TOTAL!

100% FOR PLAYERS OF NINTENDO

- Game Boy
- NES
- Super NES

A totally independent mag from Future Publishing

July 1992
Issue 7 £1.95



GET YER WHIPS OUT!

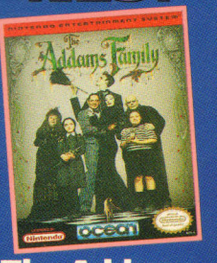
We delve into the Castlevania saga on NES and SNES – read our reviews before you lash out!

GAME BOY!



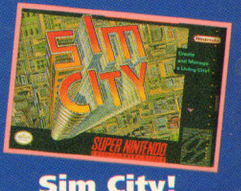
Super Hunchback!
The Addams Family, Centipede, Q*Bert

NES!



The Addams Family!
Die Hard, Jackie Chan Kung Fu, Wizards And Warriors III, Hunt For Red October

SUPER NES!



Sim City!
Super Off Road, The Rocketeer

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TOTAL!

100% FOR ALL PLAYERS OF NINTENDO

- NES
- Game Boy
- Super NES

Issue 7 July 1992

GO!

TOTAL TALK

6

News this month of SNES universal adapters and the Super Scope; previews of SNES and NES games; and a sneaky peek at last month's CES Show in Chicago!



NES TACTIC GB TIP SNES TACTIC

TOTAL TACTIX!

58

More fabbo tips! Super Mario World tips for the SNES, more Star Wars stuff on NES and Duck Tales on GB.

TOTAL RECALL!

72

It's that time again. This is the section where we list every single game we've ever reviewed and give them all a star rating. Why? Well, because the last thing we want you to do is cough up £30 odd on a pile of old cack. Before you buy anything read this.

LETTERS

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Your questions about all things Nintendo answered with uninspiring authority by those two gimps below.

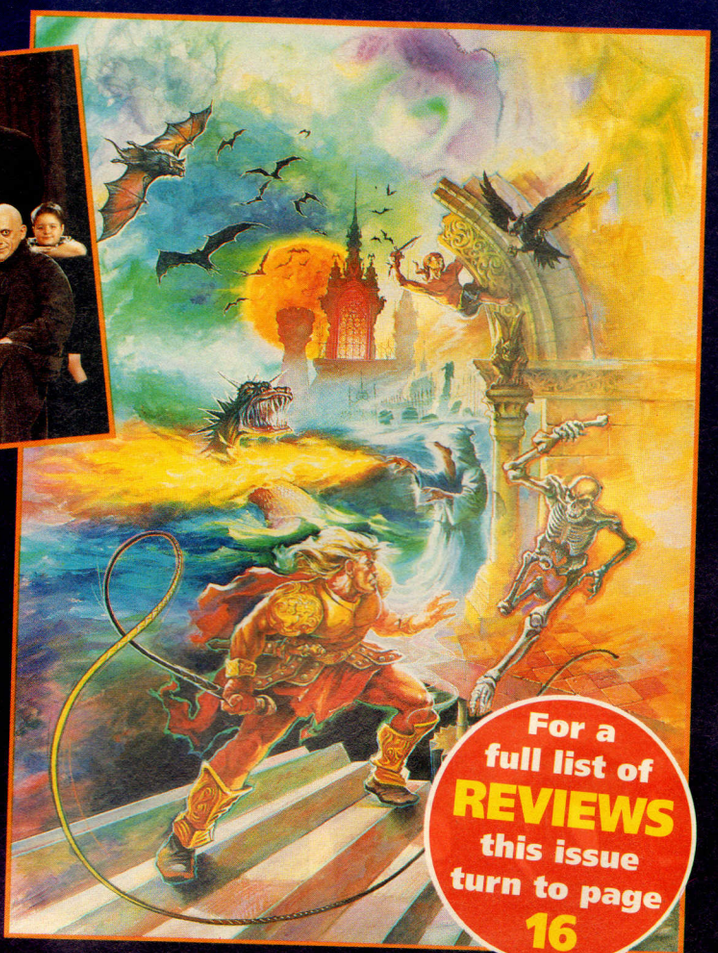




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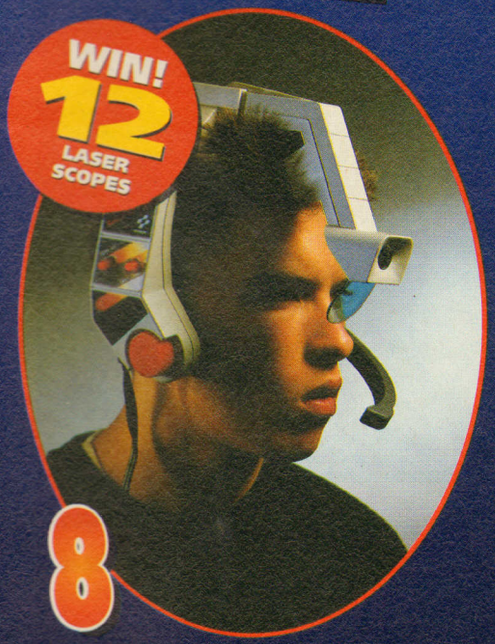
REVIEWS!

The Castlevania sagas on NES and SNES, the brill Super Hunchback and Solomon's Club on the Game Boy, Die Hard on the NES, and The Addams Family on both NES and Game Boy. Phwoar! Packed to the flippin' hilt or what?



For a full list of REVIEWS this issue turn to page 16

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ZOWEE! 12 LaserScopes up for grabs!

You can look like a chopper pilot too if you win one of our LaserScopes! Not!

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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TOTAL team
Someone has to be held responsible for this rag every month. And it's all down to this criminally untalented bunch of people. Guilty, m'lud.

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Printed in the UK so there!



Huzzah! It's the Super NES Winners!

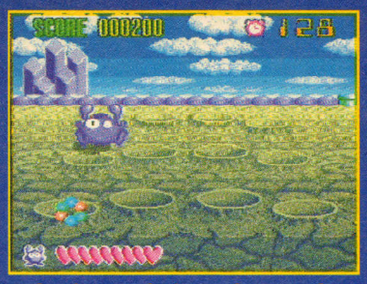
These are the winners of the 50 Super NESs from Issue 5. The answers were A: Super Tennis, B: Rescue:The Embassy Mission and C: Asteroids. Quick, quick, better start looking for your name.

Stuart Rollinson, Caithness; Phil Broughton, Staines; Mark Greenfield, Mitcham; Mark Carnduff, Sheerness; Mark Tattersall, Doncaster; Andrew Smith, Leigh On Sea; Daniel Gallucci, Torworth; Gavin Bonnie, Banstead; Andrew Tolley, Southend; Maira Curbie, Hounslow; Mark Turner, Norwich; Andrew Hollingworth, Slough; Simon Stanley, Biggleswade; Douglas Siebert, Winchmore Hill; Gavin Hayes, Addlestone; Gary Hunt, Nuneaton; Paul Baron, Langley; Lisa Davidson, B'ham; Lee Allison, Twickenham; Samantha Wells, Maldon; Daniel Minors, Loughborough; Craig Lewis, Gillingham; Piers Hemsley, Didcot; Rishi Sen, Thorton Heath; Lee Harvey, Wrexham; Andrew Harrison, Joseph Moore, Liverpool; Timothy Peacock, Finchampstead; Lee Adler, Leeds; Jerome Slater, Skegness; Kerry Rogers, Midsomer Norton; H.J.Davidson, B'ham; G. Herbert, Hursell; S.Waterbridge, Chelmsford; James Sorell, Rochford; Sally Isaacson, Sittingbourne; Lee Mattocks, Liverpool; Mick Wyatt, Gravesend; Scott Mandry, Balham, Matthew Titcombe, Swindon; Robin Hodges, Laleham; Caroline McGilravy, Worthing; Daniela Pead, Tillingham; Christopher Chapman, Wakefield; Danny Blight, Farnborough; James Skelton, Rickmansworth; Neil Archibald, Aberdeen; Paul Naisbitt, Ramsbottom; Gary Ingram, Wisbech; I. Pack, Southampton.

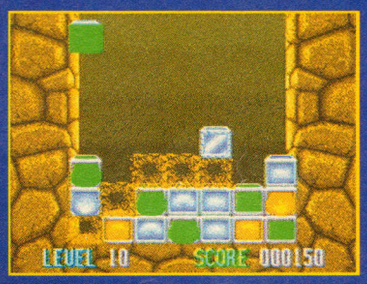
Big congrats to all you winners, but don't start ringing us yet – your Super Nintendo should be winging its way to you in the next couple of weeks.



The 16-bit version of the NES Zapper gun. It's big, it's bad, it's... well, not exactly beautiful. The apex of portable gaming technology – NOT!



Whack-a-mole in Mole Patrol!



Block-blamming in Blastris!

What a 'Scope! We zap it to you again!

Coming soon is the Super Scope – a cordless, bazooka-type light-gun thing for the SNES. It has six games bundled with it, including a light-gun version of Tetris, of all things. If you fancy having a massive hunk of plastic jammed against the side of your head in order to play some pretty dull looking target games you'd be advised to wait until we review it next ish.



Clever, eh? The UK cart goes in the side and the import game slots in the top. (Or is it the other way round?)

TOTAL

Turning Japanese...



Wanna play Japanese Super Famicom games? Try Datel's new Universal Adapter for size.

Just got your Super NES? Played Super Mario World to death and looking for a new challenge?

In that case, you'll probably be interested in the unofficial adapters that have appeared for the SNES that let you play American and Japanese imports. The snappily titled 'Universal Adapter' from Datel Electronics weighs in at £20 and we've had one in the TOTAL! office for the last few weeks.

We spoke to Mike Connors, Managing Director of Datel: "This is just a temporary situation," he said. "In a couple of months Nintendo will get up to speed and have as many UK SNES titles as there are abroad.

"Our adapter is just a short term solution – we made it as a dual adapter to get around that." Even if you aren't using grey import titles, Datel's device is still useful: it acts as a two-game adapter, so you can swap between two carts at the flick of a switch.

"We're also doing Nintendo a favour," continued Mike. " Some



The U-Force 'Power Field Controller': Stunning virtual reality NES controller – or sad piece of plastic?

Going round the U-bend

No, it's not a snack 'n' sandwich toaster – it's the U-Force controller, which works by sensing the position of your hands in front of and above the plastic screens. Honest.

It claims to be 'the most realistic, most responsive controller ever created.' Well, so far we've tried it with a load of games, and to be honest, we'd have had more control if we'd worn dark glasses, and boxing gloves and yodelled at the office NES instead.

This weird gizmo is available from Toys 'R' Us and costs £50. We'll have a full report next issue, so don't go and lash out *just* yet!



The decidedly odd U-Force comes with a range of equally hatstand accessories, like this handlebar controller thing.

TALK

people don't want to part with £150 for the SNES when there are so few titles for it. The availability of the adapter overcomes that resistance to buy."

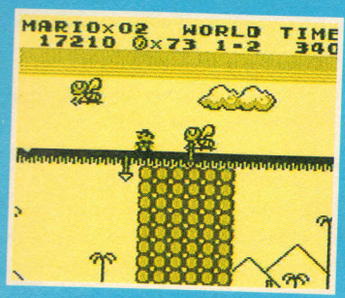
Game importers Console Concepts also have a similar adapter for sale, designed and built by Datel Electronics. Steve Lowe, top man at Console Concepts, reckons that "Nintendo keep a stranglehold on where and when games are released so that when a single title is released, they get bigger sales. There'll be a massive market for this adapter, as gamers here don't want to have to wait for Nintendo to release the games when they're already available in the US.

"If Nintendo released games in quantity and let us have them, then we wouldn't have to import them. We're just filling a demand."

Interested? Well tune in next month when we'll be testing and comparing all the new SNES adapters on the market!

Looky here! It's the Charts!

Game Boy Top Ten



1 **Super Mario Land**
TOTAL rating – **94%**

2 **Super Kick Off**
TOTAL rating – **77%**

3 **Bart Simpson**
TOTAL rating – **92%**

4 **Duck Tales**
TOTAL rating – **78%**

5 **Bugs Bunny Crazy Castle**
TOTAL rating – **43%**

6 **Golf**
TOTAL rating – **92%**

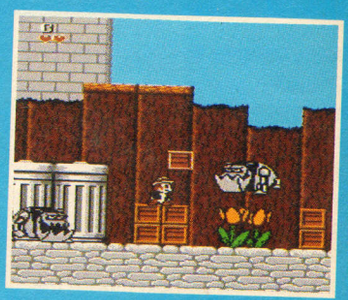
7 **WWF Superstars**
TOTAL rating – **49%**

8 **Robocop**
TOTAL rating – **74%**

9 **Tennis**
TOTAL rating – **95%**

10 **The Amazing Spiderman**
TOTAL rating – **68%**

NES Top Ten



1 **Rescue Rangers**
TOTAL rating – **81%**

2 **Super Mario Bros 3**
TOTAL rating – **98%**

3 **WWF Challenge**
TOTAL rating – **30%**

4 **Super Mario 2**
TOTAL rating – **79%**

5 **Donkey Kong Classics**
TOTAL rating – **50%**

6 **World Cup**
TOTAL rating – **Not reviewed**

7 **Track And Field 2**
TOTAL rating – **Not reviewed**

8 **Bart Simpson vs the Space Mutants**
TOTAL rating – **81%**

9 **Star Wars**
TOTAL rating – **88%**

10 **Mega Man 2**
TOTAL rating – **83%**

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP

Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

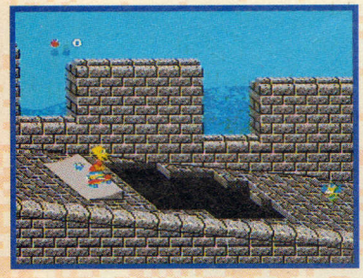
Coming soon!



The Addams Family (SNES)
Creepy, ooky, dooky, you know all that rubbish by now – yes it's the Addams Family, coming soon to the SNES. Initial plays promise a much better game than the other versions we reviewed in this issue.



Dragon's Lair (SNES)
Looking absolutely fab is this SNES game based on the characters from the famous laser-disc arcade game. It's a sprawling, multi-level plat-former, with stunning graphics and gorgeous animation.



Bart vs The World (NES)
The Simpsons' second outing on the NES is an arcade romp with loads of mini-games thrown in – sliding tile puzzles, quizzes, one-armed bandits, that sort of thing. It's interesting, but a bit easy, so it could be one for your kid brother or sister. Review next month for sure, dudes.



Krusty's Fun House (SNES)
Here's yet another Simpsons game, this time on the SNES, and featuring Bart's hero, Krusty the Clown. The game's a bit like Lemmings in reverse, as Krusty helps guide fluffy creatures to their doom! The game is massive, plays well and looks good – for more info, check out TOTAL issue 8!

The key to US happy-NES?



Fed up with drooling over all those games that you can get in the USA but not over here? Well, the Gamekey claims to let you play over 300 American NES carts that aren't available in the UK.

We've tried one out with some of our US carts and, sadly, it doesn't work with all of them. Best to check with the suppliers for compatibility first if there's a specific US game you're after.

Gamekey costs £25 on its own or £40 packaged with a US game called Captain Comic – which is awful so don't go for it.

TOTAL TEASER!



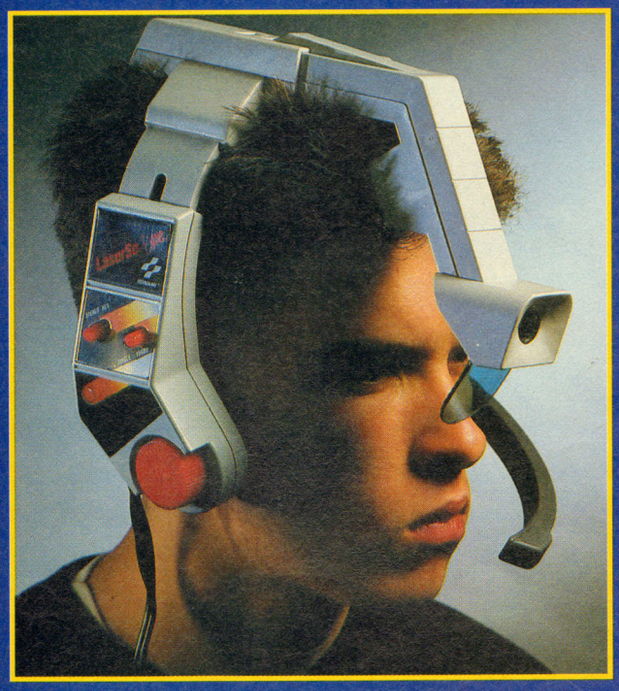
Handshakes all round, and a jolly Hurrah! to Sara Zalewskyj of Grimsby who spotted that last month's TOTAL Teaser was from the NES version of Batman.

This month's teaser is a Game Boy game (no surprise there), but which one? It could be anywhere in the magazine, so get hunting, and you never know, you too could be plucked from obscurity to star in next month's mag. Send your entry to:

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

As ever, we'll be telling you who the winner is in next month's issue. So get your entry in to us by Monday 29 June – or you'll win the second prize of zilch.

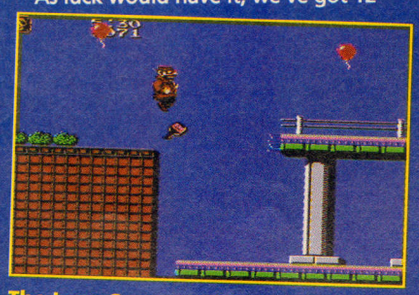
Heads up for the LaserScope compo!



If you enjoy the odd blast on your NES Zapper, but yearn for more excitement, why not try on a LaserScope for size? This is a combo light-gun/helmet that lets you target enemies using a clever head-up display. You fire at objects by lining up the eye-piece and shouting into the microphone. Clever stuff.

WIN! 12 LASER SCOPES

As luck would have it, we've got 12 of these amazing gadgets to give away. All you have to do is write in and tell us what the acronym LASER stands for. Easy, eh? Well, get your answers in (on the back of a postcard or sealed envelope) to the following address: **Laser Head Compo, TOTAL! 29 Monmouth Street, Bath, BA1 2BL** by Friday 24th July.



The LaserScope enables to guide Gumshoe without using your hands!



Or blast the baddies in Hogan's Alley by shouting 'Blam!' into the mike!

AMIGA POWER

JUNE ISSUE OUT NOW!

LEGEND

If you're new to role playing, *this* is the game to get – the funniest, funnest, most accessible and – yes! – togetherest offering yet. Read the full review here!



WIN! The full Legend game if you complete our brilliant cover demo!

THE ADDAMS FAMILY

Ocean's best game in ages, and one of the best console-style games on the Amiga to date, The Addams Family is a must-buy. Find out why this issue!



AND NEXT MONTH...

REVIEWED: WIZKID, SENSIBLE SOCCER, JAGUAR XJ220, MYTH, DUNE, LURE OF THE TEMPTRESS AND MORE! CELEBRATE THE SUMMER WITH US!

PLUS! 2 MORE DISKS! JULY ISSUE OUT JUNE 25TH!

BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE

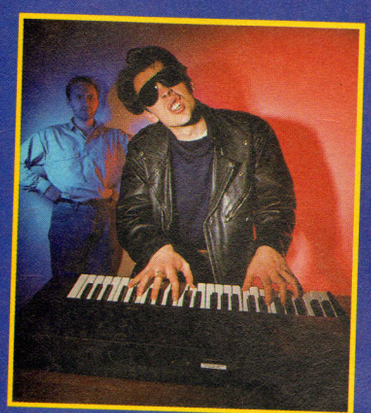
LETTERS!

Okay, okay, okay! Here we go again with a load more of your questions and our pathetic attempts to answer them. You'll get bored with asking all these questions soon, you know! Those of you who STILL have questions to ask, send them to TOTAL!, 30 Monmouth Street, Bath, BA1 2BW. But not too many this time – we've got much more interesting things we could be doing. Honest!

It's a Miracle!

Dear Thicky and Steve,
Here are a few questions, so try to be sensible for just a few minutes. About the Miracle Piano for the NES – its a bit pricey at £2.60 isn't it? Is there going to be a smaller version of the Miracle (a bit cheaper) because you can buy a normal keyboard with an instruction booklet for a reasonable price.
Knaresborough, North Yorkshire

Dear Whoever-you-are,
Well, £2.60 seems awfully reasonable to me, but if you actually mean £260 then yes, it's a lot of money. The thing is, the Miracle isn't just a tacky add-on keyboard for the NES. It's a pretty stonky machine in its own right, with the added bonus of being able to link it up to your favourite console and use the amazingly good tutorial cartridge that comes with it. **ANDY**



Thicky gets down to some serious sound-making, much to the delight of Steve who is very, er, impressed

'Ello, 'ello, 'ello. PC Mario?

Dear Thicky and Steve,
I would like to congratulate you on the best console magazine around. Its reviews are the best I have ever read – none of the cheap waffle you get in other magazines. I have a few questions, though, and it would give me great pleasure if you could answer them.

1 I have heard some rumours that Nintendo have sold some of their rights and that some educational games starring Mario will soon be appearing on the PC. Is this true?

2 Someone told me that there is definitely a converter – supposed to be available in America – which allows you to play NES games on the Super NES. Is this true, and if so will it be appearing in the UK?

3 Will there be a light gun for the Super NES?

4 Can you save all games on the Super NES?

Again, I would be grateful if you could answer these few questions.
Yours Nintendoingly,
Richard Farnfield, Ashford
Age 13

Dear Richard,

1 Yes, it's perfectly true, although you probably won't see Mario in any PC games – Nintendo have only given permission to use Mario's image in educational packages. **ANDY**

2 We heard vague rumblings about that too. Unfortunately, that's all we know, so rather than make ludicrous speculations we'll just wait until we hear something more concrete and let you know about it then. **STEVE**

3 There is a light gun for the Super NES in America called the Super Scope. It comes with a cartridge containing six games and the gun itself looks like a massive space-age bazooka. The good news is that it's about to appear over here and if you have a quick flick to the news pages you can read all about it. **ANDY**

4 No, but that's not really a bad thing. Whereas SMB4 is a vast sprawling game which would suffer without a battery back-up, Super R-type is such a straightforward blaster that it would be pointless to include one. **STEVE**

Psycho-killer, qu'est-ce que c'est?

Dear TOTAL,
I think your mag is brill. I have got a few questions that I hope you can answer.

1 Can I plug a Nintendo into an Amstrad monitor?

2 Can you get a keyboard for the Game Boy?

3 What are the best role-play adventures for the NES, SNES and Game Boy?

4 Is there such a thing as a Game Genie?

Anthony Hopkins, Nuneaton

P.S. Is Mr Do coming out for the Game Boy? If so, when? Club Nintendo say it's coming out but another mag says it's already out.

Dear Anthony,

1 No, at least not easily. In fact, rumour has it you can't even use Amstrads on an Amstrad monitor. **ANDY**

2 There is a keyboard for the Game Boy and it's called the Work Boy because it also comes with a cart that turns your hand-held into a personal electronic organiser. Apparently it's coming out in America this June so it won't appear over here for ages. **ANDY**

3 Well, on the Super NES the best role-player could well be Actraiser. It's not officially available in this country, but you can get it as a grey import from any reputable mail order company. There's not a lot in the way of role-playing games on the Game Boy but you could do worse than to try Gargoyle's Quest. **STEVE**

4 Oh yes. It should be appearing in the shops around the same time as you read this and it's utterly brilliant. By entering special codes (you get a big book full of 'em with the device) you can do all sorts of weird and wonderful things to your games like getting infinite lives, extra weapons, level selects – you can even make the enemies faster to give you that extra bit of challenge. If you want more details try ringing Hornby on (0843) 225555.

Mr Do is definitely coming out but we don't have a release date yet. Oh yes, and could you possibly recommend a nice Chianti as I'm having liver for tea? **ANDY**

TOTAL rip-off?

Dear TOTAL,

My brother always buys your mag and thinks it's great, but I am totally different to my brother and I think it's a total rip-off! In your last issue you complained about software etc. going up in price because of inflation and greed. Well, it seems as if you are describing yourself. TOTAL isn't worth 50p let alone £2.00! Anyway you only do it for the money, not because you want to help SNES, NES and Game Boy owners.

Yes, another complaint! Why do you always use swearing? You say that you are a professional magazine, but reading it makes me think: 'what a load of immature idiots!' I suppose it isn't as bad as some other computer mags, which have really flown off the handle!

It seems to me that when you get letters saying they liked games which you gave an awful review to, you won't accept any opinions other than your own. Also, you say a lot of games are good when they are all boring repeats. (Why are games so expensive when they only cost a few pounds to make?)

Also, what about the youngsters of today who read your magazine and think it's normal to grow up like you? You never take anything seriously. If all children under the age of, say, 10 read TOTAL and took it seriously, within a few years we'd have a load of bankrupt idiots walking around.

I know you won't print or reply to this letter because it tells readers the truth about TOTAL. If you do reply, though, be serious – I hate to see a fully grown person acting like a 5-year-old.

I must admit that Total Recall is a good idea as you don't have to read through a load of stupid reviews to find out about games.

All in all, I would give your magazine a rating of about 60%. **Sally Williams, Milford Haven**

Dear Sally,

Blimey! You're not best pleased are you? If you think TOTAL is expensive then fair enough. But remember, everything you read

Weird Places I've Played My Game Boy



(Number 4)

NAME Paul Chappell **FROM** Essex
AGE 12 **FAVE GAME** Castlevania Adventure

Yep, that is the Paul Chappell, brother of last month's Game Boy weirdo Gary Chappell, in this month's picture. And yes, he is playing his Game Boy on top of some cupboards and, yessiree, those are his pyjamas he's wearing. Um, strange family the Chappells.

Oi, come on! We know you weirdos are out there! So send us all those pix of Game Boy-playing antics so we can print them. Send them to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. If they are really unusual we'll give out some prizes.

Masher Mania

Dear TOTAL,

I think Nintendo is brilliant. I don't own a Nintendo but I play the NES almost every day and I hope to get a SNES soon. I have a few questions:

1 When will Super Wrestle Mania be released in Britain?

2 Is it any good?

3 Has Masher got a boyfriend?

4 NES vs. Master System – which one's better?

Your mag is brill, dudacious, groovesome, dweeb-free, stompa-trific, scrummy and utterly triff! The TOTAL crew should all have haircuts, though.

Thicky – Your hair is like a rain-forest!

Steve – That single hair on your head could do with a trim!

Vicky – She's perfect!

Baghead – The top of his bag is getting a bit long.

I hope you print this humble effort to praise your magazine. **Karl Fonzeca, Hayes, Middlesex Age 13**



Steve makes the monumental mistake of asking young Vicky about her boyfriend. Several hours later both he and Andy are forced to feign death in a sad and desperate attempt to make her go away and talk to someone else for the next three days!

Dear Karl,

1 Super Wrestle Mania is on its way soon. In fact, it should be in the shops by the time you get to read this. **ANDY**

2 Not bad at all. It's tons better than any of the other wrestling games around. **STEVE**

3 Sadly yes. We've sworn eternal love for her but all to no avail. Her bloke is about 15 feet tall, plays the saxophone and hence has such wonderfully defined biceps he can literally tear your head off as easily as if he was removing the wrapper from a Kit Kat. Tragic isn't it? **ANDY**

4 Ooh, the Master System of course! It's got millions upon squillions of brilliant games like... er... that one with the small blue hedgehog, and... erm... there's that other one. You know, the one that scrolls with weeny sprites. Er no, sorry, my mistake. The NES is far better. **STEVE**

here is Nintendo-related. Other mags cover other systems so you don't get as much of the coverage you need. As for the cost of games, most NES carts cost around £40 and that's just the way it is. We can't possibly slag off any game that isn't less than £20 'cos none of them are – it would be ridiculous. However, when we *do* get a game that's more than £40, we tend to question it in our reviews.

On to the next point. TOTAL is a lively, colourful mag and in places it could be described as 'silly'. But this is, after all, a games mag. We're sure that youthful game-loving chaps and chapesses are not only after info, but a bit of a laugh too. And besides, if you'd even bothered to scratch below the surface you'd have seen that beneath all the fun and frivolity TOTAL is one of the most informative games mags around. It's a shame that you find some of the language used offensive, but we do try our hardest not to offend anyone. Time and time again we see mags that treat their readers like scum – something we always try to avoid. It would be interesting to hear what you all think about this. Write in and tell us what you think of us and how we compare to other mags. **STEVE**

Dyer's not dire!

Dear TOTAL,

Hello. I think TOTAL is great. Nintendo is much better than SEGA (to be that crap takes ages!).

I have a Game Boy with Tetris, Super Mario Land and Revenge Of The Gator for it. Unfortunately, although all the games are great I'm now bored of them, because I got them all at once. I'm currently saving up for another game, so what do you recommend?

I have a few queries for you:

1 Why don't you have charts for games? You could list them in different categories ie. Platform, RPG, Puzzlers, Shoot 'Em Ups, Sports, etc. This is a good idea for people who are saving up (like me for instance).

2 Why don't you have posters like you did in Issues 2 and 3. I liked those better than the ones for Issue 5.

3 Is there any chance of James Pond or Robocod coming out on Game Boy and SNES? Is it out on the NES?

4 Why does everyone put Andy down? I think he's charming (and cute!) I think he deserves some respect, OK?

I await a reply with interest (as Mark Wood said in Issue 5).

Andy's No .1 Fan (4 months old!), London NW9

Dear No. 1 Fan,

1 Have a look at the news pages and you'll see that as of this very issue we're running the latest NES and Game Boy charts. **STEVE**

2 It all depends on space. We feel that if we have loads of software to review, you'd much rather see that than a poster. Still, if any of you feel strongly in favour of them, let us know and we might just bring 'em back. **ANDY**

3 Electronic Arts – the people responsible for James Pond on the Sega – currently have no plans to bring the fishy one to Nintendo screens. **STEVE**

4 Yeah, right on. I am indeed charming, cute, sexy, intelligent, funny, interesting (*and a bit smelly – Steve*). No, no, no! **ANDY**

Prize letter!

WRITE ON!

This dude's won some CRAP!

Take my advice...

Dear TOTAL Team,

I think your mag is the best in the cosmos, but it's not perfect. You have missed out some of the vital points that turn a good computer mag into a brilliant computer mag. Here's my list of ideas in order of priority.

- Charts! Where are they? Make some sharpish. We readers like to know what's selling well.
- Exchange & Mart. We don't have enough money to buy every game, you know. With E & M we could get hold of cheap second-hand games.
- Bigger! Bigger! Bigger! You are the best mag, but the other mags I get are bigger and cheaper!
- Bigger TACTIX section with more screen shots and maps. You seem to concentrate on tips for brand new games, but the majority of us don't own brand new games but older ones.
- Mail order, for more cheap merchandise (and what happened to the T-shirts you said you'd start flogging in Issue 5?)
- More competitions.
- Don't section your reviews into SNES, NES and GB. Intersperse them throughout the issue – it makes it more interesting that way.
- Have challenges like in Sega Power (I don't own a tacky Sega but I read my friend's copy).
- More colourful – plain white backgrounds are a bit boring.
- More posters – my walls are rather bare at the moment.
- Bigger news section – it's too small at the moment.

Now I have some questions for you that I desperately need answered.

1 Should I buy a Game Boy now or wait for a colour one to come out?

2 In issue 4 you had a feature on the Zapper but you didn't review Wild Gunman (which I have). Why not?

3 Can you do a tech spec for the NES and the Master System, because me and my friends are always arguing over which is better.

That about covers it. Thank you for reading.

Scott Bradshaw, Newport, Gwent

Dear Scott,

The suggestions you made were pretty fab. Some have already been implemented (like charts) and some will be (like mail order offers). As for the others, if people ask for these things in enough numbers, we'll do 'em. Oh yes, and although we're smaller than other mags, we only do Nintendo stuff so we actually give you more relevent info than anyone else. **STEVE**

1 The colour Game Boy is still in development so it won't be here for ages yet. It'll be compatible with the old Game Boy games (we hope) so by the time it does arrive you'll only have to buy the new machine, and not loads of new games as well. **STEVE**

2 Er... oops! Sorry – that one slipped through the net. **ANDY**

3 What's the point? We think the NES is the better of the two, but as long as you like your machine and the games you can get for it it doesn't matter what other people think. **STEVE**

Super Sonic?

Yo! Total,

Please, please, please will you answer my questions.

1 I've heard that a new Simpsons game is coming out in June. It's called Bart Vs The World. Could you review it as soon as possible?

2 Will your ever-sexy mag become any bigger 'cos of the SNES? Most console mags have far more pages in them.

3 In Issue 4 you said that you were doing five Super NES reviews were in the mag for the SNES. This also happened for NES. Why is this?

4 Please stop saying that Sega is tacky. All right, most of the games are, but others like Sonic, Mickey Mouse, Robocod and a few others are pretty good. Maybe if Sonic was on the NES it wouldn't be so easy to complete and it would be a cool game (I don't believe I just wrote that).

Ta Very Much,

Christopher Morris, Ealing

Age 11

Dear Chris,

1 Well, there is a game called Bart Vs The World coming out in September, and if you take a look at our news pages, you'll see a preview of it. And while you're there, you'll find a preview of a game called Krusty's Fun House. Now in case you didn't know, Krusty the clown is one of the Simpson characters so if you're a bit of a fan this may well be of interest. We'll bring you the full reviews in our next issue. **ANDY**

2 Each month TOTAL gives you over 80 pages of Nintendo-related stuff whereas the other mags on the market cover Sega, Neo-Geo, NEC and all that other rubbish. So in effect we always have, and always will continue to give you far, far more Nintendo coverage than any other mag. Also, expect to see TOTAL go up in size, soon, when you'll be getting even better value for money. **STEVE**

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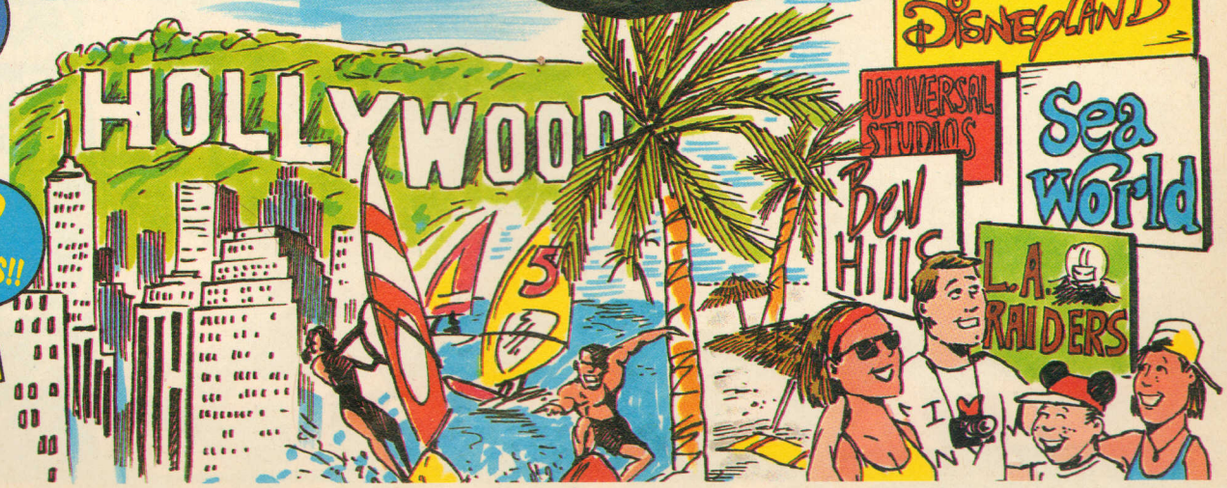
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3 If I could work out what on earth you're talking about I'd answer in a sensible manner. As it is, all I'm prepared to say is 'Meep, fneep, breep' and, 'next time, try writing slower'. **ANDY**

4 All right, all right, never again will we slag off the Sega. We'll never again voice our complete and utter disgust at the poor quality of 99% of the games you can get for it. Nor will we say that even the best games like Sonic are complete tripe that you could finish in two minutes if you put your mind to it. In fact, so absolute will be our Sega-slagging ban that we won't even hint at the fact that the Mega Drive only has a quarter of the colours on screen at once, or inferior sound, or smaller sprites, or less sprites, or lack of scaling and rotation, or, or, or... No, our lips are sealed. **STEVE**

Franken, my dear...

Yo, Steve and Andy!
Congratulations on an excellent magazine. But aaargh! Ever since my wife read your review of Dr Franken in Issue 5 she has had me scouring the country for it. Is it available yet in the UK? If it isn't, she is threatening to send me off to a Nintendo stockist in Bratislava. Please can you check the availability of software before you produce a review.
Ta ever so,
Jonathan Gibbs, Harpenden

P.S. Do you own a Bratislava phrase book that I could borrow?

Dear Jonathan,
Oops, sorry. Anyway, we can now reveal that Dr Franken will be available in the shops towards the end of July. Admittedly, we reviewed it a bit early, but what do you prefer? Early reviews or reviews in the same month as the game is released? Write in and let us know. **STEVE**
As for the phrase book, we haven't got one. But apparently Steve does know how to say 'Can you please tell me the way to the toupé shop' in Bratislavian. **ANDY**

Home is where the cart is...

Dear TOTAL,
In the summer I will be going to America, and I intend buying a Game Boy there. Please answer these questions:

1 When I bring the Game Boy home, will it be able to use British carts?

2 Are the NES carts out there the same as they are here, as I plan on buying a few there?

3 Will you ever get the solution to Batman, as I can get to the final battle with the Joker but I can't beat him.

Stephen McKevitt, Newry
Age 13

Dear Stephen,

1 A big YES! GB carts are universally compatible. **STEVE**

2 A big NO! They won't work at all (however, there's a UK-to-US converter on the way). **ANDY**

3 Where have you been? We did that last issue. **STEVE**

Da do rom rom rom...

Dear Total,
I have recently heard about Nintendo and Philips working together on a CD-ROM for the SNES/Famicom. Have you heard anything about this? The CD-ROM for the Mega Drive is supposed to be coming out later this year, and is said to have boosted the Mega Drive's sound capabilities to the same standard as the SNES (8 channel PCM). How would the SNES CD-ROM compare to the MD CD-ROM?
Could you tell me what Final Fight is like on the SNES? Is it fast and action-packed like the arcade version, or is it like the really sad Amiga version where everything moves as slowly as Thunderbirds on TV? I know that the SNES has a slow CPU – does the game suffer because of this? I am thinking of getting a SNES, but may hesitate to buy one if some of the games suffer as a result of the console having a slow CPU.
Daniel Thomas, Kendal, Cumbria, age 15



The Japanese version of Final Fight. It's fast, frantic and fab!

Dear Daniel,
As for your first point, it is a little early to say exactly what the SNES CD-ROM will be like but if the rumours are to be believed, yes it will enhance the SNES's capabilities considerably, and yes it'll blow the Mega Drive CD-ROM out of the water. We've sent some of our cronies to a computer show over in America so we'll bring you all the latest news from that next month. Fab-o-brill!
SNES Final Fight is a pretty smart version of the coin-op, although it does lack the two-player option and you can only play as Cody or Haggar. The SNES is a bit of a slowcoach, but judging by the latest games, programmers seem to have overcome most speed problems. **STEVE**

Milk man

Dear Thicky,
I reckon TOTAL is the best thing since... ermmmmm... I know, milk of magnesia!
I've got some really tough questions for you. I have written three times before so please publish this – I need this information desperately.

1 I currently own a NES but desperately want a SNES. Would you advise me to exchange my NES for a SNES?

2 Is it worth it?

3 How much will the CD-ROM cost for the SNES?

4 Is that worth it?

5 Will you give Steve a big punch in the mouth for me?

6 Please send me a goodie or two!

Lots of hugs and kisses,
Lee Hickman, Nottingham

Dear Lee,

1 Well, ultimately the choice is yours, and if you do get rid of your NES you'll have to start your games collection from scratch. But the SNES is a pretty remarkable machine and if you buy one, I doubt very much that you'll be disappointed. The choice is yours, but if you're unsure go to a SNES stockist and ask for a demo – that should make your mind up one way or t'other. **STEVE**

2 Again, young fella me lad, try it and see. **STEVE**

3 Rumour has it that it'll be below £150. **STEVE**

4 If it is, then yes, it'll be a bargain. But as I said, it's only a rumour so I'd wait and see if I were you. **ANDY**

5 THWACK! Consider it done, Lee old boy. **ANDY**

6 Consider it not done. (Blinkin' scroungers!) **ANDY**

Coo-eee!

We like to know the ins and outs of the cat's, er, litter. So if you have anything relevant, interesting or just plain funny to say, write to TOTAL, 30 Monmouth Street, Bath, BA1 2BW

STORM

SALES CURVE

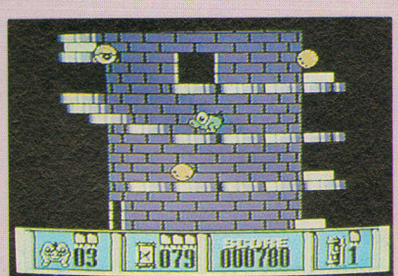
Nintendo

Yo dudes, fancy checking out the latest dweeb free zone and saving the residents of downtown Jemmerville from terminal damage?.

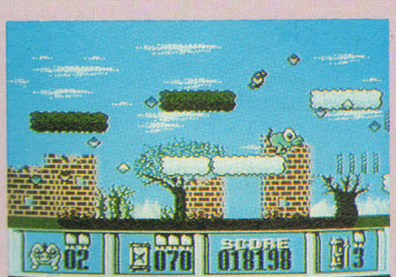
Only serious gamers will come close to hanging out at the top of these nice 'n' big towers - each threatening to demolish this fine and dandy nation.

All kinds of dodgy lowlife will be out to get you - make the eighth tower and if you're not sat on the edge of your seat or drowning in a pool of sweat, then check your pulse, you're definitely dead!!

"Should be as big a hit as Nebulus ***GB Action.*** A towering Game Boy title and loads of fun ***C&VG.*** Looks like being an 8-bit classic ***Mean Machines.***"



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SUPER NES

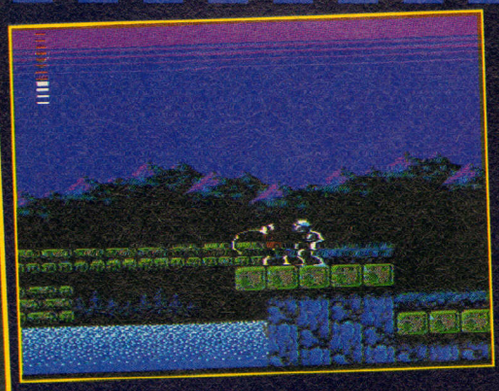


Yep! everything you ever needed to know about the Castlevania chronicles on the Super NES and NES. Don't ever say we don't do a thorough job... or we'll kill you.



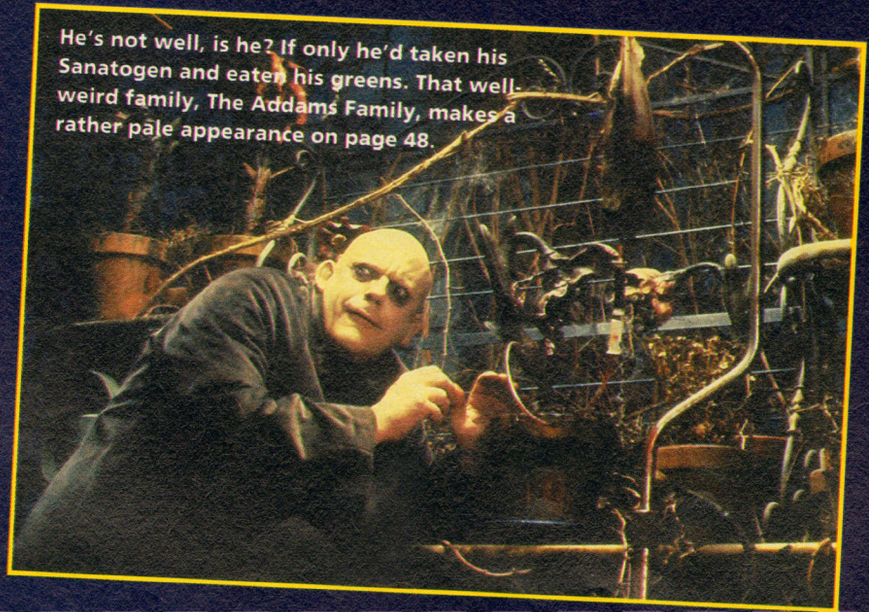
18 Super Castlevania IV To kick off our Belmont-riddled Castlevania, we give you the full low-down on the Super NES instalment of this classic series of games. It features some absolutely stuning sountracks and visual effects, but what about the gameplay?

NES

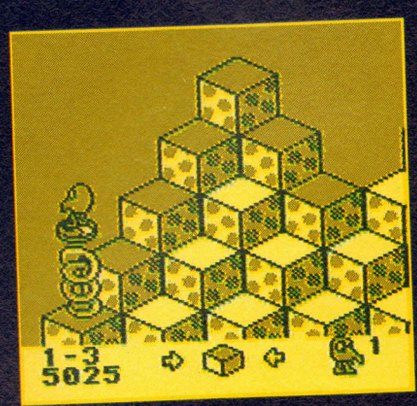


26 Castlevania Here it is! The game that started it all. Whaddya mean, started what? The classic Belmont struggle against the forces of evil, the undead and the hideous vampiric plots of Count Dracula, of course! Oh for gawd's sake, read the review.

GAME BOY



He's not well, is he? If only he'd taken his Sanatogen and eaten his greens. That well-weird family, The Addams Family, makes a rather pale appearance on page 48.



47 Q*Bert Bouncing around big flowery blocks was never this much fun. Was it? This game is hideously ancient, but with the added extras, it's a blinkin' must for every Game Boy owner.

REVIEWS



20 Sim City Can you imagine how exciting it must be to be in charge of a whole sprawling metropolis? No? Neither can we, so it's just as well we're reviewing Sim City on the Super NES. Build a city, extort money and watch it all crumble.



22 Super Off Road Okay, so Ivan 'Iron Man' Stewart's no longer in the title, but this particular incarnation of this ever-popular game seems to have all the features of the original. So why doesn't it feel quite right? Turn to page 22 now!



25 Rocketeer Did you see the film? Fab, wasn't it? So what on earth were the programmers thinking of when they translated what was quite an interesting film into this airborne atrocity? Dunno, but if you want to have a good laugh, turn to page 25.

18

28 Jackie Chan Isn't he dead? Or was that Bruce Lee? Erm, never mind.

30 Die Hard John McLane gets shirtless and footless on page 30.

32 Castlevania II Wahay! Here we go again. Yet more vampire larks.

35 Red October TOTAL goes all Russian reviewing a game that's gone all wrong. Oh dear!

36 Addams Family Spooky, ooky, cooky and... oh dear, a bit crap!

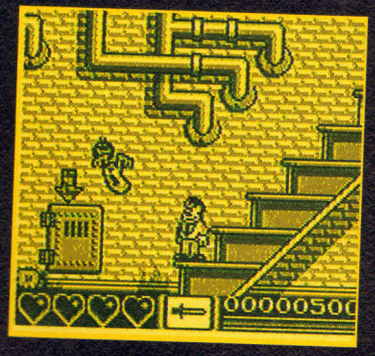
38 Castlevania III Oh, not again. Simon Belmont's third cousin, twice removed does the business. Er...

40 Galaxy 5000 Futuristic race fun... possibly. Aching thumbs ahoy, but this is a quite good laugh.

42 Wizards & Warriors III Knight goes on mission to solve lots of puzzles when he could stay at home with a video.

44 Sword Master Looks nice but this is not what it seems. A tedious hack 'em up and no mistake.

26



48 Addams Family Sigh, do I really have to go through all that creepy, ooky, cooky crap again? Oh all right, Gomez tromps around the family home yet again. Only this time there's not a lot going on.

50 Super Hunchback A revamped classic. It's fab, fab, um, fab, fab and, er, fab!

53 Pacman Old timers will love this, but it's really showing its age.

54 Centipede Yet another old game, but this one's got more gumption.

55 Missile Command Save large cities from disaster. Wow!

56 Solomon's Club Never heard of it? Don't worry, it's brilliant!

47

The room's spinning round! (And I ain't touched a drop)

The Super NES's Mode 7 effects are used to their full in level four, where you find that Dracula's castle whips up a few storms!



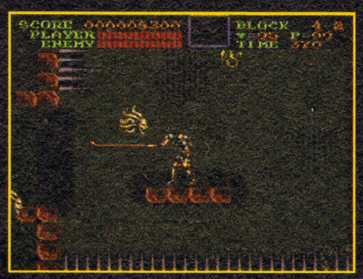
1 Level four kicks off with some standard skellie-bashing, platform-jumping.



2 Then all of a sudden you're faced with this long-tongued skellie-head baddie!



3 The next room starts to rotate, so you have to whip onto that ring and dangle.



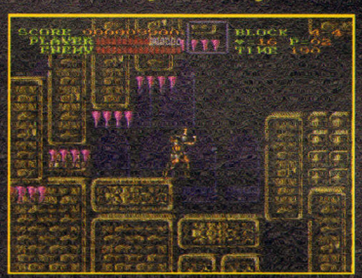
4 Drop off onto the platform and slash up the nasty heads that come whizzing in!



5 The room rotates another 90° – hang on until some platforms appear from the wall.



6 The next room whirls around you (like you're inside a spinning tube). Wurgh!



7 The next bit is a mad dash though huge sliding blocks, which threaten to crush you.



8 And the final guardian is another Mode 7 monster, who shrinks when you hit him!

SUPER CASTLE



More Mode 7 antics here, with a series of creaky chandeliers, which pendulum from side to side. Jumping across these is surprisingly tricky – one false move and it's plummet city!

For several generations now (on the NES and Game Boy), the Belmont family have been fighting Dracula and his forces of darkness. Now, the latest chapter in the Belmont vs Dracula saga comes to the SNES.

Once again old fanghead must be destroyed or you'll be banished to the land of the undead forever – or something equally sinister. Best get a move on, I s'pose.

You start the game by entering your name (although you can leave it blank if you can't remember your name like Thicky) and you can continue the game from a certain point by entering a graphic code (keep a look out for these in a future TOTAL Tactix!).

The Option mode allows you to assign any fire button to any action, which is handy if you find the pre-set options a bit cumbersome. Option also gives you the, er, option of hearing the background music, most of which is really stonking,

SWINGS

Every level contains varied scenes, full of different hazards and baddies – you don't know what's coming next!



These whips are handy gadgets to have around, aren't they? You can kill things with them, collect power-ups and even use them to cross gaping chasms. Of course, if the batteries run out, mid-swing, you're doomed!



What's this? The mad Belmont is whipping the wall! But don't worry: he's not a loon, he's just opening up a secret passageway...



... Which leads to an equally secret cavern filled with all manner of goodies. Keep a look out for others in the game!

VANIA IV

For Super NES (1 player) **From Konami** **Price £50**

believe me. Imagine a really doom-laden pop group with a bank of MIDI synthesisers on a stage full of dry ice and you're getting the picture.

Once in the game proper you get around by jumping, running and climbing the odd staircase (in fact, most of Dracula's castle is odd).

As in previous adventures, your Belmont blokey thrashes a mean whip in his battle against the ghastly and very toothy Count Dracula as well as his massed hordes of skeletal minions.

These boney foes are defeated by repeatedly giving them a taste of your whip, which you can power up by collecting the whip symbols. The basic leather thong you start with can be transformed into a chain whip and then an even longer chain whip (ker-snap! Yow!). And young Belmont is a dab hand with it too: he can lash it in the eight joypad directions, or let it dangle and flick it around – you'll get the idea when you play.

As you move through the castle and its grounds you can whip objects like the candle holders to reveal lots of useful things like extra energy, power-ups, all that sort of stuff. But more importantly, you can use the whip to perform Indiana Jones-style swings from platform to platform. Impressive!

SLIDES
The restart points are annoyingly far apart. While the scenery changes, the whippy action stays much the same

On any other machine Castlevania IV would be a fairly ho-hum all-action platform game, but the extra dimensions of the powerful soundtrack and gorgeous graphics elevate this above the ordinary. It does have its faults: there's some nasty slow-down – even on screens which aren't that busy; the restart points are just a bit too far apart; and the gameplay is patchy – some scenes are vile and others are a total breeze.

There's a hell of a lot of game here and most players will enjoy plodding through Drac's home, slashing up the opposition. But if you've played the NES versions to death, you may find yourself wanting a bit more from this latest episode. **STEVE**

SUPER CASTLEVANIA IV

Looks
■ Looks like a dream, and a bad one at that. Dark, spooky, bags of atmosphere

Sounds
■ One of the best soundtracks since records were kept, and I keep all mine

Gameplay
■ A tad samey all the way through perhaps, but such fun you hardly notice

Life span
■ Defeating Drac may not take you too long, but you'll stick with it until you do



A pretty fine swing 'n' slice 'em up, with impressive sound and graphics. Not really much of an improvement over Castlevania 3, though

Final rating 74 Percent



If you think building a city from scratch is tough, you ought to try taking on one of these famous places with ready-made disasters.

SIM

For SNES (1 player)

Sim City is a true video game classic. First seen on 16-bit computers a few years ago, it was one of the most original ideas ever. Like all good ideas, it's a very simple concept – you start with a big plot of empty land, and your job is to build a city on it. You can't just go slapping buildings down willy-nilly, though – as in real life you have a limited amount of money to start with, and to continue building you have to levy taxes on the people who move into your city. And if you over-tax them, or fail to provide enough services and amenities to make their lives bearable, they'll leave town, and your metropolis will fall into disrepair and eventually become an uninhabited slum.

That's the basic plot, but what it doesn't tell you is that Sim City is one of the most compulsive games you'll ever play. The lives of your citizens take such a hold on you that you become obsessed with keeping your population happy, and feel personally hurt if you become unpopular and your residents desert you for greener pastures. (You can call up your approval rating at any time).

And you find that you just can't stop building – just one more industrial park or sports stadium before you quit and then, of course, you might

Unnatural disasters!



Select the Bowzer option and our Mario star tromps across the city leaving a trail of destruction.



The people want a fire department, and quite rightly so from the look of that raging inferno there.



This flood's a long way from the city, but careless players will soon see it swamp the place.



Once you've built up a decent sized city, make things more tricky by clicking on the disaster menu. Inside there's a range of options for reducing your metropolis to rubble.



We don't have an aiport in our city, but if you do (like in this place) you can make plane crashes happen.

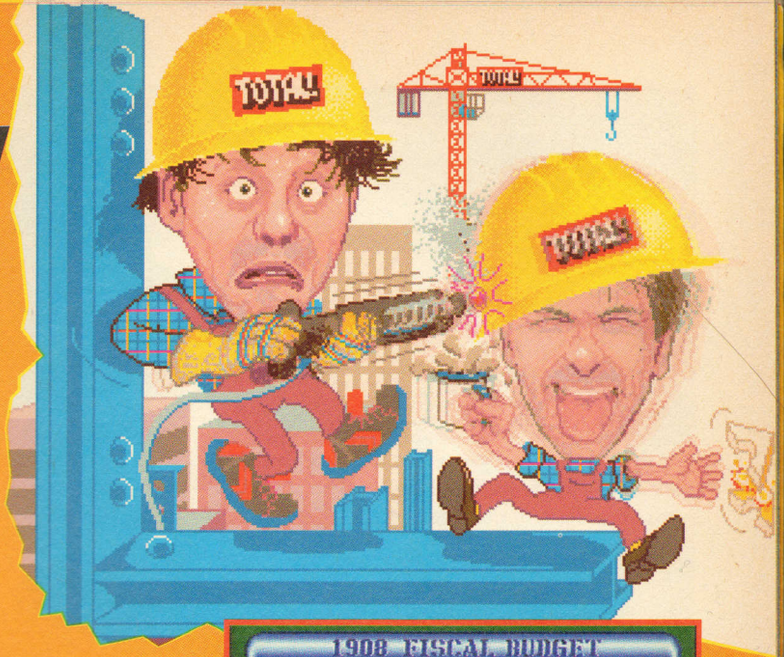


If your chosen disaster is an earthquake, the screen shakes around and things suddenly go flat.



Tornados are random blighters. They might travel over uninhabited bits of land but don't bank on it.

CITY



From Nintendo/Maxis **Price** £45 (American grey import)

as well build a few more houses for all the new citizens you've attracted, and obviously a commercial zone for them to spend their money in, and new roads to connect all these new constructions... and so on. Soon you'll find that six hours have passed and you're still going (although you can save your city to battery back-up memory at any time).

But if this isn't enough for you, why not try your hand at coping with disaster? Yes, in your simulated city you can also become a hero in times of crisis, as your city is beset by aeroplane crashes, hurricanes and attack from gigantic monsters! You can't control these events, but it's up to you to minimise the damage and then rebuild (a bit like being the mayor of Los Angeles, in fact!)

CITIES
A huge game with immense variety. Totally absorbing stuff – you get completely immersed in the life of your imaginary city

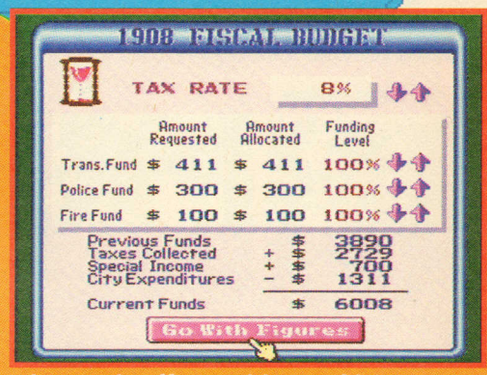
And there's more – much, much more. But I just haven't got enough space to tell you about it all. Let's just say that this is one of the best games there's ever been in the entire history of the world

TOTAL!

SLUMS
The game never really ends – you just keep making your city bigger. The landscapes are smaller than they used to be



By using the icons around the top you can set up power stations, commercial centres and residential areas, among other things. As you can see, I've built up a cosy little place with a scenic park in the middle. And those are my initials carved on the trees. Ho, ho, ho!



Why not rip off your citizens a bit? Ha!

SIM CITY

Looks
Fairly basic building-block style, but beautifully executed and well atmospheric

Sounds
Gentle music twitters away inoffensively, but – aargh! – you can't turn it off!

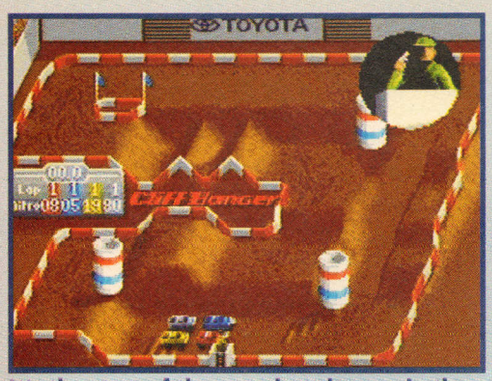
Gameplay
Absolutely fabulous. Not actually all that complicated, but unputdownable

Life span
Eternal – but one mark off for only being able to save two cities



Possibly the best £45 you'll ever spend. If you've ever wanted to play God, all your dreams can come true right here. Utterly, utterly brilliant

Final rating
94 Percent



It's the start of the race, but the guy in the corner's had enough and decided to shoot himself. Hey, the game's not *that* bad!



Who's that struggling in last place in the red truck? Yes, it's Steve practising three point turns for his thirtieth driving test.



The race over, the unfortunate drivers are attacked by a trio of deformed bimbos who've escaped from Baywatch. Aaagh!



Soup up your truck at this convenient track-side emporium. Unfortunately there are no 'My other car's a Ferrari' stickers available.

SUPER

For SNES (1-2 players)

Big trucks are usually more at home chugging across some yokel's field, but over in America they race 'em, apparently. And in Super Off Road you can race to your heart's content around 16 courses full of mud, puddles and complete psychos in other big trucks. You race over four laps with three other truck-fanciers for a prize of stonking mounds of dosh. Finish in the top three and you can go on to the next race.

On the surface, Super Off Road seems to have everything going for it -- great rock soundtrack with funky guitar riff, slick looking graphics and some fancy bits in the attract sequence. The racing looks pretty nifty as well, as the marshall waves you off and the little cars bob around the track.



Here's a typical race on one of the sixteen courses in Super Off Road. The trucks have to jump between the flags, across the main straight. There's a short cut over the bumps at the top left, or you can go the long way round and collect the bag of cash.

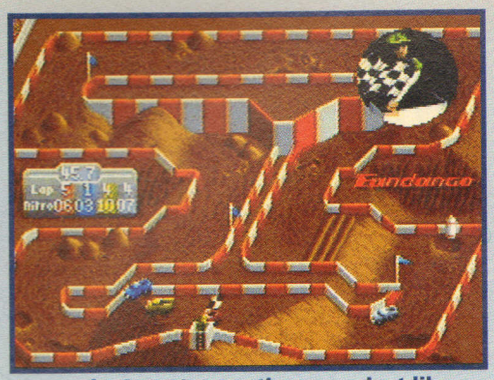
FLAGS
Superb soundtrack. The cars are well animated and bounce around in an agreeably stomach-churning manner

It's when you begin playing, however, that the problems begin to show. The cars that you drive are a bit wimpish compared to their computer opponents. They can bash right into you and not feel a thing, whilst your car careers all over the place if you even look at an obstacle!

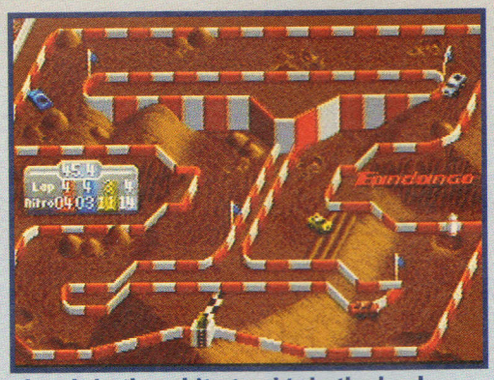
Despite this, once you get the hang of driving the sluggish cars around it becomes quite easy to leave your opponents eating nitro. When you start winning you can splash out on souping-up your car – you could buy some new tyres, increase your top speed (and even get some fluffy dice).

DRAGS
Despite the different tracks it's all a bit samey. Computer cars cheese you off and your cars are too weedy

Flash kit fitted, all that's left for you to master is the different racetracks. The trouble is that some of the tracks are so easy that you'll be able to lap the other cars making rude gestures as you pass them, while others are so tough that your rivals will make you look as thick as Thicky at the



Yeaaaah! Steve's won the race – just like Nigel Mansell, only without the naff moustache and with considerably less hair.



The git in the white truck's in the lead again, as Steve spins wildly around after hitting a particularly awkward tuft of grass.



Hills and spills! Two laps to go, and the cunning and resourceful Steve takes a short cut to try to catch the leader.

OFF ROAD

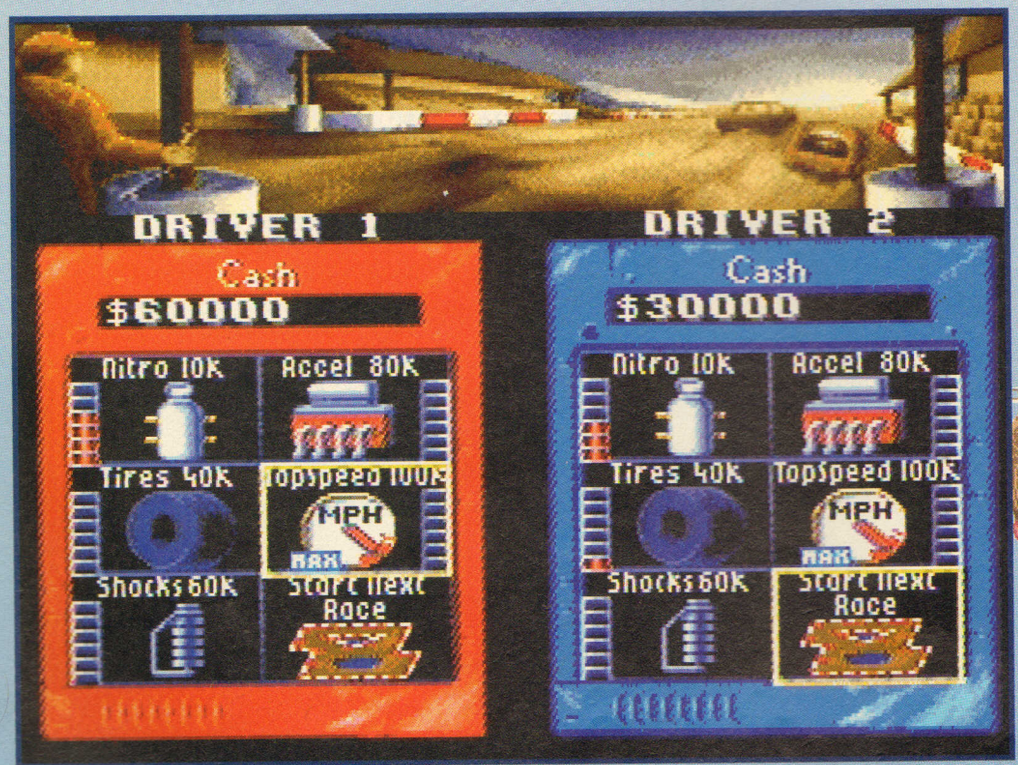
From Tradewest **Price £42 (American Grey Import)**

annual Thick-as-Pig's-Muck Compo.

There's not a lot more than that to Super Off Road. The basic race game is fun enough and quite easy to play, but it's frustrating when the computer drivers cruise round as if on a motorway. Having two players increases the fun but even then the flaws in the game soon cheese you off.

STEVE

TOTAL!



Shop till you drop! Take your pick from all these goodies: nitros are useful if you drop behind; tyres help your turning; shocks give you a smoother ride; and acceleration and top speed beef up your performance. It's all pretty pricey though, so you'd better get winning!

SUPER OFF ROAD

Looks

■ The cars look good, and there are some flashy extras, but on the whole average

Sounds

■ Pumping rock intro, and perky little tunes for every screen and racetrack

Gameplay

■ Good fun on occasion but can become frustrating and pretty repetitive

Life span

■ If you've got no friends it'll soon run out of fuel, but with mates it'll last longer



Okayish race game, which is only really any good in a head-to-head (and even then it can get pretty tedious). Fuel-injected fun? I think not!

Final rating

53 Percent

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For Super Famicom (1-2 players) **From IGS Corp.** **Price £45 (Grey Import)**



The Nazis have got The Rocketeer trapped in the aircraft hangar. It's a fight to the death and the future of the world is at stake.

You only have a limited amount of time to dodge their fire, and collect the power ups that appear in the rafters.

Move the gunsight about as fast you can, keep zapping the fire button, and Cap'n Cliff might just make it out alive.



That's you in the yellow plane, that is. Don't bother about flying – just drive the plane around on the ground and you'll still win.

ROCKETS
Looks fairly nice, with cinematic backdrops and realistic graphics. Unfortunately, looks can be deceiving...

Set in the 1930s, The Rocketeer pits you, lone hero Captain Cliff, against the hordes of Nazi Germany. A few 'famous' scenes from the film have been turned into little sub-games making a complete 'movie' for you to play in the comfort of your own home.

The Rocketeer looks pretty but falls flat on its face straight away with the unplayable first game – the air races. Your plane is nicely animated and the airfield looks good, but the trouble is that no matter what you do it seems to have absolutely no effect on the race. You can even taxi around on the ground for the entire race and still have a chance of winning!

Although tagged together with some excellent comic book shots, the mini-games really are desperately bad. Once past the ridiculous first section, it's onto a very average gunfight in a hangar with an army of Nazi agents who suddenly appear from nowhere. Although these are just the opening stages, the next two are basically more of the same. After that, Rocketeer flies off into the skies to take on the Luftwaffe in a series of similarly unimpressive shoot 'em ups. You could finish this in a few goes if you don't fall asleep at your SNES. This game's a real loser – don't even think about buying this one. **ANDY**

TEARS
Simplistic, boring and generally bad in every way. You'll finish it quickly too, which is probably just as well



'Achtung, der Rocketeer.' 'Take that, you nasty Nazi swine!' This exciting little comic strip links all the stages of the game together.

The Adventures of the ROCKETEER



Finding his jet pack suddenly out of fashion, Cliff decides to take on the Hun menace in a giant gherkin-shaped flying thing.



Sporting his comedy helmet and trendy jodhpurs, Cap'n Cliff is surprised to find the entire population of Germany gunning for him.

ROCKETEER

Looks
■ Nice comic pages, some fabbo clouds; sprites aren't that bad either

Sounds
■ Vaguely thirties sounding tunes. Spot FX only average

Gameplay
■ Basic with a capital B. Games need no skill whatsoever – hit 'n' hope stuff really

Life span
■ It won't take you long to finish, even if you can be bothered



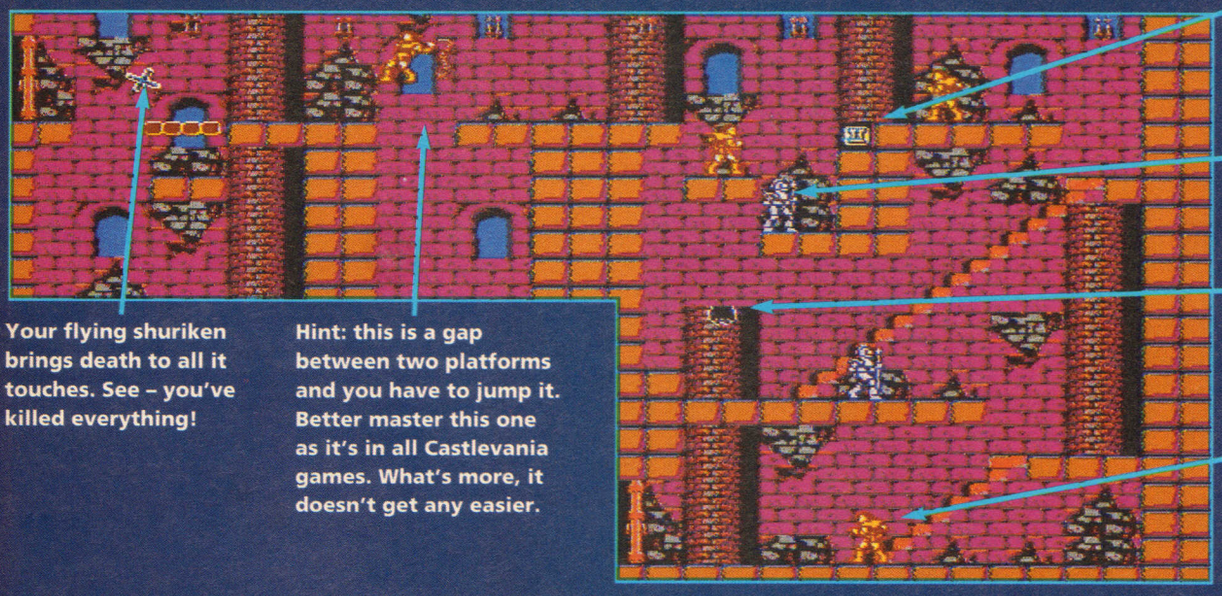
Dreadful. Despite the nice pictures, this one's a complete dodo. Repetitive non-starter of a game that's really awful to play

Final rating 28 Percent

For NES (1 player) **From First Star Software** **Price £30**

CASTLEVA

Get hip to the whip



Your flying shuriken brings death to all it touches. See – you've killed everything!

Hint: this is a gap between two platforms and you have to jump it. Better master this one as it's in all Castlevania games. What's more, it doesn't get any easier.

Pick up this flashing number two and you'll get double points for your kills!

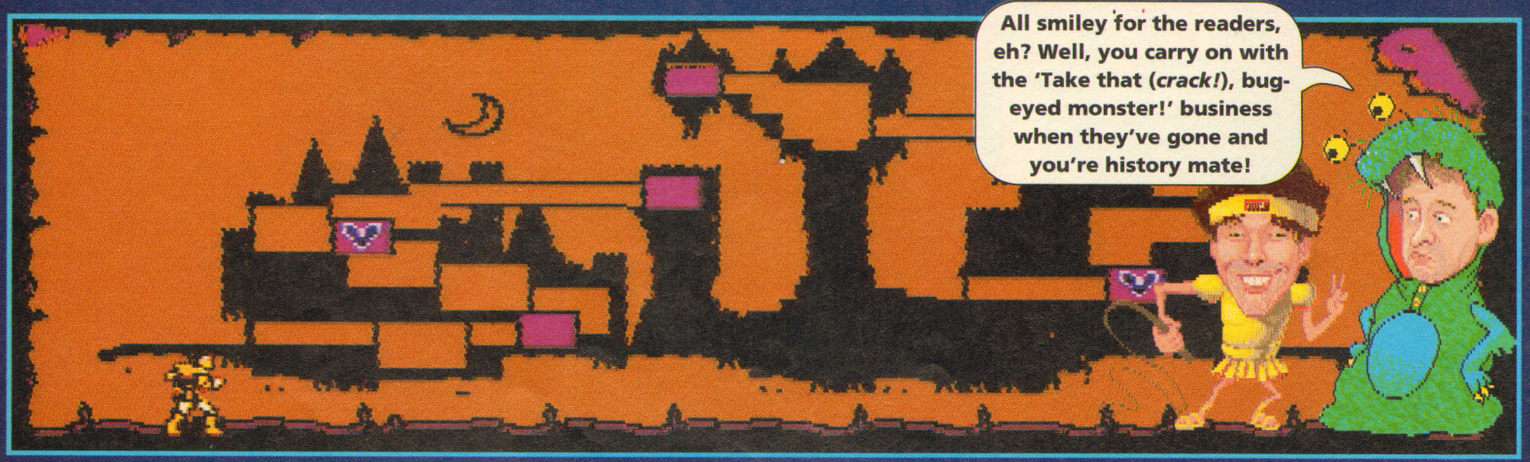
A knight in shining armour – only he's not yours. Stay away or he'll pummel you senseless.

This little black shape is a weeny bat waiting to flap down at you.

Don't walk back towards the door! You're supposed to go up the stairs, dummy.

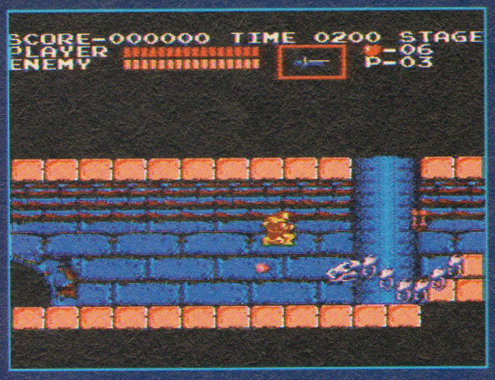
The much put-upon land of Transylvania is being terrorized again by that evil Count Dracula. Every night the Prince of Darkness roams the land, hunting for blood. The only hope for the poor peasant folk are the Belmonts, a family of vampire hunters. Now, families of bakers, butchers, even chiropodists I can understand, but what sort of sick family wants to kill vampires? Well, the Belmonts, that's who. And it's the youngest of the clan, Simon, who now has the task of killing Fangface.

Simon may have a bit of a wimpish name for a hero, but he's sensible enough to take precautions before going anywhere dangerous. Pooh-poohing the traditional garlic-and-wooden-

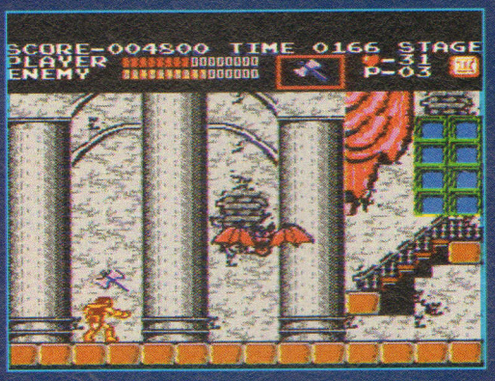


This map of Dracula's castle appears after you destroy one of the giant monsters that crop up every three levels or so. It doesn't really do very much, you can't choose which way to go or anything like that, but it looks quite pretty, doesn't it? Yes? No? Oh please yourselves!

NIA



Snakes alive! Or undead, in this case. Keep leaping the bony Boa's shots or you'll wind up reptile fodder pretty quickly.



Oh no! It's the qiant swooping bat at the end of stage three. Still, lob yer axe at him a few times and he won't last very long.

STAKES
A big, fun game that is easy to get involved in. There are some nice big monsters to get your whip into

stake approach, our hero carries a stout leather whip, and jolly snappy it is too.

On his way to the big Count himself Simon has to make his way through the platform stages of the castle fighting off the skeletons, panthers, knights, flying heads and other assorted nasties he encounters. Every so often he faces a giant monster who blocks the exit to the stage and has to be soundly whipped into submission. Bonuses can be collected by whipping the baddies and the candles that light the castle. By picking up the right bonuses Simon gets a spiky ball 'n' chain, axes and swords for throwing, magic potions and money bags.

Castlevania is a fairly simple platformer and the gameplay is nothing particularly new – not really surprising considering that the game was first released in 1988. The first few levels are all a bit samey and even the first big baddie – a giant bat – doesn't offer much in the way of excitement.

FANGS
Gameplay can get a bit repetitive after a while. Restarts points are likely to cause much gnashing of teeth

Another gripe I have with the game is that when Simon pops his clogs he has to return to the beginning of the stage – a bit irritating really, especially when you die on a later bit of the stage. After an hour of playing through the same few stages without making any significant progress it goes beyond challenging and simply becomes annoying. This, along with the sometimes awkward controls – if you're on the stairs you can't jump or whip – does tend to spoil an otherwise quite playable game.

On later stages the graphics are much more interesting than the simple dungeons you find at the beginning. Zombies, bats, mummies and gorgons all strut their funky stuff, but the basic game remains the same – playable but frustrating.

You'll probably get a lot of fun out of Castlevania if you stick at it, but the slght flaws spoil what could have been a great game. **STEVE**

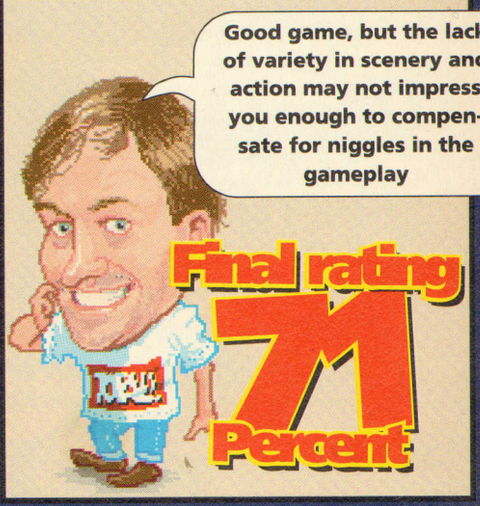
CASTLEVANIA

Looks
A bit boring at first, but once on the higher levels it gets better

Sounds
An ordinary theme and ordinary FX. Fairly ordinary all round, really

Gameplay
Challenging but sometimes frustrating. Good fun if you get the hang of it

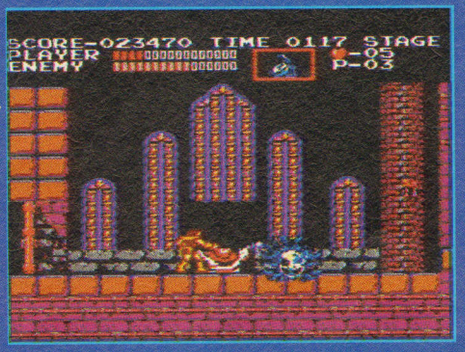
Life span
Difficult sections and tough guardians mean you'll be playing this for a while



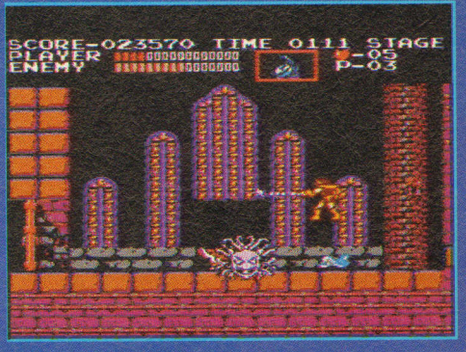
TOTAL! TACTIX — The Medusa touch



At the end of stage six this stone head comes to life and you have to beat it in order to move onto the next stage.

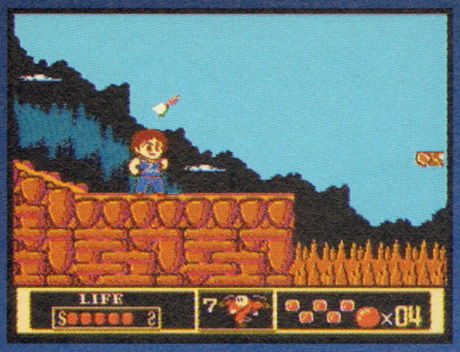


The head bounces about and then fires a snake along the ground at you. Jump this and whip it before it does it again.

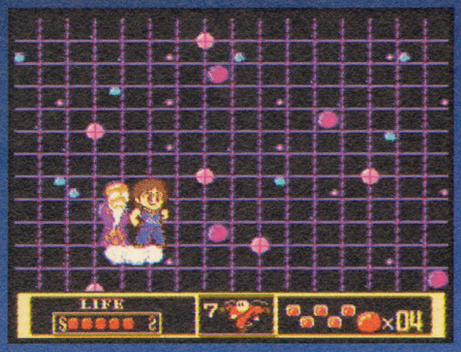


If the head moves towards you, try to leap over it and then carry on as before – continue like this and it'll soon be dead!

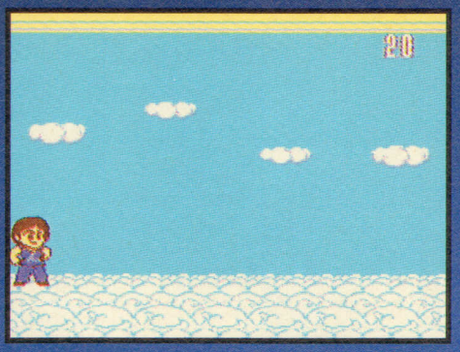
Ding-dong, merrily on high – cloud-hopping with Chan



This little bell-type gadget hovering in mid-air is actually a bonus round. Jump up and collect the bell...



... And Jackie is met by his wizardy chum who transports him through space, er, on a cloud (darn clever, these orientals).



In this auto-scroll section, Jackie jumps on clouds to earn bonus points, which are used to buy power-ups and lives.

JACKIE C



To show how far JC is getting in his quest, this neat oriental-style map pops up between levels. Erm... pretty isn't it?

ACTION KUNG FU

Ayah! Nyah! Chee-ooo-wah! (ouch!) Ah yes, Jackie Chan and his twin sister Josephine have been attacked by The Sorcerer (boo hiss!), and Jo has been captured. You know how it is – you're just wandering along past the Great Wall of China and whammo! Some blimmin' martial-artist with magical powers comes along, zaps you with a lightning bolt and nicks your sis. Tch, blimmin' typical (happens to me all the time).

KUNG FU
Some of the neatest NES graphics for a long time – big, bold and colourful! Loads of variety throughout

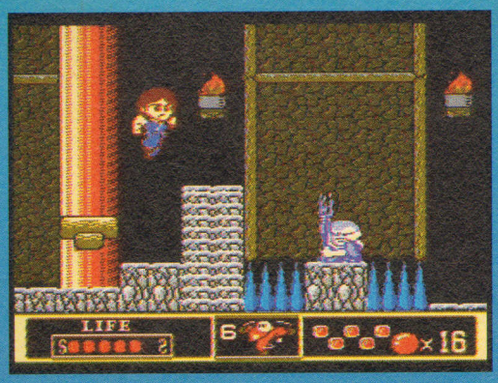
At first it seems that Jackie's primary weapon is having a bigger head than any of the other sprites, but that's just funny rather than dangerous. In fact



Why is Jackie about to punch this fellow's lights out? Is it because he's an enemy warrior? No – it's because he's got a vile moustache.

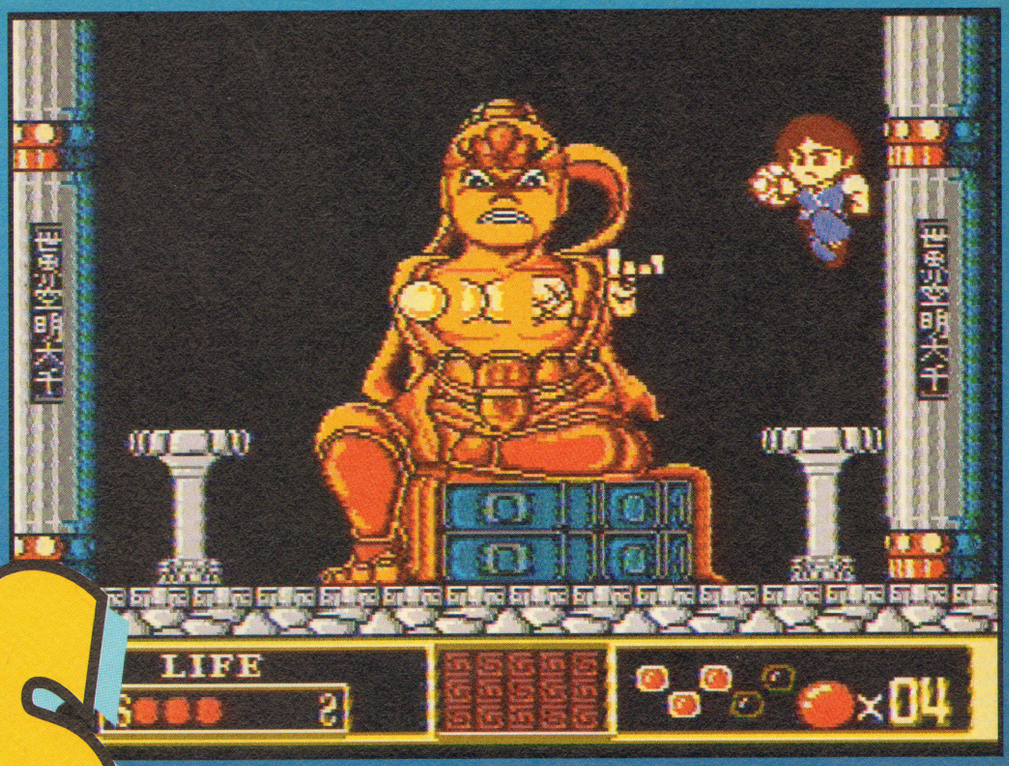


I dunno why Chan-blokey's grinning like a dolt – he's about to get his internal organs ripped out by a ruddy great sprite-eating tiger.



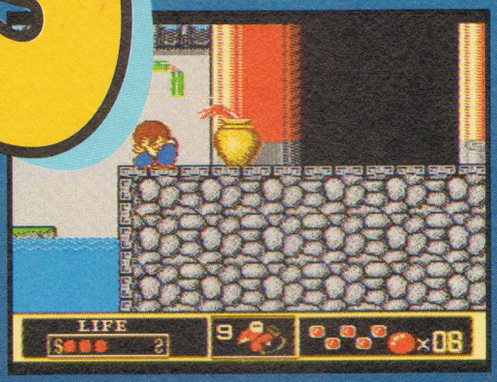
This is another auto-scroll section where Jackie is forced to leap from pillar to platform, kick baddies and keep his bum away from those nasty spikes down below!

JACKIE CHAN'S



I thought Buddha's were supposed to be guardians of peace and tranquility! Still, a few spin-kicks to the head should see him off.

For NES (1 player)
From Hudson Soft
Price £43



Oh dear. Jackie suddenly realises the futility of all this violence and falls to his knees, sobbing. It's not easy being a hero, y'know.

Jackie has few weapons at his disposal at the start of the game, just a punch, kick, psycho wave and crouch. But as he moves along he gets bonus weapons from Item Frogs (eh?), which when kicked or punched (cruelty!) present him with Special Attack Mode items.

The psycho wave is a special attack move where you hold the fire button to store up a powerful blast of psycho energy. This is handy for shooting at enemies you don't want to get too close to, such as the tigers and the end-of-level guardians.

The Special Attack Mode items give you a choice of moves and spin kicks, all of which are activated by pressing up when shooting. Despite this impressive arsenal, however, it's all pretty routine stuff, as you jump, hop and skip your way through the levels in search of your sis. However, there are one or two suprises along the way, and there's just enough variety in the visuals, attackers and gameplay to warrant at least a second look. **ANDY**

KUNG POO
The beat 'em up action is simple and therefore gets repetitve after a while. No secrets to find or special things to collect

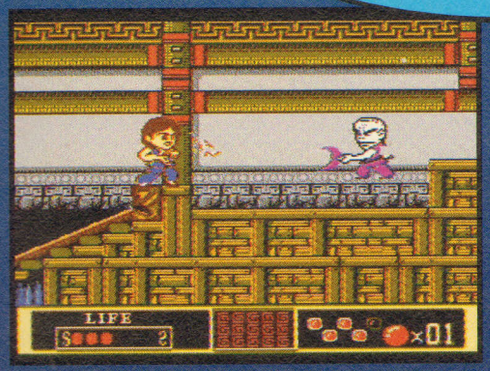
JACKIE CHAN'S

Looks
■ Graphics are pretty spiffy, especially the Jackie sprite which is nice and big

Sounds
■ Fine – bouncy oriental ditties backed up by some decent spot effects

Gameplay
■ Fun jump 'n' kick gameplay, but it's not exactly thrilling and it gets repeptitive

Life span
■ Big and tough, but before long you'll be looking elsewhere for your kicks



Oh no! The purple lollipop man of doom! Luckily JC is schooled in the highway code.



In true kung-fu movie fashion, Jackie performs a spin kick in (very) slow motion.

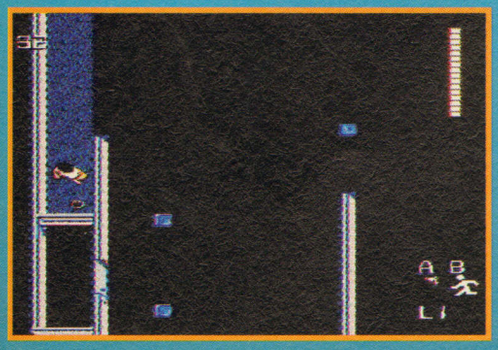


A smooth, smart looking game, but a bit light on the beat 'em up action. Better suited to the younger Bruce Lee's out there, p'raps

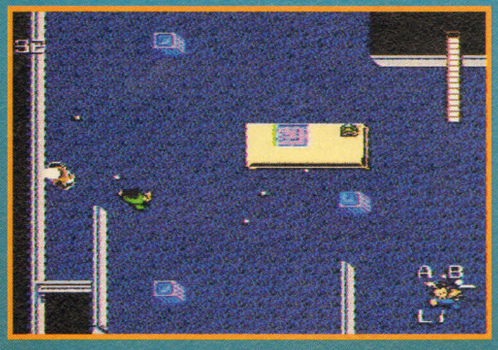
Final rating
60 Percent

DIE HARD

For NES (1 player) **From** Activision **Price** Dunno yet



That realistic sight effect in full – hide behind this wall and the rest of the floor disappears from view. But what are you hiding from? Is there a Hans in the room?



Ah, no But plenty of his goons are. Gulp!

Well, one thing's for sure – this is the best game I've ever played that's got separate energy levels for your body and your feet. Probably.

Die Hard is a movie licence game, but one which takes the revolutionary approach of actually trying to simulate the movie rather than just sticking a few character sprites into the usual platform shoot 'em up format. Play takes place in a huge skyscraper which has been captured by terrorists after the valuable goodies contained in the vaults. The bad guys have also taken a number of hostages, including the wife of our hero John McLane, who therefore decides that some extreme violence is in order (basically).

You control John as he rummages around the near-deserted office block, trying to slaughter all the baddies before they break through the six locks of the vaults. Interestingly, although the game has a typical Gauntlet-style overhead viewpoint, you have a realistic view of proceedings – any bits of the rooms which are behind walls and would be invisible to you in real life appear black on the screen, only to be revealed when you move into a position from which you could really see their contents. This gives the game real suspense and authentically reflects the atmosphere of the movie, as you just don't know what's around the next corner until you walk into it.

As in the flick, McLane is creeping around the building barefoot, so stepping on the broken glass which often litters the floor (especially if you go

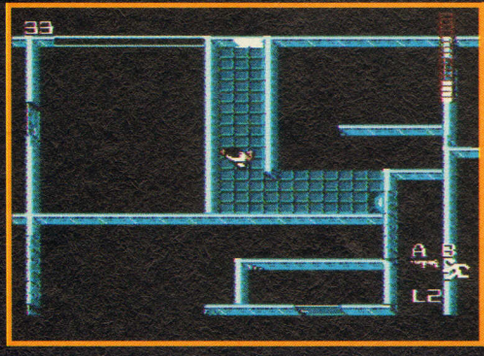
HARD

Very atmospheric, and a little bit different to the norm. You really do feel under pressure as time ticks away

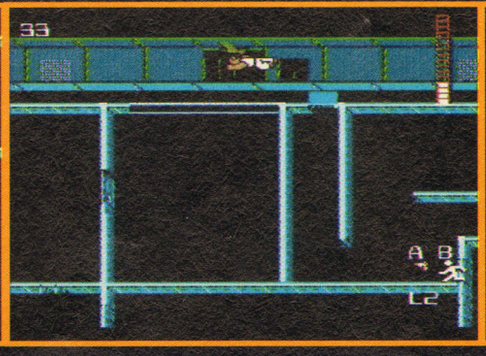


McLane wreaks some gratuitous havoc in the plush dining room. Just don't do what I did and walk through the window after you've shot it to bits – it's a long way to the ground (several dozen storeys in fact).

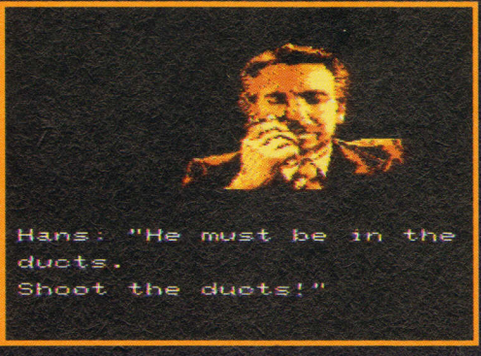
Duct tales... a sad little story about pipe-crawling



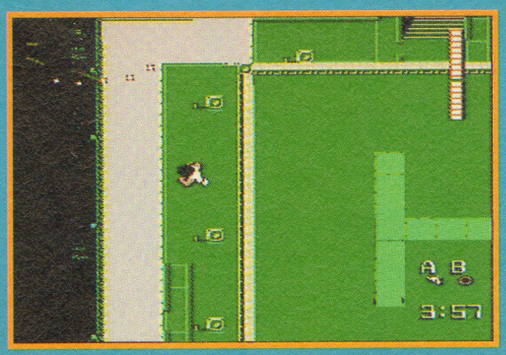
1 Wandering through the maze-like corridors of one of the floors, John stumbles across a flashing grille. What could it possibly mean, I wonder?



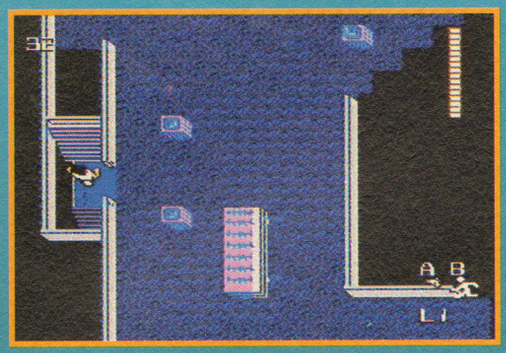
2 Aha! Now our hero can crawl along the air ducts undetected, creeping stealthily from level to level completely avoiding any nasty crims in the process.



3 Oh no! Rumbled! You're a sitting duck in there, so get back out into the open quickly. These dudes are more intelligent than I thought.



Climbing on to the roof to alert the law, John comes under attack from a helicopter. (Honest! The chopper's just out of shot.)



As the game progresses, Hans and his henchmen take control of the lifts. Sadly, this means you have to put your feet through more misery climbing the stairs.

around blasting out windows for laffs) causes him severe pain. This is a neat idea, because as well as not getting shot and stuff you have to be careful that you don't die from excessive foot-bleeding, making the game a little more thoughtful than yer average blaster – even if it does spoil the wanton-destruction fun a bit...

DEAD

Very rough graphics, and the movement is a bit on the slow side. It could possibly be a bit too easy

It's not all good, however – the NES isn't quite up to suddenly blacking out and lighting up big areas of screen, so as you move around, bits flicker on and off and things disappear in chunks at a time. It's a shame, but that's hardware limitations for you, and luckily it doesn't affect the gameplay. It won't take you long to finish, either, although at least there are two difficulty levels to extend the game's life a bit.

Basically though, this really is a well-nifty little game, and if you can avoid being put off by its technical ugliness, you'll have plenty of fun. **STEVE**

TOTAL!

DIE HARD

Looks

■ Indistinct, crude, jerky movement, blobby sprites, generally tatty. Bleah!

Sounds

■ Average kind of music in a mediocre sort of way, with lots of bangs 'n' zaps

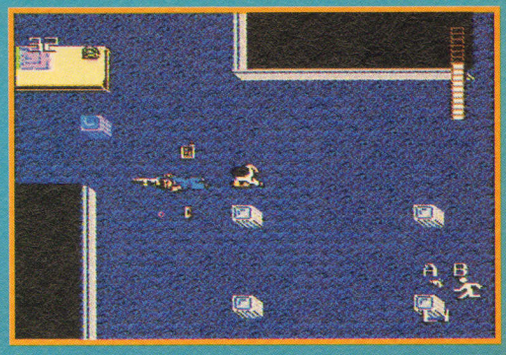
Gameplay

■ Here's where Die Hard really scores – engrossing, tense, and well addictive!

Life span

■ It won't take you forever to get the better of Hans and his mob





Blow away a bad guy and he'll conveniently drop lots of ammo, energy, grenades and even a handy machine-gun. Thanks chaps.



Thanks for the warning, Hans. With a stolen radio you can intercept these messages and lie in wait for Hans' henchmen as they come out of the lift. (Arf arf, chuckle, whoop).



Dunno why it's called Die Hard. I'm dying quite horribly and all I had to do was walk into the room! Die Easy if you ask me...

Screenshot II: Try harder



Here's how many guns you've got, and how many bullets they've all got in 'em.

This bit shows the blueprint of the floor where the master computer is located.

I'm doing pretty well here. I've got a rocket, some detonators, a radio (for listening in on the bad guys), a blueprint of the 5th floor (to help find and destroy the main computer, which slows the baddies down), loads of grenades and a well-stocked armoury. I've also killed about half of the bad guys, but unfortunately they're busily busting their way through the vault locks. Time to get busy...

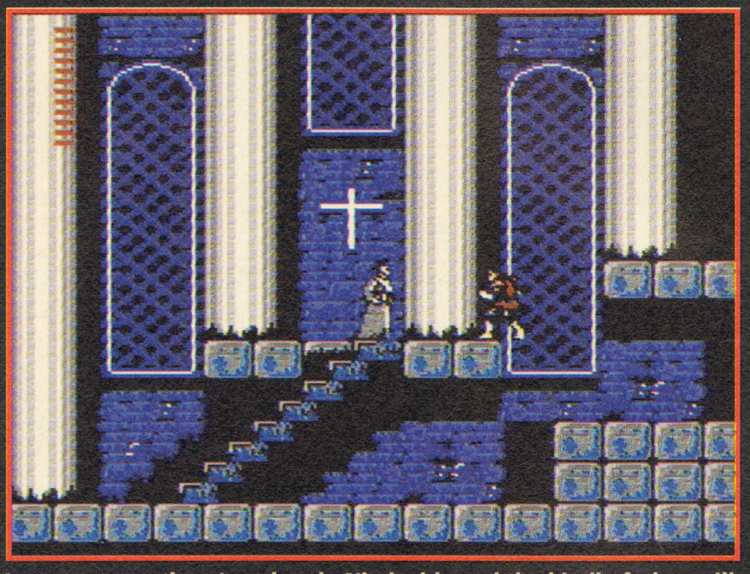
This box shows that the baddies are through four of the six locks already. Ulp!

CASTLEVA

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



When night falls in the town, all the locals go off to bed and the zombies come out to race around the streets, terrifying anybody stupid enough to be out at three in the morning – like you.



In every town there's a church. Nip inside and the kindly father will restore all your energy. Mind you, it only works in the daytime. Men of the cloth have to get some shuteye too, y'know.

Read the Castlevania review yet? No! What are you, some kind of loony who reads mags back to front? Now off you toddle and read it. Meanwhile, those of you who have read it may want to check out Castlevania 2: Simon's Quest. The hero is again whip-wielding Simon Belmont (I still think he needs a real hero's name like Big Rock Hardman).

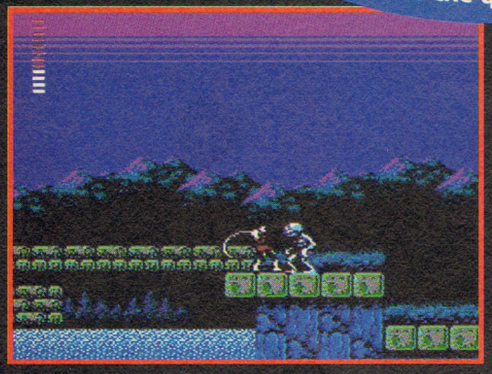
WHIPS

A big game, with lots of dungeony bits to hack 'n' slay through. The adventure element adds depth to the quest

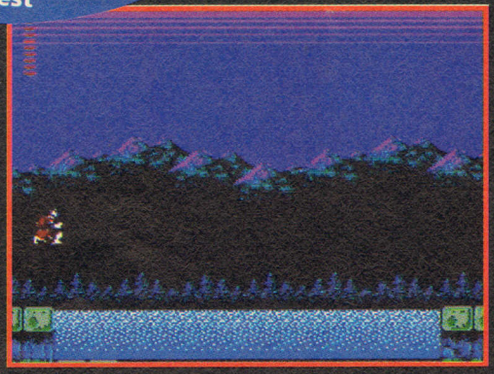
Things have moved on a bit since Drac was defanged at the end of the last game, and the curse of the Vampire now covers the land. In order to break this curse Big Rock, sorry Simon, has to nip around the land seeking and destroying the various bits of Dracula's corpse.

Now, Castlevania 2 may look and sound pretty similar to its predecessor – platforms, monsters, bonus hearts and whippy bits – but the gameplay is quite a different coffin of vampires. It's much more like an adventure, with Simon having to collect clues in order to find out where Drac's parts are hidden.

In order to get these clues Simon has to deal



Head east of the first town, beat up all the skeletons you see on the way, and you'll find your way to the first castle. Doddle!



Being unable to swim and with no ferry in sight, Simon tries to leap across the great lake in a single bound. No chance, you berk.



Chat with any of the townsfolk and they'll give you clues or offer to sell something to you. This is the foul grey cloak merchant.

NIA IV

Simon's Quest

CASTLEVANIA II

Looks

Has the same look as the original but less variety. Disappointing really

Sounds

Average spot FX and a good tune in the background, but nothing very fabbo

Gameplay

A game you can chew, with an arcade coating and a scrunchy adventurey centre

Life span

The adventure is tough and should last you a while. The passwords are essential

CRACKS
Repetitive graphics and action makes it a real chore to play. You must complete the tasks in a set order to succeed



Run away! Can Simon Belmont make it off screen before the spiders zap him with another web? Who knows? Who cares?

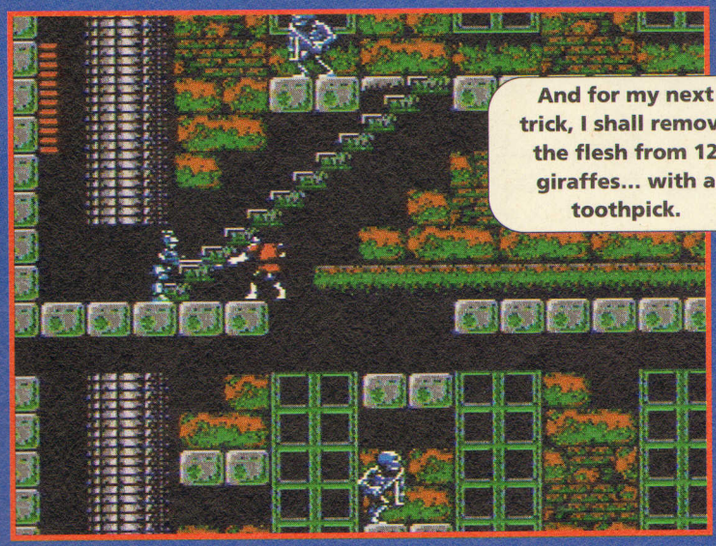
with the locals and a right unfriendly bunch they are too – even worse than Misery Guts on a bad day! Worse still, if you haven't got hold of the right doobries the gormless natives ignore you and you can't get any further into the game. Although all this may sound a bit frustrating it does mean that there's a lot more to think about than simply dashing around and slaughtering all the monsters in sight. The little villagers tell you how to do this thing and where to get that thing and how their varicose veins are and lots, lots more. But the trouble with this is that unless you keep track of all this information and remember just where everything is then you might as well stay at home and pull the sheets over your head.

Castlevania 2 is quite an involved game and if you're expecting the action of the first one you'll be disappointed, as there is only so much that you can do before you need some garlic, or a crystal, or a Mandlebrot of Thargus or whatever. If you can't stand adventurey-type things then you won't like this, but if you're prepared to stake at it then you might just think it's fangtastic! Or maybe not. **ANDY**



Final rating
61 Percent

Mr Whippy – stop him and buy it



Inside the first castle, young Simon has to hack through heaps of skeletons, demons and giant flying eyes just to get hold of some tiny crystal. Is he brave or just stupid? Thick as treacle I reckon.



Waste the skeleton and go down the steps to that nice hot pool of lava. Strangely, Simon can walk through molten lava but can't do the same with ordinary water. The Belmonts are an odd lot.

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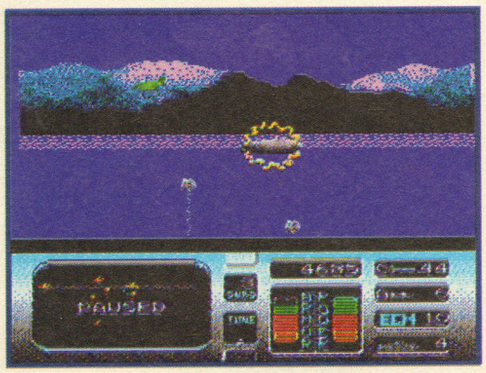
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For NES (1 player) **From Hi Tech Expressions** **Price £43**

RED OCTOBER



Mmm, that's an interesting screenshot isn't it, readers? Look at the vast array of enemy weaponry flying around. Thrilling stuff!



Omigosh! The Red october has run into a deadly shoal of Tuna. Or is it just two very weeny and rather sad looking mini-subs?

Once upon a time there was a bloke called Tom Clancy. He decided to write a book about the crew of a hi-tech Russian nuclear submarine which defects. The story was about them racing off to meet up with the US Navy, with the entire Russian navy in hot pursuit.

Sean Connery starred in the film, and home computer games based on it appeared a few years ago. These were incredibly dull tactical/simulation affairs which presented you with a radar screen, speedometer and various other controls. You basically had to press a few buttons and after a couple of minutes a message popped up to say that you'd been blown up.

NAVALS
An improvement over previous versions of the game, with lots of underwater weaponry to play around with

NAVELS
As a shoot 'em up it's dead in the water. It's basically far too slow and tedious to provide any serious excitement

The NES version is a completely different kettle of torpedoes. All the simulator nonsense has been dropped in favour of a straightforward sideways scrolling shoot 'em up. Red October is like Nemesis in slow motion, with ordinary submarines instead of underwater spaceships.

All the standard shoot 'em up features are here. There are loads of power-ups, a shield, sackfuls of enemies, some big guns and a few strange up-and-down-moving poles to steer through.

The big problem with all of this, though, is the fact that it's so darned – s – l – o – w. All right, so it's quite hard to move fast underwater, but you'd think that 'the most amazing naval vessel in the world' would be able to do it. Apparently not.

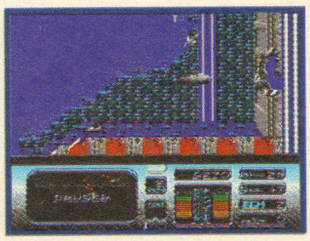
Everything is sluggish to an almost silly degree. You get plenty of advance warning when an enemy has shot at you, because you can watch the torpedo crawling across the screen. Your sub is highly manoeuvrable, but will you be able to move out of the way quickly enough? Pretty soon you'll be too bored to care either way.

The lack of speed and the large array of enemies make it impossible to avoid taking hits: you'll need to make use of the cativation drive (invisibility) and ECMs (decoy devices to absorb enemy fire). Even these features do little for the game's long-term appeal.

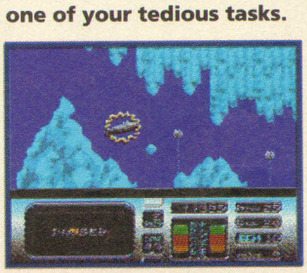
Red October is pretty dire and you'll get bored with it very quickly. The fact that the title tune sounds like a funeral dirge is perhaps grimly fitting. Red October is dull, dull, dull. **STEVE**



You're probably beginning to wonder why the sub has a halo around it. That shows you have the cativation drive switched on enabling you to move around undetected.



Blasting giant doors is just one of your tedious tasks.



It looks slightly dull but it's not. It's incredibly dull.

RED OCTOBER

Looks
■ Very blocky sprites. The colours are dull at first, but later levels are more lively

Sounds
■ A depressing, laborious title tune that'll probably send you to sleep (like the game)

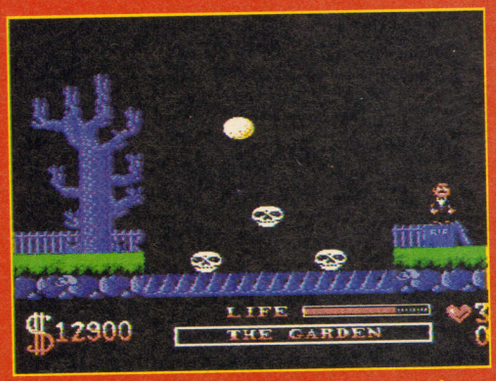
Gameplay
■ Bog standard shoot 'em up. Playability is destroyed by the total lack of speed

Life span
■ So slow and repetitive that you'll soon grow tired of it. Not difficult, just dull

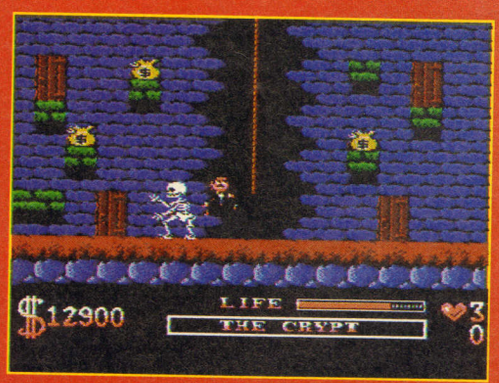


You'd have more fun in the bath wearing a snorkel and hunting rubber ducks. All in all, pretty *sub*standard (oh dear)

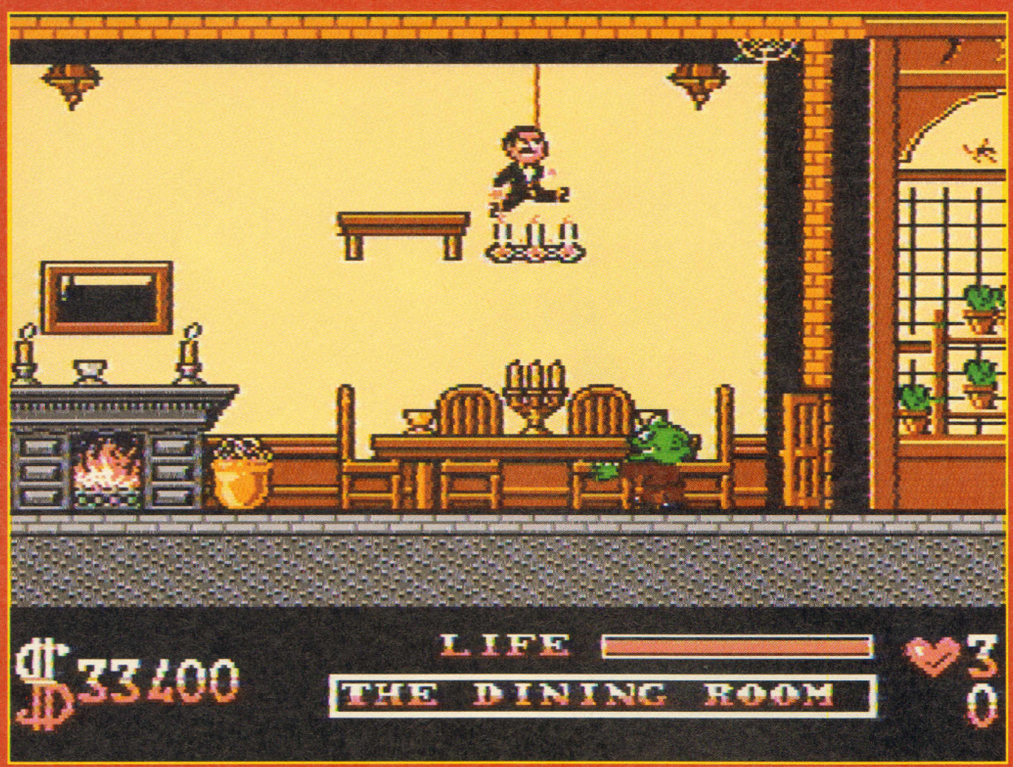
Final rating
32 Percent



Out in the family graveyard Gomez seeks the secret subterranean skeleton's (er, name for a cave beginning with 's')...



... And lo and behold, he's found it! Bop the skellie a couple of times and he relinquishes an extremely useful key.



Unlike his chums, this green geek can't be killed just by jumping on his head. Instead you have to use something bigger. Something bigger with candles on it. Any ideas?

THE ADDAMS

For NES (1 player) **From Ocean** **Price £43**

Ocean have done it again. Every month they seem to come up with yet another movie licence of some description on NES and Game Boy, and this month is no exception. This time around it's The Addams Family that's getting the treatment, and – surprise, surprise – the treatment involves lots of platforms, lots of jumping on bad guys' heads, and lots of arcade adventurey object-collecting and puzzle-solving.

OK. So far, so seen-it-all-before, but compared to Ocean's Hook (which scored 84% last issue) The Addams Family feels like it was made by a different company. The graphics are pretty coarse, the sound is particularly average and the game just isn't as slick as we've come to expect from Ocean.

WEDNESDAYS
Pretty playable at first, with some intriguing but solvable puzzles. Lots of different things to see and do

Having said that, The Addams Family has actually got a little more to it than most recent film tie-ins – only a little, mind you, but it's a step in the right direction. While the meat of the game is pretty ordinary platform-leaping stuff, the adventure element is the real bones of the game (if you see what I mean). You have to think about what you're doing, and take care to do certain areas of the game in a

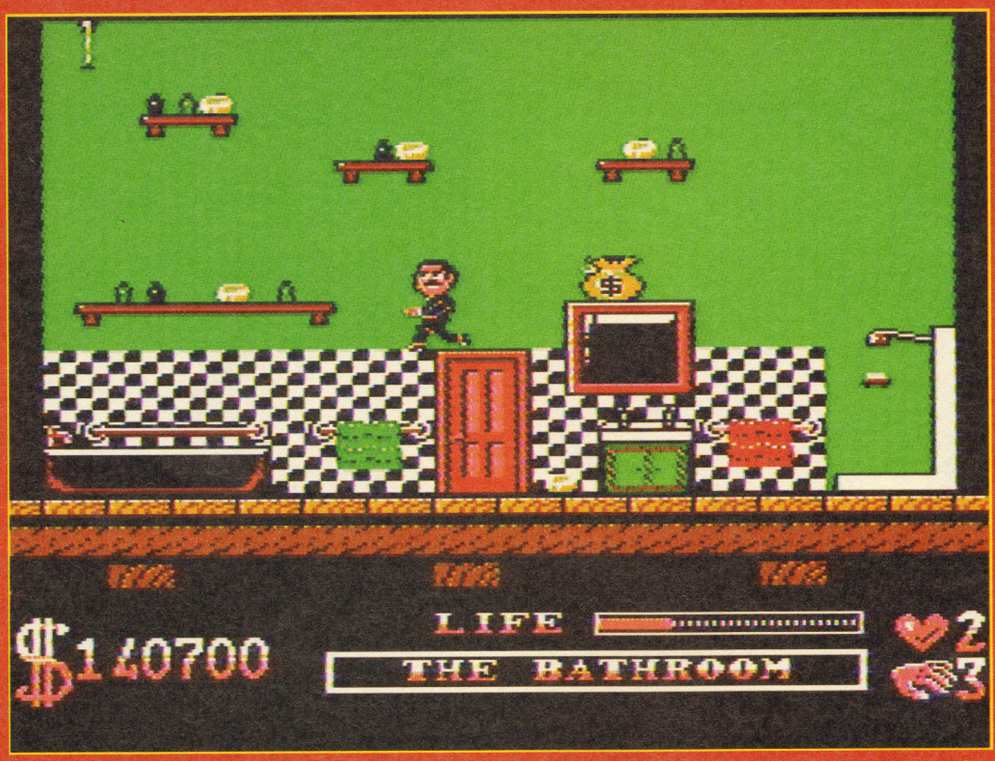


4 Now you can move into this room – but beware the swords which fall down!

2 Leap over the bear and climb up the shelves onto the top of the pictures. Jump over to the right.

1 Move left, but watch out for the bear-rug – it's alive!

3 Jump on the candlesticks above and the bear trap falls to the ground. Lure the bear into it and trap that sucker!



See, even the Addams family go to the bathroom. Mind you, if my loo had got big bgs of money stowed away on top of the mirror, I'd always be in there too!

certain order if you're going to have a chance of accomplishing them.

Unfortunately both the game and the instruction manual spoils the fun a bit by giving out some very heavy-handed clues. There's still a good deal of head-scratching left, but on my very first session I managed to rescue three of the Addams family and collect half of the items needed. With so many gamers complaining of carts that are too easy to finish, it would be unwise of me to recommend this one.

With a bit of mapping, a bit of thought and a few days' play, The Addams Family should be re-united – and never to be seen again.

If platformy collect 'em ups are your bag, you'd be wise to wave your wad in the direction of Hook p'raps. **ANDY**

WEAKS

The graphics and sounds aren't really up to scratch. It's fun, but you could well clear this one up in a few days

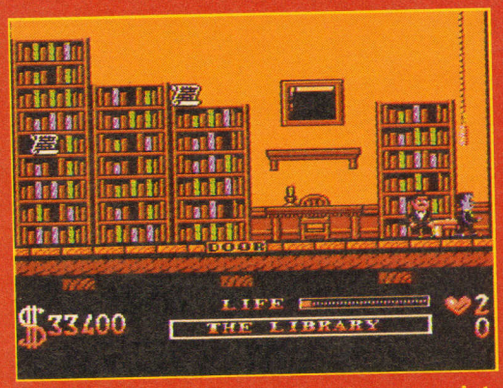
S FAMILY



Up inside the big tree, Gomez discovers a large blue egg. I dunno what it's for, but it must be useful, because...



... It's appeared in my inventory. As you can see, I've collected quite a bit, and I know where most of the other stuff is already!



Once you've collected the music manuscript in the library, Lurch trundles in and takes it right off you! (Great ugly gimp!)



Oh, that's all right then. He's only going to play some music for me – maybe you'd better follow him into the ballroom.

THE ADDAMS FAMILY

Looks

Weedy sprites and weak animation, but the scenery is nice and varied

Sounds

Naff warbly theme music, plus the occasional effect. Very average indeed

Gameplay

Nothing new, but simple and fairly well done. Collision detection is poor, though

Life span

Once you've sussed all the problems, it shouldn't take too long to finish it off



A neat puzzle solver, marred by poor collision detection, average sounds 'n' piccies and a quest which you'll finish in a week

Final rating

55 Percent

We've joined together a few screens from the Clocktower Of Untimely Death (eh?) so's you get an idea of the sort of problems young Trev' has to face. Personally I'd just give up after the zombies (I hate zombies).

CASTLEVANIA

For NES (1 player) **From Konami** **Price £dunno yet**

Phew! At last we've reached the end of this month's Castlevania marathon. All ready to tackle 'Castlevania 3: Dracula's Curse?' Let's see, got my whip? Check. Got my armour? Check. Got my long, flowing mane of golden hair? Yep (I've borrowed Vicky's wig). Well, just for a change, in this Castlevania adventure you play Trevor Belmont, Simon's ancestor and, according to legend – or at least the instructions anyway – 'Origin of the Belmont Warlord Chromosomes.' Hmmm.

This time Count Dracula, under the impression that he is pretty hard, has gathered his undead mates into a huge army and reckons he can 'have' the entire Earth. And guess who thinks he can 'take' Drac? Yep, you got it – this is one heavy night on the mead that Trev is going to regret.

Silly plot aside, after Castlevania 2's cerebral leap into arcade adventure territory, this third instalment goes back to the simpler format of the first in the series. In other words running, jumping and killing everything hairy and nasty in sight.

The game retains the same look as the other two, with the platforms made up of small blocks, the hero strutting about with his whip, and even most of the baddies looking familiar and moving in the same way. That said, the graphics do look better than the first one, with more detailed monsters and much better levels.

The gameplay has had a lot more thought put into it than the first Castlevania and the levels are much better designed. For instance, on the second level, the Clock Tower Of Untimely Death, Trevor has to swing on giant pendulums and climb over the massive cogs of the clock's mechanism in order to get through the stage. It doesn't sound like much, but it really does make the game much better to play than the standard fantasy romp that the first one was.

Of course, if you didn't like either of the first two Castlevania games then you're not really going to like this one either? But if you did like the format and want more of the same, then – shock



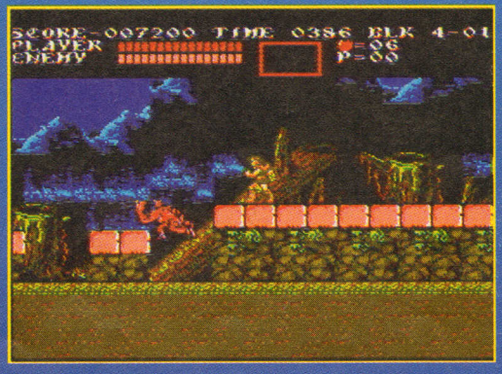
Could this be another un-dead zombie, all pale and pasty with mouldering flesh? Or is it Steve after an all-night shandy session?



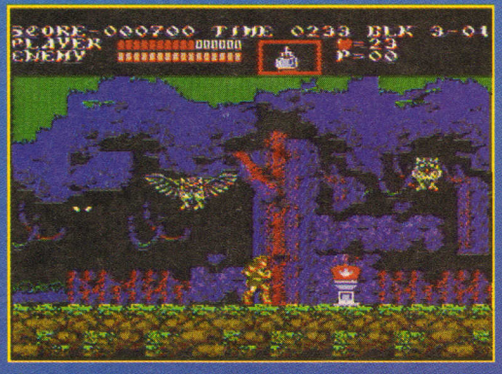
Dracula must have some cowboy builders in, 'cos these floorboards aren't half loose! Somebody could fall if they weren't careful.



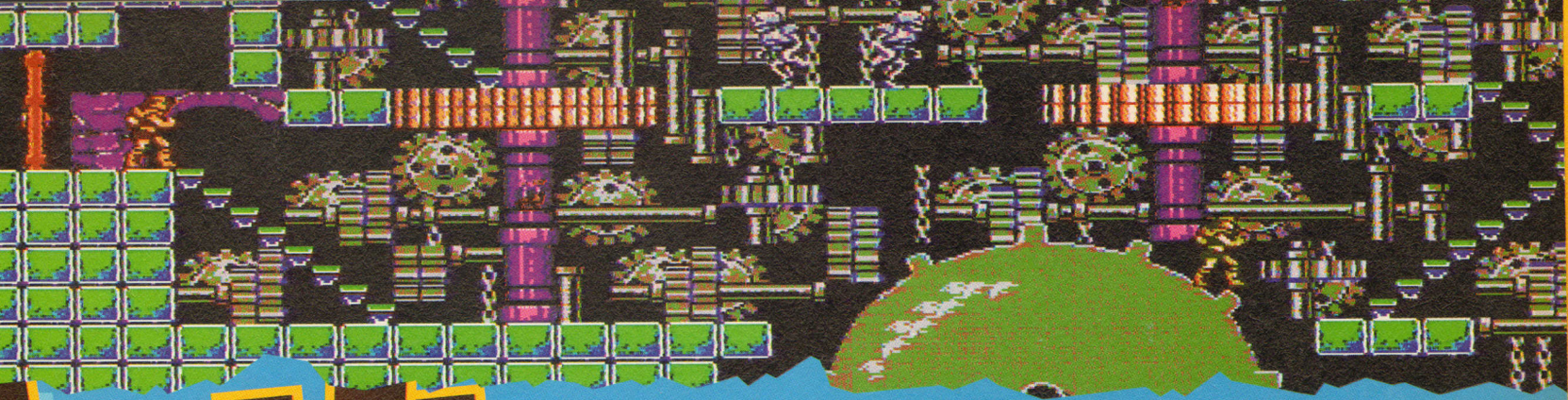
Urgh! These skellies take themselves apart and hurl their own bones at you. Of course, throwing that second arm is a bit tricky.



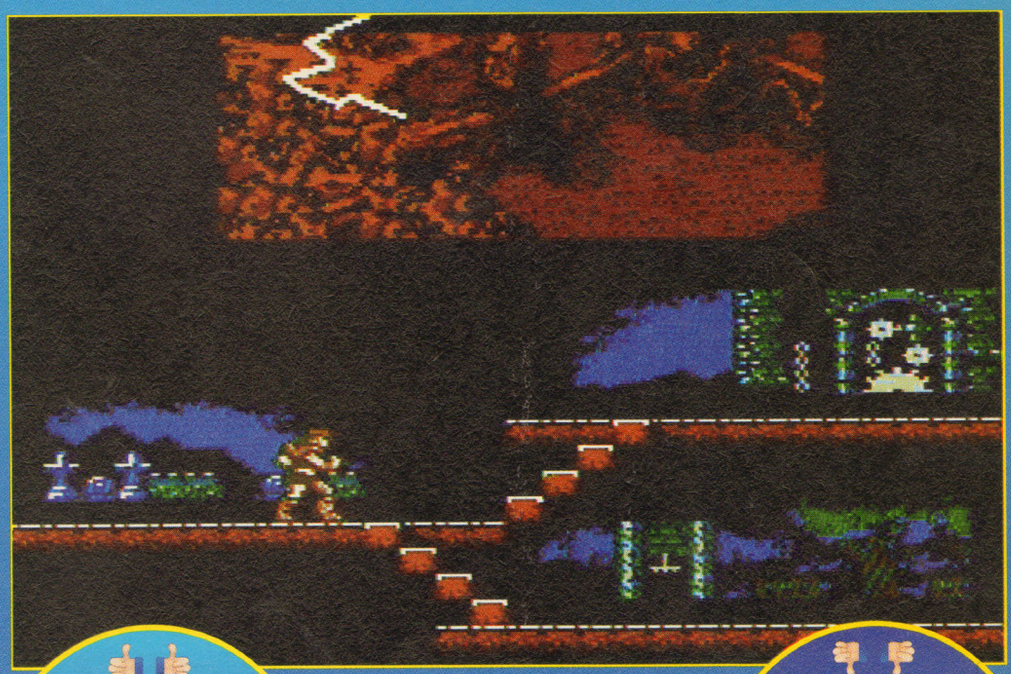
Watch your step out in the mud flats – you don't want to go treading on one of these little red froggies (it'll bite your leg off).



There's plenty of night life in Castlevania 3 but the only birds you'll get to meet are these ruddy great owls of doom (*sigh*).



Dracula's Curse



of shocks – that's what you'll get in Castlevania 3 (what were you expecting, a train-spotting game?).

If you've never played a Castlevania game before and fancy some monster-mashing fantasy action, this is the one to go for. **STEVE** TOTAL!

CASTLEVANIA III

Looks

■ A good looker, with lots of neatly animated baddies and atmospheric scenes

Sounds

■ Usual ho-hum, run-of-the-mill, average tunes that soon get on yer wick. OK FX

Gameplay

■ Platforms, whips and monsters. It ain't new but it works really well here

Life span

■ Varying levels and different routes to explore make you want to play on



The best of the series on the NES. A meaty beat 'em up with plenty of action to get your fangs into, and passcodes to keep it un-dead!

Final rating 80 Percent

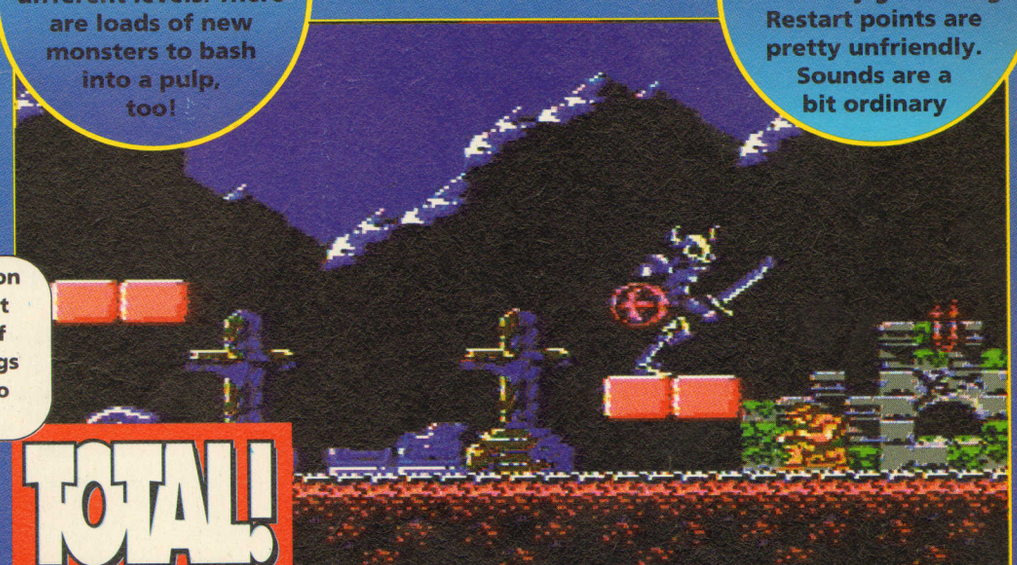
PURSES

Atmospheric graphics, with lots of REALLY different levels. There are loads of new monsters to bash into a pulp, too!

At the end of the first level, it's decision time! Do you head for the Clock Tower Of Untimely Death... or the bit with the owls in?

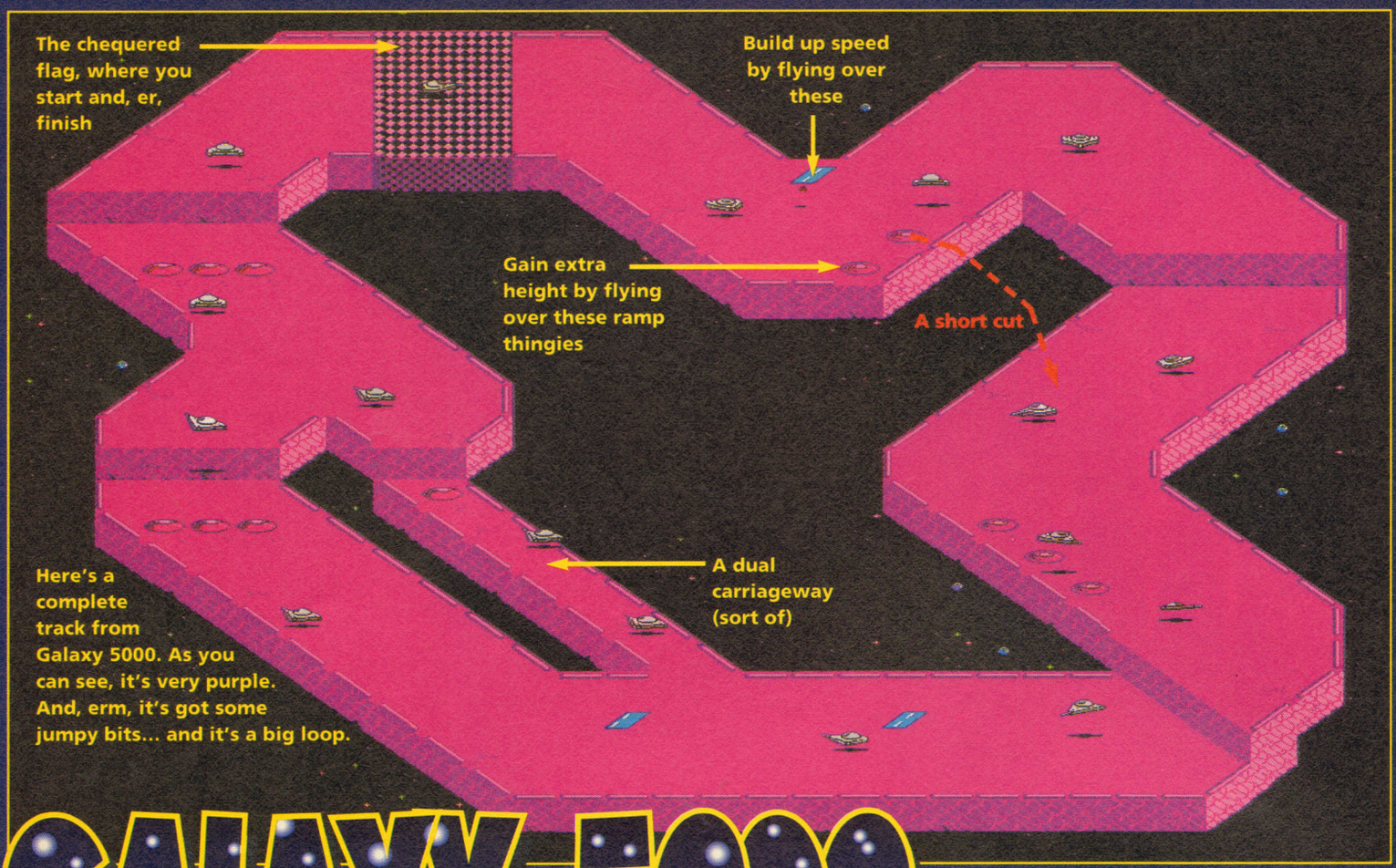
CURSES

The constant jump 'n' whip gameplay can eventually get boring. Restart points are pretty unfriendly. Sounds are a bit ordinary



TOTAL! TACTIX

This whacking great skeleton may look a bit fit but he's easy to beat, really. Just jump on the low platform and over the top of him, then bend down and whip him from behind (you can get about three or four hits in). Jump over him as he comes towards you (you'll probably take a hit in the process). Leap back up onto the platform and do it all again. It takes about four attacks to wipe him out.



GALAXY 5000

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

Forget the Indy 500, Galaxy 5000 is the road race of the future, battled out in hovering racing ships for the ultimate prize – life itself. It's a race not only against time but also against three opponents.

You progress through four races, each four laps long, on tracks on each of the planets of our solar system. You have 200 seconds to complete the first course, which drops as you move up through the levels. If you're still racing when the clock hits zero the course vaporises, leaving you hurtling down to certain death. Your only way to survive is to finish the course within the time limit.

You start the game with a basic Tomahawk craft, armed with simple weapons. A score of 100,000 lets you buy a Crusher, a faster ship with more firepower. With 250,000 points you get a Phantom... and so on until you have the ultimate Galaxy 5000 mean machine. The strategy element consists of deciding how much to repair your ship at the end of each level. The more repairs you make, the greater your chance of finishing the course, but this leaves less money for a more powerful ship.



Hop over the spikes in Venus or blast them out of the way or else you'll get impaled.

This game's main drawback is the awkwardness of the controls. Unless you've got thumb muscles like Arnie's biceps, steering the ship with the joypad becomes a real chore. This makes playing for long periods out of the question – annoying, as once you get to know the courses you just want to get on with it. The best way of avoiding pain is to get a joystick, and the game would probably be a lot more playable for it. **ANDY**

THRILLS

The ability to blast the other racers of the track gives it an exciting added dimension

SPILLS

Marred by a poor control system which severely limits playability

GALAXY 5000

Looks

■ Not particularly exciting, although the animation of the ships is smooth

Sounds

■ Some sampled sounds, but mostly sounds like frrp, brrp and kchurrrp

Gameplay

■ Addictive but irritating, as you can only go so far without a thumb of iron

Life span

■ Unfortunately your interest in playing the game lasts longer than your stamina



Not the greatest race game of all time, and lacking a decent control method, but absorbing enough in its own peculiar little way

Final rating

52 Percent

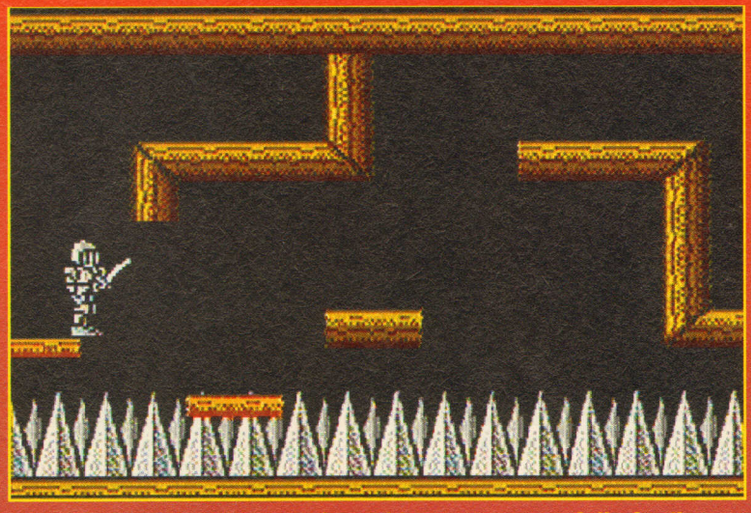
YOU'LL BE BACK!



ONCE YOU'VE READ IT, NOTHING ELSE WILL DO! CATCH THE NEXT *SEGA POWER* ON 4 JUNE AT ANY GOOD NEWSAGENT!



Having collected the statuette and delivered it safely to the thieves' guild, Sir Scrawny is given the opportunity of joining this dodgy club. If he accepts he has to pass a rather curious entry test...



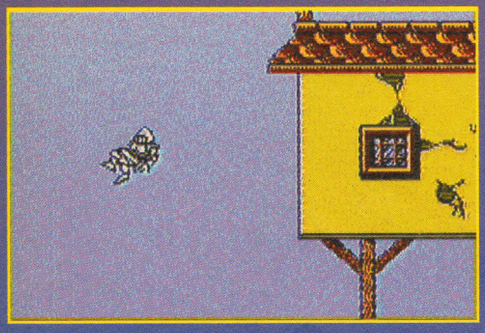
... The test involves leaping along this strange room full of spikes without actually dropping onto them. Unfortunately, it constantly scrolls from right to left and there are flying obstacles too. Nasty.

WIZARDS & WARRIORS III

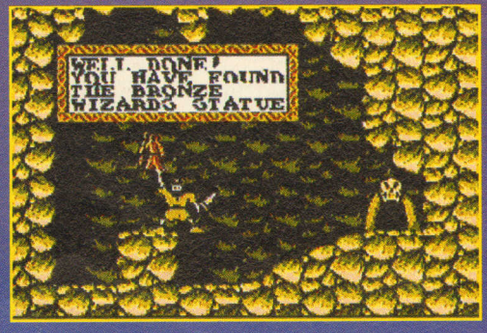
Kuros: Visions Of Power

For NES (1 player) **From Acclaim** **Price £40**

Yes, old tinhead is back, and once again he finds himself at odds with the evil Malkil. In the past two games Malkil was defeated by Kuros, and yet he still keeps coming back for more. Makes you wonder why Kuros keeps on trying if Malkil always bounces back, doesn't it? Why doesn't he just go off on holiday and forget all about it? Life would be so much more fun if video game characters acted like real people, eh? Like, Mario stops hitting stone platforms with his



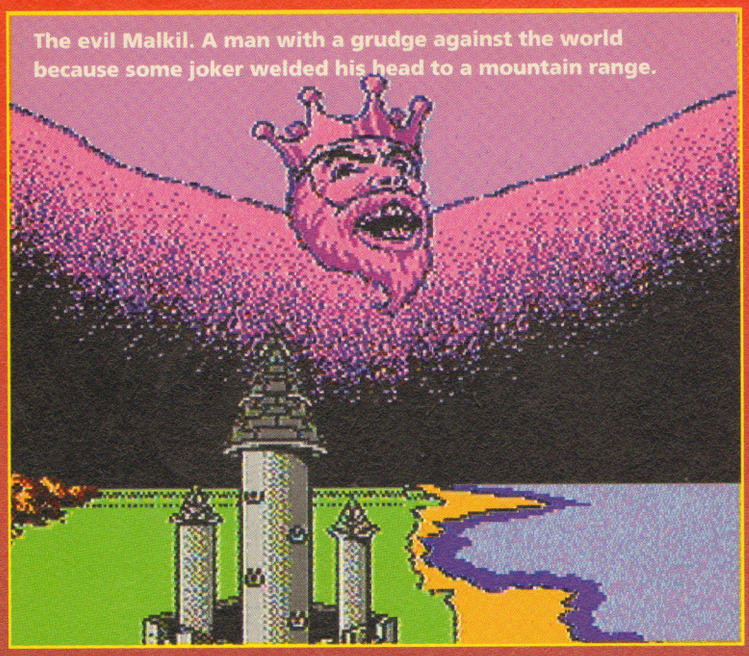
What's this? Has our hero found some magical ability that enables him to fly? No, he's plummeting earthward to his death.



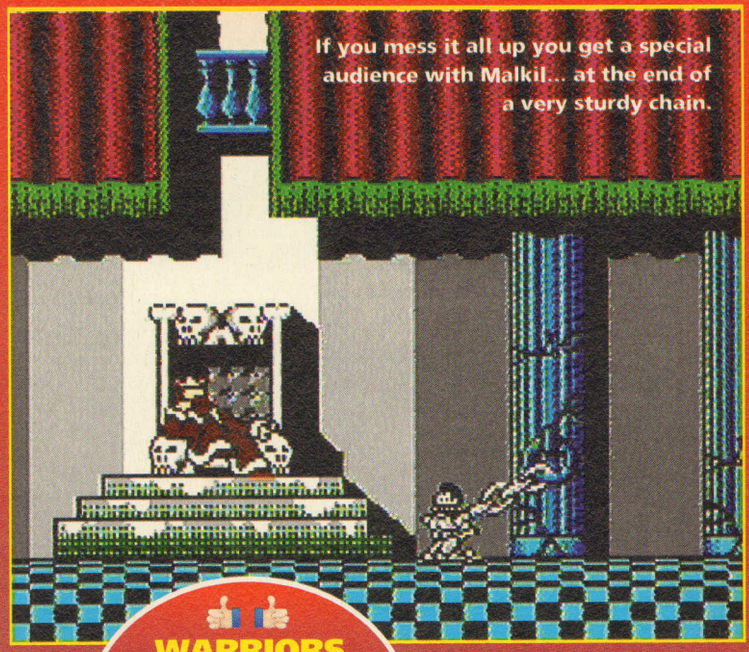
First you delivered a statue to the thieves guild to become a thief, now you've found the wizards ornament. Time for a change.



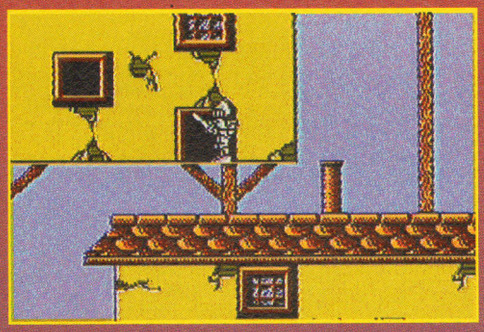
Try clanking your way through this room as a knight and this goon will trounce you. Once you're a thief, it's plain sailing.



The evil Malkil. A man with a grudge against the world because some joker welded his head to a mountain range.



If you mess it all up you get a special audience with Malkil... at the end of a very sturdy chain.



Judging by the size of the doors, all the inhabitants of this towering village are dwarves!

WARRIORS
A challenging role-playing adventure. Bags of well 'ard strategy. Graphical variety later in the game

very hard test he can then become a member of that guild, enabling him to move on to the next stage.

WizzyWar III is a challenging RPG-style game with not much in the way of help. The manual doesn't give you many clues as to how to proceed, and the 'gossip' you foolishly pay for before you learn better consists of the 'don't bother trying, Malkil will fry your butt' variety of gentle encouragement. And while you're otherwise engaged, everyone else is sharpening their tin openers, totally unimpressed with your sword swiping efforts (schwing!).

Because the tests you have to endure to get into a guild are so difficult, they're annoying enough to make you desperate to complete them. And as you can keep going back for more you can do it until you do it – if you see what I mean.

All this to-ing, fro-ing, fighting and testing adds up to an absorbing escapade with a lot more meat than many other so-called adventure games. It's slick, colourful and complex enough to keep you battling for some time. **STEVE**

TOTAL!

WORRIERS
A bit slow to get into at first. It's a bit sprawling, so there's lots of unnecessary exploration to be done

head and opens a pizza restaurant instead. Yes, sorry, where was I?

The new dimension in this latest addition to the popular WizzyWar series (well, popular in America, anyway) is the use of magic, which involves finding the stuff, learning how to use it and when, and not wasting it before you really need it.

To get the magic he needs to defeat Malkil, Kuros must buy keys, food and information, and join various guilds to change his character. He can become a thief or a wizard by finding objects and taking them to the relevant guild. After passing a



Oh no! Kuros bumps into a vibrating, bum-faced boss. Well, you don't see many of those around these days now do you?



This is no ordinary boozer. As well as selling fine beers, the landlord also does a good line in food, keys and gossip. Well-weird!



Sadly, the juicy gossip (which you have to pay for) amounts to statements of the flippin' obvious. Thanks a lot buddy!

WIZARDS & WARRIORS III

Looks
- Seems a bit simplistic at first but the graphics get better as you go on

Sounds
- Nice theme tune, although a trifle cheerful for the doomy magical setting

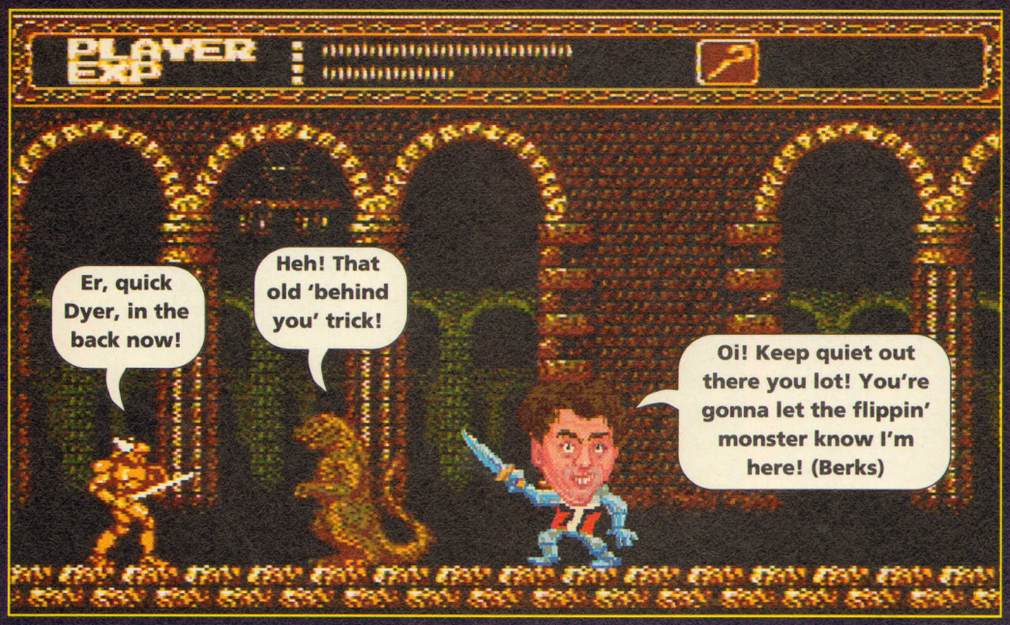
Gameplay
- Lots to do, and once you know the drill you can whizz through the early stages

Life span
- Grows on you slowly, but once it bites you'll be jiggling your joypad for ages

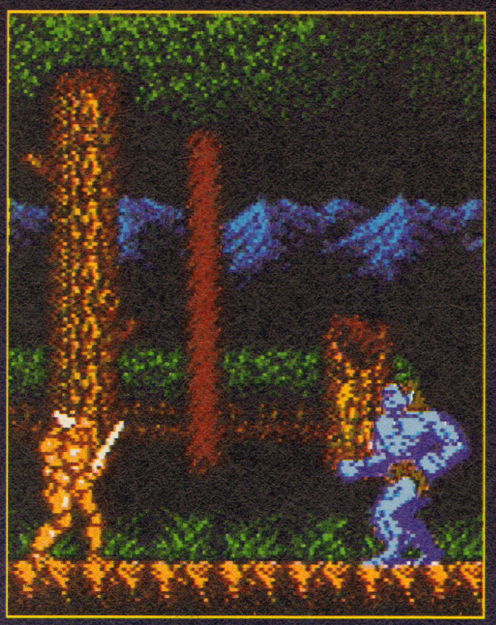


A bit dull to start with, but as you begin to discover things and solve puzzles it quickly becomes intriguing and very, very playable

Final rating 76 Percent



One of the slightly more imaginative enemies you'll meet is this fire-breathing dinosaur thing, who can also perform a nifty tail-swiping manoeuvre. Looks like Thicky's had it!



This guy is pretty swift with the club – a few low sweeps with your sword'll see him off.

For NES (1 player) **From Activision** **Price £40**

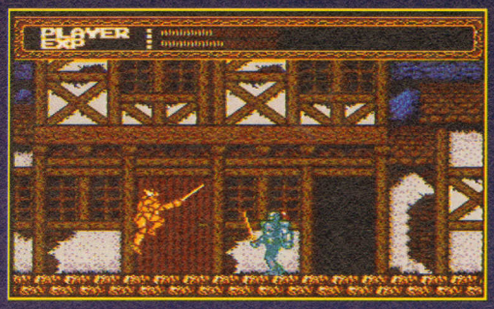
SWORD

Oh dear! I don't quite know where to start with this one, gang. I've had to look at a few manky old piles of guff in this job, in amongst the Mario 3s and Bart Simpsons and New Zealand Stories, but I haven't seen anything quite as poor as this for as long as I can remember. This is a game that, in terms of both quality and complexity, makes Shadow Warriors look like Sim City. But that's enough waffle for now, let's get down to brass tacks...

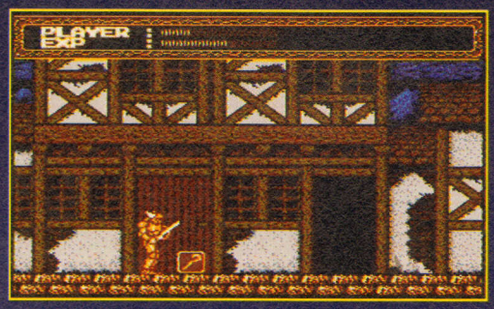
The plot of Sword Master is the usual old nob, so I won't bore you with any of that. What it boils down to is that you've got to hack your way through a load of levels (how many? Too many!). In standard scrolling beat 'em up mode, you use your wide repertoire of three (gosh!) different attacking moves, plus a (far from athletic) jump. Not quite the Sword Master of the title, more like Knife Apprentice or something.

Anyway, ranged against this impressive talent is an array of bad guys, including skeletons, lizard men, bats, dinosaurs and wizards, who rather sportingly attack you one at a time for most of the proceedings. Chop one up, walk on a little bit further, and another soon appears to take its place.

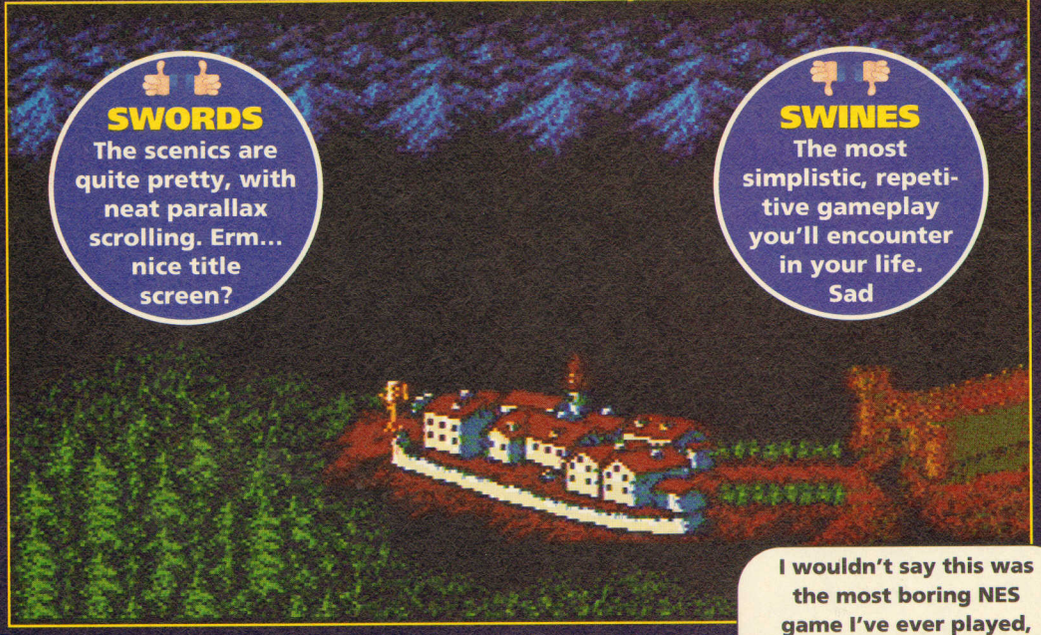
The most interesting thing that ever happens is



1 The end of the second level is guarded by this knight (and he's as hard as nails). He takes a lot of punishment and dishes it out brutally, but at least when you kill him you get a magic wand for your trouble...



2 ... And here it is. Impressive, eh? They don't make magic wands like that anymore. They broke the mould whe– Oh hang on, you'd better not just stand there – pick it up quickly or it'll disappear.



This Transylvanian council estate is the setting for level two. This map appears in between each level and that little blokey wanders a bit further along it each time. In fact, this is probably more fun than actually playing the game itself. Shame!

I wouldn't say this was the most boring NES game I've ever played, but... well, actually, I think I probably would. Total drivel

SWORD MASTER

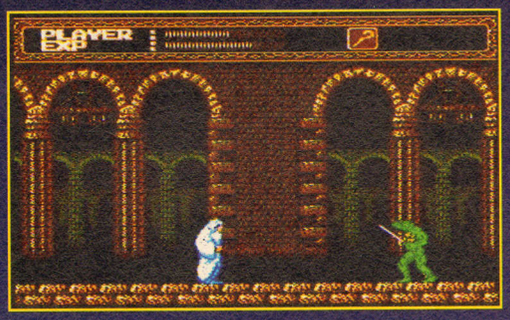
Looks
Okay but dull backdrops. Some quite detailed sprites (and some fuzzy ones)

Sounds
Pleasantly tootly tune and some reasonably neat sword-swooshing sounds

Gameplay
Unbelievably shallow and excitement-free walk-and-slash antics ahoy!

Life span
If you can stomach this for more than a day, you deserve a medal





3 It's a flippin' good job you picked that wand up in time. Now you can use your newly acquired magical abilities to give this nasty leaping lizard man the darned good thrashing he so richly deserves. Spiffing.

that occasionally you stumble across a tougher baddie who needs more than one hit to die and leaps around dramatically in an attempt to evade your blows. You then spend a couple of minutes bouncing around the screen until one of you succumbs. If it's you, then it's Game Over time (although you do get five continues). Kill him and oh lucky, lucky day, you can go onto the next level. It's almost impossible to bring any real skill to bear on the matter – it's just a question of slashing at the baddie and hoping that he doesn't whip out his sword or breathe fire at you or something before you reach him.

As you progress through the levels, you can find incredibly exciting things like a wand which allows you to change into a wizard. Unfortunately it's a completely crap wizard, armed with a magic bolt that doesn't reach quite as far as your original barbarian's sword, but a wizard it is nonetheless. Thrilling stuff (I don't think).

So there you have it. Walk along, hack away randomly for a while, walk along a bit more, finish a level, marvel at the astonishing new scenery (Not!), walk along a bit again, hack away randomly for a while, get bored, remove cart from NES, put cart back in box, bury box at bottom of garden, surround garden with barbed wire fencing and signs saying: 'Radioactive Piranha Fish,' move home, and go to extensive psychotherapy sessions to try and forget about the whole thing. I wouldn't say this game is boring, but...*zzzzz*

ANDY

TOTAL!

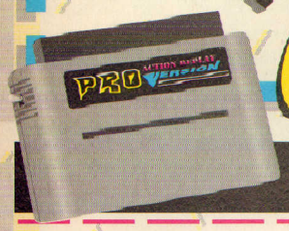
MASTER

NOW THE POWER 2 FIGHT BACK...

ACTION REPLAY

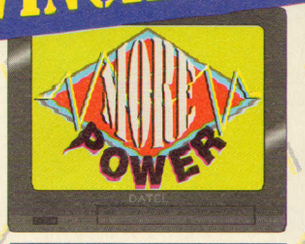
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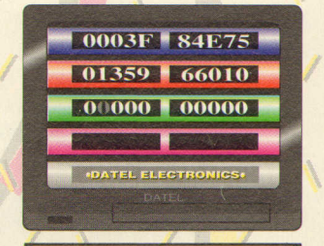


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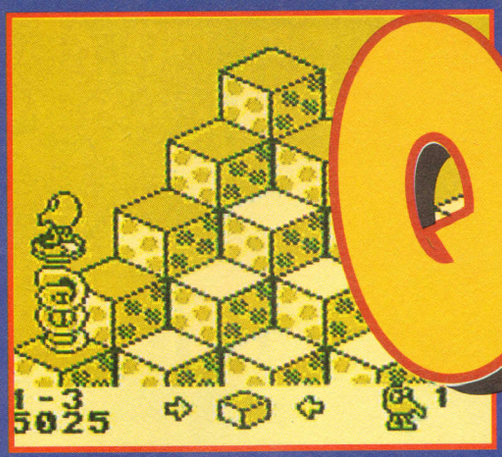
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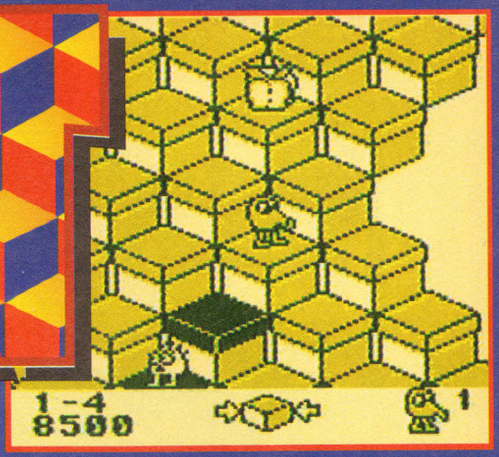


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Q*BERT



If those coily things bounce a bit too close, hop aboard a hover pad to escape.



The little chap is either Sam or Slick – it doesn't matter which, they're both a pain!

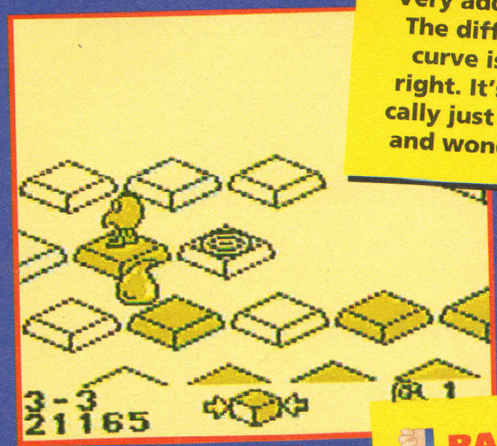
For Game Boy (1 player)
From Jaleco
Price £25

What sort of name is that? Q*Bert! A very stupid one if you ask me. It conjures up images of some big-nosed geek who has nothing better to do all day than leap around on piles of geometric shapes changing them from one colour to another and getting occasionally squashed by strangely-shaped creatures, while using small circular platforms to carry him out of trouble when the going gets tough.

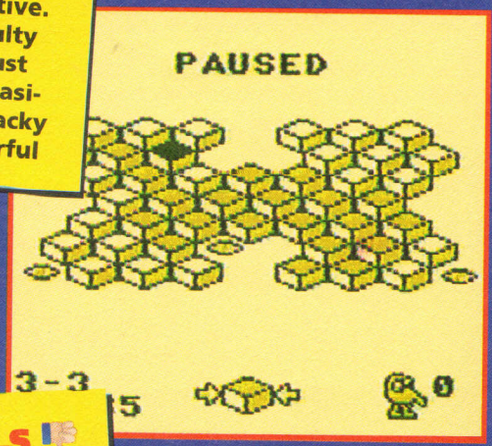
Sorry, what was that? That's exactly what he's like? Ah, thought so. This guy reminds me of a character from an arcade game that was out at least three centuries ago, only now his antics have been tarted up a bit. The glorious gameplay and eccentric enemies are still there, but the graphics are a bit more varied, and the enemies are just clever enough and introduced at just the right time to make each level that little bit harder than the last (each of the 16 stages is made up of four levels). Also the platform configurations get slightly more elaborate as time goes on, with little holes and off-shoots in which it's all too easy to get trapped.

So has this classic stood the test of time? The simple answer is, yes. The idea may be ludicrously simple but for some reason it's compulsive beyond belief. It ain't the most thought-provoking game of all time but it's so damned playable and tightly programmed that you won't want to switch off your Game Boy once you've slotted this cart in. **STEVE** TOTAL!

CUBES
Very addictive. The difficulty curve is just right. It's basically just wacky and wonderful

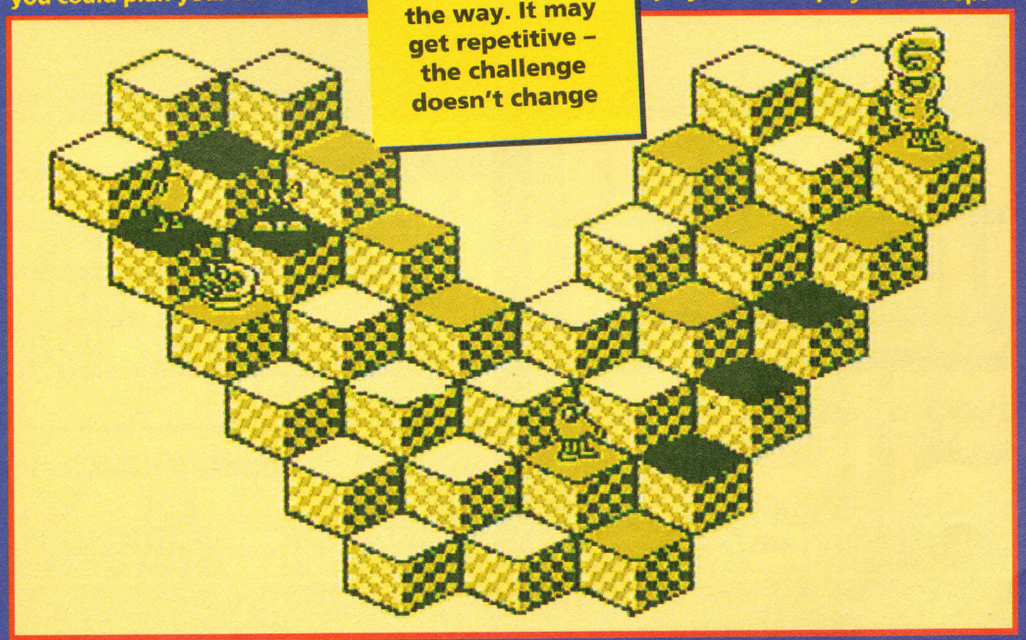


It would be nice to see he whole level, wouldn't it? Then you could plan your route...



... So it's pretty neat that during pause, a mini version of the play area is displayed. Whoop!

BALLS
The 'movie' sequences get in the way. It may get repetitive – the challenge doesn't change



Here's a level we've tagged together. The green blocks have been bounced on once, the black ones twice, the cherries give you extra points and the coileys are complete gits.

Q*BERT

Looks
Not bad at all considering its age. Mind you, it has been revamped quite a bit

Sounds
Yep. Good sproingy, bouncy effects, and the odd quirky soundtrack. Neat!

Gameplay
Fab-o-blinkin' stonk-o-triff! (Pretty good in other words). Incredibly addictive

Life span
64 levels of increasingly difficult fun. This'll last you a long time. Hurrah!



Q*Bert's an oldie, but the gameplay is timeless and with the neat little extras that have been added, this'll delight Game Boy owners everywhere!

Final rating
80 Percent

THE ADDAMS

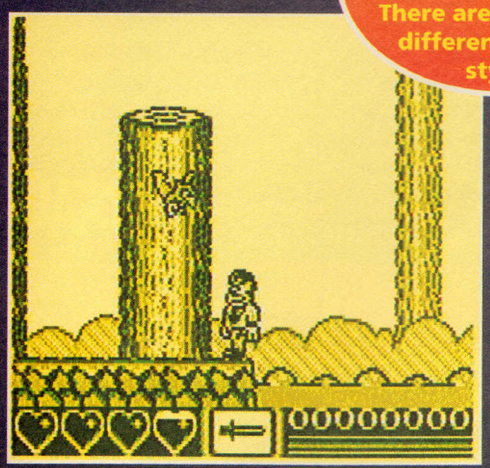
For Game Boy (1 player) **From Ocean** **Price £25**

Shock horror! This Game Boy version of the Addams Family movie licence ISN'T actually just the same game as the NES version but without the colour! Something appears to have gone horribly wrong with Ocean's NES-to-GB porting machine, because this game for the little handheld bears almost no resemblance to its big brother's version, except in the basic plot and design. It's a platformy arcade adventure just the same, but otherwise you wouldn't know the two were related. But is this a change for better or worse?

As with the NES Addams, the object of the Game Boy game is to help Gomez rescue the rest of his, er, *unusual* family. This is accomplished by travelling through several different areas of the family's spooky old house and its immediate surroundings, defeating all sorts of creepy enemies and collecting incredibly helpful items like, well, golf clubs.

As ever, many of these items are highly important in as much as that you can't access or complete certain areas of the game without them, so you'll need a bit of brainpower to work out the best order in which to tackle the game's many levels.

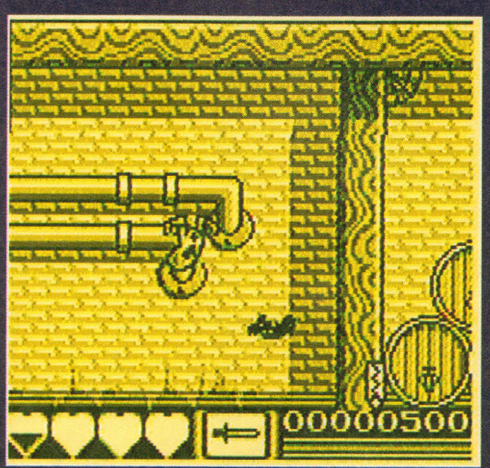
ADDAMS
Nifty visuals and a huge game area to explore. There are some very different graphic styles



Gomez is stuck between a rock and a hard place. Well, a tree-trunk and a pit of boiling mud. If you find yourself in this position, you're as good as dead, 'cos old Gomey can't jump that high!

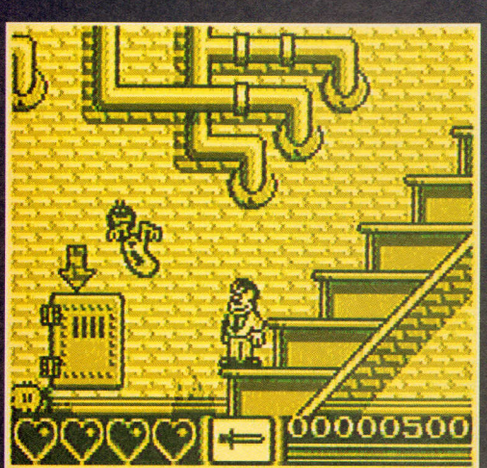


The Addams household is a pretty massive place and is inhabited by swarms of nasties, like this bat and ghoul. You can kill these with a well-aimed knife, but hitting the little blighters is easier said than done!

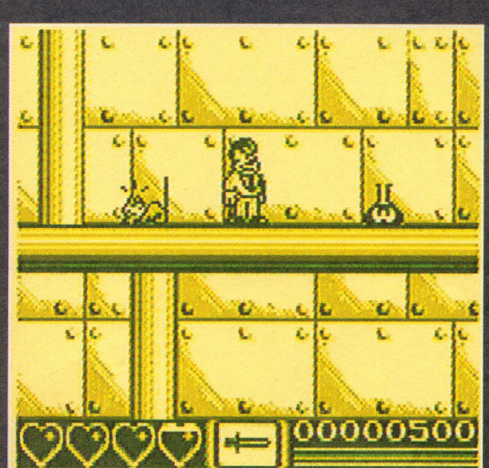


Ah. yes, well, it would appear that Gomez has had enough of this 'traipsing round getting a severe kicking from the baddies' and has scarpered. (*Or maybe we just caught him in mid flash, dimbo – Steve.*)

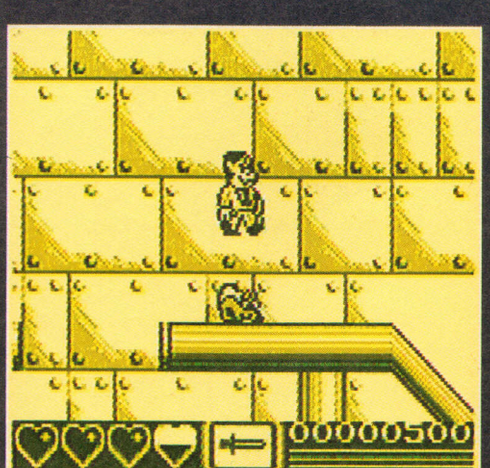
What's that clanking noise down in the boiler...



Gomez decides to investigate the awful racket coming from the boiler room and ventures into the bowels of the mansion...



... Well, the pipework looks OK, and it's terribly warm down here! I'll just take a swig from that suspicious-looking bottle...

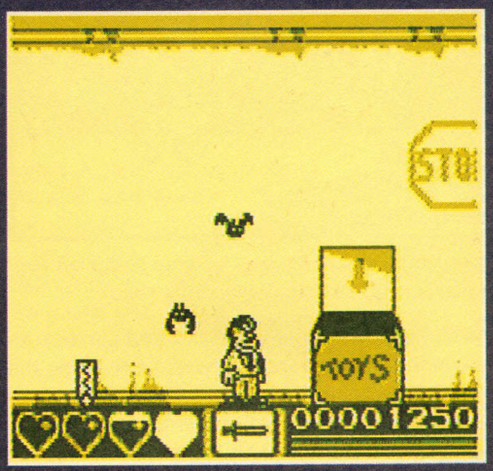


... Urk! (Burp.) I've come over all wolf-like and look at me run! Wow, I can really shift. (it must've been Carling black Label).

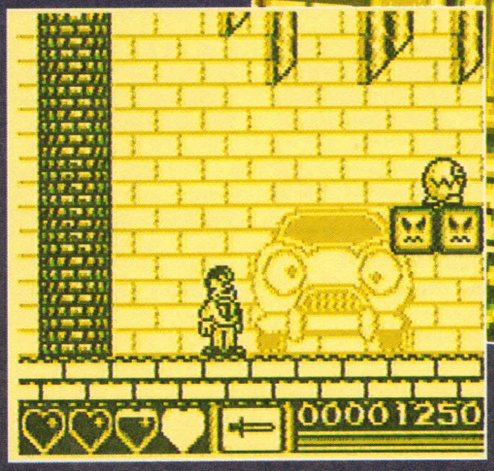
FAMILY



'Hello, I'm Gomez. Let me show you round my mansion'. Now, at this point, any sensible person would peg it like mad in the opposite direction.



Doorways to other parts of the Addams household, do not necessarily have to look like doors. This toybox...



... Leads to the toyroom, where the ground is Lego bricks and you're killed by toy cars and cuddly animals.

SADDAMS
A bit dull and aimless to start, but it livens up as you go. The 'fire' control seems a bit dodgy!

You'll also need to be a bit more thoughtful than usual in your use of weapons, because most of the time you have a very limited supply of ammo, and you'll need almost all of this to defeat the end-of-level bosses who guard the family members. This means that progress is won by skillful manoeuvring and avoidance, rather than simply zapping everything you come across.

And, to be honest, that's about it. The Addams mansion, is huge, sprawling – and just a little bit empty. It's very much a matter of wandering for ages, shooting monsters (with an annoyingly slow and inaccurate firing method) only to reach incredibly difficult end-of-level bosses.

Things do warm up once you get into the game, but The Addams Family isn't a patch on, say, Dr. Franken. More pukey than ooky, really. **ANDY**

TOTAL!

THE ADDAMS FAMILY

Looks
■ Big sprites but it's all a bit plain. And why does Gomez look like Oliver Hardy?

Sounds
■ Fairly awful soundtrack and the effects are nothing to get too excited about

Gameplay
■ Not overly thrilling. The Addams household is a bit too big and a bit too empty

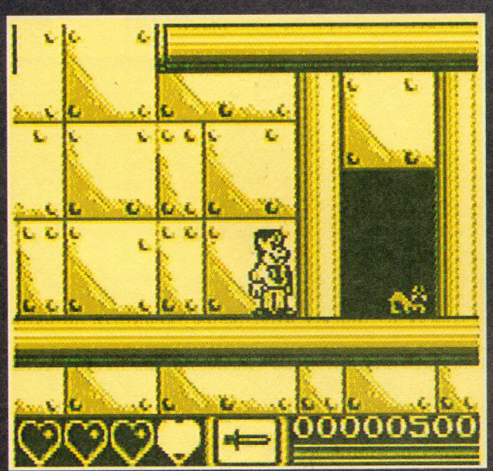
Life Span
■ Reasonably difficult and fairly big. Let's just hope your interest holds out...



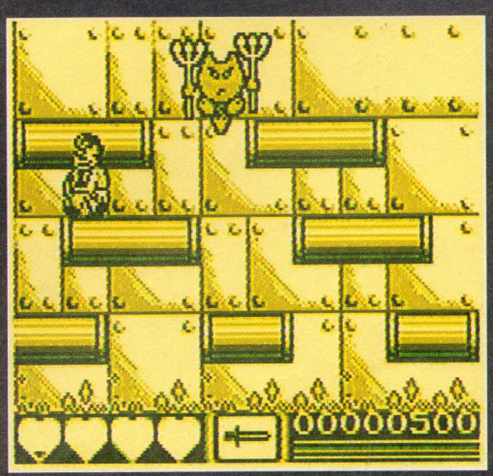
Not as involving, pretty or playable as the NES game. It's more of a challenge, but the lack of interesting things to do means it soon grows dull

Final rating
52 Percent

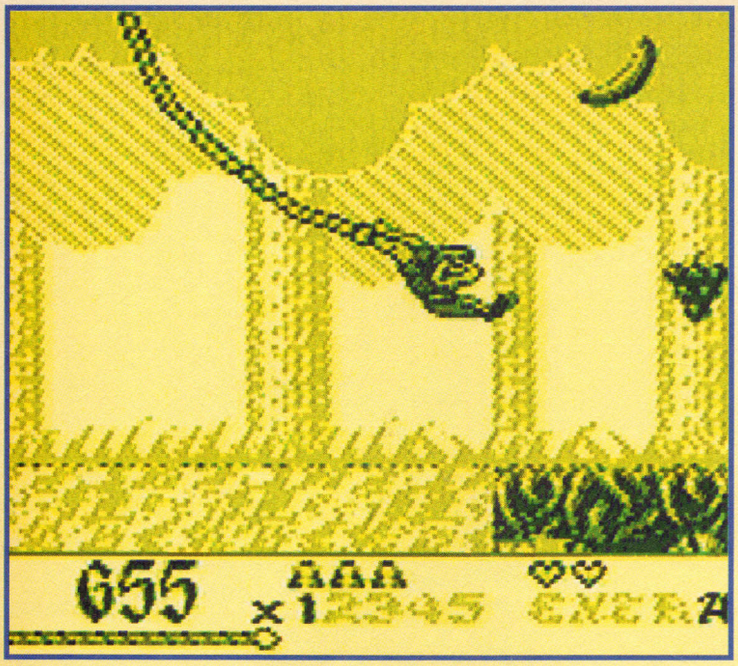
... Well, it's a boiler monster, innit?



Well, my speeding along-type antics have led me to this dark and spooky doorway. And as I'm completely dim I'll go inside...



... Yep, thought as much. It's some heinous monster hovering over burning coals. I guess I'll just be dying horribly, then. OK?



He may be grotesque but ol' Hunchy's a bit of a whizz when it comes to rope swinging. Just as well with all those chasms about.



These giant rolling logs can quite easily squash you, so jump on top of them. This enables you to get all that luvverly fruit too.

The evil Halfenpounder has kidnapped Esmeralda, beloved girlie of that hero with the hump, Quasimodo. So does Super Hunchback just forget about it and join Dateline instead? Of course not. 'Super Hunchback Looks For A Quick Snog' wouldn't be much of a game, now would it? No, into Halfenpounder's castle you go to do some of that damsel-in-distress-rescuing business.

The game's all about Hunchback making his way through the platforms and ringing the giant bells at the end of each stage. At first it's simply a case of jumping a spike or two and picking up the odd fruit. Gradually the stages get tougher, with her-uge pits to swing across, Tarzan-like, and big lakes to swim in like, um, Tarzan as well. Once inside the castle Super Hunchback has to put up with cannons and demons, as well as the ever-present spikes.

Now all this in itself would make Super Hunchback a good enough game, but there's a lot more than just walking (and jumping). Collect enough of the small bells on each stage and special warp thin-

DOPES

Ultra-violence freaks and platform haters need not apply. It's a big game – passcodes would have been nice

The pit and the pendulum



This warps you to a special goodie-collecting bonus round.

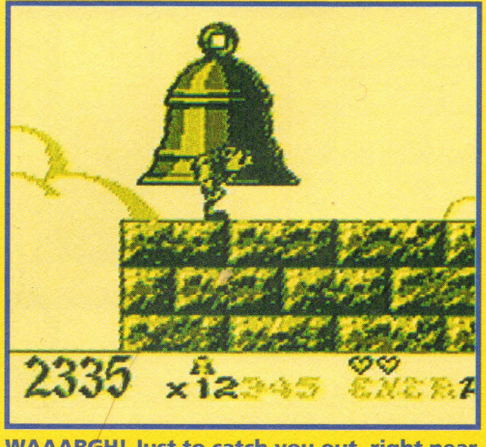
Make sure you drop from the rope in mid-swing, or it's spiky bottom time I'm afraid.

The only way is up. If you want to get out of the pit, that is.

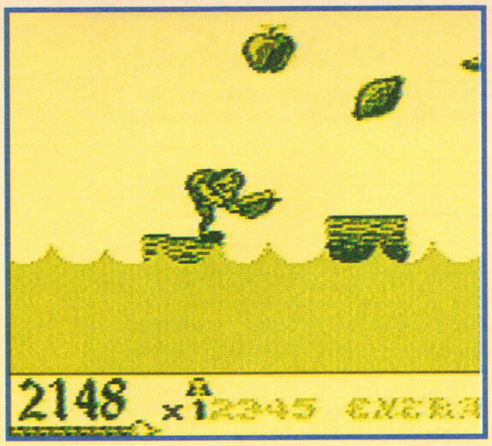
While you're here you might as well get the goodies, like extra energy and lives.

Yet more spikes. Hunchy looks a touch distressed.

SUPE



WAAARGH! Just to catch you out, right near the end of one of the levels this huge bell drops from the sky and flattens you.



To cross the moat into Halfenpounder's castle, make like a lumberjack and jump on the logs. They wobble a bit so watch out.



Whoops! Told you to watch out. Still, our hero is a pretty strong swimmer so hammer button A and leap onto dry land again.

gies appear. When Hunchback jumps into a warp there's a swift bonus game where Hunch has to grab a load of fruit as fast as poss without dying. The game also has hidden levels within each stage – find the way in and there are piles of goodies waiting to be grabbed.

ROPES
Dreamy platform gameplay, with hidden levels and loads to collect. Great tunes and some damn fine graphics

The levels get gradually tougher as you go on. As you get used to the game it gets more and more tempting to go for that extra bonus or make it to that hidden level and so you end up getting bags more out of each stage the more you play it.

Not only does it play well but Super Hunchback looks wonderfab, too. There are heaps of neat touches – if you don't touch the controls for a while, Hunchback takes out a book; when you warp loads of stars flash up; and if you change direction quickly Hunch skids to a halt. Sounds are great too – there seems to be a different tune for absolutely everything in this game, and the spot FX are great.

At first glance Super Hunchback may look like your average platformer, but after playing for only a short while you'll see that it's actually pretty fabby. All the bonuses, skill warps and secret levels enhance what is already a great looking and great playing little game. Get this cart – it's the sort of thing the Game Boy was made for!

STEVE

SUPER HUNCHBACK

Looks
Hunch is brilliantly animated – great-looking levels and loadsa clever bits

Sounds
More fab tunes than you can shake a drumstick at, and some great FX as well

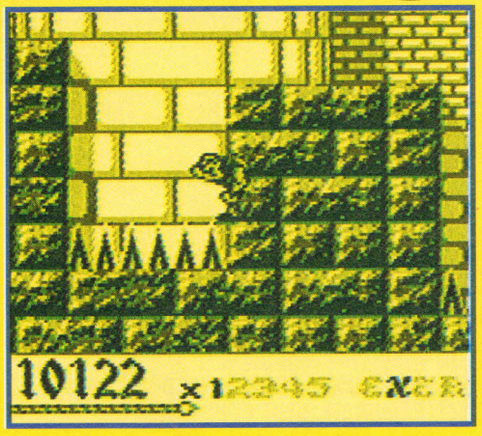
Gameplay
Runny, jumpy and picky-uppy gameplay at its best. Completely unputdownable

Life span
Great fun! You'll play it for ages before you get bored (or finish it for that matter)

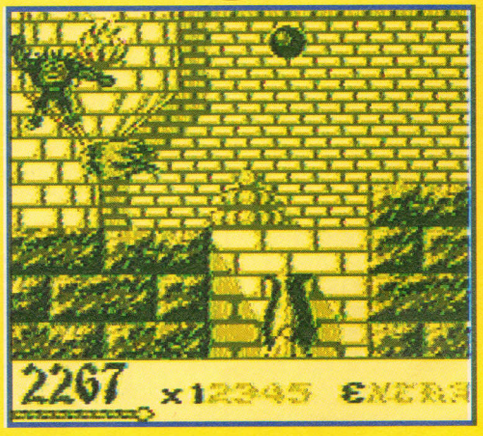


For Game Boy (1 player) **From Ocean** **Price £29 (Grey import)**

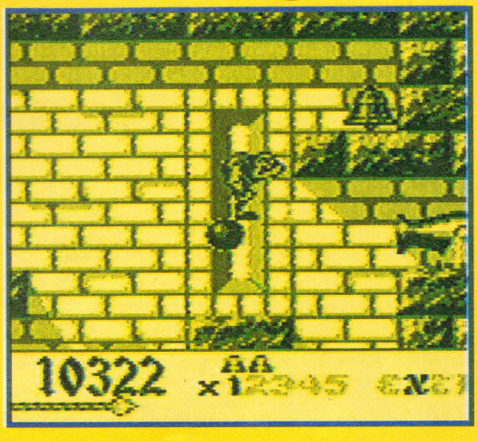
R HUNCHBACK



Like all the best games, you'll probably discover something new each time you play. Here's a well-concealed secret tunnel.



If you touch these nasty jellyfish type things that waft about inside the castle, poor old Hunchback gets burnt to a crisp.



When is a hazard not a hazard? When you can turn them to your advantage. Use the cannonballs as convenient platforms.

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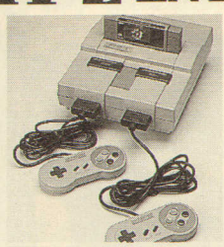
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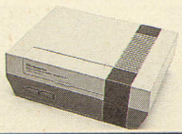
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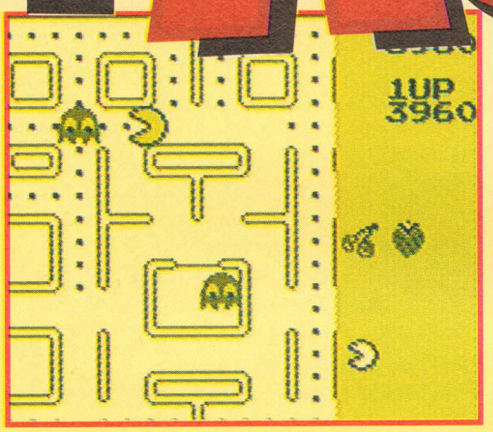
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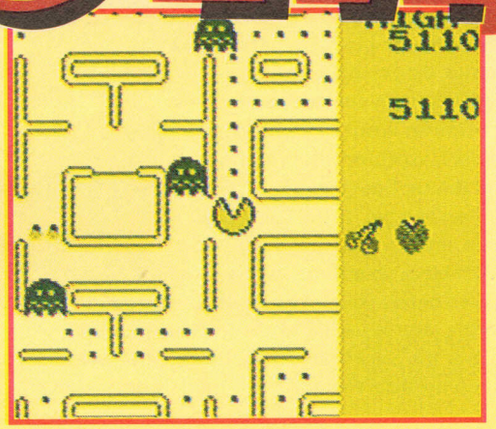
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For Game Boy (1-2 players) **From** Namco **Price** £25

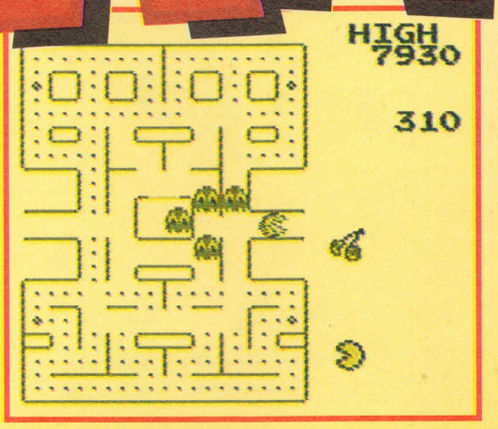
PAC-MAN



Um, well it's Pac Man, isn't it? Little yellow circle eats loads of pills and starts seeing lots of ghosts. (Like going to a rave, really!)



If you eat one of the four mega-pills on each level, the ghosts go all dark and run away 'cos Paccy can now eat 'em. Wacca!



If the scrolling screen puts you off, select the mini view instead. This squashes the whole play area into a single screen.

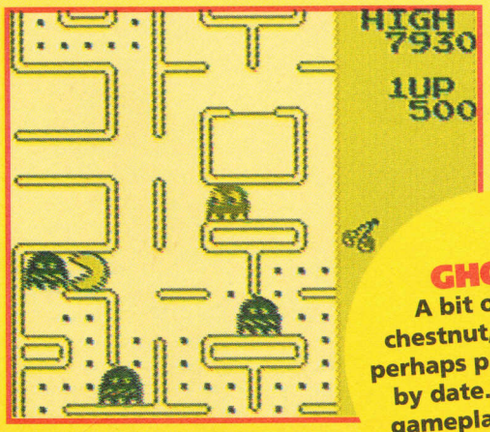
Pacman is without doubt one of the best-known game characters ever devised. Now, 12 years after he first appeared on the scene, the grandaddy of video games has finally arrived on the Game Boy.

If by some chance you didn't already know, our jaundiced friend is on the run from a motley crew of crazed ghosts enclosed in a maze. Pacman has to get to pills which temporarily bestow on him the power to eat the ghosts and complete the maze.

PILLS
Pure 'n' simple ghost-chomping gameplay is fun enough for a quick pick up and play. Very neatly done and with terrific nostalgia value!

The drawback here is that there's only one maze, which makes the game a tad repetitive, although this is made more bearable by the fact that as you progress through the levels the ghosts get a lot faster. Pacman zips around the screen at a blistering pace whilst stuffing as many pills into his gob as is pacmanly possible. Unfortunately, control gets a bit fiddly at this point, with the joypad finding it hard to cope with the rapid changes in direction

The basic structure of Pacman is so simple that there really isn't much that could have been added without changing it beyond recognition, and no attempt has been made here to update it. Having a choice between two views (a scroll-around screen or a view of the whole screen) is useful, but all in all this just a slick version of an ancient game. It's fairly enjoyable (especially in two-player mode) but nowadays gamers expect more for their money than this cart can supply. Pacman is definitely now in his twilight years. **ANDY**



Given the simple nature of this game, we'll show you another example of ghost-chomping antics.

GHOSTS
A bit of an old chestnut, which has perhaps passed its sell by date. Repetitive gameplay and basic visuals are showing their age

PACMAN

Looks
Plain and simple, but then that's all you need with such a basic game

Sounds
The original Pacman jingle and pill-gulping sounds are faithfully retained

Gameplay
Classically elegant or just plain dull? You'll either love it or hate – I hate it.

Life span
Only Pacman lovers will be happy to sit there, popping pills for hour after hour

A pretty flawless representation of the original. But I can only recommend this one to Pacman fans (sad people) who crave for the olden days

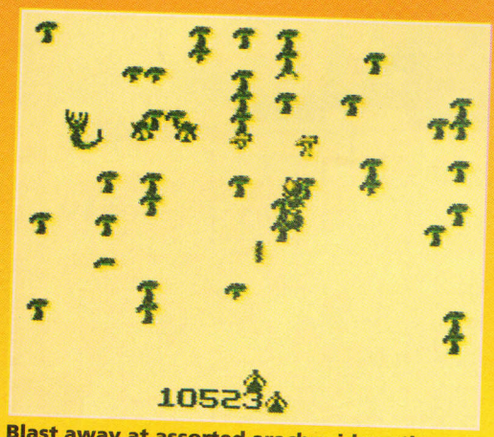


TOTAL!

CENTIPEDE



Keep the bottom of the screen clear of mushrooms otherwise you'll get got.



Blast away at assorted arachnoid nasties before they reach the bottom.

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

Centipede is another of those age-old arcade classics that refuse to turn up their toes, and instead keep popping up like old relatives at Christmas – but without the crap presents and bad-breath kisses.

No poncey story with this one. It's just you, a centipede, and some of his close personal friends. All you have to do on each level is destroy the segments of the centipede whilst avoiding the spiders, scorpions, falling bugs and the centipede itself.

Easy? Forget it! The baddies all drop mushrooms on the screen which block your shots and have to be blasted before you can waste the centipede. On the later levels there are so many mushrooms all over the place that you can barely move without bumping into them. As the game goes on the centipede gets longer and longer, more and more mushrooms cram the screen, and the baddies get more and more frantic – must be because of the mushrooms!

BESTS
Old-fashioned fast 'n' furious shoot 'em up action. Good with two-players

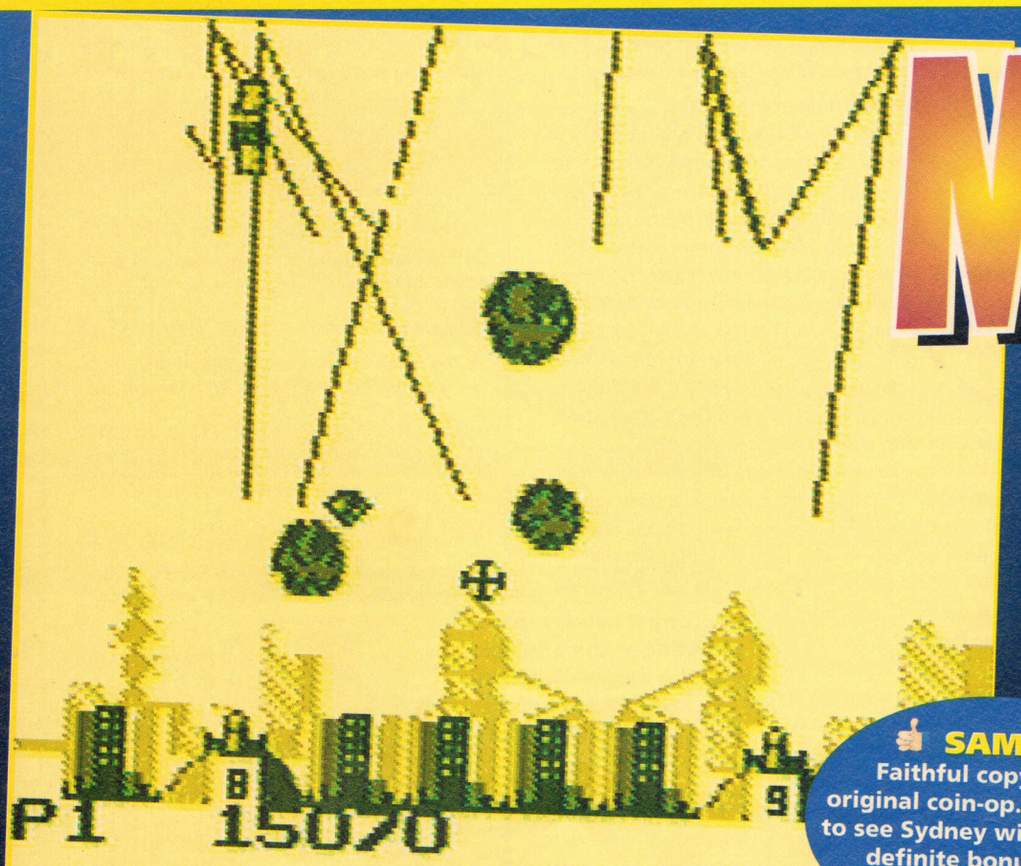
PESTS
There's only one rather basic screen. Graphics are very simple, with simplistic gameplay to match

Nothing unpredictable happens in Centipede – there are no new screens or new monsters – it just gets faster and tougher. All this may sound a bit dull, but Centipede is actually a whole load of fun to play. If you've got a mate with Centipede too, the two player link-up makes for even more fun.

Anyone who is tired of samey platform romps or is just feeling nostalgic could do worse than try Centipede – it's got enough to keep you going back for a quick blast again and again. **STEVE**

TOTAL!

MISSILE



London is safe for now but I wouldn't fancy living in one of those skyscrapers. Who could be behind this multinational attack on tall, featureless buildings? Who else but that international architecture superhero and heir to to the throne, Prince Charles.

For Game Boy (1-2 players)

For those youthful games fans amongst you who don't remember the 1981 arcade hit Missile Command, you are the commander of two missile silos nestled amongst the skyscrapers in one of 16 cities.

What you have to do is defend your city from the bucketloads of ICBMs that your dastardly enemy is chucking at your home town. You move the target for your own missiles about the screen and let rip at the incoming ones. If any get through your defences, you risk having one of your skyscrapers or, heaven forbid, one of your silos, destroyed. Once all the buildings have been blasted there's nothing left to defend, so it's Game Over time. And that's it!

SAMS
Faithful copy of the original coin-op. The chance to see Sydney wiped out is a definite bonus... er... that's it really

All this classic nonsense may show what a great game Missile Command was in Queen Victoria's day or whenever, but does the Game Boy version have enough oomph to make you want to play



Look out! The centipede's at the bottom and he's comin' to get you. Stay as far up the screen as you can, vape that spider and get the big long 'un as he goes back up to the top.

CENTIPEDE

Looks
Just like the original – tiny, basic sprites but boy, do they move fast!

Sounds
Simple blast and zap sounds, with a plinky-plonky tunette thrown in

Gameplay
There's not much variety, but it's tough and addictive. Two players add to the fun

Life span
Not one you'll stick at for hours, but you'll probably dip into it frequently



Pretty good conversion, which is fun to zap away at every now and then. Simple stuff really, but that's Centipede for you!

Final rating
68 Percent

COMMAND

From Accolade

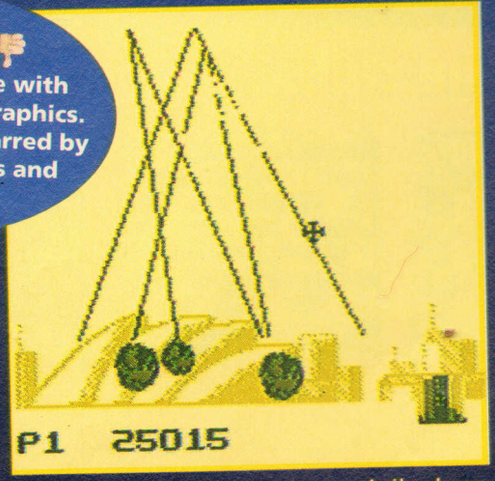
Price £25

it, let alone buy it? Okay, so it's a fairly faithful reproduction of the basic game, but its drawback is the fact that without a trackball or mouse to whizz the cursor around, getting about the screen is too awkward and slow. This means that it's difficult to mount an effective defence against all of the hardware piling down on top of you.

Missile Command never looked particularly fab and this version is much the same. The gameplay was always its strongest point but even there it's lacking something – probably the fast pace of the original. Those of you who haven't played Missile Command before aren't likely to go loopy over this game, and fans of the original will be harping about the old days if they try this one

ANDY TOTAL!

SCUDS
A very basic game with one-dimensional graphics. The gameplay is marred by unresponsiveness and poor control



Disaster! All your skyscrapers and silos have been destroyed but the enemy has rather cruelly left Sydney's Opera House intact.

MISSILE COMMAND

Looks
As basic as they come, with added blurry explosions. The background is okay

Sounds
Vaguely military pfft, bang, beep-beep noises. Functional but hardly impressive

Gameplay
The target feels sluggish, and the classic gamestyle hasn't translated that well

Life span
Unless you're a fan or it really appeals to you, it's hard to see this lasting long



Could have been a bit of a hit on the small screen, but poor control and lame visuals mean this version of Missile Command falls just short of the target

Final rating
49 Percent

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

SOLOMON'S



If you see one of these little doorways in a level, and you've amassed enough cash, why not take a look at what's on sale in the shop beyond? Go on then, what are you waiting for...?



Blimey! This place is well-stocked, isn't it? Here you can buy Fire Balls, a hammer to break the mirror of Camirror, a water gun, extra time, speedy shoes, a power hat, a fairy bell and extra lives.

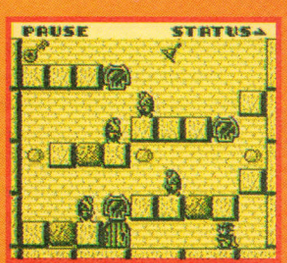
Remember Bill & Ted's Excellent Game Boy Adventure? It came out a few months ago and consisted of 50 screens of devilish jumping and puzzle-solving action. We went for it in a big way, and we're going to go just as wobbly at the knees over Solomon's Club.

The game is similar to Bill & Ted in that it contains 50 different single screen puzzles in platform game style. There are a few obvious differences, though, most importantly in the fact that you can attempt the 'rooms' in Solomon's Club in any order you like. You don't need to complete a whole screen before you can progress to the next one.

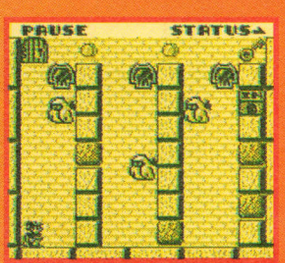
KEYSTONES
Lots of tactical play and bags of variety. A well-structured platformer that is both challenging and fun

It makes sense to try everything in the correct order, though, at least at first since although it starts off fairly easy (level one can be polished off within an hour) it then starts getting harder than granny's sponge cake. By level three

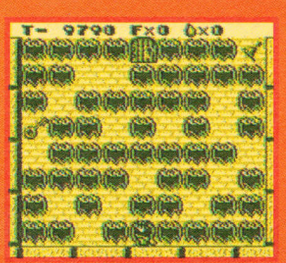
On the rocks? Join the club...



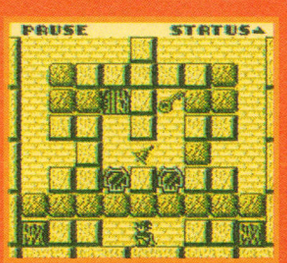
1 A fairly standard screen, made harder by some craftily placed Ogre's Seals. Most of the enemies can be killed by destroying the rocks as they walk above them.



2 This room is quite easy once you get the hang of it. Zig-zag up the screen, avoiding the spooks, and go to the right, then back down and left. Simple.



3 No enemies here – it's just a race against time. You can only place rocks in the empty squares so a lot of jumping, placing and backtracking is required.

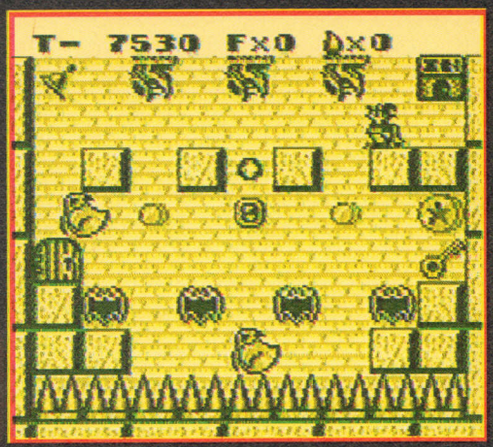


4 An easy room, once you realise the blocks in the bottom corners can be used as lifts. There's no baddies and the whole thing can be finished in seconds.



5 This looks harder than it is. Move after the Lion's Head above you fires and you should have plenty of time to reach the next platform before it fires again.

CLUB



Frightening, isn't it? Don't give up though. Each time you play you'll learn a new strategy to carry you through the levels.

SOLOMON'S CLUB

Looks

There's a large selection of very detailed sprites and everything moves really nicely

Sounds

Some rousing tunes and brilliant effects. Sound-wise this game is a stonker!

Gameplay

Incredibly addictive gameplay, heaps of variety: you'll be hooked straight away

Life span

You won't rest till you've completed all 50 of the (increasingly difficult) puzzles



A stunning puzzle game, featuring the best elements of a variety of games styles. Brainboxes and arcade fans alike will go wild – join the 'Club'!

Final rating 93 Percent



Oh dear! Completely walled-in. But all is not lost for our resourceful hero. By using a combination of head-butts and shovels...



... He can dig a route to the key and ultimately onto the exit. The puzzles seem impossible at first but perseverance pays.

it's a case of gritted-teeth determination and 'if at first you don't succeed...'

In each room there's a key and a door. Collect the key to open the door, and go through the door to complete the screen. Sounds simple enough, huh? Not when you throw in 11 different types of enemy and some cruelly positioned platforms it isn't.

The character you play is an apprentice magician called Dana whose only real magic power is the ability to create and destroy blocks. This is extremely useful, as it means you can call up blocks to jump on when you want to move your way up the screen.

Solomon's Club is more puzzley and less platform gamey than Bill & Ted, with touches of Boulderdash thrown in for good measure. The ability to select any room you like means that if you get stuck you can always return to an easier screen or move straight on to the next one. But even when you've finished a screen, you'll still return to it – it's *that* good.

COPS

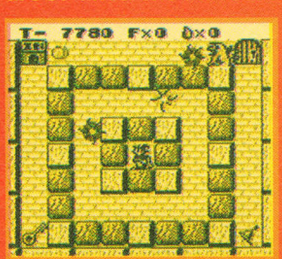
Less challenging than it first appears because of the option to practise any level at the start of the game

The graphics are neat, the sound is outstanding and the game itself is one of the most addictive Game Boy carts of all time. Whether your favourite game is Tetris or Super Mario World, you'll find the sort of gameplay you like in Solomon's Club. Even when you've completed all the rooms, you'll still want to keep playing it. Simply outstanding.

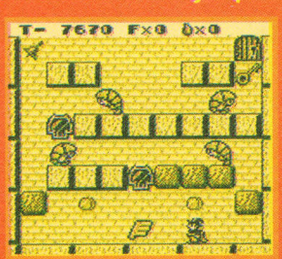
STEVE

TOTAL!

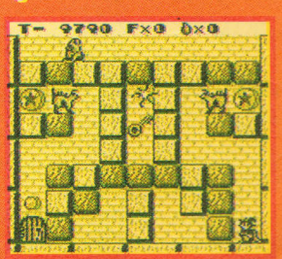
One of the most impressive things about Solomon's Club is the variety in the gameplay. There is a basic game style, but the hazards are so different that some rooms are virtually separate games in themselves. Here is a quick tour round the ten rooms in level two...



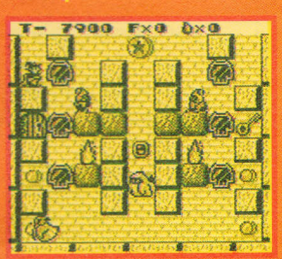
6 This is quite nasty, as the sparkling balls are constantly moving and kill on contact. Placing rocks to box yourself in is the best tactic.



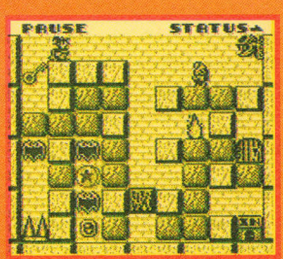
7 These cockroaches have a nasty habit of disguising themselves as rocks. When killed they roll towards you incredibly fast, so get out of the way pronto.



8 Once that ball is freed there's no telling what chaos will result. If you're stupid you could end up at the bottom of a big deep hole with no way out.



9 A whole host of enemies faces you in this room – trial and error will help you find the best route to the key and back. Placing blocks as barriers will help.



10 Very tactical, this. Even when you work out how to solve it, anything less than mega skilful joystick work will result in complete failure.

TOTAL! TACTIX

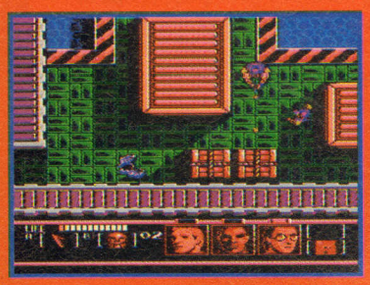
Welcome, once again, to TOTAL! Tactix, your bumper selection of hints and tips for your SNES, NES and Game Boy. Fabmungous, eh?

MISSION IMPOSSIBLE

NES TIP

The codes to make your mission not quite so impossible come from **Juan Carlos Rodrigues** of Wembley.

Area 2 – **HMPR**
Area 3 – **KMVW**
Area 4 – **XDGJ**
Area 5 – **TVJL**
Area 6 – **QBYZ**



Purple is the colour this season, especially on the final level of Mission Impossible, which you can reach with our fabby tips!

SUPER R-TYPE

SNES TACTIC



Look at all those multi-lasers, side protectors, missiles and drones on our ship – and it's only the first level. What an ace tip, eh?

This cheat lets you choose which weapons you want on your ship. On the title screen press down, R, right, down, right, right, down, right, down, down, start. When the game starts pause it and press R, right, down, Y, down, right, down, left, right, down, right, right. You can now choose which laser you want by pressing one of the following keys:
Air-air laser – **A**, Air-ground laser – **B**, Reflective laser – **X**, Split laser – **Y**, Shooting gun laser – **R**.

After choosing a laser you then press either **A** for a homing missile or **X** for an air-ground missile. Many thanks to **S Clark** from Renfrew for this fabbo cheat.

BURAI FIGHTER

NES TIP

This violent arcade romp isn't *that* difficult to complete. But if you're feeling a bit dweebous with this one, here are the level codes. One thousand and one 'thank you's to **Chris Dubery** for these tips.

Stage 2 – **BQLL**
Stage 3 – **CQMP**
Stage 4 – **DTLL**
Stage 5 – **RDRW**
Stage 6 – **RQCR**
Stage 7 – **GQMR**

PUNCH OUT

NES TRICK

Budding Evander Holyfields needing help in this game should follow the advice of 'Iron' **Grahame Jame** from Surrey. At the end of round simply press **Select** and **up** and keep them held down until the referee shouts 'Fight'. And whaddaya know, faster than Frank Bruno's mental arithmetic you'll have doubled your power! However, you can only use this neat little trick once every fight so you'd better use it wisely.

METAL GEAR

GB TRICK

Metal fatigue? If you want to get near to the end of this game try entering the following code sent in by **Jason Dick** from Reading:
T1111, 11611, 11111,11111,11116.

BIONIC COMMANDO

NES TRICK

Six million dollar help with this game from **Graham 'Eddie' Cochrane** of Dunfermline. When the Game Over screen appears, keep your finger on the **A** button and when the title screen appears, press **Start** quickly for infinite continues.

DYNA-BLASTER

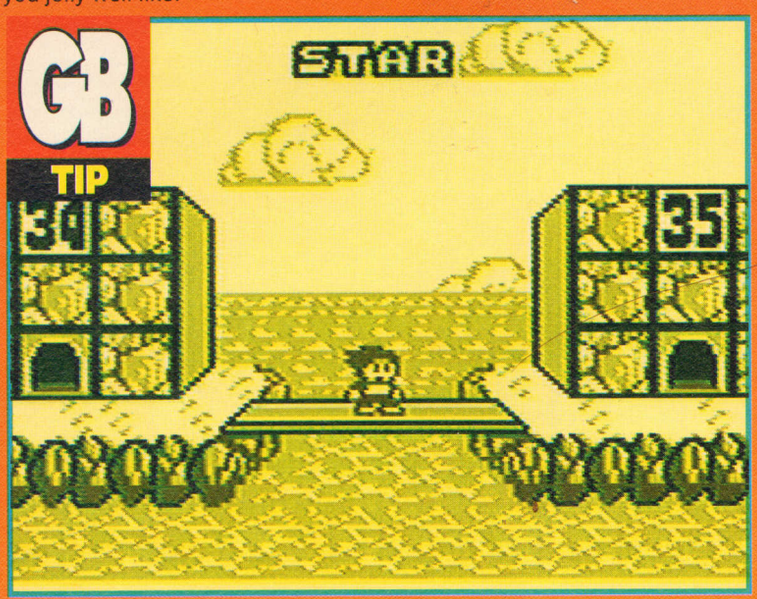
NES TRICK

To get a sickeningly large pile of cash change the first number letter of the password in game A to the letter **X.** Many thanks to **Michael Wai-Kin-Lam** of Stoke -on-Trent for this clever little trick.

DAEDALIAN OPUS

This puzzler's just too hard for it's own good. If you have got it and want to get your money's worth, enter **ZEAL** as the password to choose any level you jolly well like!

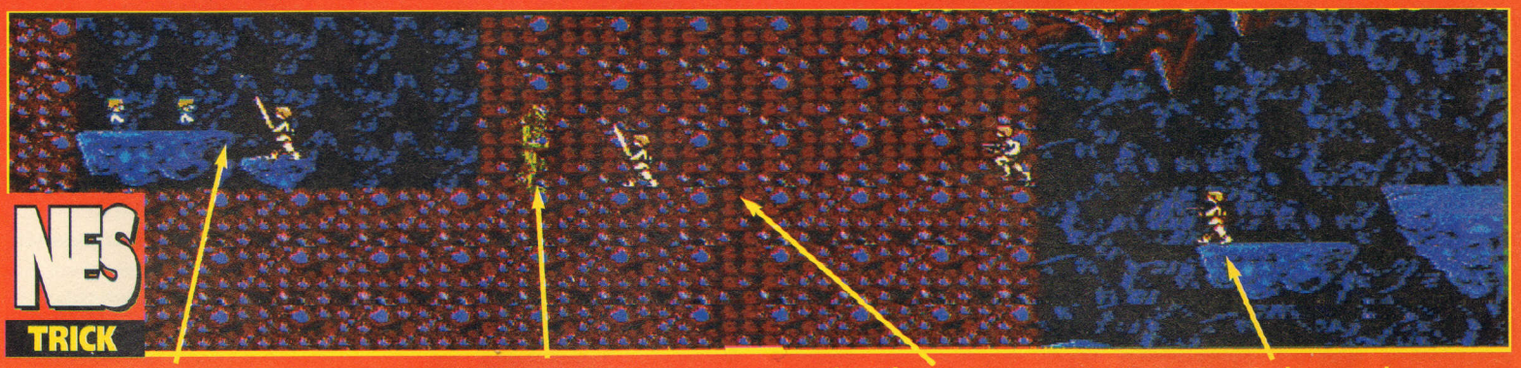
GB TIP



Shiver me timbers, it's the in betweeny bits of that puzzle game. You too can trot merrily across a wooden plank to whichever level you like of Daedalian Opus with our fantastic level select!

STAR WARS

Whoops! Here's a secret cave we missed in last month's Star Wars tips. Thanks to **A P Crockett** of Oldham for making us look stupid.



NES TRICK

And look what you've found – a couple of extra lives or are they ventriloquists dummies?

To beat this monster, fire a couple of shots. Jump back over the pit then finish him off!

Race into the secret passage but don't fall down this pit or it's instant splat. Ugggh!

In Cave 3, the one where you meet Obi Wan, stop on this platform and jump at the wall.

GUNSMOKE

NES TRICK

If you want to start this game with an extremely vicious and butt-kicking machine gun complete with 300 bullets then try the following cheat sent in by **Daniel** and **Richard Myers** of Mexborough (Where?!?). On the title screen press **A** four times, **Select** four times, **right** twice, then **Start** and hey-presto, abracadabra, krackisackinackipoof, by the hair of Steve's syrup... you should have it!

PRINCE OF PERSIA

GB TIP

This great looking arcade adventure gets really tough in the final few levels. If you're having trouble reaching the end, have no fear, Essex Man **Lee Osborne** has come to the rescue. The passwords for all the levels of the game are as follows:

Level 2 – **06769075**
Level 3 – **28611065**
Level 4 – **97115115**
Level 5 – **52006105**
Level 6 – **41305135**
Level 7 – **No codes**
Level 8 – **63906695**
Level 9 – **12800785**
Level 10 – **23430453**
Level 11 – **97734444**
Level 12A – **52622574**
Level 12B – **41121564**
Level 13 – **77027514**

GARGOYLES QUEST

GB TIP

Here's a code to get you straight to the final level from **David Quigley** from Brummieham. Just enter **KKKK-KKKK** as the password and your quest should soon be over.

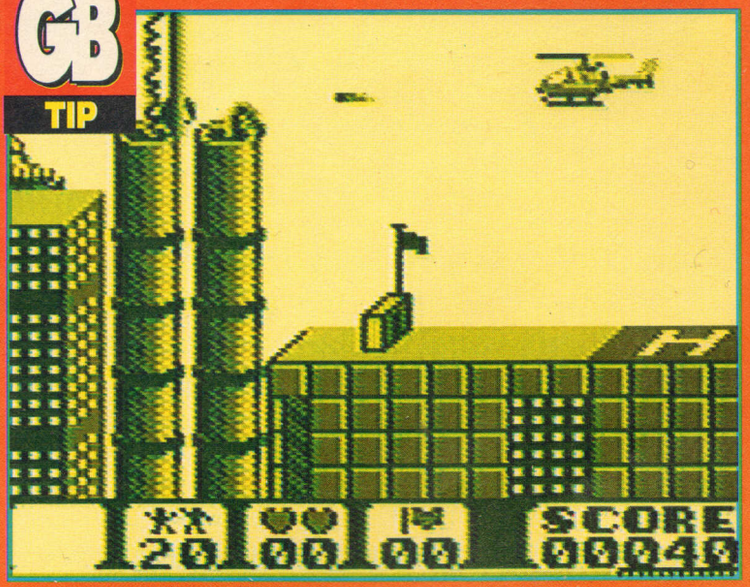
GHOSTS 'N' GOBLINS

NES TRICK

Tired of getting beaten up by all manner of nasty beasties in this game? Well, for an ultra-spiffy level select try the following cheat we've been sent by **Paul 'Do Wah Diddy' Jones** of Llandudno. On the title screen press **right** and **B** three times, **up** and **B** three times, **down** and **B** three times, and **left** and **B** three times. Then press **Start** and **A** and **B** to choose which level to start on. Yip!

CHOPLIFTER II

GB TIP



You can thwukka, thwukka, thwukka all the way to the end of Choplifter II with the complete level codes we've printed here.

Pass codes for all levels from the dangerously hyper-active **Mike Wai-Kin-Lam** of Stoke-on-Trent. Why don't you have a nice lie-down, Mike, go for a relaxing walk or something. All these tips can't be good for your health.

Level 2 – **SKYHPPR**
Level 3 – **LKYBYSS**
Level 4 – **CHPLFTR**
Level 5 – **BYMSFWR**
Level 6 – **RGHTHND**
Level 7 – **GDGMPLY**
Level 8 – **TRYHRDR**
Level 9 – **SDRYSKS**
Level 10 – **CMPTRWZ**
Level 11 – **CHPYBYS**
Level 12 – **VRYHPPY**
Level 13 – **GMBYQZD**
Level 14 – **LVLYTYZ**
Level 15 – **GDDYGMZ**

THE WINNERS! (Of some tacky TOTAL merchandise)

Our **TOTAL! Tactix** section just wouldn't be the same without all the hints, tips, tricks and solutions that you send in to us each and every month. And let us tell you now, your efforts don't go unrewarded. This month **G. Sargent** from creamy Devon wins a big bag of gravel and a spade for his ace solution to **Digger T. Rock.**

This month's TOTAL Tacticians are **Juan Carlos Rodrigues (yip!), Grahame Jame (hurrah!), Jason Dick (sproing!), Graham Cochrane (squeek!), S. Clark (ftang!), Chris Dubery (cluck!), Michael Wai-Kin-Lam (freep!), Daniel and Richard Myers (hubba!), Lee Osborne (whoop!), David Quigley (neep!) and Paul Jones (hnnnngh!).**



They all win a **TOTAL! T-Shirt**, which we'll be sending off as soon as Steve's dived into his Piggy bank and gone off to the shops.

If you want to win yourself some stuff send us in your cheats, maps, solutions, codes and tips to:

TOTAL! TACTIX,
29 Monmouth Street,
Bath, BA1 2BW

Q&A

Once again we take a look at your gaming questions, realise we haven't got a clue about any of them, then ask the readers if they're any less hopeless. So if you have any questions or answers send them to Q&A, TOTAL, 30 Monmouth Street, Bath, BA1 2BW

Bart attack

Dear Thicky and Baldy,
Could you please tell me how to finish level five on Bart Simpson v the Space Mutants on the NES.
Chris Martin, County Antrim

Dear Christopher,
Well, I'm afraid I'm a bit of a thick git when it comes to this game (or any game, Thicky – *Steve*). However, **Joseph Hillier** of East Sheen sent in some useful tips that might help you complete the game. You need to collect sixteen power rods to complete this level and, apparently, fifteen are easy to get. Wait for them to appear, pick 'em up and give 'em to Marge who'll take them to the reactor. To get the last rod find Maggie, stand next to her and press 'B'. Cinch, huh? Apart from this, Joseph says the level is fairly manageable, but in case you need them here are the codes for each of the five floors:
Floor 1 - 14
Floor 2 - 32
Floor 3 - 11
Floor 4 - 41
Floor 5 - 21
Well, with any luck you can now finish the game, Christopher, and a great big pat on the back for Joseph from Steve. **ANDY**

Candle quandary

Dear Q & A,
I need a little bit of help on Zelda 2: The Adventure of Link, as I often get killed in the caves. Please, please could you tell me where to find the candle and how to get hold of it?
Ian Hamilton,
South Hetton, Durham

Dear Ian,
Well, Ian, if you saw last month's Q & A you'll have seen how we begged for a complete solution to Zelda 2, and our vast army of TOTALites has come to our rescue. We'll be printing the solution in the September issue. Hope you can wait, Ian (and all you others stuck on this game). **STEVE**



In the ensuing battle, the independent Ms Red Dress kicked seven shades of shinola out of the rather rude young Link. Avoid similar hassles by reading our complete solution in the next issue but one.



Bouncy, bouncy, bouncy...



... and, er, boing, boing, boing.

Fidel-de-dee

Dear TOTAL,
As a great revolutionary leader I have very little time to play games, and unfortunately Cuba's economy is a pile of guano right now so I can't afford to buy many new ones. You can imagine my frustration that I am unable to complete the Amazon level of Duck Tales on my foreign minister's NES. Please could you help me as both the United Nations and the International Monetary Fund have been unable to offer any help. I love your magazine and have every issue on display at the Cuban national library.
Fidel Castro, Havana

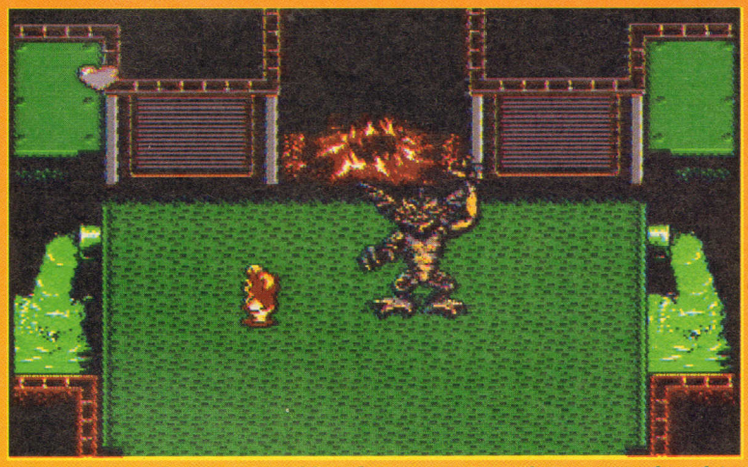
PS Please could you send me a TOTAL T-shirt as I'm fed up with wearing these green uniforms.

Dear Fidel,
What do you think we are, stupid? We know that the real Fidel Castro, hero of international socialism, doesn't have an NES and he's probably too proud to ask for our help anyway, so there! But for those TOTAL readers who are genuinely stuck on Duck Tales, here's a tip. Go to where Launchpad is standing and continue right until you reach the first idol. Keep jumping on the left hand side of it. Get on the box that appears, jump and press up on the control pad. You'll go up on a vine and on to a platform. Follow the other rope down and go through the door to the treasure keeper. If you're still stuck, look at our solution to Duck Tales for the Game Boy on page 70. The two versions are almost identical so it might help. **ANDY**

Gizmo gripes

Dear Steve and Thicky,
I have been playing Gremlins 2 for about a month now. I cruised through level one, but level two has really stumped me. I can get to the end-of-level baddie with three lives and almost full energy, but then comes the problem – I just can't do the baddie. Please, please, tell me the secret to killing him.
Edward Daker, West Lea

Dear Edward,
Having never played Gremlins 2 before, I slotted the cart in expecting to find an incredibly difficult game but as it turned out, on my very first go I managed to reach the end of the level to face the giant jumping gremlin. I don't know if you thought that there was something special that you had to do in order to defeat him, but it really is just a case of keeping out of his way and shooting him with your giant match. It takes a fair few hits to down him but that's all there is to it really. **STEVE**



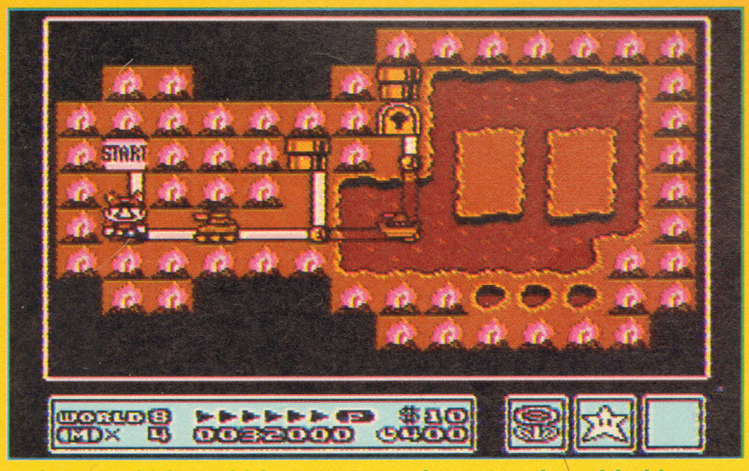
What's big, ugly, nasty, and has funny ears? No, it's not Masher, it's the end-of-level nasty in the sewers of Gremlins 2. To beat him, just circle around him when he jumps and shoot him as he lands.

Castle hassle

Dear Total
I think your magazine is brilliant and it's the only one I collect. You have given cheats for SMB3 but you haven't given a cheat for completing the first castle with the maze in World 8 Stage 8-2.

I have tried time and time again but with no success. Please give me the answer. One more thing: my friends who collect TOTAL say that Thicky is thick! I don't believe them so here is a tiny question for you to answer: What is 1+1? Thanks!
David C George, Puggins

Dear David,
Sorry David, ol' Thicky hasn't got a clue – no surprises there – and I can't help you either. Over to you, TOTAL readers. If you can help, send in your info and we'll send you some goodies. **STEVE**
PS It's a sum, whaddaya think I am, dum or something? **ANDY**



Doh! Your thickety-thick TOTAL! team haven't a clue with this one and poor David is stuck waiting for an answer. If you know what to do here drop us a line at Q&A and you could win some crap.

Bone groan

Dear TOTAL,
Help me, help me, help me! I just can't get past the skeleton at the end of level six on the NES game, Wizards and Warriors. You've got to help me as I've torn out so much of my hair that I'm almost as bald as Misery Guts!
Jonathan Miller, Pinner

Dear Jonathan,
Hmmmm, almost as bald as Baldy, huh? Don't worry, I think you're a long way off from that! The skeleton is about the toughest of the end-of-level guardians in this game. To beat him you have to start shooting as soon as he appears and then jump over him when he gets close. Be sure to jump over him soon after he jumps so that you don't collide in mid-air. Keep to this technique, and kill him four times to finish him off. **ANDY**

Warts and warps

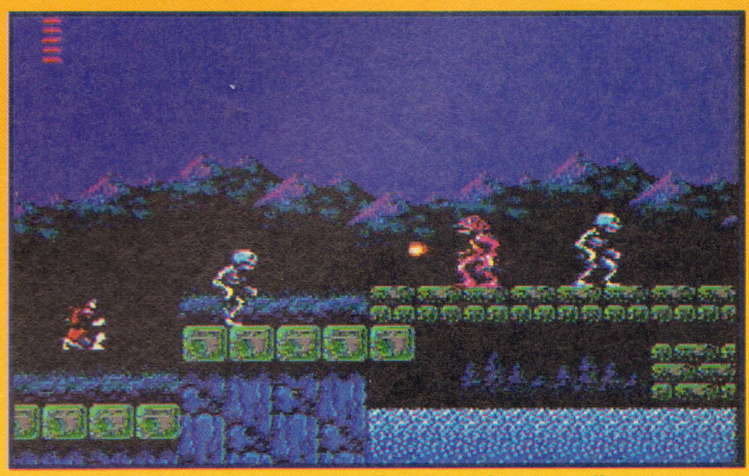
Dear Misery Guts and Thicky,
My friend Mikey says that there's a warp on level 1 of Battletoads on the NES that takes you straight to level 3. I have been trying to find it for ages but I'm pretty hopeless at it. Can you help me?
Georgina Smith, Rotherham

Dear Georgina,
The warp is actually quite easy to find, even if we do say so ourselves. As soon as your Battletoad comes down the rope, run to the left of the two swords that shoot up out of the ground. Headbutt the pig on the left then butt the pig on the right. Then run as fast as you can on to the second platform where there should be a collection of white dots. If you were fast enough and hit the dots you'll be warped all the way to level 3. It's as simple as that! **STEVE**

Strife of Brian

Dear TOTAL,
In Issue 4 you showed a code for Simon's Quest which gave you all the things that you need to complete the game, but I don't know how to get to the end of the game. Please could you help me, you totally amazing flongy!
Brian Whatley, Tillicoultry

Dear Brian,
Erm, well as you can see from elsewhere in this ish, we've only just got around to reviewing the Castlevania games and we did find Simon's Quest a wee bit tough to say the least. If anyone out there can do this game, send us everything you know and we'll pass it on. **STEVE**



Castlevania II: Simon's Quest has flummoxed us as well. Come to our resuce and send in a solution.

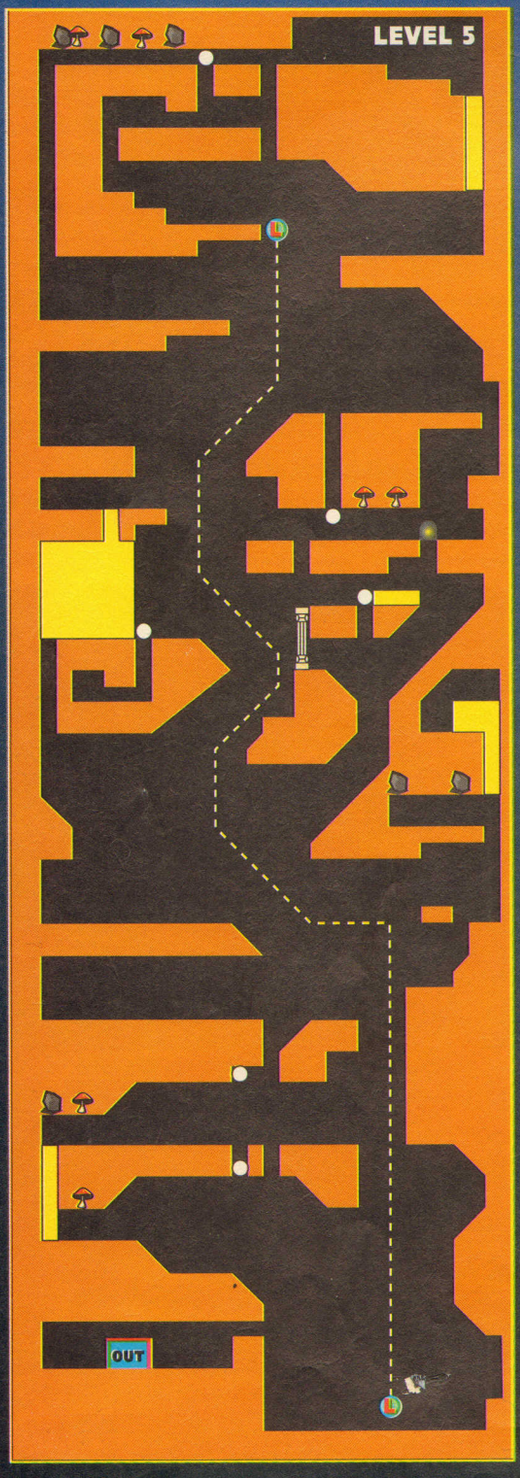
Mega-hurts

Dear Q & A,
On Megaman 2 (NES) I can get all the way to the third stage. I can make it past the Crabbot, through the water, past the mines and the big robot jobby. But when it comes to Gutsdozer I'm completely lost. Do any of your radical TOTAL fans know what Î should use in order to defeat Gutsdozer?
Toney Graeme, St George, Bristol

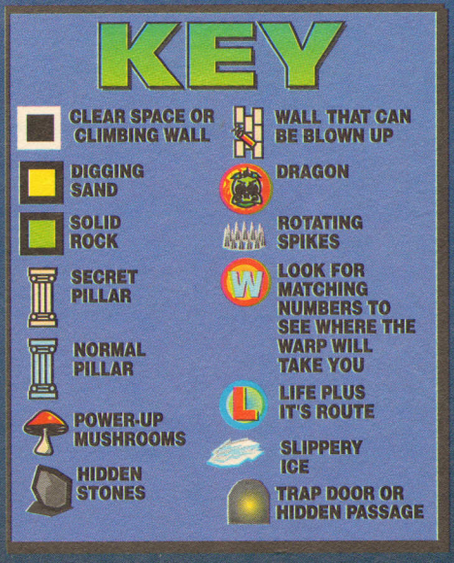
Dear Toney,
Defeating Gutsdozer is simple when you know how. What you have to do is shoot at his eyes with the atomic fire and in no time you should be through to the next stage. Easy! **ANDY**

NES TACTIC

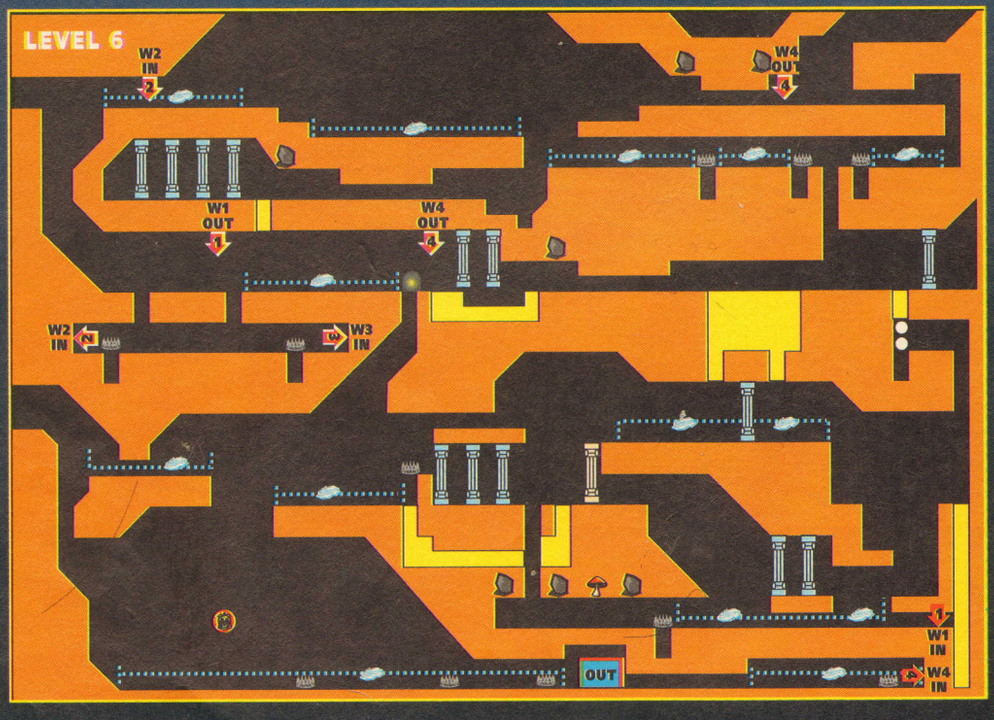
DIGGER



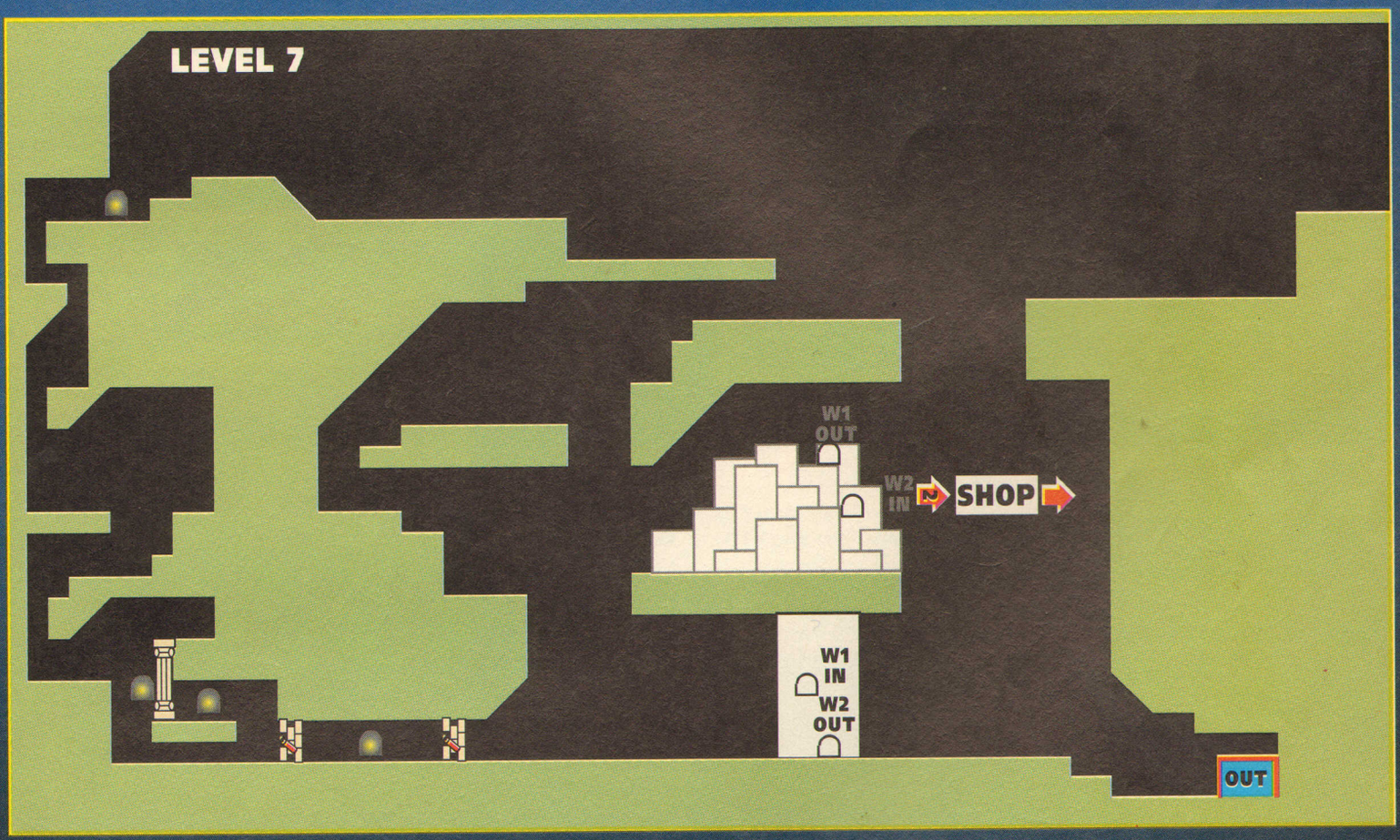


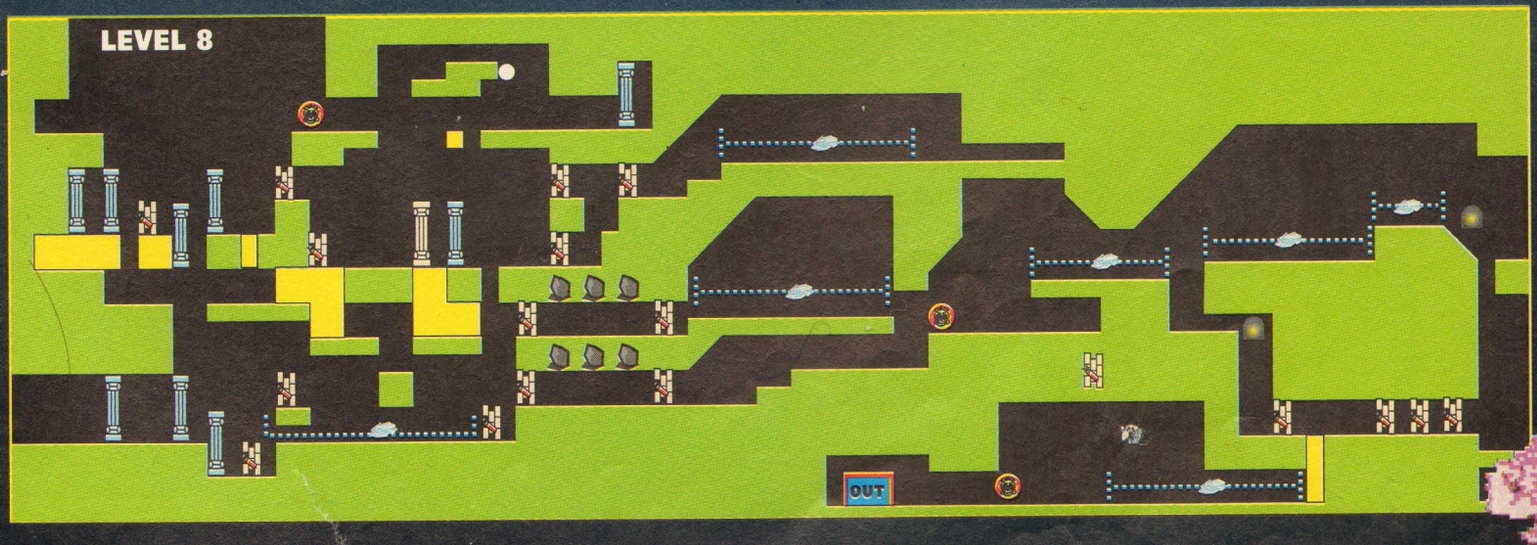


As promised, here are the final four maps for Digger T. Rock. They were sent to us by G Sargent of Devon and he'll be receiving a whole lotta free-bies for his help. You could win something too if your tips are good enough. Send 'em.



T. Rock





NES TACTIC

Welcome to the second part of our mammoth Star Wars solution. This month, we combat the Imperial Troopers, Boba Fetts and Jawas of the Mos Eisley Spaceport!

STAR WARS

2 Cantina



17 Bump off the last Greedo and then exit!

16 Stand here, wait for the blue guy to fire, then run and jump over him.

15 Wait at the bottom of the steps for Greeny to approach.

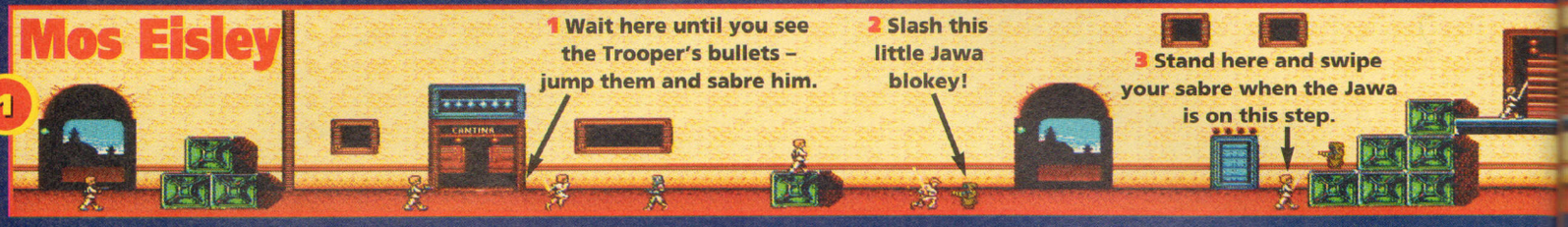
1 Walk right and stand here. When Green Greedo number 1 gets near, swipe him!

2 Stand here and wait until you see the blue guy's bazooka fire. As soon as it stops, run and jump over him...

3 ... Then get ready to sabre Greedo here!

4 Stand here ready for the next Greedo.

1 Mos Eisley

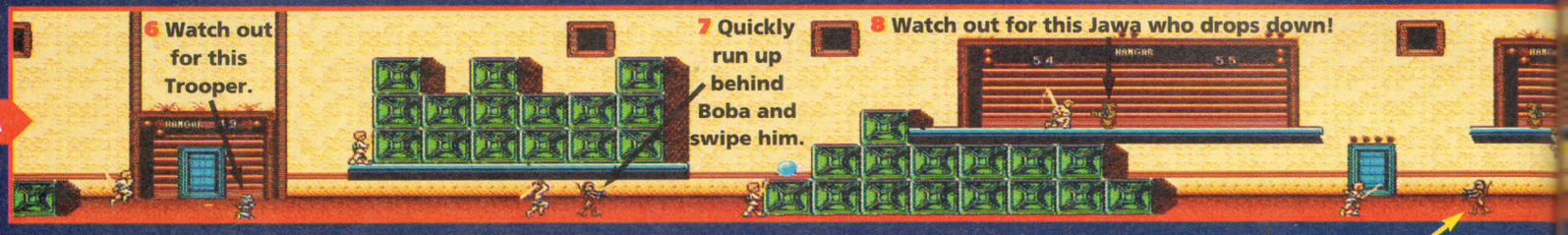


1 Wait here until you see the Trooper's bullets – jump them and sabre him.

2 Slash this little Jawa blokey!

3 Stand here and swipe your sabre when the Jawa is on this step.

A



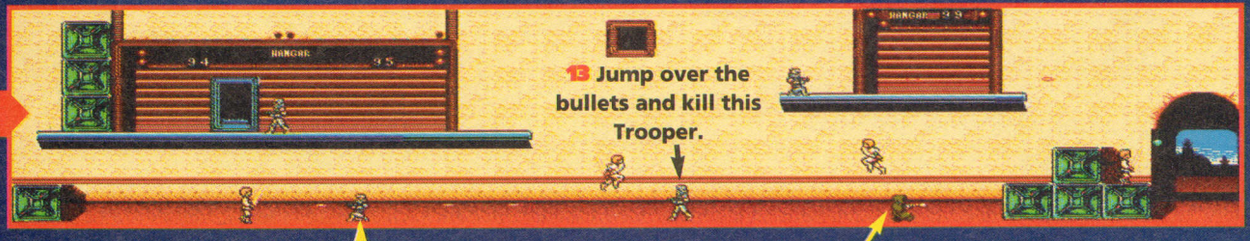
6 Watch out for this Trooper.

7 Quickly run up behind Boba and swipe him.

8 Watch out for this Jawa who drops down!

9 Simply walk off the platform, drop down right and kill Boba Fett (before he gets a shot in!).

B

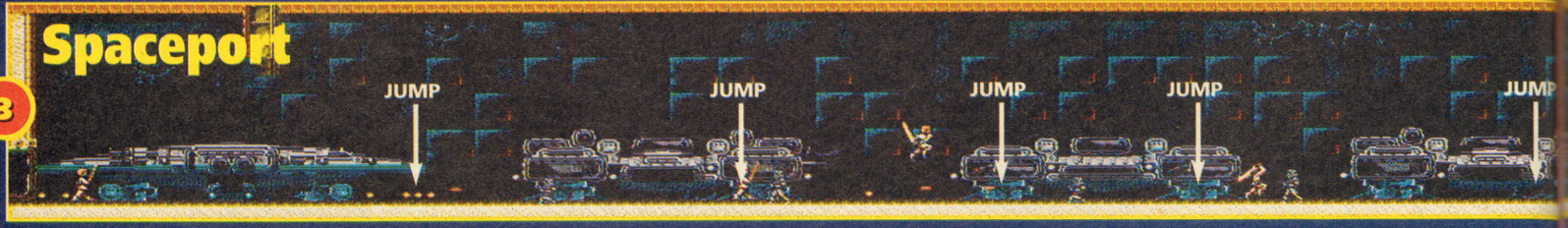


13 Jump over the bullets and kill this Trooper.

12 Jump over this Trooper's bullets and then kill him. Get the one on the platform above, with a jump 'n' swipe.

14 Watch out for this sneaky Jawa who approaches at high speed from the right!

3 Spaceport



There are five Storm Troopers in Hangar 94 and, to be honest, it's easier to jump over them than it is to kill 'em. Once inside, press and hold button 'B', then start a run up. You need to jump five times at the points marked. With the final jump, leap up towards the ladder and press up to climb. Ha!

A



1 Wait below the laser turret. When it stops firing move up and walk right. Jump the Trooper's bullets and swipe him. Then run along and sabre the Trooper on the right. Avoid the next laser beam (easy).

11 Blast off!



5 Watch out for another Green Greedo just about here.

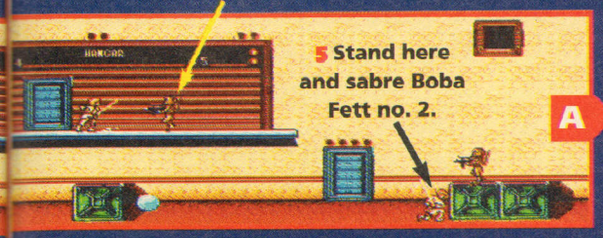
6 Wait here for bluey to approach then jump over him and up onto the platform.

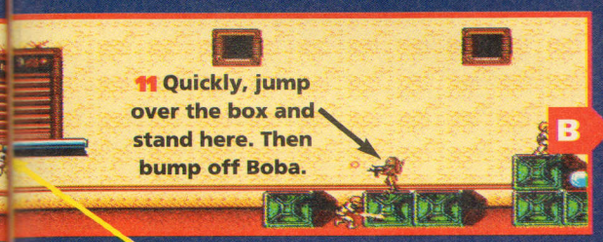
7 Wait here ready to swipe Green Greedo (again).

8 Hold down 'B' and take a running jump over to meet Han.

9 Although you've got Han, don't use him to get back – use Luke.

4 Run right at full speed, get close to Boba Fett and swipe *just* as he turns around!



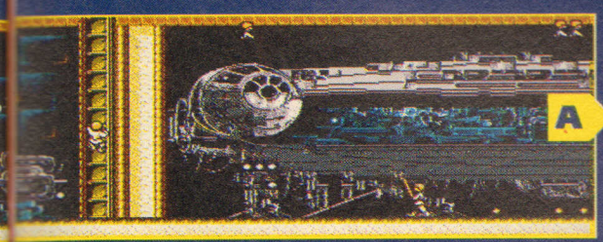


10 A Jawa drops down onto this platform. Swipe the little blighter from below.

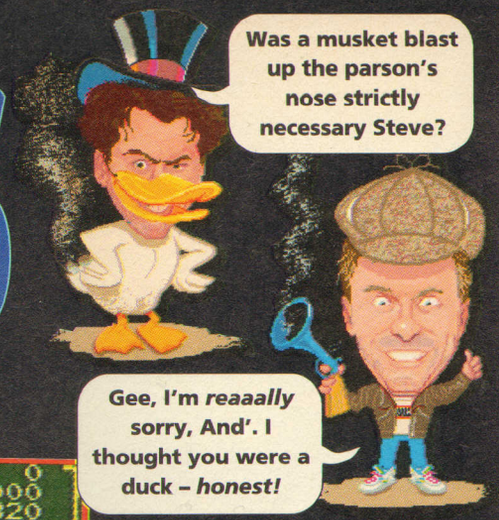
5 Wait for the lasers to fire and jump into the gap. Crouch down and wait for them to fire again. Then quickly jump up and collect the shield. Wait for the laser to fire again and return to the gap. Wait again and then jump out and right. It's all down to timing!

7 Getting this shield is dead tricky! Wait for the lasers to fire and then step off the ledge. When the lasers fire again, jump up in the air – hold button A and hover for as long as possible. When the lasers stop, run in, get the shield and run back. Jump up in the air again to avoid the lasers, and then jump back up onto the box.

4 Tricky bit: as you jump up, keep pushing right. Luke will land safely on the ledge above the gun turret. Wait for the gun to stop firing, then run left and jump up. Keep pushing left and Luke lands on the blue packing case. Drop down and kill the Trooper!



DUCK TALES

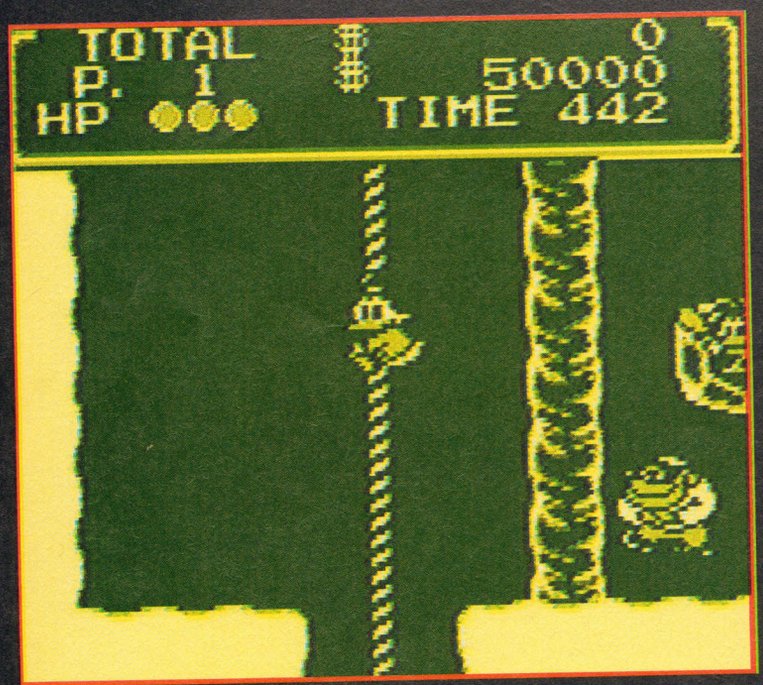


GB TACTIC

Here's a solution to the main levels of the game, and to the final level which will allow you to complete the whole game. Now doesn't that just fit the bill?

THE HIMALAYAS

Go right and down second rope. Pogo off blocks over big wall to left. Get food from Nanny. Go right across ice and down hole. Go down rope where Launchpad is standing, go left across the gap and down the next rope. Go left avoiding the stalactites. Go up the rope, talk to the duck and continue up rope. Free Bubba and collect extra hit point. Go down, walk right and go up rope. Go left and up the rope. Avoid the boulder and carry on up. Go left, up rope, right, across moving platform, and into giant monster's lair.



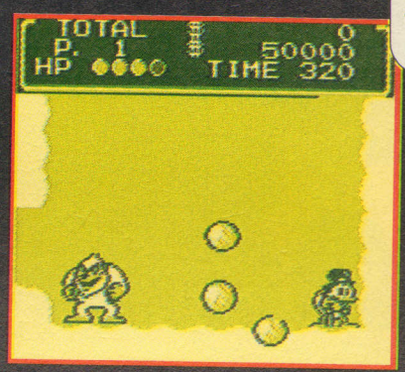
Use your pogo stick to bounce on the monster's head, thenbounce straight onto the ice block to free Bubba. Simple as that!

THE MOON

Go right and up the first rope. Go all the way left and up the rope. Go right, up a rope, right again and up another rope. Go left and pogo on three spikes over the big wall. Collect UFO key, go back left and down the rope. Go left, down rope and head right, through the wall. Collect the remote control, go back left and up the rope. Go right, up and all the way right to some platforms. Go down, and left across some blocks. Drop down and go right across the moving block past the monsters. Wait for Gizmo to destroy the blocks and go down. Go all the way left and face the giant cat – easy, huh?

TRANSYLVANIA

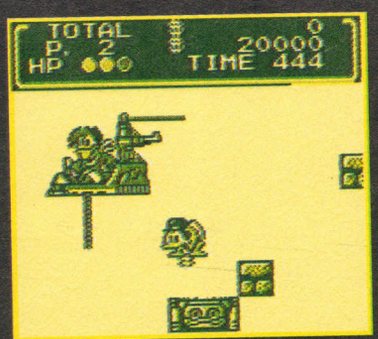
Go right, up rope, left, over the tombstones and into mirror. Go right, destroy the blocks on the floor, go down, left, destroy some more blocks and go down again. Go into left mirror, destroy blocks, go down three screens and right across collapsing bridge. Destroy blocks, go down, then left, avoiding the ghosts, and face the Vampire Duck (no, not *that* one – wrong cartoon!).



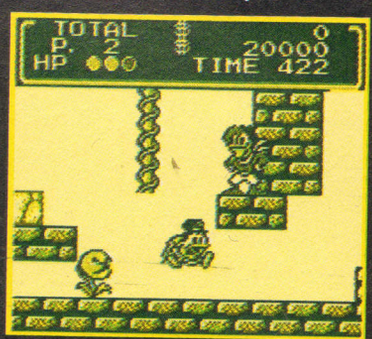
Dodge the Yeti when he shakes the walls, then pogo his head four times to beat him. Take that!

THE AMAZON

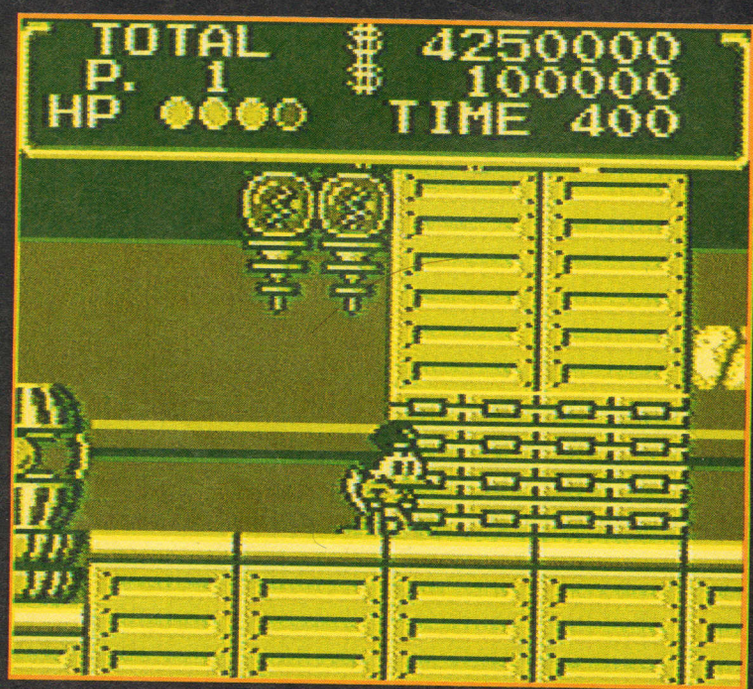
Go all the way to the right until you get to a rope with an arrow pointing up. Go up it. Jump left, leaping across the platforms – with a little help from Launchpad. Continue left across the collapsing bridge and go left to where the toll booth is. Pogo on as many monsters as you need to get the cash and then go up the rope. Go left across another collapsing bridge and all the way left to the end-of-level nasty.



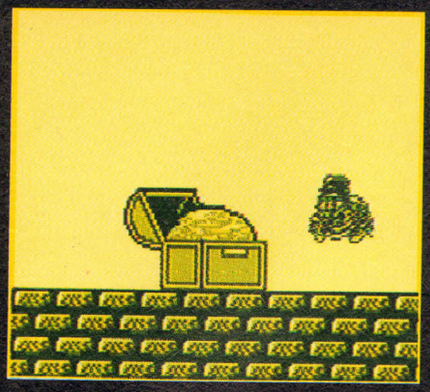
Launchpad's flying crate looks a bit dodgy, but hitch a ride on the thing and you'll get it across.



Have a chat with Launchpad and you get to restart further into the level whenever you die!



You'll need the key to get through this hidden door on the moonbase.



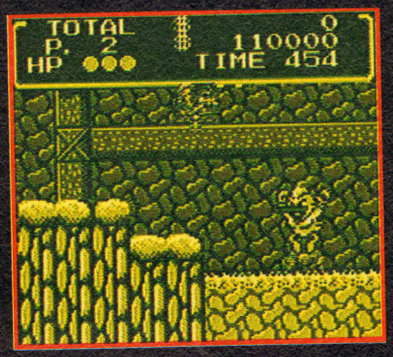
It's not the winning that counts – it's the flippin' huge wodge of cash you receive at the end. Yippee!

AFRICAN MINES

You'll go to Transylvania, so enter the first mirror. Get the key and leave by the other mirror. Back in Transylvania, go all the way right and down the rope. Go left across a collapsing bridge and down rope. Go right, using the monsters to jump over the water. Keep going right and then down two screens to Launchpad. Go down into the mine cart and then jump out of it. Go all the way left, up, and then right, across the water. Continue right and you'll meet Nanny. Get food, then go up and left to face the monster!



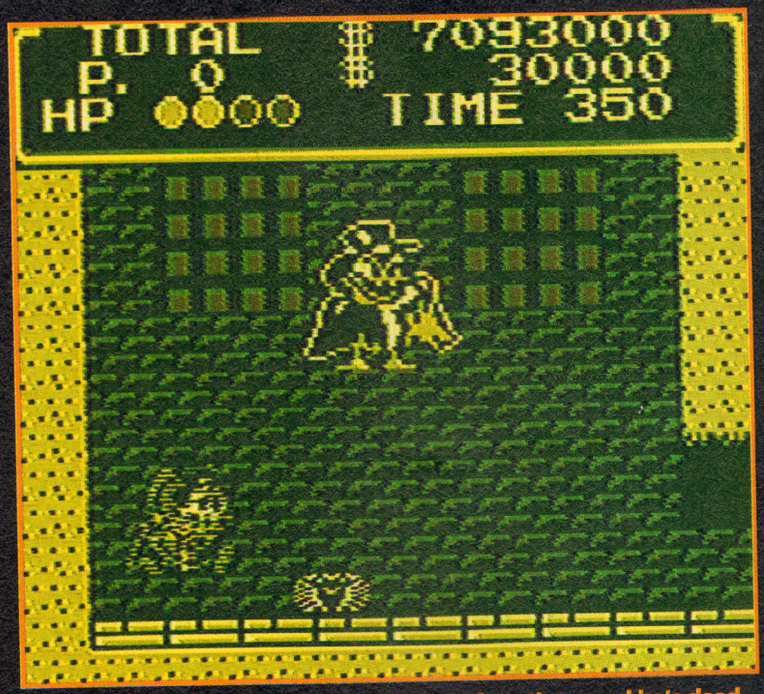
Nanny refreshes the parts other ducks cannot reach... possibly.



The monsters pop out after seven bounces, so time your jumps well.

DRACURA'S CASTLE

The castle is exactly the same as in Transylvania, so to get to the Count all you have to do is follow the same route as before. To defeat Dracura you have to bounce off the bats he releases and then onto him. Do it four times and he's beaten. Then all you have to do is race up the rope and jump off onto the treasure before the flying thingy beats you to it. And that's it!



Bounce on the bats and then onto Dracura four times and he's dead. Or should that be undead? Either way, he stops bothering you.

MANIAC MANSION

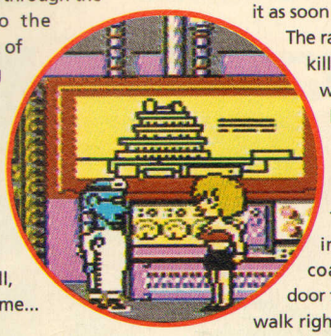
As promised two issues ago, here are two more endings for that simply huuge arcade adventure, Maniac Mansion. Assuming you've managed to complete stages 1 – 21 from issue 5's solution, these endings both take the place of stages 22 and 23. Dr Fred awaits!

Ending #2

22 Switch back to Dave, and go back down to the entrance hall. Switch to Razor, enter the mansion, give the CONTRACT to Dave, then stand in front of the right-hand gargoyle. Switch back to Dave and go back upstairs to the Green Tentacle's room (the one above the radio room). Give the CONTRACT to the Green Tentacle, who then vows to protect you under any circumstances.

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

23 Go through the inner door and walk up to the Purple Tentacle. After he's talked to you, the Green Tentacle will appear and get rid of him. When he leaves, open the door to Dr. Fred's laboratory, walk right, and open the locker at the far right. Get the RADIATION SUIT, then use the CARD KEY in the CARD SLOT to the right of you. Go through the door and pull the switch – Fred will be unable to shut off the self-destruct system. So, pick up the Purple Meteor, then go through the right-hand door into the garage. Open the trunk of the Weird Edsel (using the YELLOW KEY) and put the Purple Meteor in it. Close the trunk, then use the YELLOW KEY in the Weird Edsel... the car will fly off into space, and you've, well, sort of, finished the game... erm, again!



Ending #3

22 Switch back to Dave, and go back down to the entrance hall. Switch to Razor, enter the mansion, give the CONTRACT to Dave, then stand in front of the right-hand gargoyle and push it. Switch back to Dave and go through the door, then go left and unlock the dungeon door with the OLD RUSTY KEY. Continue left and unlock the top and bottom padlocks on the door to the Seckrit Lab using the glowing key. Now open the INNER DOOR and enter Fred's high score from the arcade machine.

Now switch to Bernard and go downstairs to the entrance hall. Go out of the Mansion and through the grating to the left of the steps as before. Walk left until you reach the WATER VALVE then switch back to Razor and enter the kitchen.

23 Once in the kitchen, TURN ON the MICROWAVE, then open it as soon as you hear the 'ping!' The radioactive steam should kill Razor (RIP), but don't worry! Switch to Bernard and TURN ON the water valve, then switch to Dave – Fred should send the Purple Tentacle to the pool to investigate. When the coast is clear, open the door to Dr. Fred's laboratory, walk right, and open the locker at the far right. Get the RADIATION SUIT, then use the CARD KEY in the CARD SLOT to the right of you. Go through the door and give the CONTRACT to the Purple Meteor. When the Meteor is interviewed by Mark Eteer, Sandy will appear instead of Razor, and – yes, you guessed it – you've completed the game!

SUPER MARIO WORLD



SNES

TACTIC

The very first thing you want to do is get to the Yellow Switch Palace, which is reached by going through Yoshi's Island 1. If you can't do this bit without help, give up now. Right, here goes. Let's find the Star Road!



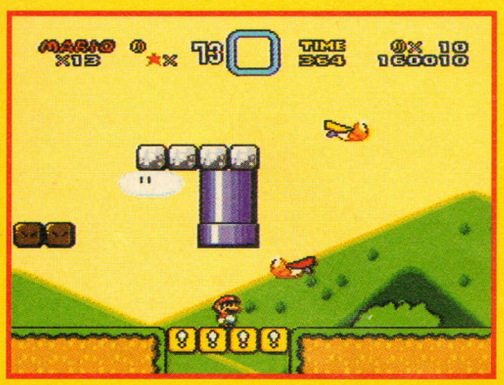
1 Yoshi's Island 2 is the first place where you can build up a huge stock of extra lives. Right at the beginning, pick up the Koopa shell, jump up on the first platform and kick it away. It'll crash through all the other Koopas and bingo – one free life! After you've completed the level once, you can simply keep coming back, getting the 1UP and then quitting the screen and doing it all again, as many times as you like.



2 On Yoshi's Island 3, there are masses of extra power-ups for the taking, but only if you've hit the Yellow Switch Palace. Right at the start, for example, you can collect this free mushroom...



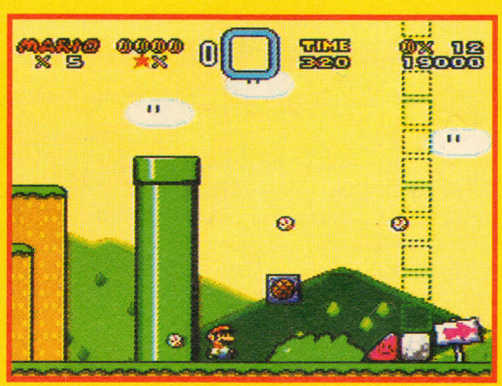
3 ... Or go down this otherwise-inaccessible pipe for a Yoshi coin. Of course, if you do that you'll have to wave bye-bye to Yoshi himself, but then who ever said life was going to be easy?



4 When you come out after going down the pipe, you can go back a little way to get to the halfway tape, or go back just a couple of steps and go down another pipe, which will take you to...



5 ... This nifty little bonus section. Master the use of the flying cape and you can collect enough coins here for a couple of 1UPs, and you can keep going back and repeating it until your time runs out.



6 On Donut Plains 1, when you reach the end you'll see this enormous stack of dotted blocks. Looks interesting, doesn't it? But unfortunately, at this stage you can't do anything with it...



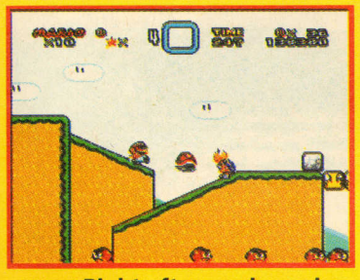
7 Donut Plains 2. Here, go up the pipe, where you'll enter a secret room.



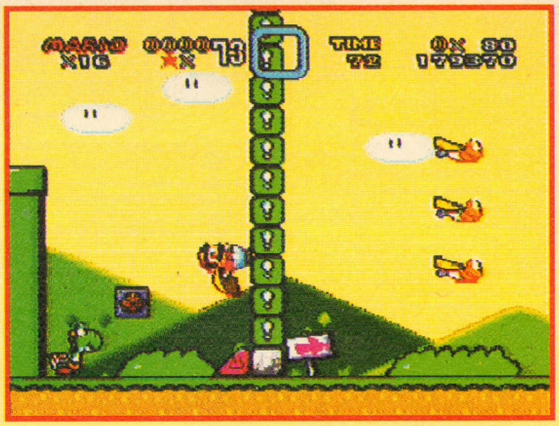
8 All you have to do is spin and jump to get the Koopa shell. Throw it up at the last block in the steps, making a vine appear which leads to the key to the Green Switch Palace.



12 Having revealed the Top Secret Area, go back and do the Ghost House properly. Simply go through the door, headbutt the block, go through the SAME door again, and headbutt the block again to reveal a vine which leads to the exit.



15 Right afterwards, grab a Koopa shell and kick it down this hill for another 1UP.



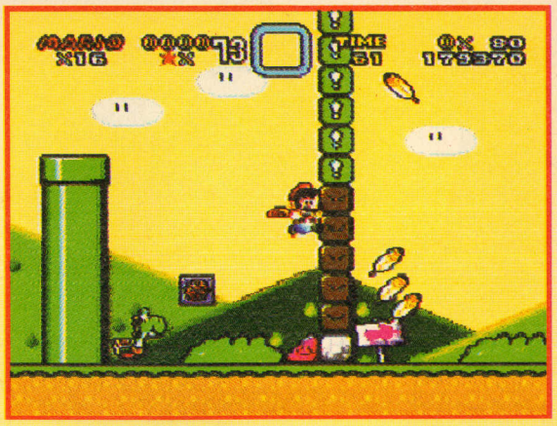
9 Once you've completed the Green Switch Palace you go back to Donut Plains 1. As you can see, the dotted blocks have now turned into a towering green wall. If you now run up it (like in the picture) you'll find a key.



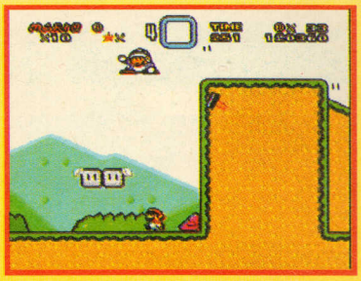
13 Donut Plains 3. In the fourth smashable block is a vine leading to some coins as well as letting you skip some nasty bits. Later on you'll find some moving platforms. Turn the first switch OFF, the second one ON, then jump across the moving platforms at the top to reach a pipe. Go inside and you can play the 1UP game.



16 This bit is quite busy. If you have Yoshi, the second flying Hammer Brother will be a good deal easier to kill. Send him flying and the level's as good as over. Almost!



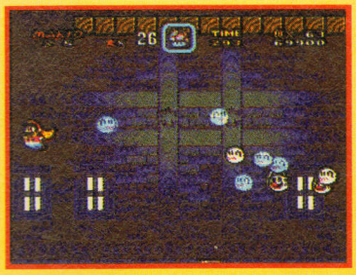
10 Or if you prefer, why not whack them with your super-dooper cape to reveal a massive amount of Magic Feathers first? You don't need 'em, of course, but you do get lots of points. Yum!



14 Donut Plains 4. Move quickly to avoid the yellow Koopa before it gets into its shell. Go down the first grey pipe then knock this Hammer Brother off his platform, by nutting him from beneath.



17 Morton's Castle is easier than it looks – just keep a cool head. When you reach Morton, keep your finger on the run button, as he drops down whenever he's right above you. If you're slow he'll land on your head. Otherwise, he's a wimp, so bounce him three times. Right, off to the Vanilla Dome...



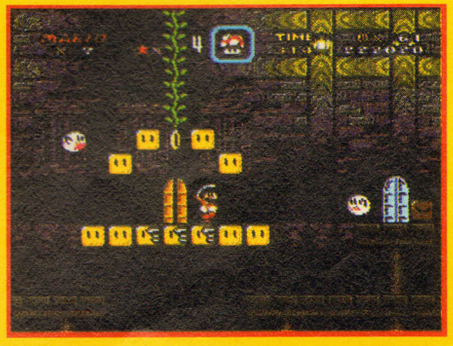
11 Before you get to the Donut Ghost House, get a cape. Walk left to the first gap, turn back, run and fly up to the right. Walk along to find 4 1UPs and a door to a Top Secret Area!



18 You're halfway to the Star Road. Swim through Donut Secret World as normal (go up into the first grey pipe), and pick up the 'P' block. Carry it along to this point, then drop it and hit it in order to get to the mystery block below, which contains the key to the keyhole.



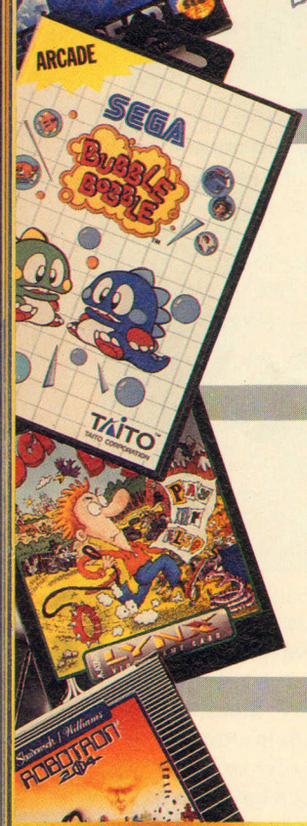
20 Pick up a block from the floor. When Big Boo appears, chuck the block up at him. Do this twice more (don't fall through the floor), and he'll be dead. Now you have a clear route to the Star Road!



19 That gets you to the Donut Secret House. Pretty simple stuff, until you get to the end bit. Pick up the 'P' block at the end and carry it to the area illustrated (having picked up the coins which are found just to the right of this pic on your way along). Drop and hit the 'P' block, at which point you have two choices. Either go to the grey door which will be revealed where the coins were (to complete the level as normal and get to the pipe on the map screen), or headbutt the block as shown and quickly climb the vine. Run to the right and enter the grey door – and you'll find an enormous ghost!







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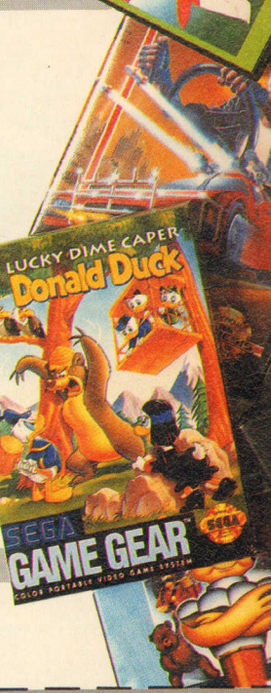
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TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Erm... what do you want us to say? That this section will make you rich? That it'll make you live forever? No, TOTAL Recall is a buyer's guide, plain and simple. (But it does make you popular with members of the opposite sex!)



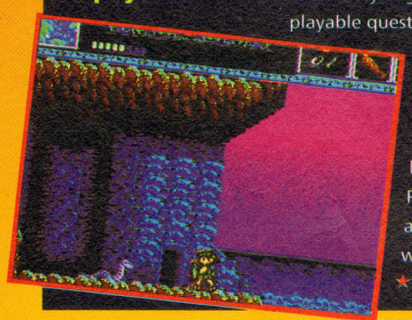
A Boy And His Blob
Nintendo/Absolute Ent'
1 player £35

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-betweeny screens that you can't opt out of. But if you want a highly playable two-player ice hockey game, then this one'll keep you going for months with its icy action.
★★★★

Blaster Master
Sunsoft
1 player £40

Although basically just another multi-level platform shoot 'em up, this is one of the better games of its type, with neat graphics, puzzles, and plenty of exploring and map-making to keep you busy. It just goes on a bit and fails to cough up any passcodes.
★★★★

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.
★★★★

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!
★★★★★

Bubble Bobble
Taito
1-2 players £30

This age-old classic has 226 levels of the most frantic, addictive platform action that your NES can chuck at you. A simultaneous two-player option is the icing on the cake of this almost 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 superpowers 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 loads of power-ups.
★★★★

Caveman Ninja
Elite
1 player £35

This game looks good but plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look like one of the best games ever, but it's spoilt by a badly structured difficulty level and seriously repetitive gameplay.
★★★

Chip 'n' Dale Rescue Rangers
Capcom
1-2 player £45

You can play simultaneously with a friend (which can prove to be 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

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

Duck Hunt is a mildly entertaining Zapper game with two different games included. There's duck shooting and clay pigeon shooting. Fine 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 but pretty playable, with good animation and groovy characters. Still, there's nothing unusual here. 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

Excellent 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.
★★

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.
★★

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.
★★★

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 hit the targets but also be careful not to shoot any innocent civilians. Good fun but still not enough variety to keep you playing.
★★

Hook
Ocean
1-2 player £45

A really neat movie licence, a bit like Star Wars in structure but much sweeter to play (could be faster, though). Lovely between-scenes music, bright clear graphics, and a real feel for the characters. You'll be hooked!
★★★★

Isolated Warrior
Nintendo/Vap Inc.
1 player £35

Spooky alien graphics plus loads of power-ups and add-ons 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. It's far too easy, however – 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 very 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. Good but flawed.
★★★

Kickle Cubicle
Nintendo/Irem
1 player £30

An intriguing puzzler which requires brain power and fast reactions. The graphics and sound are great but the challenges are a bit easy. There are harder 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! ★★★★★

Konami Hyper Soccer
Konami
1-2 player £35

Fast and exciting, this is a near-perfect conversion of a pretty impressive arcade game. Simple controls make for good two-player action, although tactical play is a bit limited and it gets a bit easy once you get the hang of it.
★★★★

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.
★★★

Mega Man
Capcom
1 player £35

Tough, merciless and unrelenting, Mega Man is a *mean* platform shoot 'em up, with six incredibly hard levels and no password system. If you've got a low threshold for pain, beware of this one.
★★★

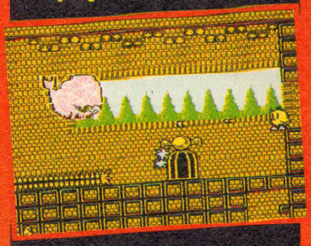
Mega Man 2
Capcom
1 player £45

Not as fiendishly difficult as Mega Man, and a better game all round. Bright and funny, with flexible gameplay, meatier monsters, and a much friendlier structure. Megatastic!
★★★★

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.
★★★

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!
★★★★★

Power Blade
Taito
1 player £35

Despite some rip-roaring sound effects and impressive-looking beasties, 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, with two distinct game styles and more enemy challenges than you could wave an enormous stick at. Excellent!
★★★★

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 manoeuvre SAS men into an

embassy besieged by terrorists. Sniping, abseiling, and lots of tip-toeing, but boy is it dull.
★★

Road Fighter
Paalcom/Konami
1 player £30

An unbelievably simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but it looks awful and is far too primitive to justify the price.
★★

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

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

Another magical mystery tour to track down evil-doers. There are plenty of places to visit, and the puzzles are taxing too. 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 solves puzzles to collect the everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour. But there's no password system. One for the pros.
★★★★

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 better instead. The game consists of five sub-games (or events). Unfortunately, none of them are particularly inspiring, while some really stink. Skate Or Die? Well, 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. Yet more forgettable capers in five snow-capped events. Best for solo players but even then it's incredibly dull.
★★

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.
★★★★★

Snake's Revenge
Konami
1 player £35

A tricky, Rambo-type mission which is fun to begin with, but after a short while gets mighty dull. The unoriginal, mazey gameplay is weighed down by really lame combat, and the sounds and graphics are nothing special.
★★

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.
★★★★

Solar Jetman – Hunt For The Golden Warpship
Nintendo/Rare
1 player £30



Boldly go where no man's gone before and explore 12 *huge* levels of alien-blasting, power up-collecting, jet pack- thrusting action. With a massive task and a password entry system, shooting explore 'em ups don't come much better than this!
★★★★★

Star Wars
JVC/Lucasfilm Games
1 player £50

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.
★★★★

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.
★★★★★

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.
★★★★

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.
★★★★

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.
★

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 inthe hot seat of an F-14 Tomcat for a very, *very* tough flight. It features amazingly fast, stomach-churning visuals but it's too hard to be fun.
★★★

To The Earth
Nintendo
1 player £30

A proper 3D shoot 'em up in every sense of the word, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and powerups. This is easily the best Zapper game available.
★★★★

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.
★★★

Turtles 2
Konami
1-2 player £50

A faithful copy of the coin-op, with lots of action and a few nice touches, but repetitive, slow-paced and unexciting. It's pretty playable in two-player mode – but not for long.
★★★

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.
★★

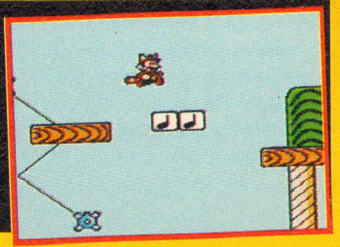
The Legend Of Zelda
Nintendo
1 player £40

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 Mario Bros 3
Nintendo
1-2 players £40



The greatest, the ultimate, the champ, la créme de la créme, la piéce de resistance, the, er, chicken vol-au-vent of video games. Quite simply, this is the most stunning platform game your NES (or any other console for that matter) will ever have shoved into it.
★★★★★

GAME BOY

All Game Boy games are fab? Actually, no. The Game Boy does have more brilliant games than any other hand-held but there are a few stinkers. Check out Total Recall before you buy.

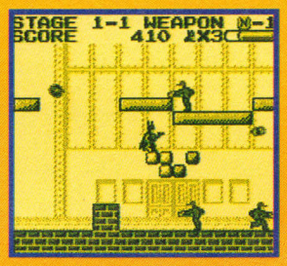


Asteroids
Accolade
1-2 players £22
Those who are old enough to remember this classic arcade game shouldn't get too excited. This isn't the simple but compulsive shoot 'em up we all knew and loved. Rock blasting just isn't the same on the Game Boy.
★★

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.
★★★★

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.
★★★★

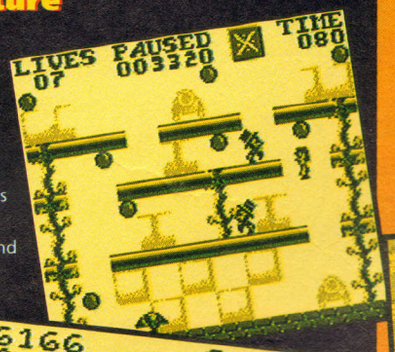
Blades Of Steel
Palcom
1/2 player £25
Disappointing version of a great game. It plays as well as the NES version, but isn't really designed to be played on a Game Boy screen.
★★★

Boulder Dash
Sunsoft
1 player £25
A cracking version of this popular collect 'em up. Lots of tough screens, well-designed difficulty levels plus superb graphics keep it interesting.
★★★★

Bugs Bunny
Kemco
1 player £20
Bugs must collect all the carrots on the 80 levels in order to rescue Hunny Bunny. Sadly, 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.
★★★★

Bill And Ted's Excellent Game Boy Adventure
Sunsoft
1 player £25



OK, most bodacious gamers, we strongly recommend you rush straight to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant!
★★★★★

Bart Simpson's Escape From Camp Deadly
Acclaim
1 player £25



Game Boy Bart is similar to the NES version in style but the challenge is different and the graphics are, if anything, better. Some great sampled speech, nicely structured gameplay and heaps of challenge. Wow!
★★★★★

Bubble Bobble
Taito
1 players £25
Terrifically addictive coin-op platform action, with over 200 levels and clever graphics, but passcodes for each level make it too easy.
★★★

Castlevania Adventure
Konami
1 player £25
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! Gorgeous graphics and sprite animation and detailed back-drops make it a real treat.
★★★★

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.
★★★★★

Caesars Palace
Ocean
1 players £25
With five different games included, this looks like it gives you lots to play at, but none of the games requires enough skill to keep you interested for long.
★★★

Choplifter
JVC
1 players £25
Although the graphics are rather unimpressive, this is a very involved game with loads of levels and loads of challenge which is great fun to play.
★★★★

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 straightforward 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 and 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 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

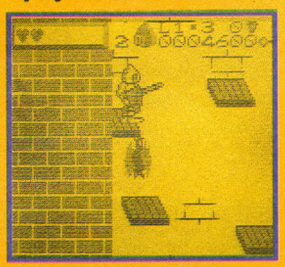
This mazey type shoot 'em up seems entertaining at first but there are just four short levels and only the last one puts up a challenge. Not much fun at all.
★★★

Faceball 2000
Bullet Proof Software
1 player £25



This 3D maze-type shoot 'em up has two different combat arenas and the option for a four-player head-to-head battle. Graphically fab, and hugely playable too.
★★★★★

Fortress Of fear
Acclaim/Rare
1 player £20



The latest instalment of the Wizards And Warriors series, but this time it's in the shape of a platform collect 'em up. The gameplay is pretty damn good, but the lack of a password option is a definite drawback, especially in a game of this size.
★★★★

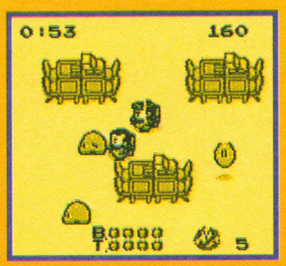
Gargoyle's Quest
Sunsoft
1 player £25

As well as nifty jumping-and-blasting gameplay, there's a roleplay element here, so you have to use your brain as well as your reflexes.
★★★

Gauntlet 2
Mindscape
1-2 players £20

This may be a neat copy of the coin-op and NES versions, but colourless, tiny screen makes maze-wandering a right old pain in the neck. Tragic!
★★★

Ghostbusters 2
Activision/HAL Laboratory
1 player £25



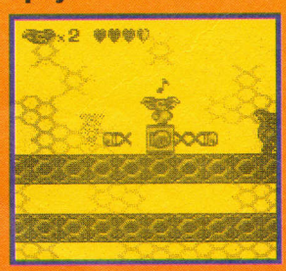
Control two 'busters as they wander around a series of haunted houses, freezing and collecting ghosts. The gameplay is really slick, and controlling two characters at once makes it different and very challenging. Busting does indeed make you feel good.
★★★★

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



Ishido
Nexoft
1-2 players £20 (Grey Import)

This is a tarted-up Game Boy version of a rather ancient and puzzling board game. The tile-placing gameplay is great fun to begin with, but there's not really enough variety in there and it won't keep you amused for very long.
★★★

Hook
Ocean
1-2 players £25

Almost identical to the NES version. The graphics are a bit too detailed for the Game Boy, but they're fast and smooth, and the gameplay is excellent. Lots of fun, and there's a two-player mode too.
★★★★

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.
★★★★

Loads of fun as you guide Gizmo through level after level of platforms and traps. Tough, but well worth the aggro.
★★★★

King Of The Zoo
Nintendo
1-2 players £20

This wacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. Simple but fun.
★★★★

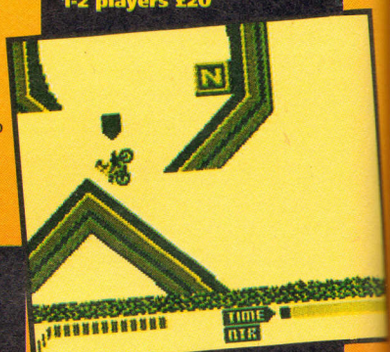
Kwirk
Acclaim
1-2 players £20

Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly complicated mazes. 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 it's really showing its age quite badly now.
★★

Motocross Maniacs
Palcom
1-2 players £20



Fast 'n' furious action and loads of obstacle-packed courses make this race 'em up totally addictive. Although the graphics could be meatier, this is a perfect game for the 'Boy.
★★★★★

Navy Seals
Ocean
1 player £25

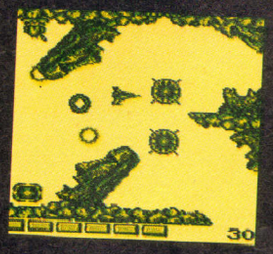
This mission is a run along and shoot 'em up, with a bit of leaping around platforms as well. Good blasting gameplay with big and bold characters.
★★★★

Nintendo World Cup
Nintendo
1-2 players £20

More oddball than football. The graphics are, er, interesting but the gameplay is sadly

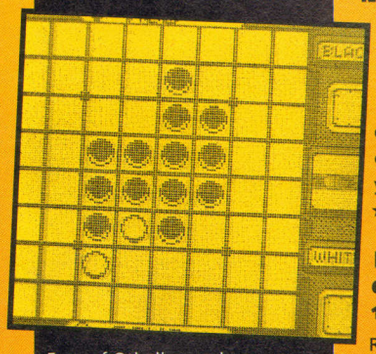
lacking in excitement. You'd be better off buying Kick Off instead.
★★★

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.
★★★★★

Othello
Nintendo
1-2 players £20



Fans of Othello need never plead for partners – this cart has four players inside. Game Boy Othello brings a thousand plus year old game bang up to date. Wot a classic!
★★★★★

Paperboy
Nintendo
1-2 players £20

Deliver your papers by dodging angry customers, loony skateboarders etc. This game picks up lots of fans - dunno why, it's as dull as the Sunday Times.
★★★

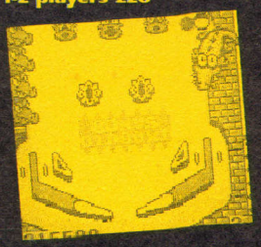
Qix
Nintendo
1-2 players £20

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.
★★

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'.
★★★★★

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!
★★

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 alright, 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.
★★

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.
★★★★★

Snoopy
Kemco
1-2 players £25

With clear, simple graphics, this is a great game for playing on the move. However, the password system makes it too easy to finish.
★★★★

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.
★★★

Super Kick Off
Anco
1 player £25

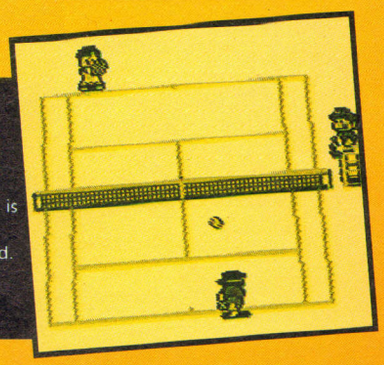
Quite simply the best footy game for the GB. Despite the stupid omission of a two-player mode, the computer is a tough opponent, and the pace of play is quite amazing.
★★★★

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

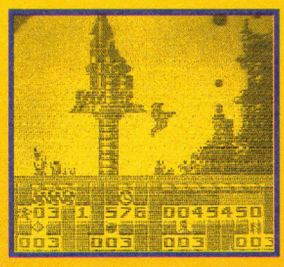


This Game Boy licence of the film takes all the best bits from the movie, cuts out all the boring bits and even puts in a few snippets the film makers left out! A neat game with spiffy graphics which are very different on each and every level. It's a pity all film tie-ins aren't as slick as this!
★★★★

Turtles 2 (Back from the sewers)
Konami
1 player £25

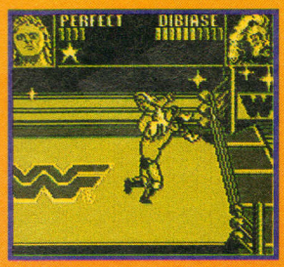
A fine sequel to Turtles 1, with the same frantic action, more variety and a tougher mission. Well worth buying.
★★★★

Turrican
Accolade
1 player £25



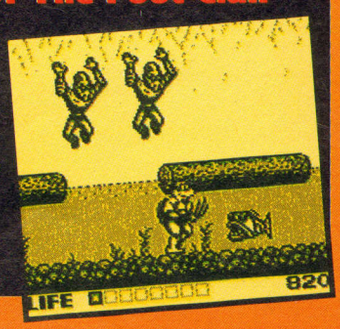
A massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen but it suffers on the Game Boy. Still slick though.
★★★★

WWF Superstars
Ljn Ltd
1-2 players £25



The graphics are big and beautiful and there are heaps of really neat wrestling moves, but like the NES version it's far too easy to beat. If you're a wrestling fan you'll probably be over the moon, and the two-player mode is pretty good fun, but for those with only a passing interest in the WWF the gameplay certainly won't be strong enough to thrill you.
★★

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.
★★★★★

JOYSTICKS

Acclaim Double Player Wireless System

Special Reserve (0279 600204) £49



This set's a bit pricey but the gorgeous pads and lack of annoying cables make this a gamer's dream. Save up your pennies (and your pounds) and get these! Oh, and don't forget to get eight AA batteries too.

★★★★★

Beeshu Ultimate Superstick

Euromax (0262 602541) £40

Big and ugly and it feels decidedly tacky. So why then does it cost £40? Lots of features, but it's all a bit clonky – there are definitely better sticks to spend your money on.

★★★

Beeshu Zinger

Euromax (0262 602541) £17

Not only does this one look disgusting, it's unresposive and feels as if it's going to break apart in your hands. Best left well alone 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) £15



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

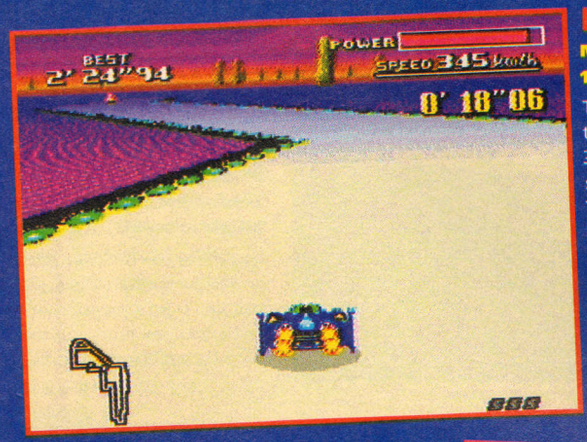
Special Reserve (0279 600204) £10



The fire buttons are badly placed but otherwise this is a fine joypad. Cheap and smart.

★★★★

SUPER NES



F-Zero

Nintendo

1 player £40

This futuristic racing game has to be seen to be believed. The 3D courses move so fast your stomach will be churning. There are 15 courses over three leagues and the graphics are just phenomenal. It's not a racing simulator but who cares, with a heart-pounding high-speed burn up like this? If this isn't in your collection, there's something wrong with you.

★★★★★

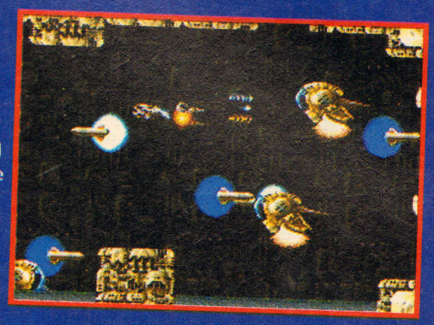
Super R-Type

Nintendo

1-2 players £40

Although let down by jerky scrolling, the graphics in this game are stunning – real arcade-quality, and the sound is superb. But beyond the good looks the gameplay is rather shallow and the action patchy. Also, the lack of restart points is a real pain, but nevertheless hard-core zap-freaks will get off on the hi-energy action.

★★★★





Super Soccer

Nintendo

1 player £40

Excellent 3D visuals, a choice of 16 world-class teams to challenge, and flexible controls make Super Soccer a joy to play. Unfortunately, the laws of football seem to have been conveniently rewritten, and it bears more resemblance to a kick around the park where no one worries about the rules than professional footy. Still, great fun.

★★★★★

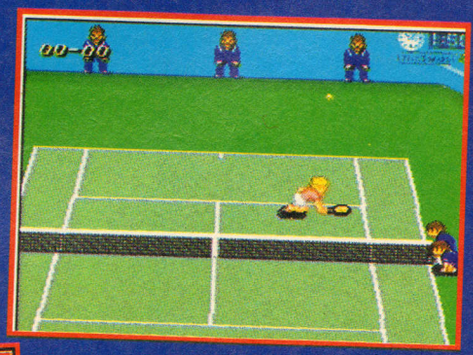
Super Tennis

Nintendo

1-2 players £40

There has never been such a playable and yet realistic tennis sim as this – on any system. The SNES joypad enables you to access a massive range of moves including lobs, smashes and slices. What's more you can put curve and spin on any of these shots. There are also loads of players to choose from, each with individual characteristics. This is totally superb.

★★★★★





Super WWF

Nintendo

1-2 players £40

Even if you loathe the WWF crew you can't help but be impressed by this game. The graphics are gorgeous, with smart sprites and wonderful animation, and the atmospheric sounds conjure up all the razzmatazz of a night at the wrestling. And unlike previous wrestling games, there are enough moves to ensure you don't get bored.

★★★★★

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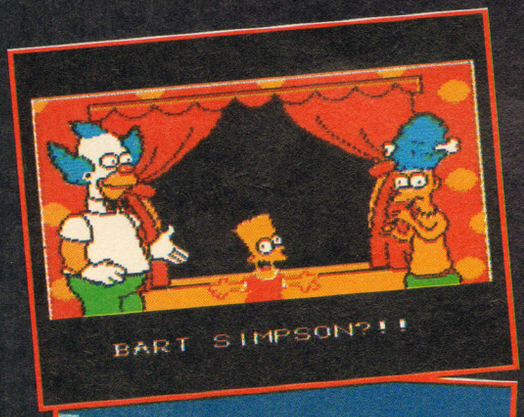
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To make sure of a crisp, shiny, new and decidedly warm-off-the-presses copy of TOTAL each month, fill in the little brownish form above. Cut it out (or make a copy of it) and hand it to your local newsagent. These people are generally good at heart and will try very hard to keep a copy for you – or even deliver it to your door, if you ask them really nicely. Do this and come Thursday 16 July, you'll be the owner of a smart new issue of TOTAL number 8!

NEXT MONTH

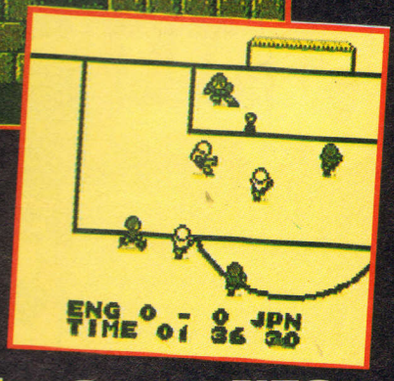
Yes folks, against all the odds we've managed to finish another issue of possibly the worst mag in the cosmos. And guess what? Yep! Same old stuff next month...



On the Game Boy

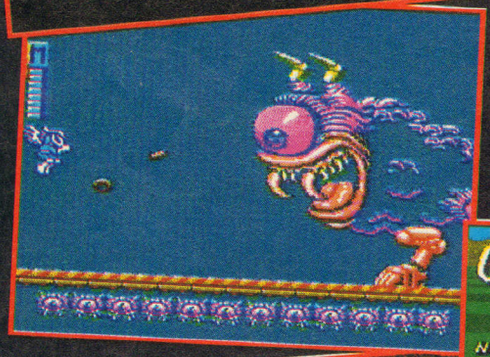
We'll be looking at a whole heap of hand-held hopefuls, like Prince Of Persia, Football International, Star Trek 25th Anniversary, Mega Man 1 and 2 and loads more. **Slap!**



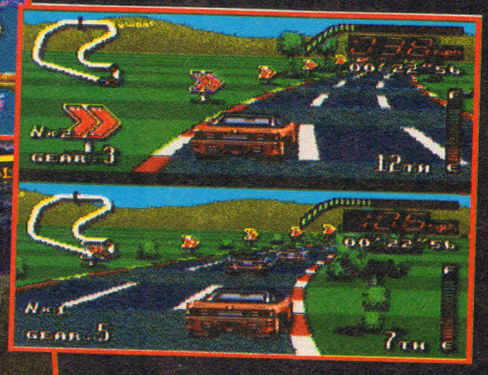


On the NES

Bart Simpson returns in Bart vs The World, and we'll be taking a sideways glance at the totally weird Totally Rad. We'll be taking a spin on Castelian and loads more. **My!**







On the Super NES

TOTAL gets into high gear with loads of import reviews. Check out Top Racer, Battle Blaze, Musya, and World Champion Boxing from Japan. We'll also be checking out some stunners like Super Smash TV, Krusty's Fun House, The Addams Family, Dragon's Lair... and LOADS more. **Thigh!**

PLUS! NES U-Force and Game Key, SNES Super Scope 6, and universal adapters. And check out all the latest news from the CES show in Chicago. TOTAL 8 – on sale Thursday 16th July. All being well.

Stop press! Street Fighter II 4-page special on the BIGGEST game EVER! WOW!

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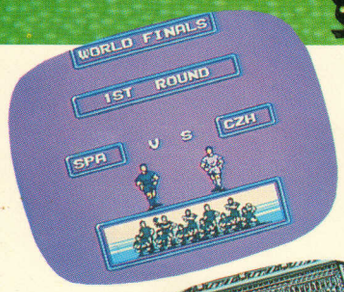
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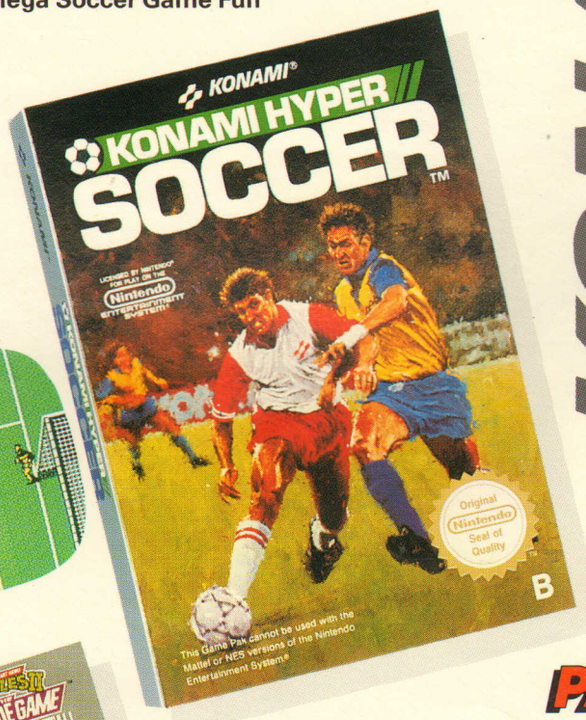
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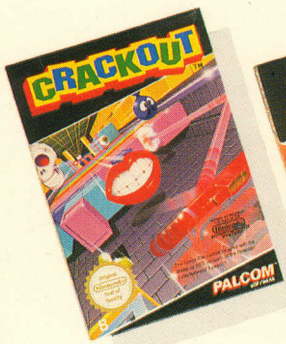


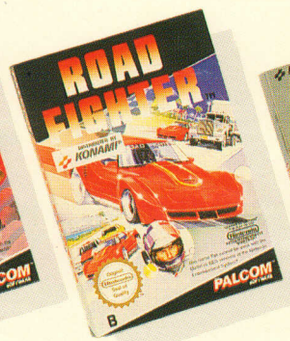




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