track And Field 2

Enter the codes you see above to take part in days seven and eight of the tournament which are archery and Taekwondo. Thank you **Dean Gibson** of Kingsbury Road, London.



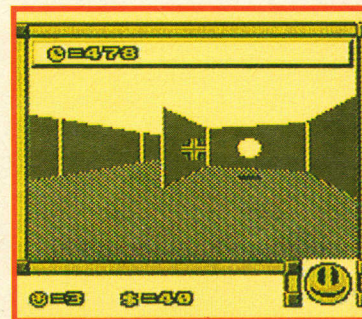
↑ ↓ M M X M P T R

**GB**

**TRICK**

### Faceball 2000

When you reach the exit on level one, turn around to face the opposite wall and shoot it. This opens a secret room containing an orb. Activate the orb and an exit appears which warps you to level 10. **David Sieff** of Manchester sent that one in. Thanks dudacious one.



### Metroid

To change your character into a woman and get loads of luvverly weapons, simply type in **JUSTIN BAILEY** on the password screen. Young **Chris Hunter** of Sunderland is a god.

**NES**

**TIP**

**NES**

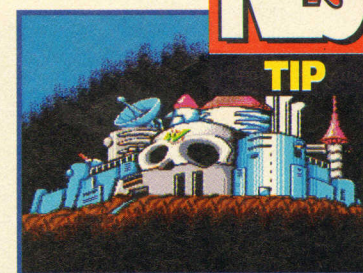
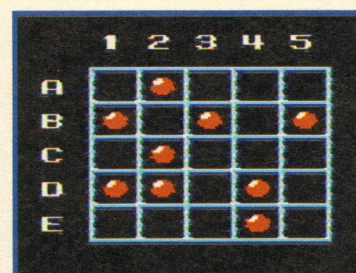
**TRICK**

### Ironsword

If you use a password that gives you less than three lives simply change the fifth letter of the code to an **N** and you'll have three lives. Great stuff from **Chris Hancock**, County Durham.

### Mega Man 2

Enter this code below to get straight to Dr Wily's castle. Great wads of lurve to **Michael Taylor** of Winstanley.



**NES**

**TIP**

**NES**

**TIP**

### The Goonies

Blimey! **Chris Hancock's** been well-busy. Try this code to give you all the equipment necessary to complete the game.  
SUG NY4WT!NUU!UF

**GB**

**TIP**

### Who Framed Roger Rabbit

Codes for all the scenes from **Chris McCarron**, Milngavie.  
Scene 2 – DLT3QYBY Scene 3 – GPLBMSRC  
Scene 4 – MMCFGWXJ Scene 5 – BGQTUSKP  
Scene 6 – RTJBWN43

**NES**

**TRICK**

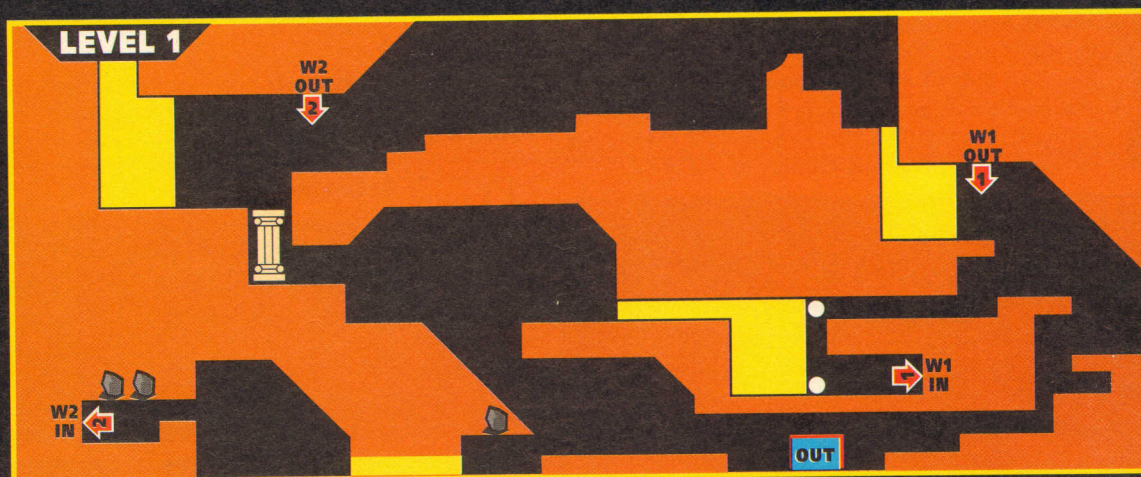
### Turtles 2

Type **B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, START** on the title screen for a level select and 19 lives. From **Gary Ford** of Birtley.

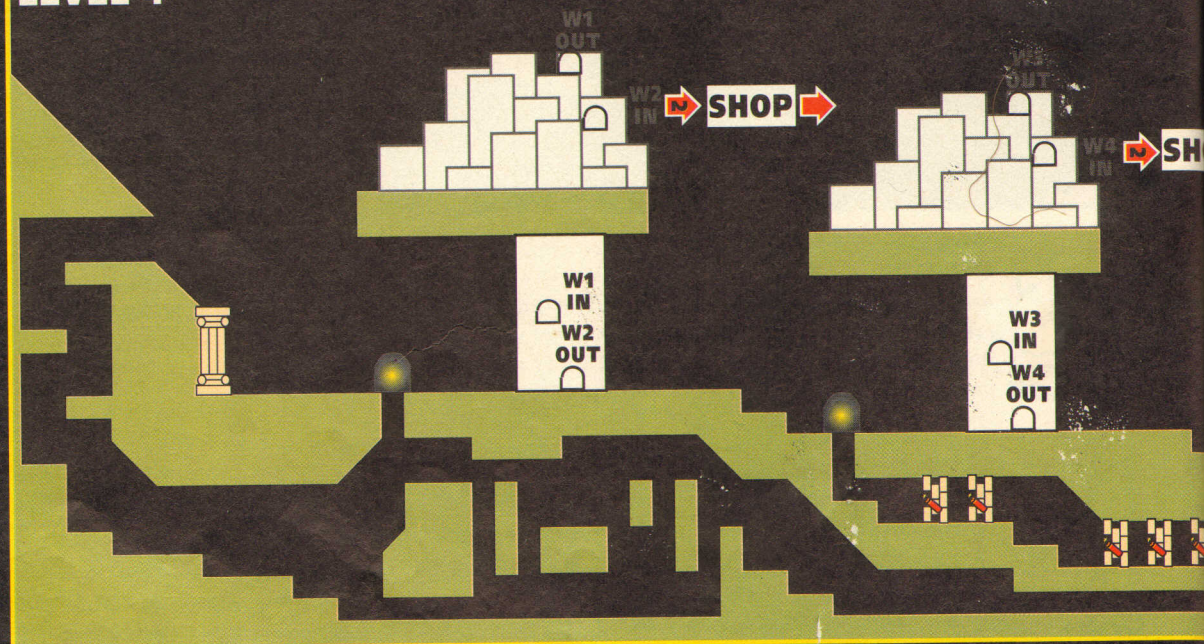


# DIGGER

Here are the first four levels of Digger T Rock. The lucky bloke who sent them in will be receiving a whole heap of goodies (but not until we've printed the final four maps in next month's TOTAL Tactix).



## LEVEL 4

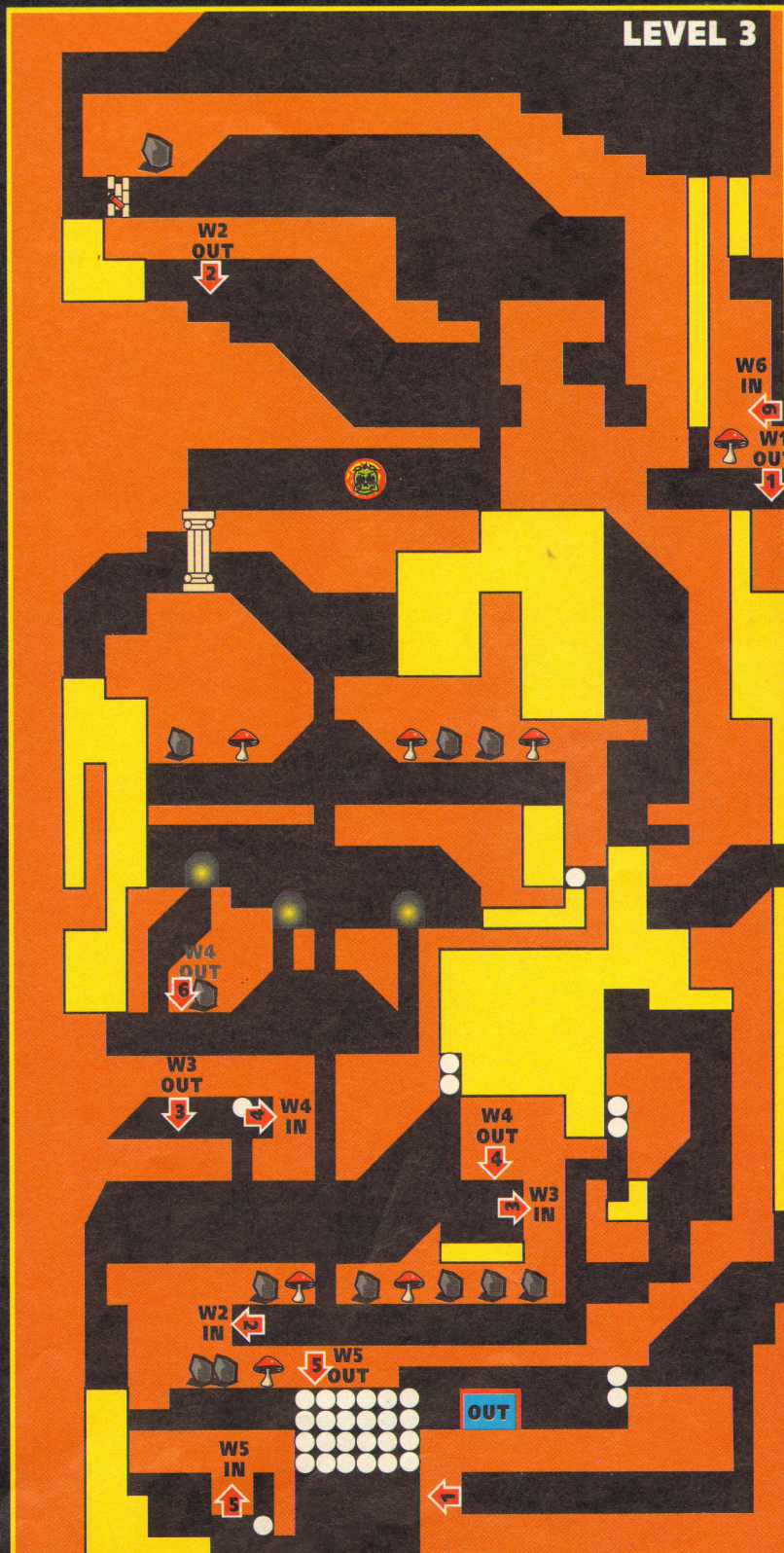
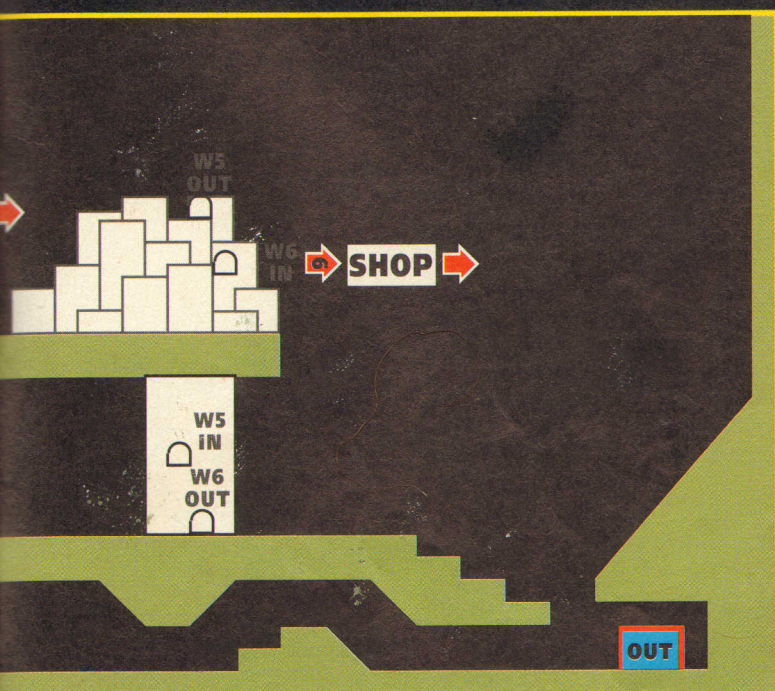
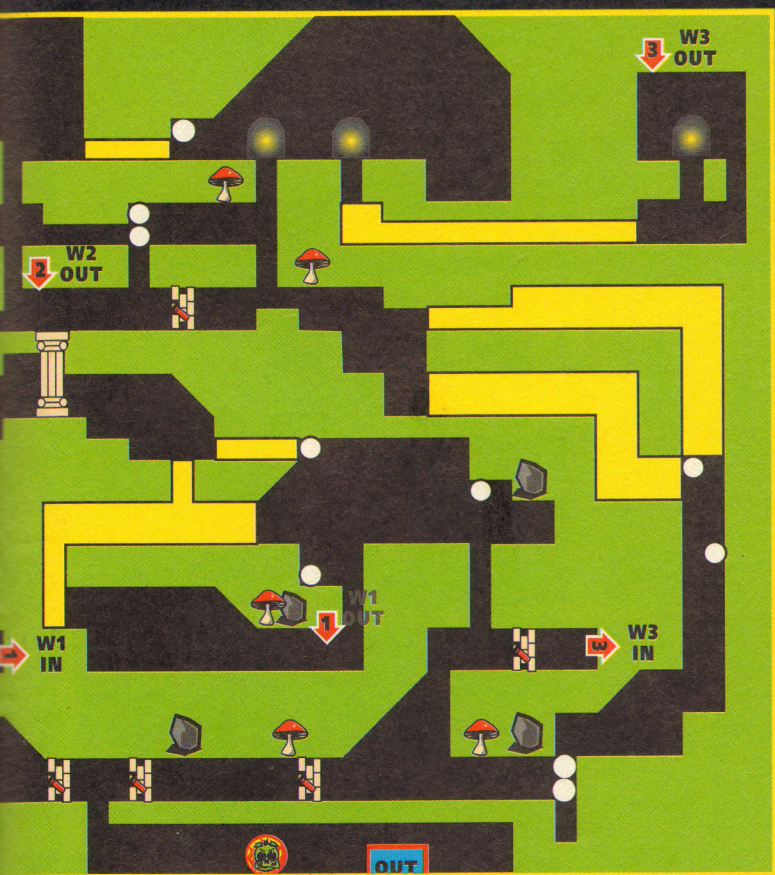


## KEY

- |                              |   |
|------------------------------|---|
| CLEAR SPACE OR CLIMBING WALL | WALL THAT CAN BE BLOWN UP                                     |
| DIGGING SAND                 | DRAGON  |
| SOLID ROCK                   | ROTATING SPIKES   |
| SECRET PILLAR                | LOOK FOR MATCHING NUMBERS TO SEE WHERE THE WARP WILL TAKE YOU |
| HIDDEN STONES                | LIFE PLUS IT'S ROUTE  |
| POWER-UP MUSHROOMS           | SLIPPERY ICE  |
| TRAP DOOR OR HIDDEN PASSAGE  |   |



# T. ROCK

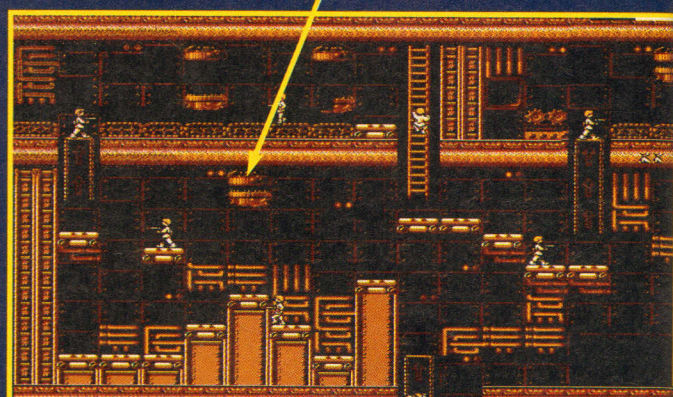
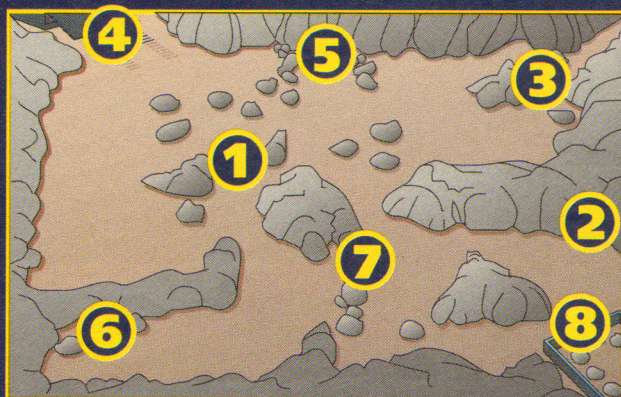




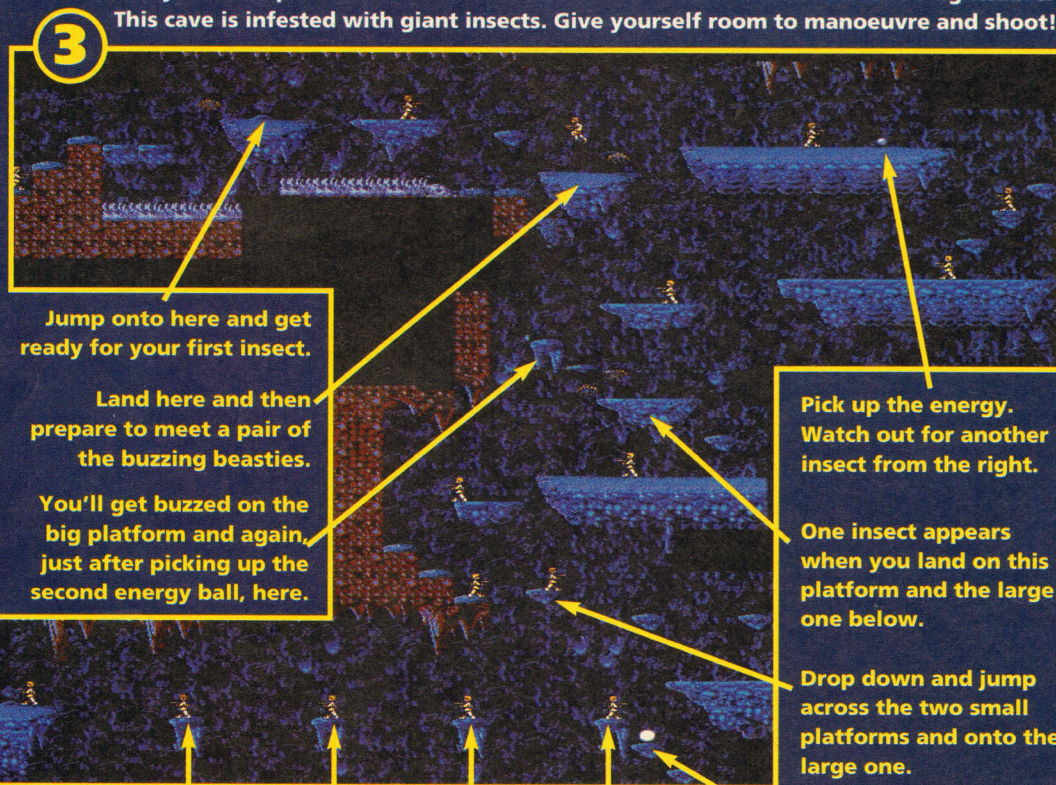
# STAR WARS

Avoid the crusher (just wait for it to rise again) then leap across. Jump vertically up the booster and land on top of it. When the crushers start to rise, jump on the conveyor and run right!

This is the shortest, most efficient way of completing the first part of Star Wars. Follow the map, complete the levels in number order, and we'll see you in Mos Eisley next month!

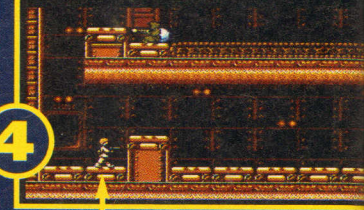


This is your next port of call – Ben's cave. Obi-Wan lives here and has Luke's lightsabre. This cave is infested with giant insects. Give yourself room to manoeuvre and shoot!



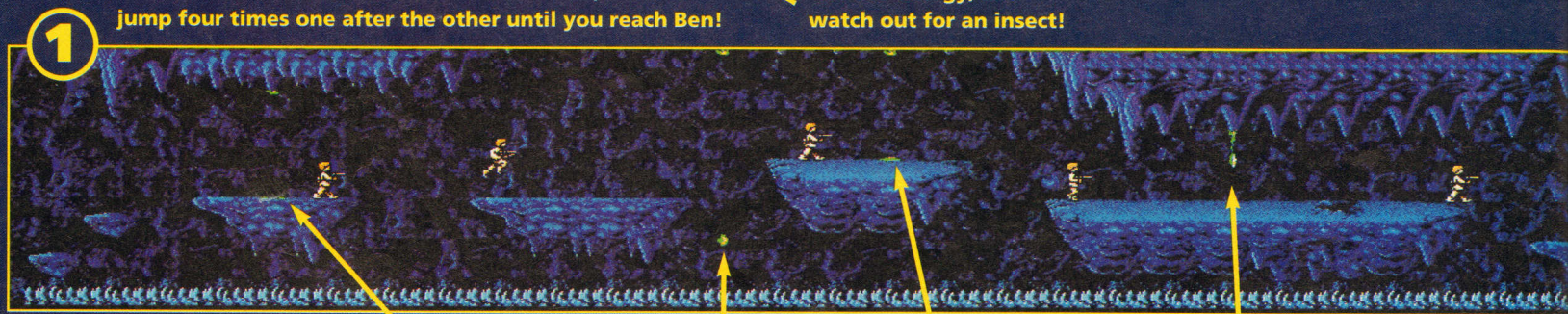
Leap the gap and then get boosted up and over the tall bit on the left.

Last stop: the Sandcrawler with R2-D2. Let's go and get the little tin geek!



Here's a good tip: hold down B and start running. Jump over the three lumps, jump just after the third lump (to clear the Jawa) and then straight underneath the crusher. Lovely! Climb

This next bit is one manoeuvre: hold down B, run and jump four times one after the other until you reach Ben!



Your landspeeder takes you straight to this first cave. Luke's blaster lies at the end and dead useful it is too.

Either wait for the acid drips to dissolve away, or jump over them as they land.

Time the next jump so that you don't collide with the acid, mid-leap.

Avoid the acid, then run straight off the platform – you'll land safely on the one below.

Walk past once the acid pool has disappeared. Then run straight off the platform again – DON'T jump.

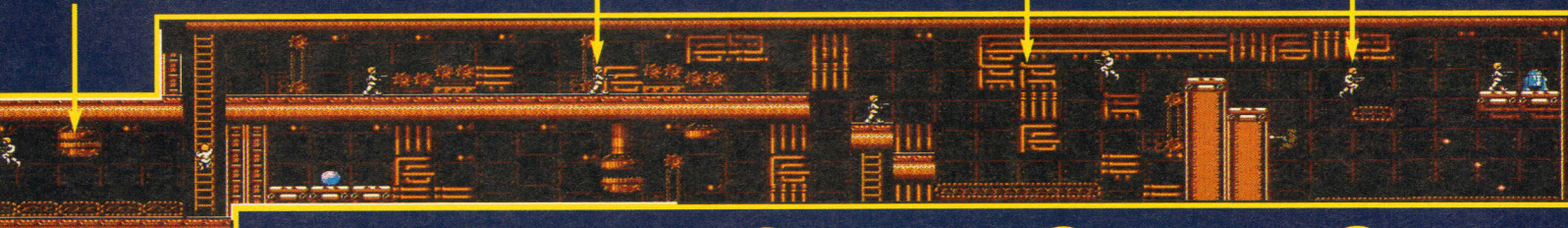


Climb down the ladder and move right to the booster. Do the same again: up, land, wait then run past the crushers!

Another boring bit. Walk along the platform. Gosh!

Drop down onto the conveyor, run right and jump up onto the pillar (there's a secret booster here).

Finally, jump across to the small conveyor and get ready to jump again immediately. Land next to R2-D2 and that's yer lot!



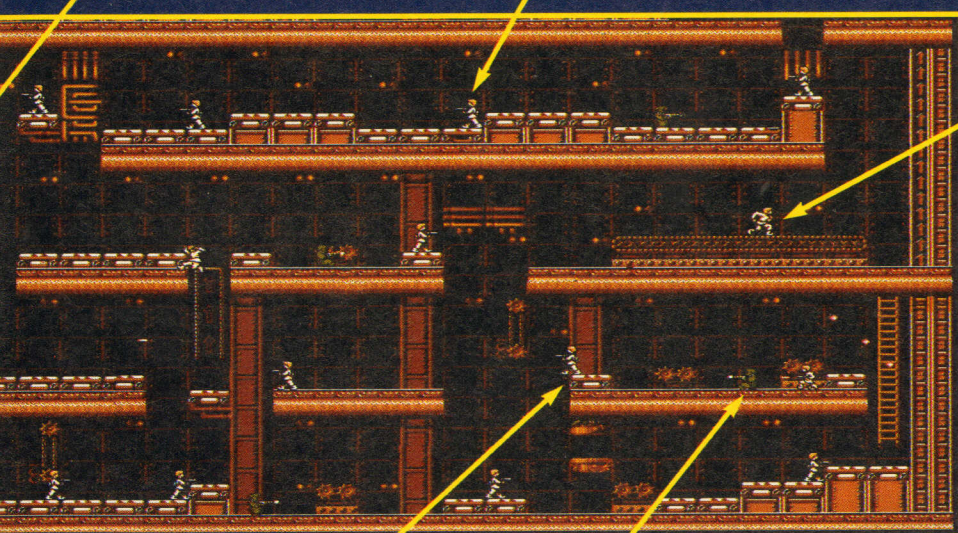
When you jump across onto the conveyor, get ready to jump again onto the steps (otherwise you're carried off the right edge).

**5** Rock Hound's Lair – another good place for a shield, but without energy power-ups. Boring bit! Jump over the two lumps. That's it, really.

**6** Tusken Cave – filled with Luke-murdering Tusken Raiders, a 1-up and a shield.

**7** Raider's Camp – if you want to risk life and limb for one measly shield, go here.

**8** Mos Eisley – Tatooine's scummy space-port and next month's Tactix section!



Run along the conveyor, then jump up (using the booster) and land to the left of the lump. Kneel and waste that Jawa, pronto!

With a decent blaster at your side, you can now stock up on shields for the Millennium Falcon's flight through the asteroids field. You will need to enter and re-enter this cave five or six times. Don't worry too much about the crawlers: they are slow-moving and can either be shot, or simply jumped over!

**2**



To clear the first gap, you need to start a run-up, then jump onto the small lump on the left edge of the platform, then jump again.

Hop across the little gap and then jump up using the booster. Land on top of the booster, and kill the Jawa.

To beat the Jawa, stay at the top of the ladder until he's fired. Then jump off, kneel and fire. Use this system whenever you have to get past one of the weirdos.

Shoot this crawler before jumping across.

Wait for crawler no. 2 to move right then drop down and left. Get energy and shield.

Be careful not to jump on this crawler. Walk off the edge of the platform, pull left slightly then land on the platform below.

Pick up the energy ball. Watch out for the next crawler – either blast him or jump over him. Drop down.



These little jumps are dead tricky. Use the 'A' jump alone and take your time.

You have to jump onto the left edge of this platform to avoid the acid.

Watch the last few acid drops, then drop down and pick up the blaster!

Wait here for crawly-bum to move right, then step off the platform, kneel and waste that squirmer!

Stand here and keep firing until the last crawler is dead. Jump over, pick up the energy and do it again.



# Q&A

**If you have any gaming questions or answers to other reader's queries, send it all to: TOTAL Tactix, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW**

## Old folks home

**Dear TOTAL**

As a pair of old wrinklies, you can imagine how impressed our NES fanatic sons were when we completed the first five levels of Boulder Dash with incredible ease (well almost!). This was before you printed the pass codes by the way.

However, weeks have passed and Volcano World has finally beaten us. We have failed to solve any of the towns on this level.

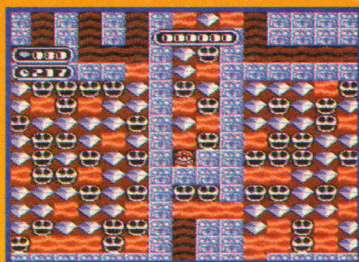
Please, please, please have you any tips which could help? The situation is becoming desperate. Our family is being neglected!

**Ceri and Keith Morgan,**  
Ammanford.

**Dear Ceri and Keith**

Sorry you hopeless old crones, I haven't got a clue. When I received your letter I had a quick bash at Volcano World and realised it would take me several weeks. We can only hope and pray that one of our delightful (and probably younger) readers can help you out.

**STEVE**



**1 Collect the balloon and float back under the platform for a key. Easy, this one.**



**3 Watch out for this chap in the pipe. Clonk him on the head and go down for a key.**

## Heading

**Dear Steve and Andy,**

I've bought a Super NES and I think that SMB4 is brilliant. I have one little problem. Please can you tell me how to get out of the forest of illusion (not taking the star road) to the end of level castle. Pleeese help me as it's cracking me up! Thank you.

**Dale Annable,** Barrow-in-Furness

Um, over to you Steve. **ANDY**

These tips should put you on the right road. **STEVE**



## Super Mario Brothers 1 - Simon Robinson 0

**Dear Steve and Andy,**

Please could you tell me how to complete the last world on Super Mario Bros 1. I once got up to the very last level and saw a big gap. Very foolishly I did a running jump and fell in the gap. While I was in

the middle of the jump I saw a moving platform. I thought 'Oh no, my joypad hand has cocked everything up again!' so please, please help me.

**Simon Robinson,** Wadworth, Doncaster

**Dear Simon,**

Mmmm, we've heard from a lot of people who are having trouble with the final world on this aged classic. So if anyone knows the game back to front or like the back of their hand (either will do) send us everything you know about world eight.

**ANDY**

## Missing Link

**Dear TOTAL**

I have been stuck on The Adventure Of Link for ages because I can't find the hammer to break the road blocks which cover caves and paths. Since you have completed the game I am very much hoping you two can tell me where it is. Please, please, please help me.

**Kris Greeber,** Middlesex

**Dear Kris**

Who told you we'd finished Zelda 2? Well, it wasn't strictly true. We spend all our time producing magazines to be able to play through such a vast adventure. Still, with any luck, some other TOTALite out there might be able to help you out. How about it guys? Send us the info and you could win yourselves some goodies.

**STEVE**

## Telos another one

**Dear TOTAL,**

In the May issue in Q&A George Austin from Portsmouth wanted to know how to beat Telos on Rad Gravity. The password for the end of Telos when you have to fight Agathos is 9T4P2 MD1V7 C1CZ5 VFT9V

To defeat Agathos you have to dodge his fire and when he opens his mouth fire a bomb at it. This will eventually kill him.

**Richard Higgins,** Norwich, Norfolk

## Palace puzzler

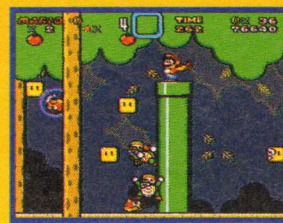
**Dear Thicky and Steve**

I'm writing in reply to John Oldham about the NES game Adventure Of Link. John completed the first palace and must have got the candle then killed himself and saved the game. Then he did the third palace, must have got the raft, killed himself and saved the game. So all John has to do to complete the second palace is get the handy glove to break blocks and go out of the palace and you will have completed it.

**Chris Langman,** Craven Arms



**2 This underwater wall isn't solid! Walk left and you'll pass through to a key room.**



**4 Go down this very last green pipe (the final gate is just on the right) for a key room.**

**Dear Chris,**

Well, did anyone understand any of that? Hopefully it meant something to poor old John Oldham. And I don't know if this will be of any help but apparently this game is very rigid in design and so you have to complete the palaces in order. Instead of trying palaces one, three then two, try doing one, two, three and so on. Obvious!

If anyone out there has a complete solution to Zelda, why not send it in? We'll pay handsomely (probably).

**ANDY**



# NOW THE POWER 2 FIGHT BACK...

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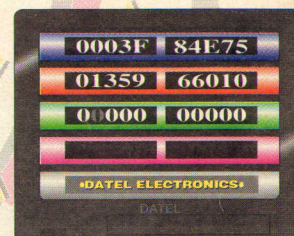
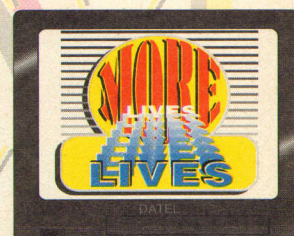
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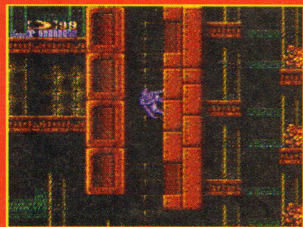


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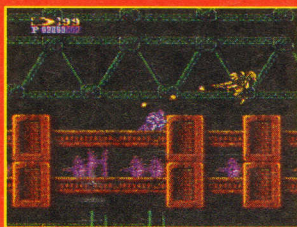
Sigh... many of your Bat-solutions left a lot to be desired. Fortunately, Gavin Trent of Swansea came up trumps with his superb maps and tips so he gets a whole host of Batman stuff (videos and the like). If you take time to provide good tips, you'll be handsomely rewarded, so cut the crap and send some quality.

## 1 Level 1.2



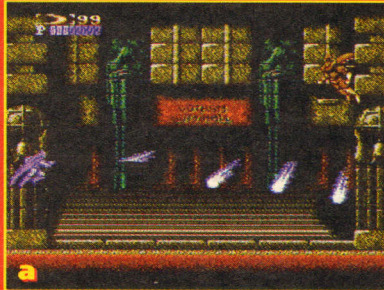
Here's a quick short cut. Instead of going right and having to cope with those nasties, go up here.

## 2 Level 1.2

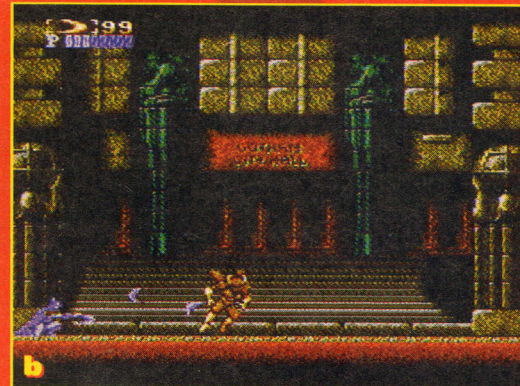


Use a few boomerangs to get past these flying fiends. Duck behind the walls for protection.

## 3 Level 1.3



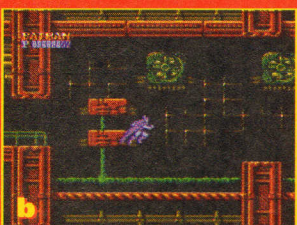
To defeat the guardian stay left and avoid the fireballs. Then...



## 4 Level 2.1

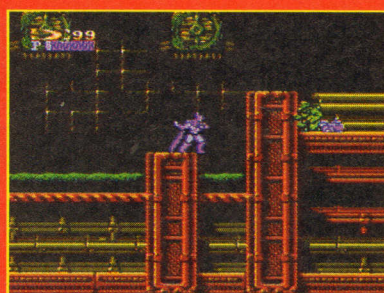


This chemical sludge will do you in and the low ceiling prevents you doing a normal jump over it.



So drop off the right edge, cling to the side of the lower block then jump right to clear it.

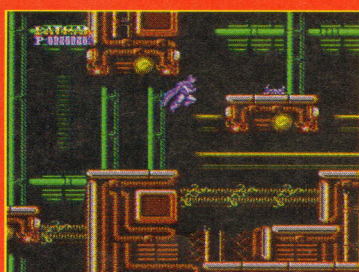
## 5 Level 2.1



That looks nasty, but boomerang the green guy through the wall first and it's not too bad.

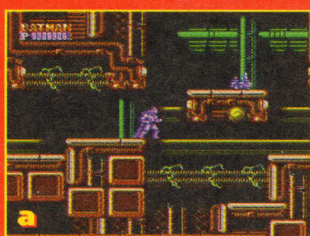
... When he dives down to floor level, hit him with a few boomerangs and he'll fly back up to the top. Repeat the process and in no time at all you'll have defeated him. Easy!

## 7 Level 2.2

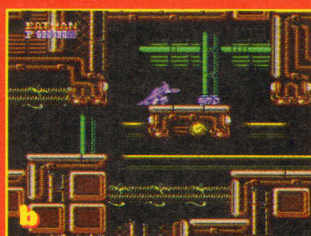


These homing time bombs can be troublesome. With this one just leap up, drop back down and it should go off safely.

## 8 Level 2.2

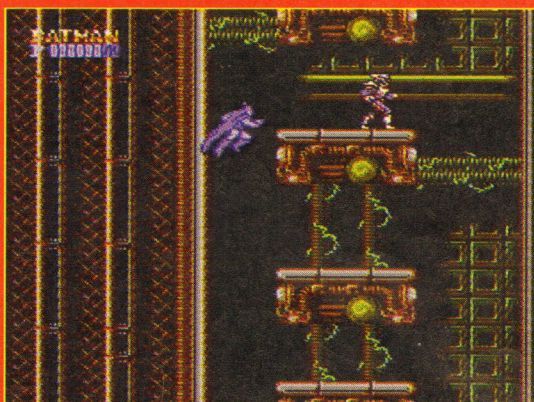


Oh dear! Timing is the key here. Wait until the spiky thing is moving away from you (select punch option).



Then jump diagonally up onto the platform and crouch and punch like mad to destroy the beast.

## 9 Level 2.2



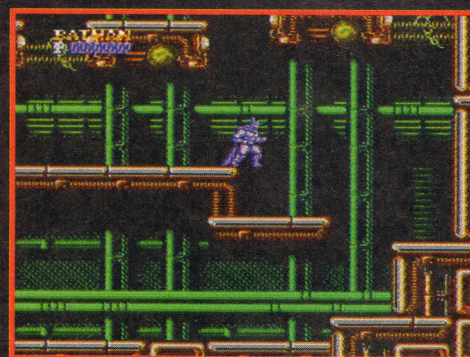
On vertical sections, jump when the enemies walk away and cling-jump from the bottom of platforms or you'll hit the electrified ceilings.

## 10 Level 2.3

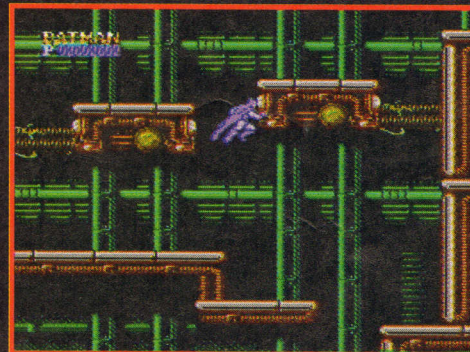


Try to get past this bomb dropper without destroying it and you'll lose an awful lot of energy. Instead jump and boomerang it several times. It takes quite a while but it *will* disappear.

## 6 Level 2.2



Those green ceiling-sections are electrified and if you go left there's a whole series of them to get in your way. But don't worry, you don't need to suffer any tricky jumps at all...



See? If you position yourself to the very right of the top step then jump up left, you can cling-jump your way up through the gap. Remember to look out for short-cuts like this throughout the game, there are quite a few of them.



## 11 Level 2.3



**a** Ignore the gimp up the top, just go underneath and head for the hole.

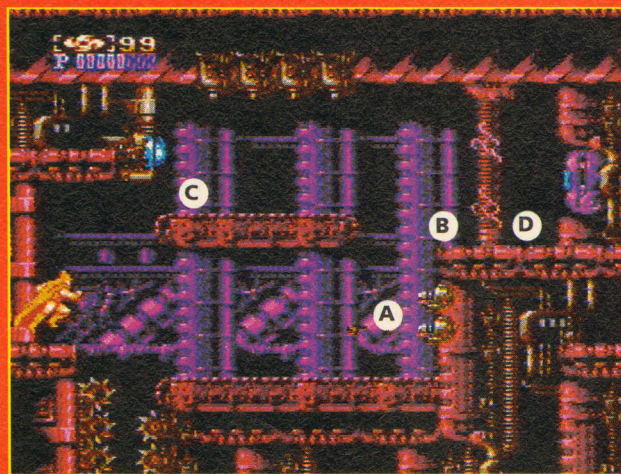


**b** Do a little jump so you drop down the hole safely. Now go left.



**c** Carry on left instead of down, 'cos it's much easier and much safer.

## 12 Level 2.4



Run across to A avoiding the gun shots and punch out the gun turrets. Move to point B and, if you have lots of ammo, use your dirk on the 'eye' on the left. If not you'll have to go over to point C (avoiding the lasers) and punch it out. Now move to point D. Crouch to avoid the gun blast then leap and punch to defeat the boss.

## 13 Level 3.1



**a** Approach leaper and boomerang him as he leaps back and forth.

## 14 Level 3.1



**b** Jump between bombs then immediately jump up to avoid blast.

## 15 Level 3.1



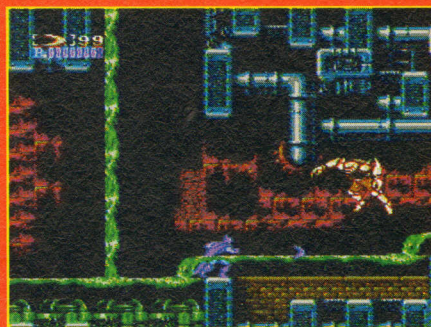
**c** To avoid the underwater rotors, cling jump left to the pipe then right.

## 16 Level 3.2



Drop down from those platforms above and move right slightly to avoid the bomb. Jump to avoid blast.

## 17 Level 3.2



Drop down and move right to avoid rotors. Kill leaper as before by moving left and right beneath him and firing.

## 18 Level 3.3



Leap in amongst the bombs then leap straight back out so they detonate safely. Now move right and punch the spiky thing. Ta da!

## 20 Level 3.3



You don't have to kill this bomb dropper. Stand here, wait for a bomb to explode then peg it right.

## 19 Level 3.3



**a** Edge left but don't go any further than this. Use your dirk against this spiky droid. Now you can move left.



**b** With the droid out of the way you're free to crouch then jump and boomerang this thing into oblivion.

## 21 Level 3.3

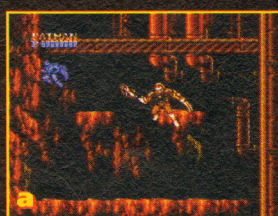


**a** Just in case you get confused at this point, the way forward is up. Just cling-jump a lot.



**b** Don't cuddle the bad guy like this. Cling-jump up level with him and use boomerangs. Repeat.

## 22 Level 3.4



**a** Stand on the left hand platform. When the baddie leaps, cling to the left wall then jump back.



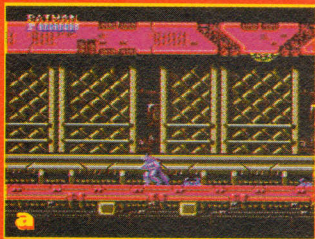
**b** Wait on the platform again and when the Boss leaps, punch him a bit. Now turn around.



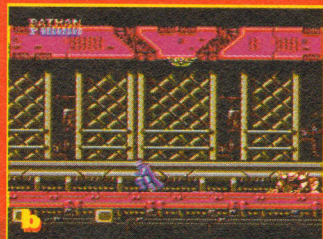
**c** As he leaps right, punch him some more. Keep repeating this sequence until the blighter dies.



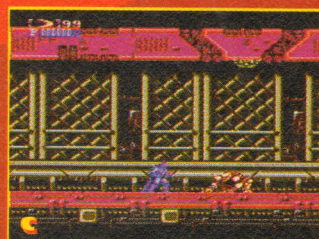
## 23 Level 4.1



Edge right until the moving bomb starts rushing towards you. RUN AWAY!

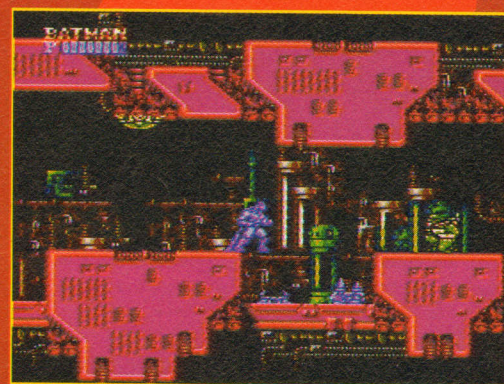


Now that's gone, go right to lure the leaper and dodge the bomb dropper.



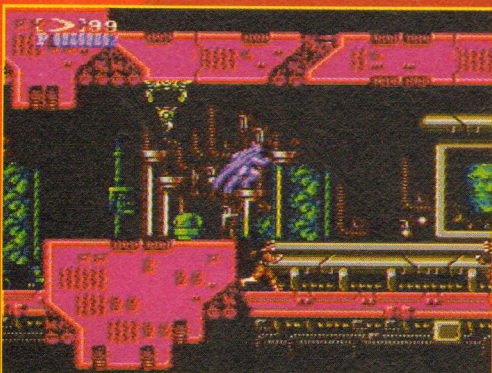
Once out of the bomb dropper's way, kill the leaper by shooting left and

## 24 Level 4.1



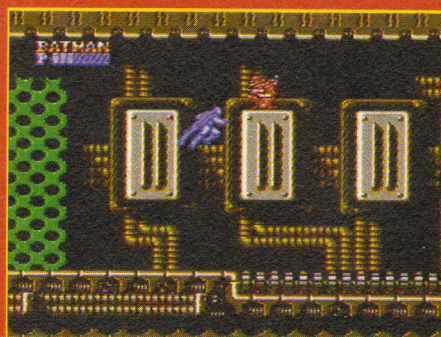
Boomerang the green guy first. When the spiky thing moves over the bomb, jump down into the gap then jump up right fast.

## 25 Level 4.1



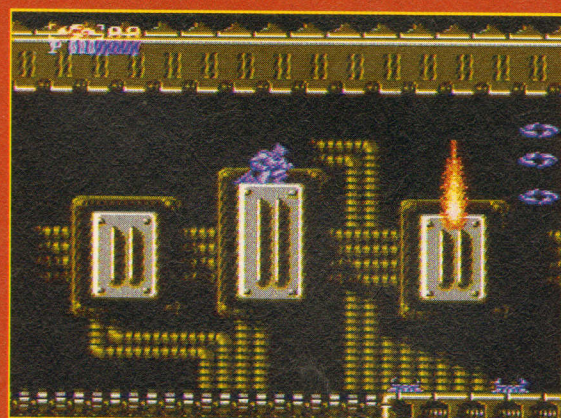
You don't wanna waste your time shooting things. No, you want to just make a mad dash towards the right avoiding it all. Easy!

## 26 Level 4.2



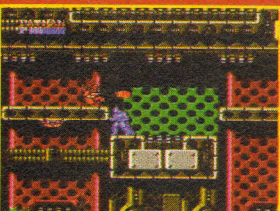
From the bottom, cling-jump to the left, then right about half way up, then left again on to the left-hand platform so you can boomerang the red guy.

## 27 Level 4.2



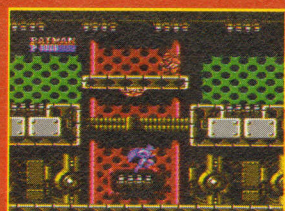
Oh no, a spiky thing on top of the platform and some bombs down below. Still, all you need to do is dirk the spiky thing and jump right. Simple!

## 28 Level 4.2



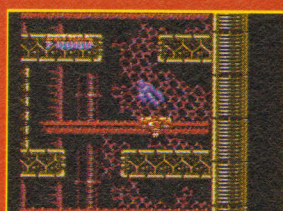
Jump those cogs in the middle there and when the red guy stops firing jump up and punch him.

## 29 Level 4.2



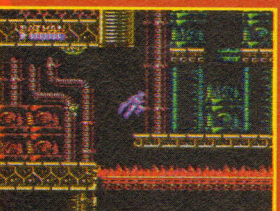
This is tricky. You may have to lose a little energy. Cling jump to the left then jump right.

## 30 Level 4.3



As soon as you appear at the top of this shaft, drop down and move left to avoid all hazards.

## 32 Level 4.3



Don't mess with that bomb dropper, just run through and jump right.

## 33 Level 4.3



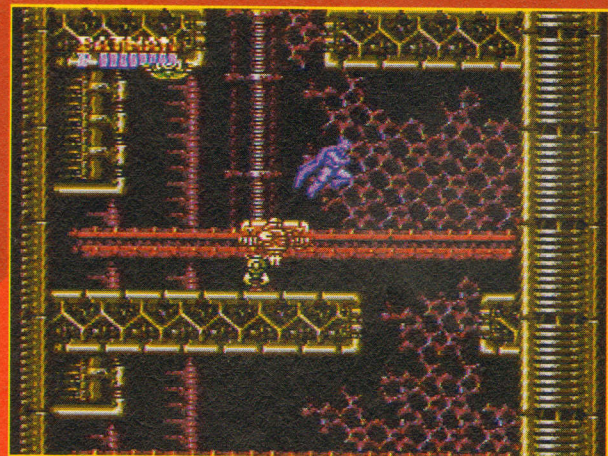
Big jump right, then crouch. When the green guy stops firing, punch.

## 34 Level 4.3



As soon as the streamer stops, cling-jump right, then left, then right.

## 31 Level 4.3



Again, do this quickly. If you hesitate you'll get hit. Drop down and move right to avoid everything.

## 35 Level 4.3



Use the dirk to destroy that spiky thing over there. You'll see why in a bit...



Now drop down and do a small jump across to the second platform. Cling-jump up to the top.



Instead of going around the bottom, avoid that green guy by going up over the top, thus.



In between enemy shots, leap up a step and crouch. Once here, use boomerangs on him.



### 39 Level 4.3



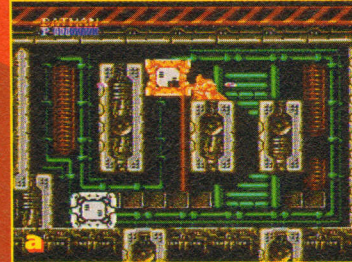
Cling-jump to the edge of the left platform, jump right, turn around in mid-air and boomerang the spiky thing.

### 40 Level 4.3

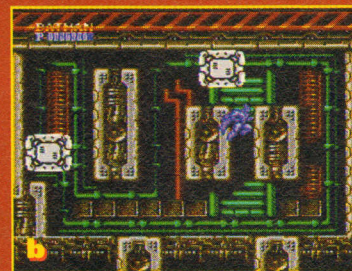


Again don't bother fighting the bomb dropper. Merely run straight past leaping over that bloke as you go.

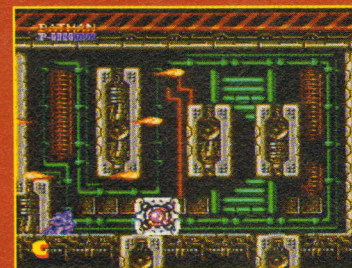
### 41 Level 4.4



Position yourself here, then when the big block thing comes up around the top, punch it a few times. Don't hang around too long though, Batty!

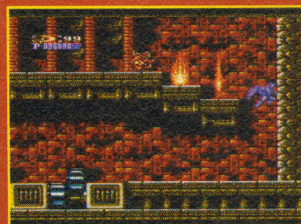


Instead drop down the middle to avoid getting blatted. When the block has passed by, cling-jump up through to the top and repeat the process.



When the last block zooms along the bottom and fires, position yourself here and use boomerangs when in range. Use the ledge if it comes too close.

### 42 Level 5.1



Cling-jump left, then jump right and turn around in mid-air and boomerang the thugs.

### 43 Level 5.1



To avoid the cogs, cling-jump here, then cling to the left wall further down before jumping right.

### 44 Level 5.1



Another bit that looks hard but isn't. Ignore both of these hazards and jump straight through.

### 45 Level 5.1



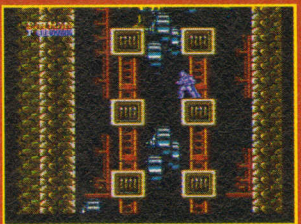
Cling-jump to the left, jump right, then turn around in mid air and...

### 46 Level 5.1



... Use some boomerangs. Sound familiar? You'll need this tactic a lot.

### 47 Level 5.1



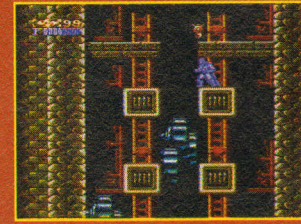
Drop and cling right in the middle, then jump left through the cogs.

### 48 Level 5.1



Kill this thing but watch you don't drop down too far after or it'll reappear.

### 49 Level 5.1



Drop off the edge here, cling to the right then jump left up through.

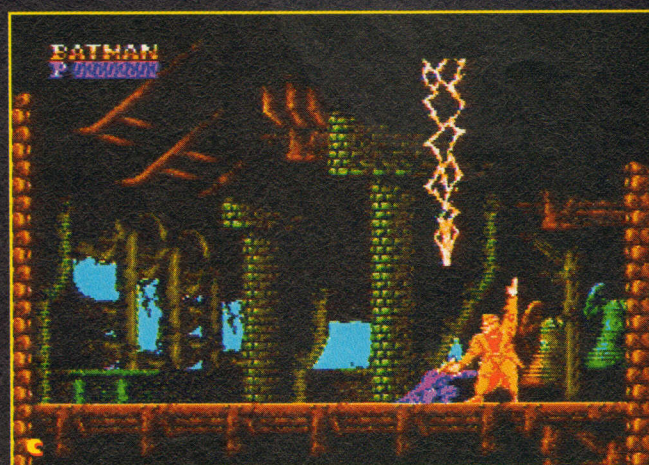
### 50 Level 5.2



Keep to the left and jump his fireballs as he moves left and right across the screen.



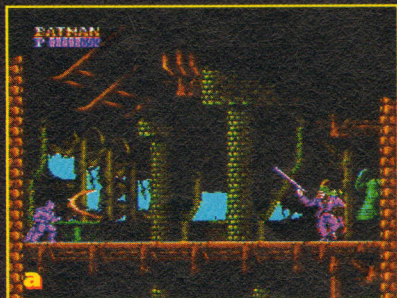
When he comes within range, let fly with your boomerangs. Simple as that really.



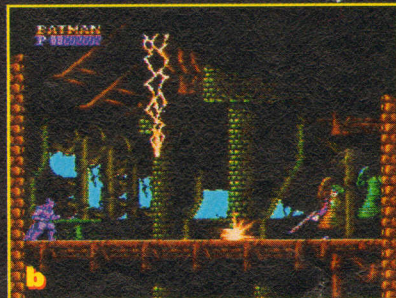
Run up to the fiend and punch him lots. When the lightning starts again move left to avoid it, then get back in there and punch some more. Repeat this until he's dead.

And so it was that the people of Gotham could sleep safely in their beds.  
'Cheers Batters!' they cried in unison.

### 51 Level 5.3



Don't stand there, jump when the Joker shoots at you, but stay left.



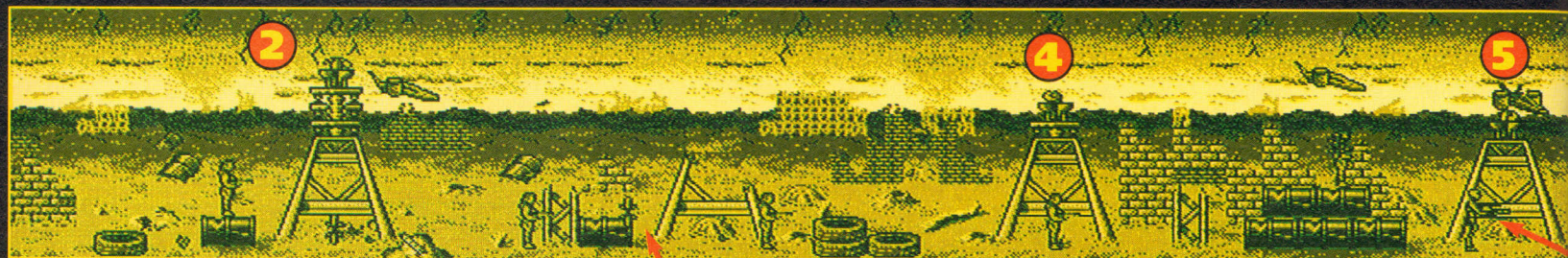
When he sets off his lightning thing, stay left until it stops. Then...



Now before you say 'Is that all?' let me assure you that this is the *complete* solution to Terminator 2. It's actually quite an easy game when it's all laid out in front of you like this. A guy (or girl?) called Mo who lives in Pinner gets some goodies for helping us out.

# TERMINATOR 2

## Level One

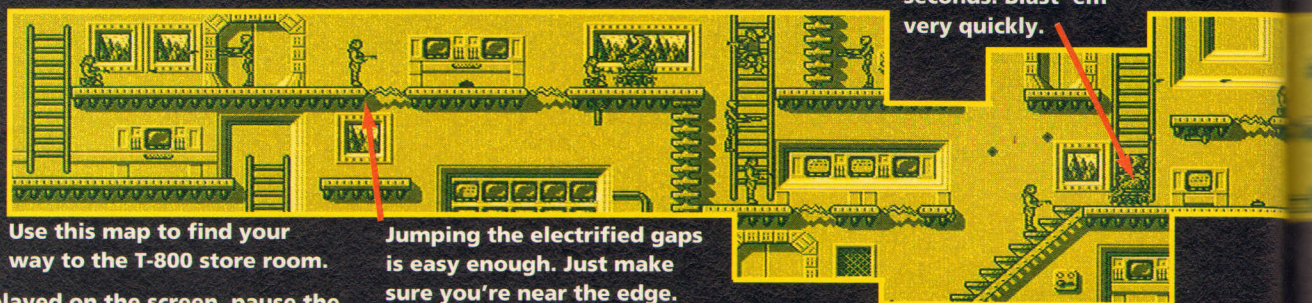


To complete the level you need to destroy the towers in descending order of height (that's tallest first). Check out the circled numbers to see the correct order.

The flying machines drop these bombs. Either jump over them or wait until they have exploded.

Get touched by these and you die in seconds. Blast 'em very quickly.

## Level Two

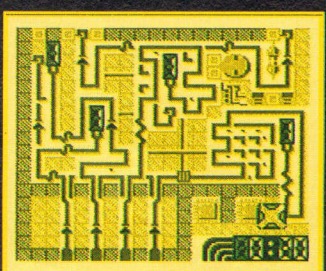
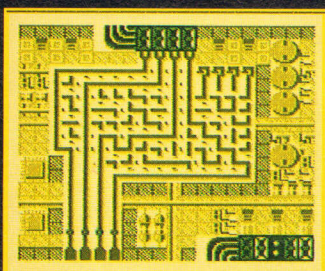
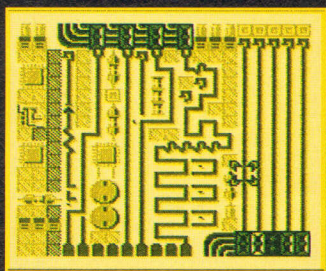
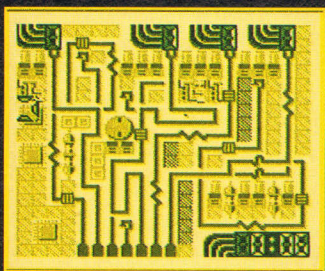
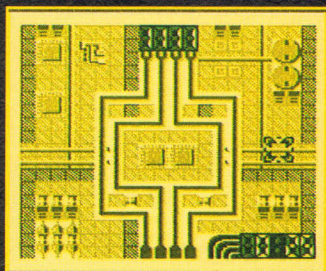
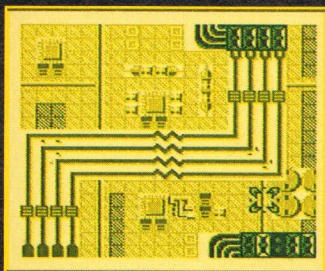


Use this map to find your way to the T-800 store room.

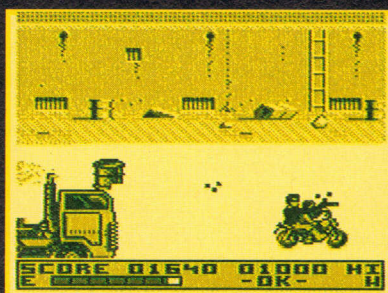
Jumping the electrified gaps is easy enough. Just make sure you're near the edge.

## Level Three

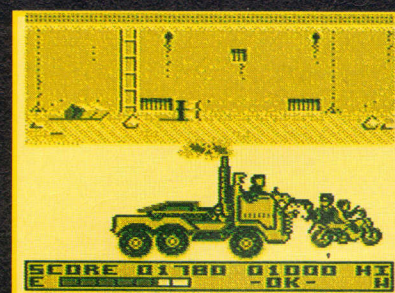
When one of the circuits is displayed on the screen, pause the game and study the relevant diagram below. Study one track at a time and when you're sure you know where it goes, unpause the game and do it. Then pause again and study the next track. If you need to study the actual Game Boy screen remember that holding SELECT slows the timer down.



## Level Four

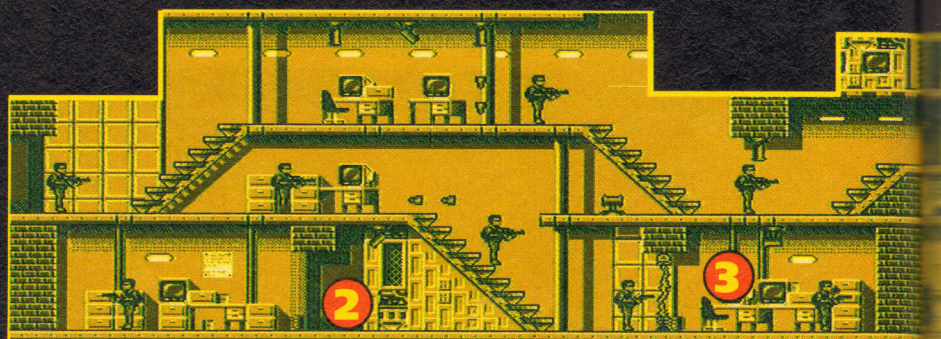


Right then, hang about in the bottom right hand corner (like in the picture) and shoot forwards to destroy any debris that appears.



As soon as the T-1000's truck gets near enough to shoot at, shoot at it. And keep on shooting until it eventually explodes (it's easy).

## Level Five



You'll probably lose a fair bit of energy on this level because the ceiling-mounted cannons are pretty much unavoidable most of the time. Just progress gradually and you'll get through. The numbered circles show the



# MINATOR 2



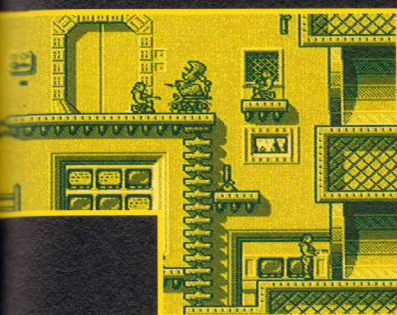
Don't let these guys touch you. As soon as they appear, blast the blighters.

Don't eat the tyres. Even with a thin coating of mayonnaise they'll give you horrendous indigestion.

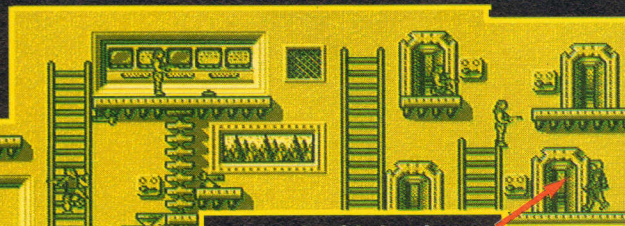
A mine. Don't tread on it!

An electrified barrier which disappears when you've destroyed all the towers.

Jump and shoot this boss several times to destroy it. Jump his shots.

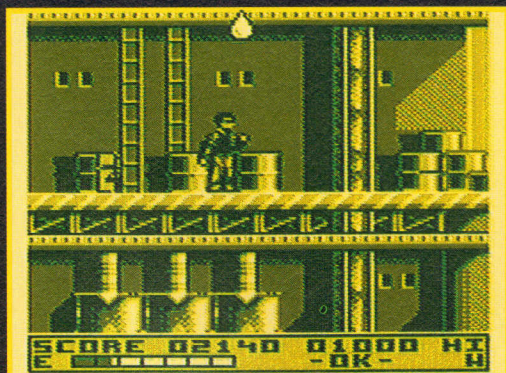


This tunnel is filled with mines. You can't jump over them 'cos of the ceiling. If you're low on energy here, it'll be tough.

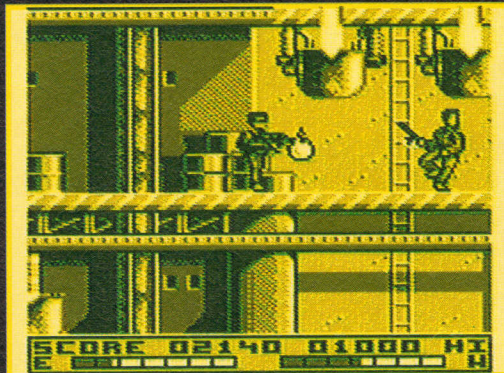


Here it is, this is what you're after, this is the door, go through it quick, go on - go, go, go!

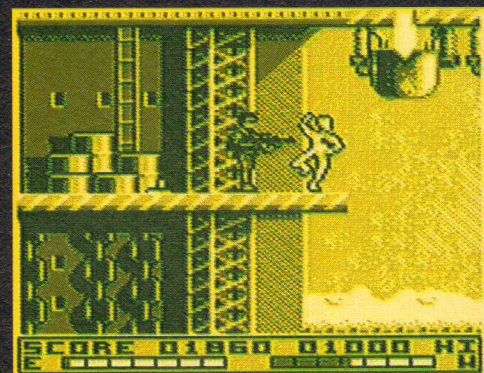
## Level Six



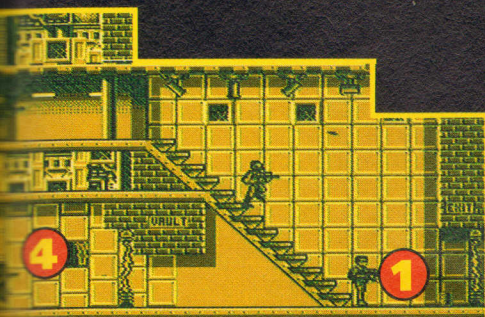
Wait here for a few seconds and a power up appears to your left - go and get it. More will appear a bit later on in the level so keep an eye out for them. Now move right for your first assault on the T-100.



Right, keep blasting the blighter to make him move backwards and don't let up or he'll move towards you a bit losing any ground you'd already made. If any more power ups appear get 'em.



If you run out of ammo, start punching the T-100 towards the vat of molten metal. Watch out for his return punches though. It's best to get in a few hits then step back. Repeat this until he plummets.



order in which you should collect the three pass keys and finally the T-800 arm. Good luck guys!

## Please Sir, can I have some more?

Okay so T2 was fairly easy to put together but there's no way we can give you the biggest, brightest and best tips section on the planet if we have to do it all by ourselves. No, instead we'd like you to send us loads and loads of good quality tips. And better still, why not give us complete solutions with maps 'n'

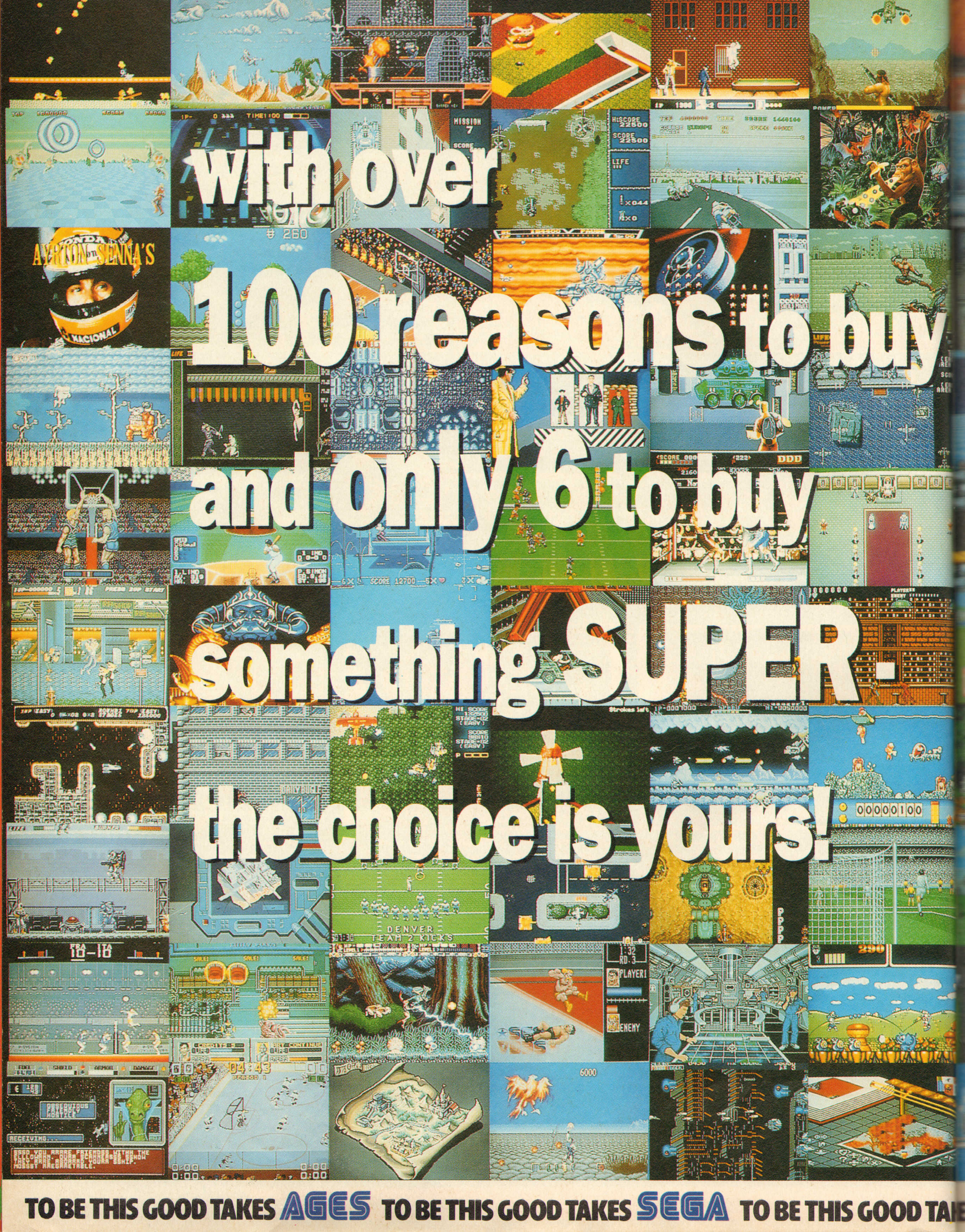


stuff? All tips printed will win a TOTAL T-shirt and badge and those few who try the hardest will get a whole bundle of goodies. Send your stuff to:

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Future Publishing,  
30 Monmouth Street,  
Bath, Avon BA1 2BW**

And remember, if you send solutions in, make sure the text is readable and the maps are well-drawn or we'll just sling 'em in the bin. Ha!





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# something MEGA

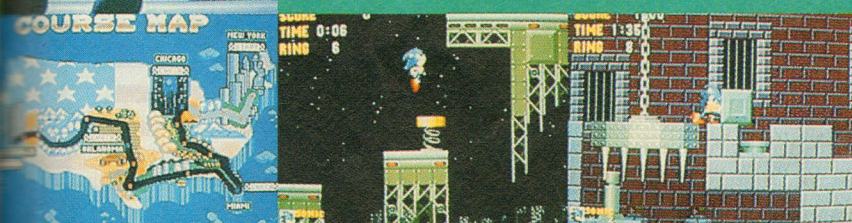
The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between now and the end of the year. There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!



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# SEGA

AGES TO BE THIS GOOD TAKES SEGA



# TOTAL RECALL

The definitive guide to Nintendo games (and what we think of them)

**Bigger than Euro-Disney! More packed than a sardine tin! More useful than a dozen sets of tyre levers! Curvier than Dannii Minogue's bottom! Squintier than Christian Slater's eyes! Smellier than a large bag of... er, here's Total Recall!**



The other day I asked Stevie J if being known as Misery Guts bothered him. His reply was as clear and succinct as ever 'Bog off you vegetable'. In honour of his highly intelligent answer, this month's NES games are veggie rated

# NES

- ★ Parsnips
- ★★ Swede
- ★★★ Sprouts
- ★★★★ Broccoli
- ★★★★★ Petit Pois

## A Boy And His Blob Nintendo/Absolute Ent' 1 player £35

OK, so there's some good, original ideas, tidy backdrops and neat animation, but that's about it. There's only two levels, lots of wandering around and not much action. All in all, pretty slow and pretty dull.

★★

## Batman Sunsoft 1 player £45

Grab your mother's tights and let's go. 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.

★★★★

## Battle Of Olympus

Nintendo/Imagineer  
1 player £35



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!

★★★★★

## 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. All in all this must surely be the worst Zapper game ever created.

★

## Blades Of Steel

Konami/Palcom  
2 player £35



Okay so the graphics aren't that brilliant, and there are annoying in-between 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 going for months with its icy action.

★★★★

## Blue Shadow

Taito  
1-2 player £35

A platform hack 'em up which has slickness forcing its way out of every pore. Amazing graphics and a huge amount of varied enemies and backdrops. There's also a simultaneous two-player option, but experienced gamers will find it easy.

★★★★

## Bubble Bobble

Taito  
1-2 players £30

This age-old classic has 226 levels of the most frantic, addictive platform action that

## Boulder Dash

First Star Software  
1-2 players £30

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!

★★★★★



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. 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 £35

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

A prehistoric platformer which looks good but plays bad. The backgrounds are gorgeous and

the end-of-level dinosaurs are massive. Still, it might look like one of the best games ever but it's spoiled 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. 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 (if a bit easy)!

★★★★

## 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.

★★★

## Dragon's Lair

Elite

1 player £35



Dragon's Lair features lots of intriguing puzzle elements unlike the laser disc arcade version. 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 and clay pigeon shooting. All very well if you get it free with the Action Set but don't buy it separately.

★

## Duck Tales

Capcom

1 player £45

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! Levels are too big and it's frustrating and annoying.

★★★

## Donkey Kong Classics

Nintendo

1 player £25

Features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the arcade originals but both games are looking a bit old.

★★★

## 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!

★★★★

## Ghostbusters II

HAL Laboratory Inc

1 player £35

Some decent graphics and a nice variety of opponents adorn this scrolling blast and suck 'em up, but it's easy and goes on a bit.

★★★

## Gremlins II

Sunsoft

1 player £50(!)

Fiendishly challenging platform shoot 'em up which is viewed from above. It looks great, plays great, but let's face it, 50 quid is too much.

★★★

## Goal!

Jaleco

1-2 players £40

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

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. 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.

★★

## 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 £30

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 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 £30

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 £35

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 humorous, the puzzles are ingenious and you get to control several characters at once. Shame about the price though.

★★★★

## Marble Madness

Milton Bradley/Rare

1-2 players £40

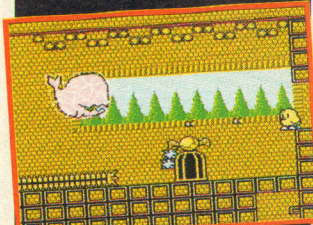
What a shame! While this is an excellent graphic conversion of the ageing arcade classic, that's about it! There are only six levels which are all pretty easy. Only real fans will get a kick out of this.

★★★

## New Zealand Story

Ocean

1-2 players £40



A stunning arcade conversion from Ocean. Tiki Kiwi leaps and floats around platform-filled levels riddled with nasties, and just wait until you see the guardians. Blinkin' fab!

★★★★★

## Mission Impossible

Palcom

1 player £40

Your mission is to wander around foreign cities, doing lots of spy-type things like shooting and forging security passes. If you persevere, there's plenty of fun to be had.

★★★

## Power Blade

Taito

1 player £35

Despite some rip-roaring sound effects and impressive-looking beasts, this game's a bit of a doddle. You'll get all the way 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 it's old, it's as frantic a shooter as you could ever wish for.

★★

## Rainbow Islands

Ocean

1-2 players £40



Oh my word, Ocean have done it again. Like New Zealand Story, they've produced an almost faultless conversion of an all-time favourite platform game. This is wonderful.

★★★★★

## Rescue-The Embassy Mission

Kemco

1 player £30

A great idea - you have to maneuver SAS men into an embassy besieged by terrorists. Sniping, absailing, and lots of tip-toeing but boy is it dull.

★★

## 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.

★★★

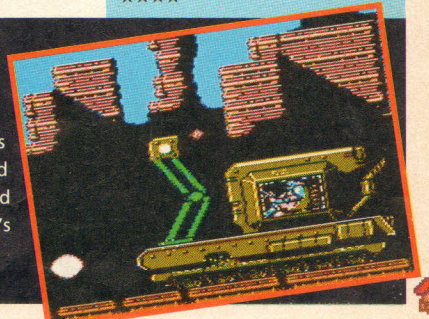
## Roller Games

Konami

1 player £40

A 21st century street sport with a good mix of hazard-jumping and people-punching to keep you coming back for more. Not brilliant but fun nevertheless.

★★★★





### Shadow Gate

Kemco

1 player £50

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

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 this a beat 'em up to avoid... unless you're beat 'em up mad.

★★

### The Simpsons - Bart Vs The Space Mutants

Acclaim

1 player £40

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 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. 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 £30



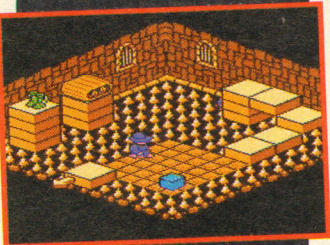
A cracking 3D, scrolly collect 'em up-type game with two slithery snakes, Rattle and Roll. Simultaneous two-player action is the real hook, as the dynamic duo explore 11 levels of the prettiest graphics you ever did see. If you play your NES with a chum, club together and treat yourselves.

★★★★★

### Solstice

Nintendo/Software Creations

1 player £35



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 Warship

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

It's mainly a platform shoot 'em up with a few spaceshippy bits thrown in. The graphics are wonderful and you can play as Luke or one of his buddies. But the price is a joke.

★★★★

### Super Mario Bros. II

Nintendo

1 player £40

More varied than SMB but not as good as SMB3. Not quite the Mario we all know and love but your collection wouldn't be complete without it.

★★★★

### Super Mario Bros 3

Nintendo

1-2 players £40

The greatest, the ultimate, the champ, la crème de la crème, la pièce 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.

★★★★★

### Time Lord

Milton Bradley/Rare

1 player £35

Five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea but the game is just put together sooo badly. How shall we put it? Blinkin' awful.

★★

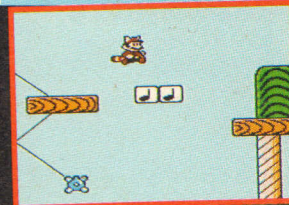
### Top Gun - The Second Mission

Konami

1-2 players £40

Jump in 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 too hard to be fun.

★★★★



### Swords And Serpents

Acclaim

1-4 players £35

Adventuring for four people. Choose your own party of adventurers and head off to the dungeons to slay the evil serpent. A great role-player.

★★★★

### 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.

★★★★

### Terminator 2

LJN Ltd

1 player £40

An OK little game which sticks close to the movie plot. Mostly platform beat 'em up action, but there's also a motorcycling bit to break up the boredom.

★★★★

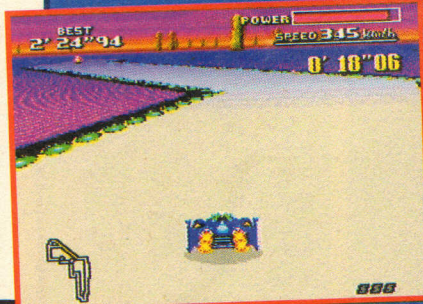
### The Bugs Bunny Birthday Blowout

Kemco/Seika

1 player £45

A platform game with jerky scrolling, crap graphics, yawn-somely-repetitive levels and a bonus game that awards up to 50 lives. Oh dear.

★



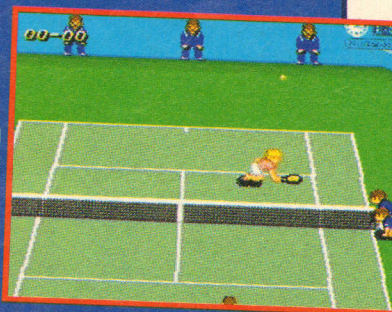
### Super Tennis

Nintendo

1-2 players £40

The basic, functional graphics hide a complex and unbelievably realistic game underneath. Heaps of moves but you'll pick them up in no time. Play it once and you're hooked. Buy it!

★★★★★



### Trog

Acclaim

1-2 players £30

Trog is 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

You 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

The graphics are a bit crude, but there's plenty of action and tantalising clues. It has its flaws, but there's more variety than the original Zelda.

★★★★

## SUPER NES

Well looky here! At last the SNES takes its place in Total Recall. Hurrah!

### F-Zero

Nintendo

1 player £40

This futuristic racing game has to be seen to be believed. There are 15 courses over three leagues and the super fast mode 7 graphics are just phenomenal. Wow!

★★★★★



# GAME BOY

After calling Thick a vegetable, he compared my head to a shining dome atop a cathedral, hence my domed building-related ratings.

- ★ An Igloo
- ★★ Brighton Pavillion
- ★★★ The Taj Mahal
- ★★★★ The Silver Dome USA
- ★★★★★ St Basils, Moscow

## Asteroids

### Accolade

1-2 players £22

Those who are old enough to remember this classic arcade game shouldn't get too excited. This isn't the simple but compulsive shoot 'em up we all knew and loved. Rock blasting just isn't the same on the Game Boy.

★★

## 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

A cutesy little adventure involving a balloon chase. Alice has to rescue her dippy bruv who has drifted off attached to the end of a string of balloons. Excellent hazard dodging fun.

★★★★

## 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!

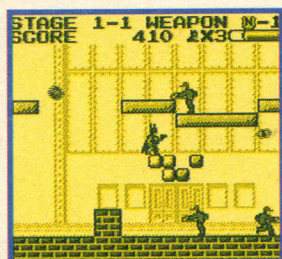
★★★★★



## 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.

★★★★★

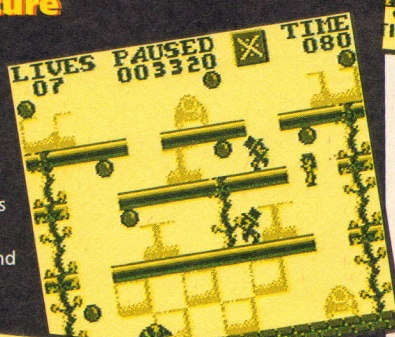
## Bill And Ted's Excellent Game Boy Adventure

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!

★★★★★



All Game Boy games are fab. True or false? Er, false actually. The Game Boy does have more brilliant games than any other hand-held but there are also a few stinkers to avoid. If you're buying a game, check out Total Recall.

## 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

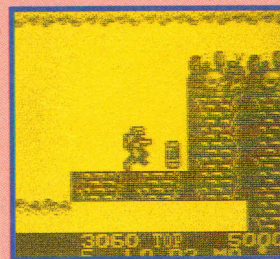
Honey Bunny (Bugs's gal) is being held prisoner, and Bugs must collect all the carrots on the 80 levels in order to rescue her. Unfortunately, level 80 is much the same as level one.

★★

## Burai Fighter

### Nintendo

1-2 player £22



Beautifully structured, eight-way scrolling shoot 'em up. It's

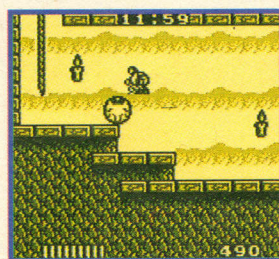
got loads of neat power-ups and three difficulty levels, so it'll last a good while.

★★★★

## Castlevania Adventure

Konami

1 player £25



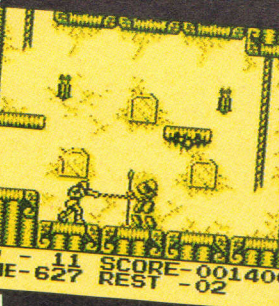
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! Gorgeous graphics and sprite animation and detailed backdrops make it a real treat.

★★★★

## Castlevania II

Konami

1 player £25



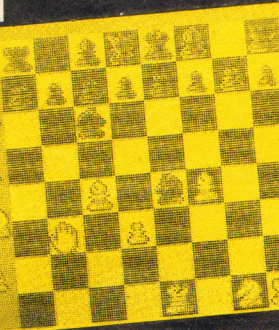
An excellent follow-up to an excellent game. The graphics are even better than those in Castlevania Adventure and there's a brilliant level select option. Big and beautiful.

★★★★★

## 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 (it has digitised speech) and plays a mean game. The only chess game you'll ever need.

★★★★★

## 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.

★★★

## 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

Dragon's Lair features some of the best Game Boy graphics you'll ever see, although the detail makes it hard to see at times. This brilliant platform puzzler is incredibly hard but still dead playable.

★★★★★



## Dr Franken

Nintendo  
1-2 players £20



Highly detailed graphics but very little blur. This beautiful platform adventure takes place in an enormous castle (over 200 screens) and it's brilliant.

★★★★★

## 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.

★★

## Daedalian Opus

Nintendo  
1 player £25 (Grey Import)

Fitting irregular-shaped tiles into a box is all very challenging but it quickly gets boring. Puzzle freaks 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 mazy 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.

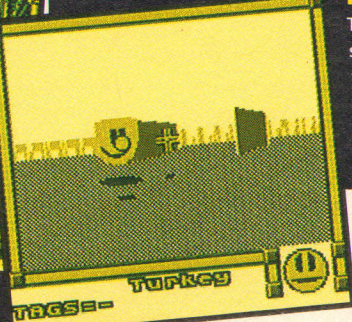
★★★

## Faceball 2000

Jaleco  
1 player £25

This mazy-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 nifty jumping-and-blasting gameplay, there's a role play element here, so you have to use your brain as well as your reflexes. Loads of variety, challenge good looks.

★★★

maze-wandering a right old pain in the neck. Tragic!

★★★

## Ghostbusters 2

Activision/HAL Laboratory  
1 player £25

Control two 'busters as they wander around a series of haunted houses, freezing and collecting ghosts. The gameplay is really slick, and controlling two characters at once makes it different and very challenging. Busting does indeed make you feel good.

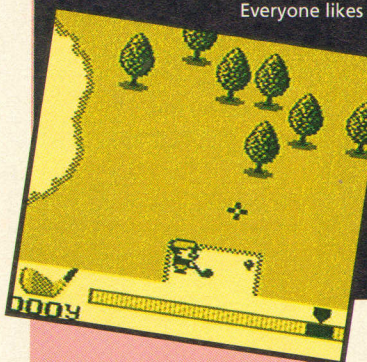
★★★★

## 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.

★★★★★



## Gremlins 2

Sunsoft  
1 player £25

Loads of fun as you guide Gizmo through level after level of platforms and traps. Tough, but well worth the aggro.

★★★★

## 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.

★

## Hunt For Red October

High Tech Expressions  
1-2 players £25

Loads of levels in this underwater shoot 'em up, but they're all very similar and bear no resemblance to the film.

★★

## 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.

★★★★★

## Ishido

Nexoft  
1-2 players £20 (Grey Import)

This is a tarted-up Game Boy version of a centuries-old and rather puzzling board game. The tile-placing gameplay is fun for a while but there's not enough variety to keep you playing and playing.

★★★

## King Of The Zoo

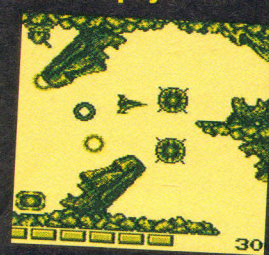
Nintendo  
1-2 players £20

This wacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. Simple but fun.

★★★★

## 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 blasters then add this to your collection immediately.

★★★★★

## Nintendo World Cup

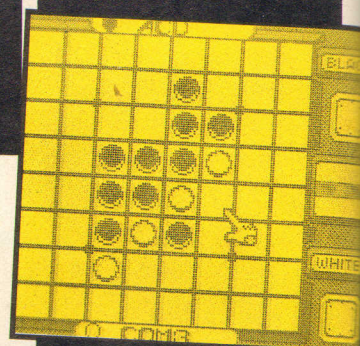
Nintendo  
1-2 players £20

This is more odd-ball than football. The graphics are, er, interesting but the gameplay is sadly lacking. Real footy fans could try Kick Off instead.

★★★

## 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!

★★★★★

## 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. The puzzles are frustratingly fiendish but it's so playable 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 but this is really showing its age quite badly now.

★★

## Navy Seals

Ocean  
1 player £25

This mission is a run along and shoot 'em up, with a bit of leaping around platforms as well. The blasting gameplay is good enough and the characters are big and bold. Nice one.

★★★★

## Paperboy

Nintendo  
1-2 players £20

Deliver your papers by dodging angry customers, whirlwinds, and loony skateboarders. This game picks up lots of fans, dunno why, it's as dull as the Sunday Times.

★★★

## Qix

Nintendo  
1-2 players £20

This version is a faithful reproduction of the steam-driven original. Guide a ship around the screen filling it up as you go. Weird but worth a look.

★★★★



## Radar Mission

Nintendo  
1-2 players £20

There's really not much you can say about this. It's just like that old pen 'n' paper war game, Battleships. Hmmm.  
★★

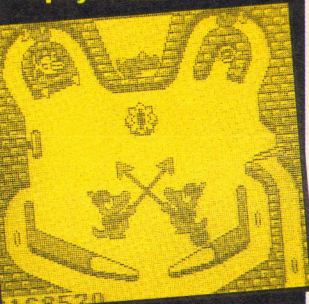
## The Rescue Of Princess Blobette

Nintendo  
1 player £25

Poor old Boy and his Blob turn up again on the Game Boy and, to be honest, it's 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. There's plenty of frantic blasting and power-up collecting to be done and even though it's nothing new, it's still a superb game.  
★★★★★

## Side Pocket

Data East

1-2 players £25

Anyone who's into real pool will be really miffed about this. The two player option is all right but American rules and the 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 fab game.  
★★★★

## Sneaky Snakes

Tradewest

1-2 players £25

The 2D version of Snake Rattle 'n' Roll on the NES. Sadly, the lack of a third dimension makes this one really dull and not a little frustrating.  
★★

## Solar Striker

Nintendo

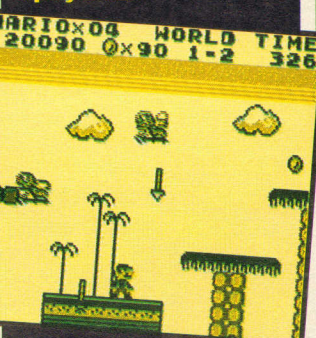
1 player £20

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? It's great fun for four players but if you're 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 superb with a range of shots made with a flick of the joypad. Practical visuals and faultless gameplay. Great!  
★★★★★

## Terminator 2

Nintendo

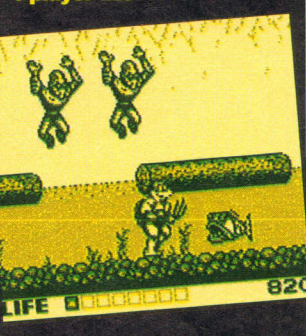
1-2 players £20

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 neat game with spiffy graphics which are very different on each and every level. It's a pity all film tie-ins aren't as slick as this!  
★★★★

## Turtles - Fall Of The Foot Clan

Konami

1 player £25



This is a cracking beat 'em up, especially for Turtle fans. 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.  
★★★★★

## Turrican

Accolade

1 player £25

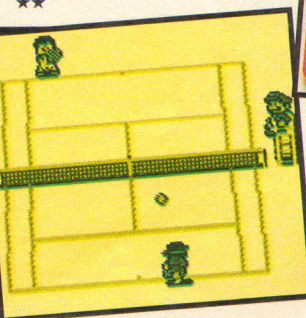
A massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen but it suffers on the Game Boy. Still slick though.  
★★★★

## WWF Superstars

Ljn Ltd

1-2 players £25

The graphics are big and beautiful and there are heaps of really neat moves but like the NES version it's far too easy. The two-player mode is pretty good fun for wrestle fans but even then, the gameplay isn't all that strong.  
★★



# 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 clunky - there are definitely better sticks to spend your money on.  
★★★

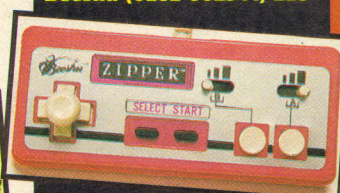
## Beeshu Zinger

Euromax (0262 602541) £17

Not only does this one look disgusting, it's unresponsive and feels as if it's going to break apart in your hands. Best left well alone methinks.  
★

## 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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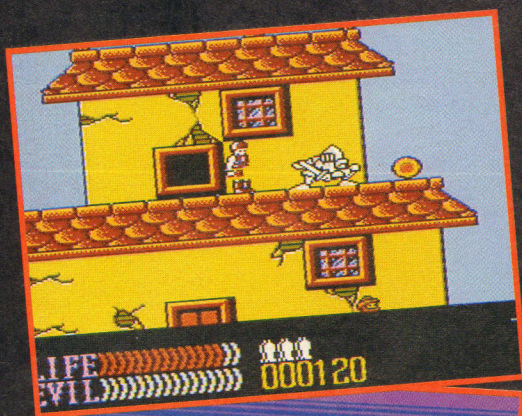
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# NEXT MONTH

Oh dear. Sorry guys, but it looks like there's going to be another awfully drab and dull issue of **TOTAL** next month as well. If you can be bothered to buy it, we'll have...



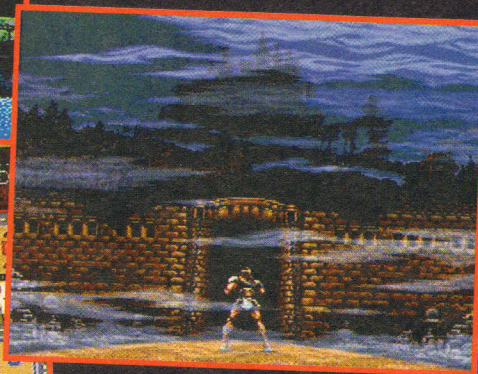
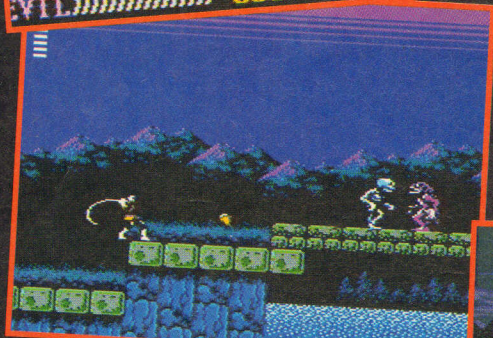
## On the Game Boy

Classics ahoy! Missile Command and Centipede hit the green screen, along with Q-Bert, Solomon's Club, Super Hunchback, Burger Time Deluxe and... ooh... lots more! **By!**



## On the NES

The latest instalment of the Wizards And Warriors story gets a look-in, and we'll have Jackie Chan Kung Fu, Totally Rad, Galaxy 5000, Die Hard plus Castlevania I and II. **The!**



## On the Super NES

The next two officially released SNES titles are Castlevania IV and Sim City - and we'll be reviewing their socks off. Japanese Super Famicom owners can also look forward to our first grey import reviews. Which games? Sorry, but you'll just have to wait and see! **Gods!**

**AND! We're giving away 12 brill LaserScopes! We'll have yet another invisible joystick round-up, a mammothly massive tips section and tons more! TOTAL 7 - on sale Thursday 18th June. All being well.**

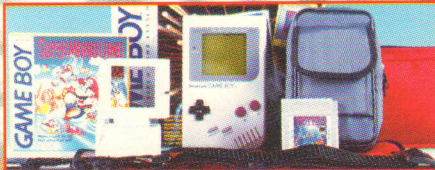
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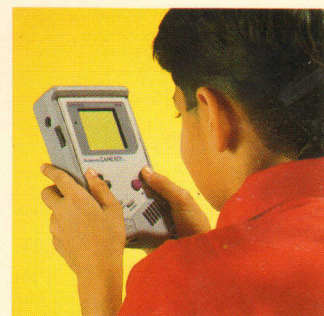
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