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December 1992
Issue 12

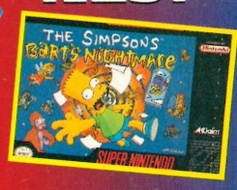
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- Game Boy
- NES

A *very* independent mag from *(ta-daaaah!)* Future Publishing

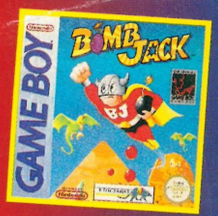
Super Mario Land 2 page 86!

SUPER NES!



Bart's Nightmare! Actraiser, Robocop 3, Another World

GAME BOY!



Bomb Jack! Gradius 2, Bart 2, Ultima – Runes Of Virtue

...NES!



THE FORCE IS WITH US!

The full story on Star Wars and, oh, the other one. Empire something... you know...

156 pages! Biggest and Best Nintendo mag in Britain!

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Issue 12 — December 1992

ABC Jan – June 1992 — 80,227

That's the number of people who buy TOTAL every month!

CONTENTS

TOTAL Address Book!



WIN a coin-op! Full details inside!

As well as being a dead handy storage medium for all your favourite names and numbers, our address book also includes the names and addresses of all the major software houses. AND it conceals a massive coin-op compo! What a barg!

23 Charts

So do you follow the crowd and purchase what's popular? Or do you follow TOTAL and get what's good? Check out the charts and see whether you're a sheep or a wolf when it comes to carts.

24 Previews

Heavens! Previews has gone into overdrive this month with no fewer than 24 (spook!) new Nintendo games under the TOTAL previewscope! Whichever machine you own there's something for everyone.

News 18

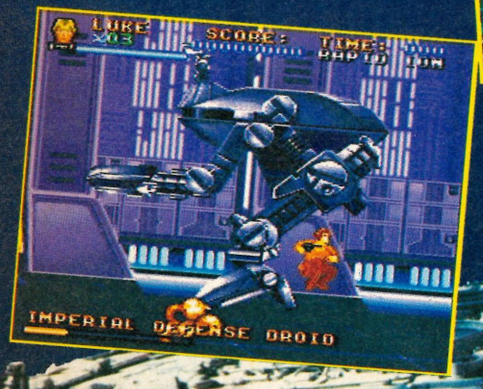
Ooh! What a load of newsy-type stuff we've got this month. And amongst the Mario toothbrushes and competition winners' names, we have news of the biggest games mag of all time. Yes indeed, Future Publishing is about to unleash GamesMaster, the mag. It's gonna be *massive!*



Letters 35

See all that lovely Philips Moving Sound kit there on the right? That's what you can win if you send us a decent letter. And not only that, you get it answered by the cleverest, most handsome, witty and intelligent editor on the plan... (*Steve? Don't you think someone else should be writing this bit? – Andy*).





Star Wars mania! 8

You want exclusives? You got 'em! We peel back the white plastic body-armour of Star Wars and The Empire Strikes Back on SNES, NES and GB!





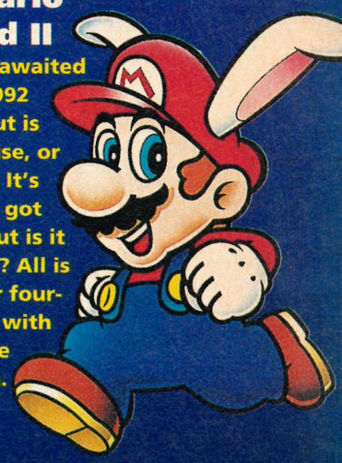
CONTENTS

What are the best Nintendo carts of all time? Special 12-page feature on page 73



Super Mario Land II

The most eagerly awaited Game Boy cart of 1992 finally appears... But is it to rapturous applause, or dismal wailing? It's sprawling, it's got Mario in it, but is it any good? All is revealed in our four-page special with comments from the whole team.



115 SNES TACTIC

TOTAL Tactix

We've got tips on SMB4, Dinosaurs, Hook, Ranma, Super Off Road, Pilotwings, WWF Wrestlemania and more!

GB TACTIC

Check out the cheats on Prince Of Persia, King Of The Zoo, Soccermania, Bugs Bunny 2, Mega Man, Castlevania 2, Dr Franken, The Punisher, and more!

NES TACTIC

Try the tips on Little Nemo, The Simpsons, Mega Man 3, Star Wars, Blades Of Steel, Probotector, The Flintstones, and more!

Subscribe!

148

The only way to stay on top of the Nintendo scene is to get TOTAL regularly. The easiest (and cheapest) way is to subscribe. You get all the issues mailed to your door, you get a monthly subs letter from Steve, and you get a superb free gift!



TOTAL Recall

132

Don't make the mistake of buying a cart on impulse (use your warp drive instead!). Sorry... No, if you can't try before you buy, read Recall instead.

Readers Ads

130

Got something to sell? Want to buy something? Page 130's got the best second-hand bargains in town!

OOPS!

Many of you have complained about the lack of WCW stickers in ish 11. Now it looks like we won't be getting them at all. We don't like promising stuff that doesn't appear, and by the time we knew the stickers weren't coming, all we could do was squeeze in an apology on page 82. Once again, sorry to everyone expecting the stickers. Sos!

Mail Order

147

Before you go shopping for hardware, cast your peepers over TOTAL's mail order page. You could pick up a bargain!

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

Fast find!

Star Wars special	8
News	18
Charts	23
Previews	24
Letters	35
SNES Reviews	42
GB Reviews	70
Cart Feature	73
NES reviews	98
TOTAL Tactix	115
TOTAL Recall	132
Readers Ads	130
TOTAL Traders	138
Subs	148
Next Month	154

The TOTAL triumphant trio!

If you only buy one cart this month, we think it should be one of these...



ACTRAISER **42**

Rastan Saga meets Populous (sort of) in a monster-mashing sword-swiping spectacular! Mega Drive owners won't like this!



GRADIUS **70**

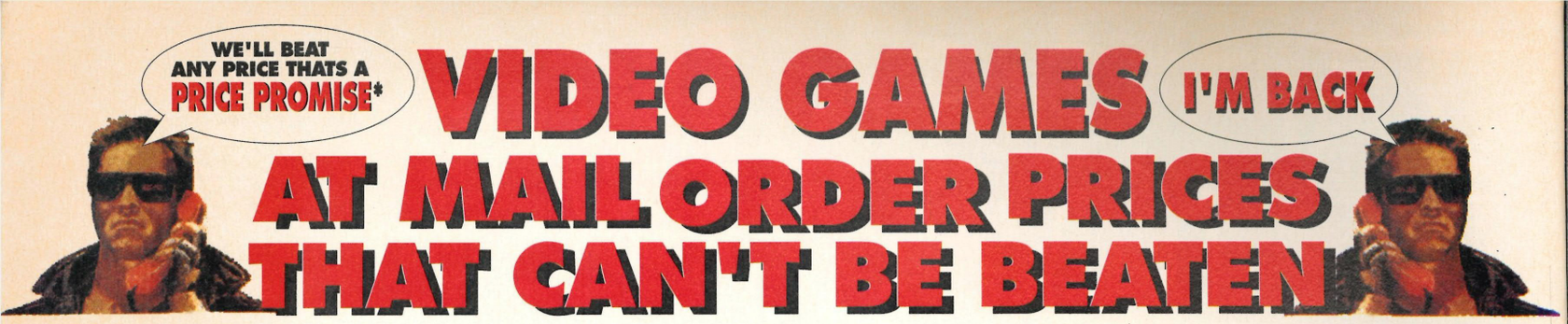
Also known as Nemesis 2, this is *the* Game Boy shoot 'em up. Frantic action and great looks – sheer class.



DIZZY **98**

The egg-shaped superhero makes his debut on the NES and what a *smashing* little game it is too.

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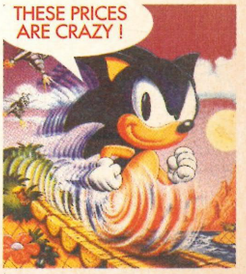
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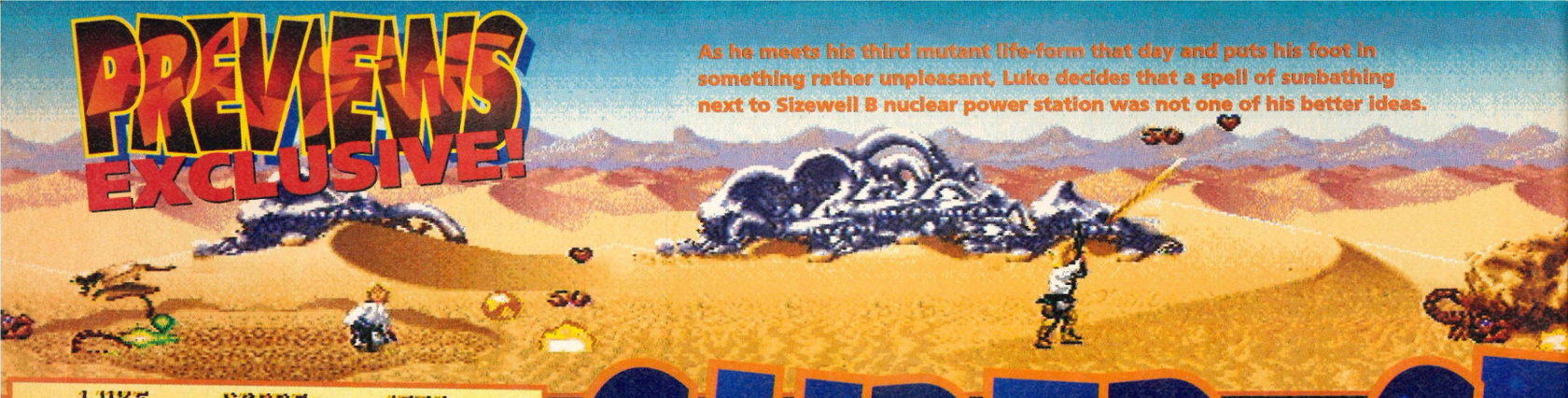
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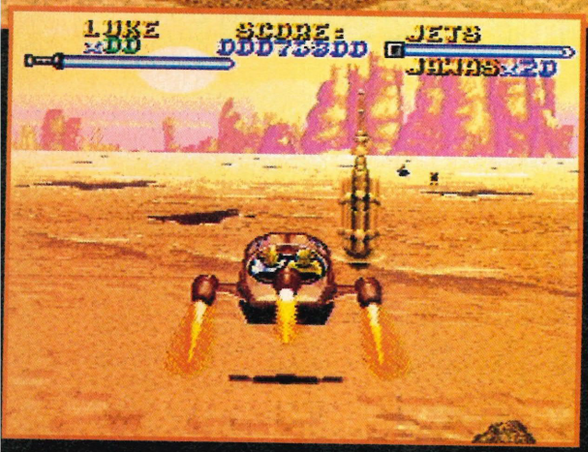


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As he meets his third mutant life-form that day and puts his foot in something rather unpleasant, Luke decides that a spell of sunbathing next to Sizewell B nuclear power station was not one of his better ideas.



SUPER S



Okay, Mr Skywalker, when I tap the windscreen, I would like you to make an emergency stop and disengage thrusters.

For SNES (1 player)
From JVC/Lucasfilm Games
When February 1993

Luke out! (Oh dear!) The Death Star's back, and it's coming to get you! Yes, Super Star Wars is on its way to the SNES, and it really does look rather super.

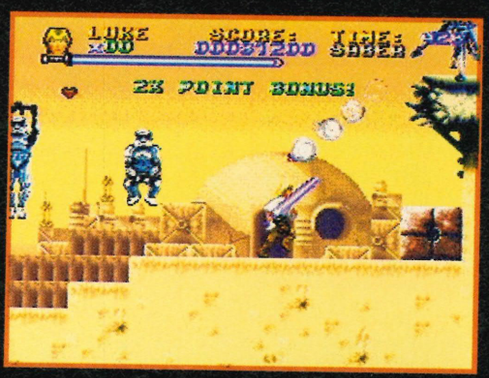
Like they say, life's a beach and then you dry! Luke gets the game going with a quick run across the golden sands of Tatooine, giving some tape-worm thingies a taste of his blaster. From then onwards, the game loosely follows the plot of the film, and is also broadly similar to the NES and Game Boy games (except for the fact that you won't have encountered the kind of mind-blowing graphics and sound that you'll find here in any previous Star Wars game.)



On Tatooine they take vehicle security very seriously. Even a blaster can't penetrate a sand-crawler's thief-proof exterior.



Aha, Jawenko, King of the Barbecue. So we meet again. Now I can get my revenge on you for burning my burgers last year.



Luke emerges to find a stormtroopers' open-air yoga session in full swing.



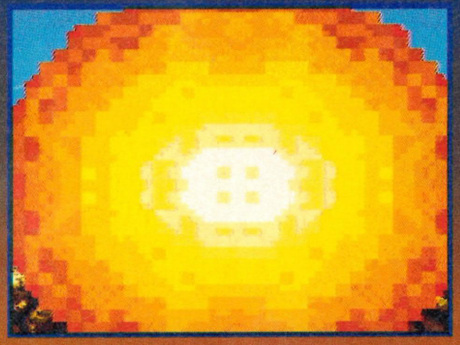
Is it a maintenance droid or a rogue Sky satellite? Han's not taking any chances.

The incredible exploding Bantha

Here we see the solemn Bantha. A yak-like creature indigenous to the desolate plains of Tatooine. Just how this animal survives on nothing but baked beans is a mystery...



'Take that, you beast!' Luke shows how to deal with Tatooine's stray yak problem. A thwack with his light-sabre...



... And kabloom! Either Luke over-charged his light-sabre or the Bantha's been drinking petrol again.



AR WARS

What we've got here is an extremely tough multi-action game which looks good and is an accurate rendition of the original movie. It's so good that that you could just watch the game and know what the film was about! (In fact, it's even better than the film, cos all the boring bits have been taken out!).

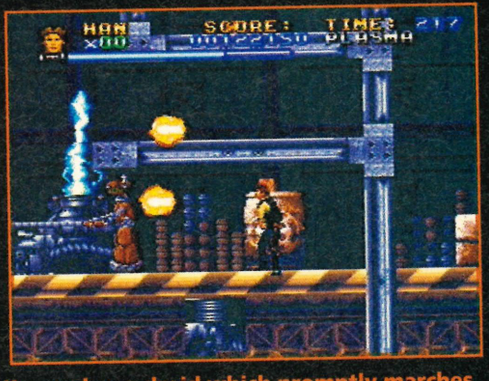
All of us in the TOTAL office have had a good bash on the game and we can't wait to give it the full TOTAL treatment. Look out for a huge review around the time it hits the shelves, but for now you'll have to content yourselves with feasting your eyes on these shots of the game – or is it the film?



Luke gets into a tangle with Ed-209's dad – Harvey-507. He's an Imperial defense droid by day but works as a bouncer at night.



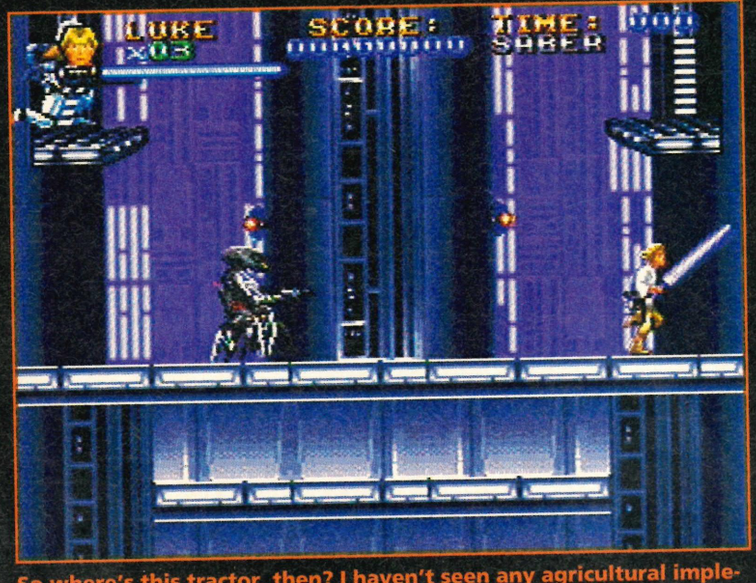
Han, Han... Didn't your mother ever tell you to pull the chain before you leave?



Han wakes a droid which promptly marches about in its red, fluffy dressing gown.



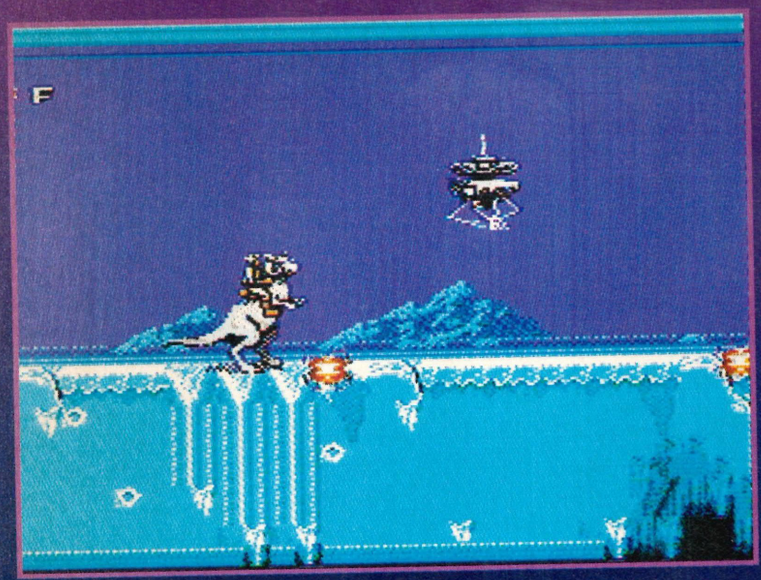
For reasons of security, we couldn't show all of this Imperial Hover Combat Carrier. *(Isn't it just because we were crap? – Steve.)*



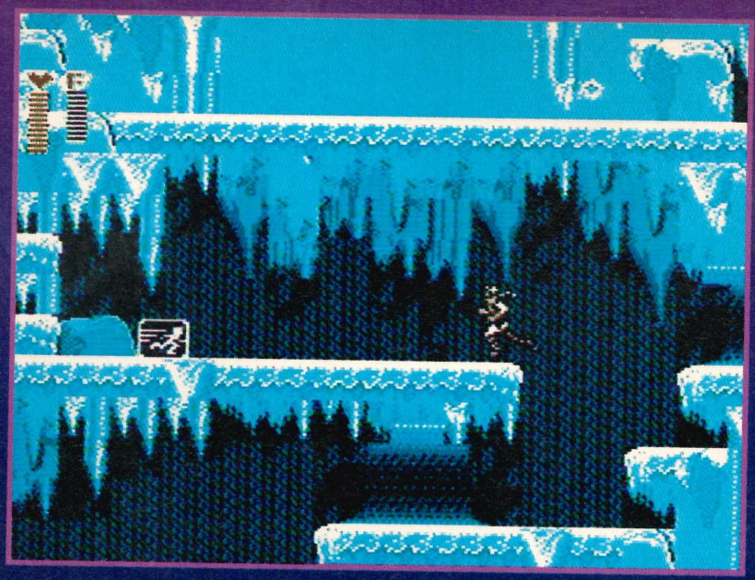
So where's this tractor, then? I haven't seen any agricultural implements for ages. Ah. Tractor *beam.* Um, I think I'll go home now.



'Flippin' 'eck! They've got X-Wings, Y-Wings, even fighters shaped like 'H's – it's like blimmin' alphabet soup down here!'



Deep in the icy wastes of Antarctica, Captain Scott and his giant squirrel, Tiddles... *(I think you've got it a bit wrong, Chris – Steve.)*



In the icy caverns, Luke discovers the remains of Speedy Gonzalez frozen into a block of ice. Then again, it could be a power-up.

A long, long time ago, in a... *(Hang on, Chris, I'm using that intro for Game Boy Star Wars, find your own one – Steve.)* Erm, Space. The Final Frontier. These are the voyages of the... *(No, dummy, that's Star Trek – Steve again.)*

Oh, why am I bothering? This is The Empire Strikes Back, sequel to Star Wars and one of the biggest movies of all time, and if you haven't seen the film yet it's bound to be on the telly this Christmas anyway, so you can see it then.

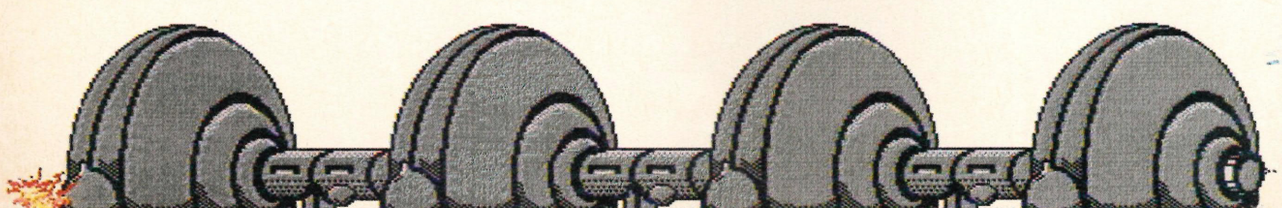
The game follows the same format as the Star Wars game on the NES and Game

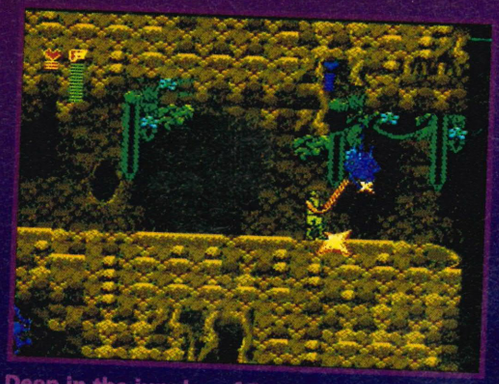
LUKES

Wonderful graphics, super sounds, and an unbeatable storyline based on the movie drive this fun platformer along

THE EMPIRE STRIKES BACK

For NES (1 player) **From JVC** **Price £50**





Deep in the jungles of Dagobah, Luke must fend off some creepy spiders or end as up star entry in the Cocoon of the Month show.



Another strange creature on Dagobah is the ribbeting tree snake. Yes, it ribbets like a frog, but who said evolution was perfect?

Boy – a multi-stage platformer with some flying bits thrown in, which re-creates the story of the film and adds a few extra sections to make the game bigger. In level one of the game, Luke has now got to run around some caves, attempting to find an Imperial probe and destroy it and also trying to get his hands on a few powers of the Force on the way.

PUKES

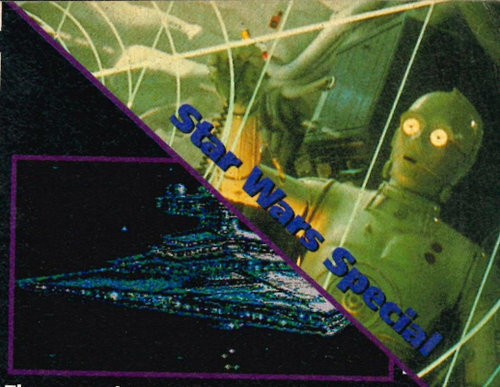
The platform style ain't nothing new, and it seems to be enormous for the sake of it at times. Restart points are non-existent.

Back at base when that's all done and dusted, Luke climbs into his snowspeeder and takes on a load of giant AT-AT walkers in a sideways scrolling shoot 'em up. He has to wipe out all of the walkers in order to buy time for the other rebels to escape.

After the walkers have been done over, Luke's next stop is Yoda's home planet of



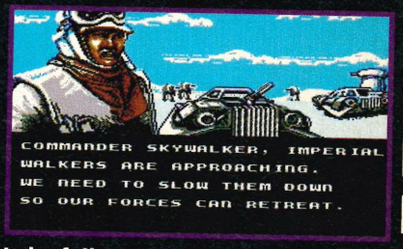
In the cold, clammy and decidedly, er, cavernous caverns of Hoth, an Imperial probe droid hovers menacingly in the background, while two morons in fancy dress destroy the page.



The game begins up in space, with a Star Destroyer launching probes.



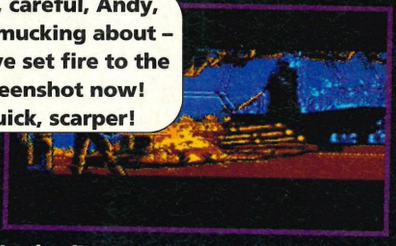
One probe lands near Luke, who's out for a trot on his giant squirrel.



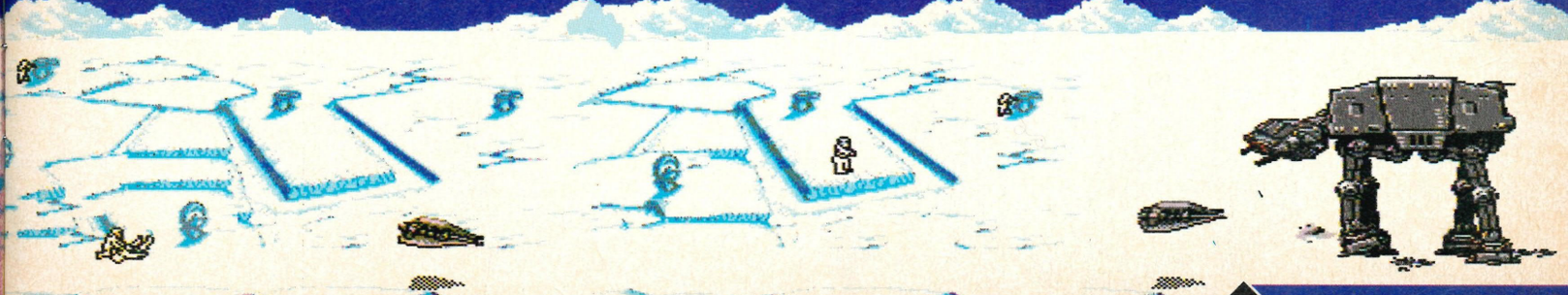
Luke fails to stop the probe and so the entire Empire pops round.

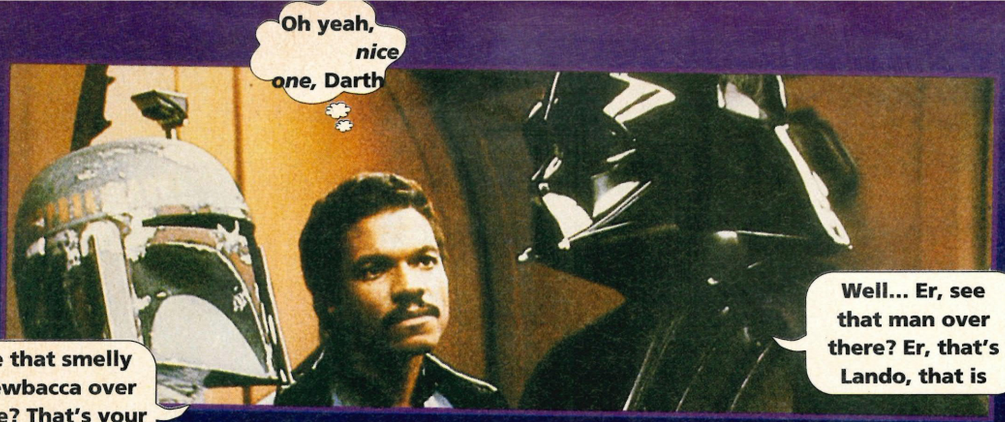


But Luke escapes to Yoda, who is very wise. Stupid-looking, but wise.



In the final fight with Darth, Luke hides behind Steve's speech bubble.





THE EMPIRE STRIKES BACK

Looks
■ The Force is strong in this one – it captures the look of the film really well

Sounds
■ It's overflowing with tunes from the film and has some terrific samples

Gameplay
■ The platform style is old hat but it's good fun, as are the shoot 'em up bits

Life span
■ Lots of levels and six continues, but like Star Wars you'll need them all to finish it



TOTAL! TEK-SPEX

Game	Empire Strikes Back
Levels	8
Difficulty	Hard
Continues	6
Release date	Out now



When Luke is running about in the rebel base he can hijack an Imperial walker and give 'em a taste of their own, erm, lasers.



After having a chat with Yoda on Dagobah, Luke sets off to Bespin to save his chums from old Darth and admire the yellow skies.

Dagobah. It's all muck and monsters but Luke has to get to Yoda because, er, because, um... Well, he did it in the film, didn't he? Later levels take Luke to Cloud City for more platforms, more bits in which he has to fly through space blowing lots of things up, and eventually to a fight with Darth Vader himself.

At TOTAL we're all big fans of the Star Wars movies (apart from Vicky who's so weedy and girlie that she's never seen any of them!) and to look at it and listen to it this game *is* The Empire Strikes Back – or at least, it's as close as the NES will get to it. Despite the odd flicker, the graphics are generally excellent and the sounds are pretty impressive as well, with many of the memorable tunes from the film beeping away in the background, and some great samples – especially Darth Vader's heavy breathing!

If you've played the original Star Wars game on the NES, you'll instantly recognise the enormous platform levels, tough baddies and 'argh-where-the-hell-am-I-going' gameplay. The game's not particularly original – it's basically just a case of tromping about platforms and shooting stuff, but it worked well enough for the original and it's pretty good fun here too. The game's packed with continues, all of which you'll need to make it to the end. Compared to Star Wars, the controls of The Empire Strikes Back are a lot friendlier – in the first game Luke was a right uncontrollable little so-and-so and while this made the game more challenging, I always thought it was a real pain.

All in all, The Empire Strikes Back is a great game of a great movie, a worthy sequel to Star Wars, and proof that the NES is still alive and kicking. If you liked Star Wars, you'll like this. **CHRIS**

TOTAL! TACTIX

Icing the walkers – how to top the tin trotters

The big walkers on Hoth are easy to defeat when you know how. Just follow our instructions below:

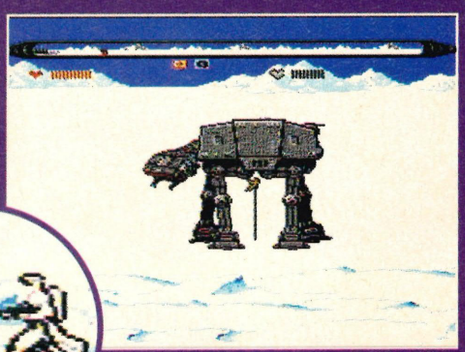


Fly in low in front of a walker, move up to about knee height, and loose off a towrope as it appears on screen.



When you're out of towropes, fly under their fire at the back and shoot this weak point.





If Luke's snowspeeder gets shot down, he can run along, climb up a walker, and stick a bomb on it.

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NEW! Only £29.99

"BRILLIANT!"

The Sun

- SUPER FAST SPEED
- SUPER SMOOTH GRAPHICS
- THE ULTIMATE RACING CAR GAME!

Racing miniature boats, cars and choppers over sand-pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards and into snooker pockets -

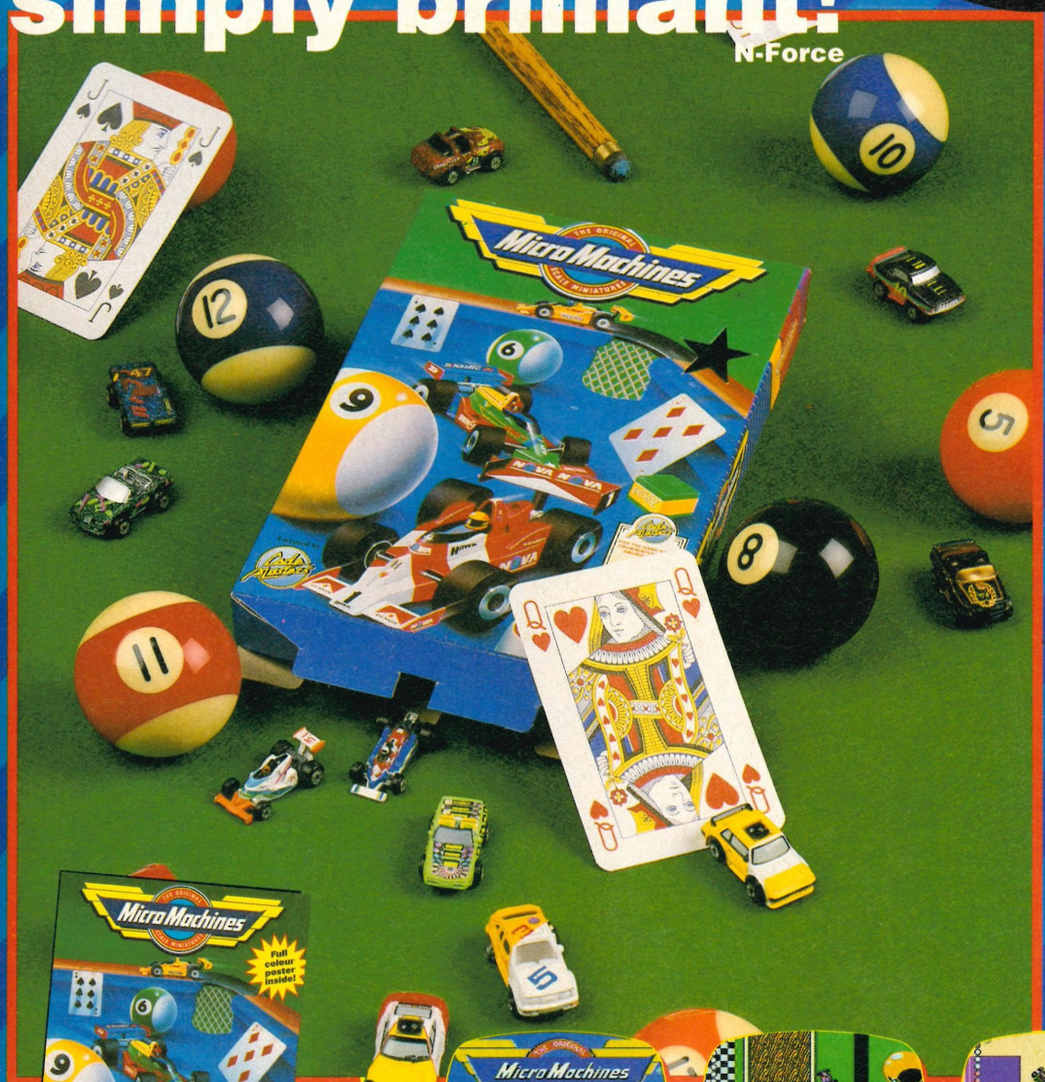
simply brilliant!

N-Force

THE ORIGINAL

Micro Machines

SCALE MINIATURES





"Action Game of the Year, 1991"
VG&CE, USA

TOTAL! 92%

"The best racing game I've played on the N.E.S."
Total!

"Absolutely amazing"
Total!

MEGA GAME

MEGA ZONE

"It's going to sell out fast. Grab it while it's hot!!"
Game Zone

"N.E.S. owners would be mad to miss this"
Mean Machines

93% Mean Machines

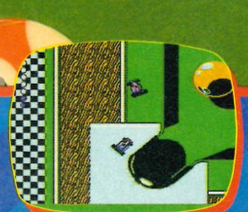
"The best N.E.S. racer to date"
The Sun

"Superb playability"
Mean Machines

"A gem"
CVG



CHALLENGE!



8 BALL ACTION



SANDBUGGY RACING

PLUG THRU™

This game uses the Codemasters Plug - Thru system. Requires game deck and one regular game cartridge for use.

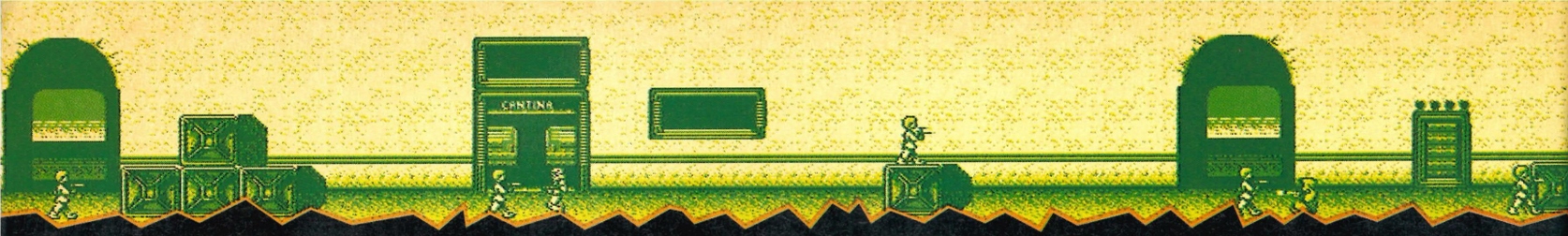
Code Masters™ CODEMASTERS

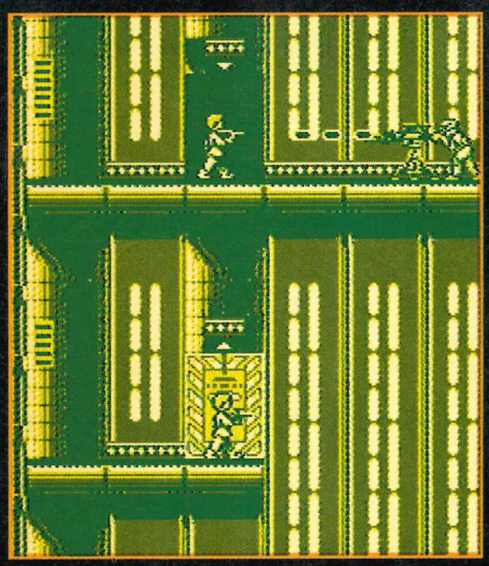
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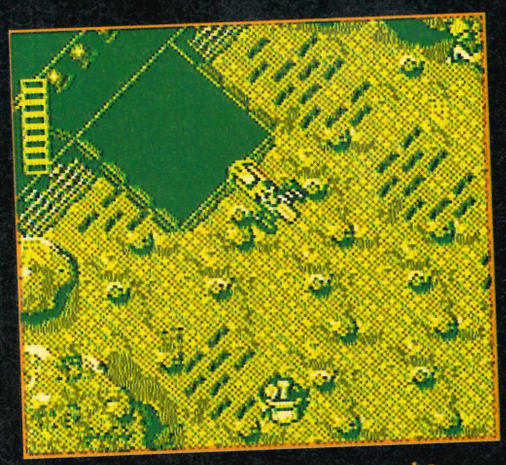
FOR THE 8 BIT ENTERTAINMENT SYSTEM MANUFACTURED/MARKETED FOR AND ON BEHALF OF NINTENDO Co., LIMITED OF JAPAN

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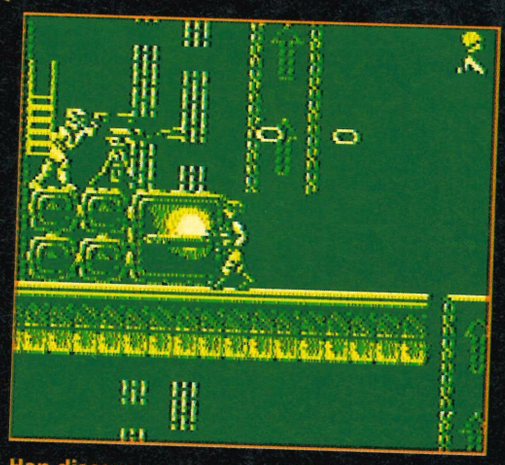




The Death Star sections involve lots of running along walkways, shooting Storm Troopers and riding up and down elevators. Here, I've stuck two screens together so you can see just what the hell I'm on about.



Out in the desert of Tatooine, you get a vulture's eye-view of Luke in his Speeder.



Han discovers someone with a bigger blaster than he's got and decides to hide.

A long time ago, in a magazine far, far away, I reviewed the NES version of Star Wars. So, it seemed only natural that I get lumbe... Er, I get the pleasure of reviewing the Game Boy version.

TROOPERS
Some of the nastier bits on the NES have been taken out or tweaked here. There's a fair amount of exploring and mapping to be done

The adventures of Luke, Ben, Han, Leia and the droids C-3P0 and R2-D2 have been translated into a sprawling platform adventure game with a few spacey shooting bits thrown in. It's a faithful conversion of the NES

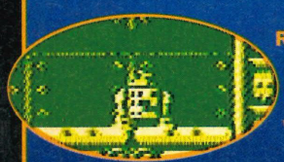
STAR WARS

For Game Boy (1 player) **From Ubi Soft** **Price £26**

A packet of rebels, please...

... But don't put those shiny black ones in – they're too crunchy and taste funny.

This is C-3PO – human relations cyborg and a general waste of space. He plays a very small part in the game.



R2-D2. Collect this biscuit barrel on wheels or Ben won't tag along.



Ben Kenobi – To avoid the poll tax he calls himself Obi Wan.

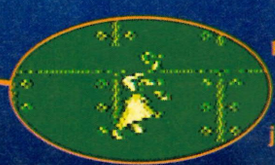




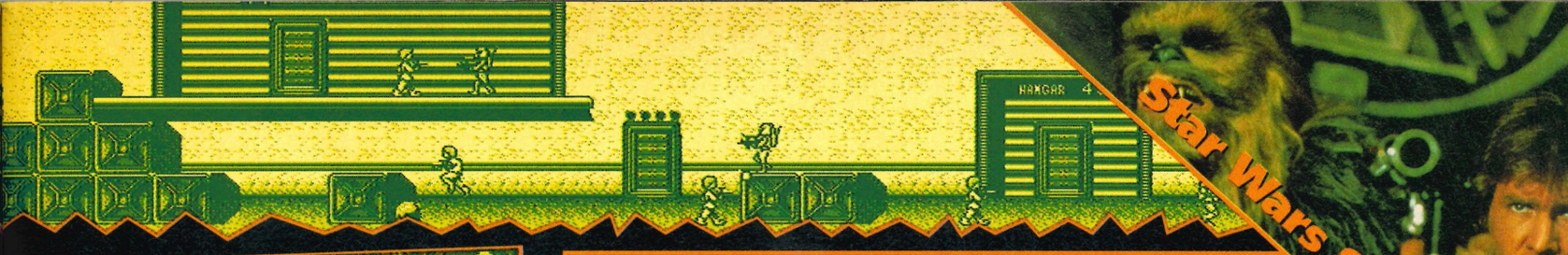
Lukey-boy. The main man and dude with the neon lightstrip.

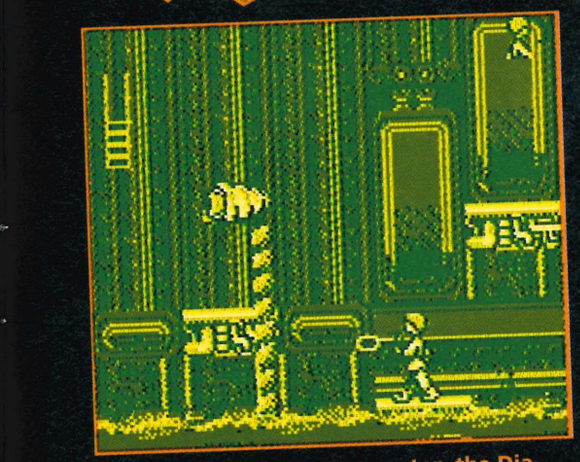


Han Solo, smuggler, gambler, pirateer and the one Princess Leia fancies (whoo!).



Princess Leia. A real hero-girlie with one hell of a jump on her!

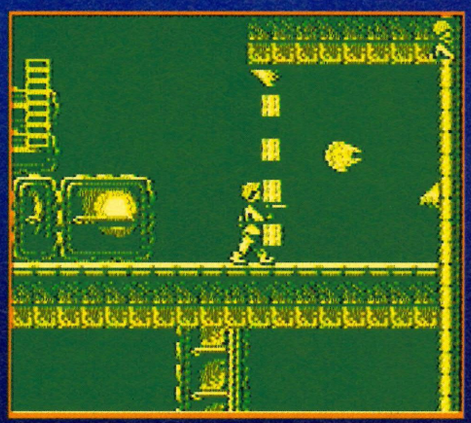




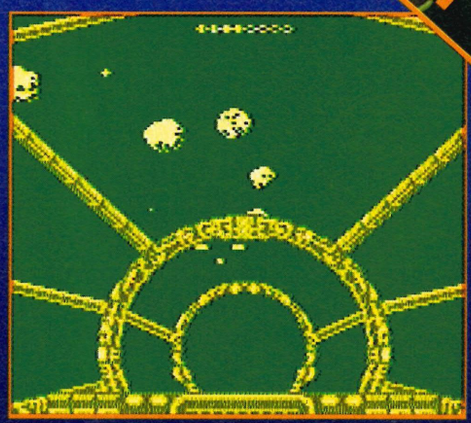
Down in the garbage compactor, the Dia-Noga falls for the 'look behind you' trick.

A bad case of asteroids

Or how to avoid the tenderness of flying by the seat of your pants.



These shield icons crop up all over the place. The more you can collect...



... The less of a pain in the bum it is to fly through the treacherous asteroid field.

game (88%, TOTAL issue 3) but has been tweaked to remove some of the more annoying bits and to make it more suited to the Game Boy's weeny screen. In doing this, they've also made it a lot easier than NESsie Star Wars. On the first day I finished 61% of the game and still had three continues left. (Of course, I did the NES player's guide, so I know the flippin' thing inside out.)

The main difference I found is that Luke's light sabre is now crap – you may as well swing one of those battery-powered plastic ones. Instead, you now have to use Han more cos he's got a big blaster and makes the Empire's henchmen look like Emmental cheese.

Star Wars still contains some horrible jumps where the next platform doesn't scroll into view until you're sailing through the air. So, until you've learned where the platforms are, it's a case of leap 'n' hope! Also, the hee-uuge Death Star levels are still too big, so unless you have the beautifully hand-prepared maps from issue 9 it can get horribly confusing – you can't even use R2-D2 to bring up a floorplan of the Death Star, as on the NES.

On my first few goes I was pretty disappointed with Star Wars (er... Mainly cos I kept getting wasted) but it wasn't long before I got used to the small-screen gameplay and then I really rattled through it. GB Star Wars is definitely easier than NESsie's – the nasty Death Star robots that really gave me hassle have gone completely – and you'll enjoy the action that bit more as a result. The game has a nice difficulty curve and the distinct sections let you feel you're progressing. It's not quite a Jedi Master, but The Force is still strong with this. **STEVE**

POOPERS

Luke's light sabre is now pretty useless. The Death Star levels are still too massive. It would have been better with harder levels and passcodes

TOTAL! TEK-SPEX

Game	Star Wars
Levels	24
Difficulty	Average
Continues	10
Release date	January

STAR WARS

Looks

■ Tidy scenery with smooth, blur-free scrolling. The sprites are recognisable

Sounds

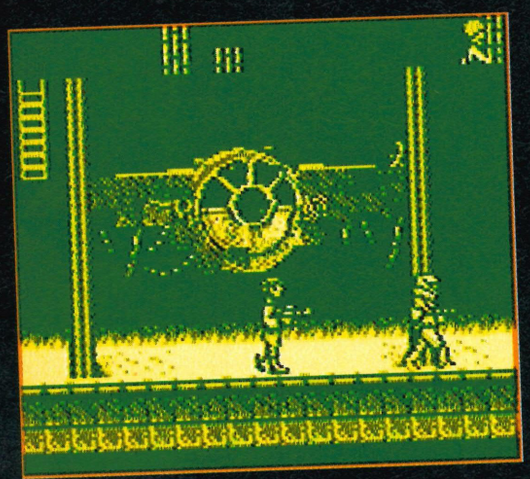
■ Lots of Star Wars theme tunes, but the spot effects are limited to shooty sounds

Gameplay

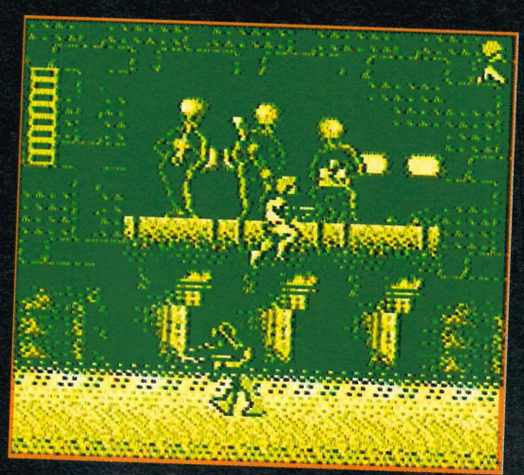
■ A decent, varied platform shooter, with big levels and a choice of characters

Life span

■ It takes a while to get into, but it's much easier to complete than the NES version



Han peruses a two-seater in 'Honest Darth's Second-hand TIE Fighter Emporium'. One owner and only 47,000,000,000 on the clock.



After just three minutes in the cantina, Luke decides that the only way to stop the dreadful music is to slaughter the band.





THE EMPIRE STRIKES BACK

PREVIEWS EXCLUSIVE!



For Game Boy **From** Ubi Soft **When** March

Luke goes X-Winging round the Death Star with a couple of TIEs in close pursuit.

Don't you just love the Star Wars movies? All those chances for you to walk around with a cup over your mouth saying: 'Come with me Luuuke, and together we will rule the Universe as father and sunnnn' in your best Vader voice. Great stuff.



And it looks like the Star Wars games are all set to be just as legendary. Following NES, GB and SNES Star Wars comes The Empire Strikes Back on NES (see page 10) and Game Boy. Judging by our exclusive screenshots the Game Boy version is going to be identical to the NES version in gameplay.

The game is set over nine levels, following the movie's plot. From the battle against the Empire's AT-AT walkers on the ice planet of Hoth, you're taken to Dagobah where Luke must find Yoda and train as a Jedi.

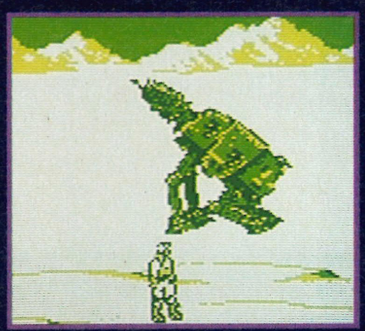
With his friends trapped on the cloud city of Bespin Luke interrupts his training to fly there in a desperate rescue mission. After a run-in with Boba Fett and the loss of Han Solo, the game ends with Luke's climactic battle against Darth Vader, Dark Lord of the Sith and general party-pooper.

About the only thing left to tell you is that TOTAL will review this fab-looking GB title early next year. Until then, you'll just have to make do with sellotaping these piccies to your GB screen!

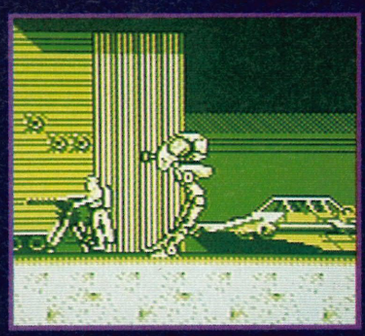
TOTAL!



Atop his Harley Davidson Taun-Taun 2000, Luke goes cruisin'.



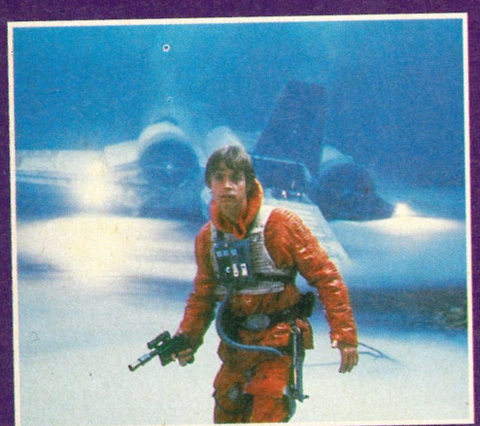
Our hero watches in amazement as an AT-AT does naughties.



A beautifully animated Scout Walker sneaks up on a trooper.

Luke, you must go to the Dagobah system...

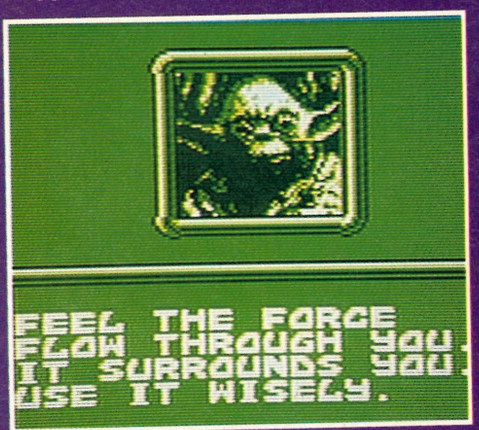
Yes, poor old Skywalker Jr. has to go traipsing all over the cosmos to find some big-eared Muppet who sounds like Fozzie bear.



Escaping from the Empire's snow troops, Luke zooms over to the bog planet of Dagobah (and doesn't quite stop in time).



Unlike the movie, GB Luke has to actually *find* Yoda (rather than flying for zillions of miles and crash-landing in his back yard).



And here's the little Jedi, with his words of wisdom. (Me? I'd use it to guess the next ten score draws on Saturday afternoon.)

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"...spookily groovy...!" GAME ZONE

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TOTAL TALK

No one knows better than TOTAL what's going down in the whacky world of Nintendo. You'll always read it here first!



This is what you should look for on December 3 – you can't miss it, there's 350,000 of 'em!

GamesMaster mag!

The greatest show on TV is now a magazine! Yes – wave bye-bye to naff old C+VG, cos GamesMaster is all set to be the biggest multi-format games mag of all time! Future Publishing (who make TOTAL) has signed a deal with Hewland International (who make GamesMaster) to produce GamesMaster the mag.

It should be a stonker cos it's being designed by Wayne Allen, who designed TOTAL, and is edited by Jim Douglas, head honcho on The One Amiga (before he saw sense and came to Future).

Jim reckons: 'GamesMaster is going to be the biggest games magazine you've ever seen! Every month we'll be covering the best releases for Super NES, Game Boy and NES (along with a host of others). We'll bring you exclusive news from around the globe, all in true GamesMaster style. There'll be celebrity challenges, ENORMOUS competitions and a previews section so packed with excitement that bicycle clips are strongly recommended. Of course, Dominik Diamond will be there and the GamesMaster himself will be on hand to dispense advice and information. The first issue's out on December 3, so get down to Halfords.' Er... Thanks, Jim.





The star of the show is the GamesMaster himself (that old star gazer Patrick Moore). He'll be doing the biz with stonky tips pages like the ones above.

The best job in the world



Daily Star newspaper

'Counsellor' Clayton Brown gets to grips with Super Mario Kart.

We get lots of calls at TOTAL from people wanting help with games, and while we help as much as we can, we're magazine makers, not full-time gamesplayers – unlike the guys at the Nintendo Hotline, of course, who are paid to sit and play games all day!

At their headquarters at Eastleigh, Hampshire, a team of 11 full-time 'counsellors' handle about 15,000 calls a week.

However, it's a helpline – not a cheatline – they want you to play through the game properly, so if you want short cuts or infinite lives, you're outta luck.

The Nintendo helpline is open from noon to 8 pm weekdays and 10 am to 3 pm at weekends. It's a free service, although you pay for the call – that's why they answer each one in under a minute. So, if you're in trouble, call (0703) 652222 and all will be revealed.

SNIPPETS!

Call boxes

Many apologies to Boxtapes Unlimited who make the video game preserver. Last month we gave you the wrong phone number (duh!) – if you want some smart cases to keep your carts in, call Boxtapes on 081-506 0323.



Super FizzyNES

Want a Super NES, but don't have the dosh? Then look out for the special multi-can packs and two-litre bottles of Pepsi. Every one carries a special half-token – match up two tokens and you can win one of 750 SNESs, 2000 Pepsi/Super Mario T-shirts or one of 5000 posters.

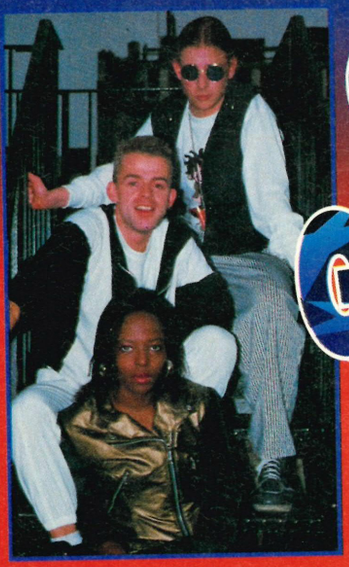


And don't worry if you're not a winner – every pack carries a game-busting SNES tip!

Cart Boots sale

Boots stores are always good for getting Nintendo games, and now by collecting the special stamps you can save money, too. Every time you

STAR GAMERS



Famous Nintendo Gamer Number 9 TECHNICIAN TWO

By now you should have seen the new 10-second Game Boy ads on telly. The backing track is a section taken from Technician 2's rave cut, Playing With The Boy.

Technician 2 are T. J. Jarvis and Actual B. K. but the duo have gone trio for this release, using the vocal talents of Georgia Lewis.

T. J. and Actual have been together for a year-and-a-half, first meeting in the viewing gallery of Stanstead airport where they were both sampling aircraft sounds on DAT for upcoming tracks. Obviously thinking along parallel lines, they decided to collaborate on their next track and Technician 2 was born.

The duo are both keen gamers, playing on SNES (they have one linked up to the big audio monitors in their studio), NES (fave game Duck Hunt!) and Game Boy (they're keen on racing games like F1).

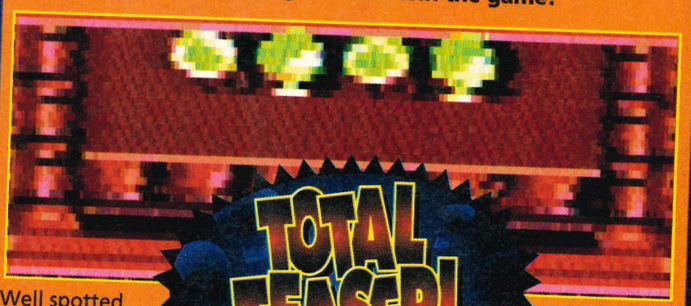
They used to take samples from a lot of video games and they started using the GB as source because the sounds are like the ones used in dance tracks. This led to Playing With The Boy, which was written over four days and uses GB effects plus the 'The Force will go with you' sample from Star Wars. It was soon picked up by Bandai and chosen to act as the backing track for the TV ads.

Playing With The Boy (Warp Zone mix and two Mushroom mixes) will be available country-wide from November 2 on the MCA label with an album planned for the New Year.

In the meantime, Technician 2 are 'on call', waiting to make a video to go with the track which, unsurprisingly, will be set inside a video game!

WIN A CART! WIN A CART!

Spot this screenshot and you could win the game!



TOTAL TEASER!

Well spotted, **David Hunter** of Chelmsford, who rightly reckons that Krusty's Super Fun House was last month's teaser. The SNES cart is on its way!

If you want to win a new game, look at this piccie. It appears somewhere else in the mag, and we want to know which game it is. Write down the game name plus your name and address on a post-card or sealed envelope, and send to: **TOTAL Teaser, 30 Monmouth Street, Bath, Avon BA1 2BW**. The first correct entry out of the tatty sock wins that game.

Carts goin' cheap



Solar Jetman – bargain of the century at just £20.



Likewise, Probotector for a measly 23 quid! Yum.

At last! NES owners can get their sweaty mitts on some cheap cartridges. Bandai are introducing a range of 'budget' software comprising some of the older (and crapper) NES titles.

There are now 24 carts to buy for less than £25. Here's a list of what you can get:

£25: Gauntlet 2, Iron Sword, Days Of Thunder, Power Blade, Bionic Commando, Shadow Warrior, Bad Dudes, Defender Of The Crown, Shadowgate.

£23: Bayou Billy, Probotector, Captain Skyhawk, Faxanadu, Blue Shadow, Wrath Of The Black Manta.

£20: Swords And Serpents, Solar Jetman, Low G Man, Battle Of Olympus, Kabuki Quantum Fighter, Solstice, Teenage Mutant Hero Turtles.

£13: Kickle Cubicle, Kung-Fu.

And if you want to know whether any of these are worth spending your Christmas money on, check out our massive round-up in the next, and decidedly Yuletidey, issue of TOTAL!

Don't get ripped off!

With Christmas coming up, TOTAL's mail order companies will be busier than ever. Here are a few pointers to make sure you don't get burned when buying by post:

- Try to make sure that the company has appeared in more than one issue of the mag.
- Beware of companies that don't incorporate an address in their ad.
- Always ring to confirm that the game you want is in stock before you send any money.
- Beware of any company that is always on an answering machine.
- If ordering more than £100 of goods, use a credit card so you are insured against dodgy retailers.
- Always keep records of correspondence. In the event of your goods failing to arrive, we may be able to help you through the Mail Order Protection Scheme (MOPS).

Pick up a Collect Card at Boots and then save the tokens to get cash off your next cart!



spend more than a tenner on video games, Boots will give you a stamp. Collect five on your 'Collect Card' and you get £5 off your next game; collect all ten and you save £15!

Floss with Bros

We've had Mario kites, Tetris CDs – what next? you may well ask. How about Super Mario Bros toothbrushes? Yes indeed, you can now fight off the onslaught of tooth decay, gum disease, plaque and all the other nasty things that go on in your gob with Mario, Luigi and Princess Toadstool on the Search range of brushes. Pick one up at a store near you.



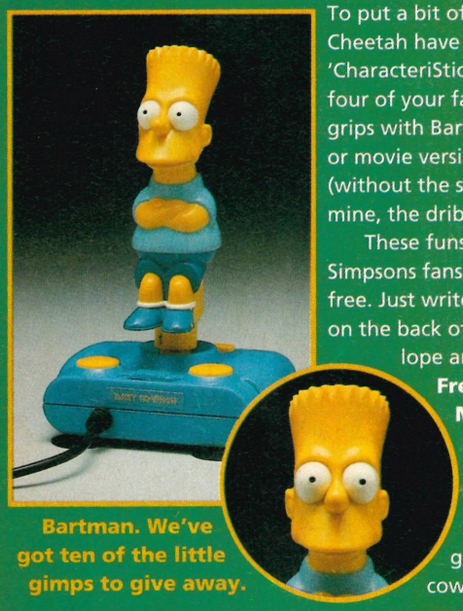
Good on ya!

A big thanks to Ocean Software for stumping up some SNES games for TOTAL chum, Tony Vasallo, who's very poorly at the moment. Get well soon, Tone!

Sticks 'n' Stuff!

Here's a quick round-up of the new Nintendo hardware hitting the streets...

Cheetah



Bartman. We've got ten of the little gimps to give away.

To put a bit of joy back into joysticks, Cheetah have launched a new range of 'CharacteriSticks' for the NES, featuring four of your fave game chars. Get to grips with Bart Simpson, Batman (cartoon or movie versions), the Terminator (without the skin) and, your pal and mine, the dribbly Alien.

These funsticks cost £15 apiece but Simpsons fans can grab a Bartstick for free. Just write your name and address on the back of a postcard or sealed envelope and send 'em to: **Bart Freebie, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**. The first ten entries pulled from the Bartbag will each receive one of the aforementioned gaming accessories (sorry, cow not included).

Slick Sticks



SNES pads up the creek already? Try this little beauty from Slick Sticks.

Slick Sticks have launched two new controllers for the Super NES. The Trailblazer is a desk-top SF2-type model with auto-fire and turbo-fire. It'll set you back £30.

The Quest is a joypad replacement and quite nice it is too. Again, we have adjustable auto-fire on all six buttons and at £15 it's well worth a look.

The Light Master is (another) Game Boy light/magnifier and at £11 is a neat little stocking-filler. And joining the ranks of SNES adaptors is the Game Master – plug it in for Japanese and US SNES game antics. To you, John... £15.

Spectra Video

Leading Spectra's new Joyplus range of Game Boy accessories is the Handy Boy. This mad gadget is a stereo amplifier/speakers, illuminating light, magnifying lens, joystick and fire-button enlarger all rolled into one. Doesn't sound too handy to us, but £30 will turn your GB into the T2 of the gaming world.



A more sensible item is the Joyplus Handy Boy Kit, which includes Handy Power I battery pack and recharger. £40 will get you one-hour recharging times and 14 hours play-back time (double that with the Handy Power II for £30).





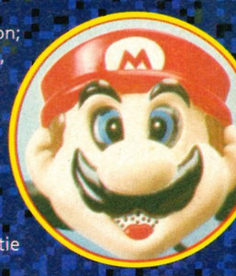
GB hardware – weirdo trio from Spectra Video.

And while you're porting your favourite Boy about, protect the case and screen with the Handy Carry – £6 for peace of mind.

Compo Winners!

Bike Blaster winners

The winners of last month's Mario Bike Blaster freebie are: **Alasdair Menzies**, Pulpit Drive, Oban; **David Pegg**, Cherry Hinton, Cambridge; **Tiernan Douieb**, Stapleton Hall Rd, London; **Lee Jones**, Exmouth, Devon; **Louise Monk**, Loughborough, Leicester; **Andrew Duckworth**, Bisdham Rd, Blackpool; **Peter Mitchell**, Datchet, Berkshire; **Mark Harrison**, Horsham, W Sussex; **Christopher Ryan**, Park South, Swindon; **Mark Searby**, Newark, Notts.



If you want to get your hands on one of these hi-tech pedestrian warning systems, send a cheque or postal order for £9.99 (made out to Creative Concept Development Ltd.) to **Super Mario Bros Bike Blaster, PO Box 92, Reading, Berkshire RG4 7HX** and prepare to wait up to 28 days for postie and his monochrome feline to deliver the goods.

Robocomp winners



Robocop visited the TOTAL office to pick out the comp winners!

In issue 10 we had Robocop goodies of all sorts up for grabs – including an exclusive Robocop jacket and the video twin-pack of Robocop 1 and 2 (which are still available in the shops, courtesy of MCEG Virgin Vision).

Over 18s winners

The winner is **G Ferguson** of Rumney in Cardiff who gets the Robocop jacket, the videos and T-shirt (lucky ratbag). And the four runners-up are: **J Szejbach,** Thornhill, Cwmbran; **L Harrison**, Horsham, W Sussex; **T Windels**, Cathays, Cardiff; **D Purkiss**, Longstanton, Cambridge. These fortunates cop the vids and T-shirt.

Under 18s winners

This bunch of jammy juves will each receive a copy of Robocop 2 on GB or NES and Robocop 3 on SNES (depending which machine they own): **J Kamath**, Hounslow, Middx; **S Donnelly**, Skeyne Drive, Pilborough; **J Thornley**, Hamworthy, Poole; **Keat Looi**, Cricklewood, London; **Kin Shing Pang**, Tottenham, London; **Q James**, Lower Freystrop, Dyfed; **D Pankhurst**, Luton, Beds; **Barry Smith**, Bathgate, W Lothian; **M Michaelides**, Finchley, London; **J Garabette**, Chandlers Ford, Hampshire; **J Smith**, Liversedge, W Yorks; **P Miller**, Pinchbeck, Lincs; **T Jenkins**, Sydenham, London; **David Smith**, Allerton, Liverpool; **I Divall**, Crowborough, E Sussex; **R Hodges**, Abingdon, Oxon; **Matt Wallace**, Burgess Hill, W Sussex; **P Telford**, Mansfield, Notts; **T Fisher**, Walton-On-Thames, Surrey; **Richard Foster**, Charlton Kings, Cheltenham; **P Bickham,** Paignton, Devon; **Kevin Davis**, Walton, Liverpool; **J Baker**, Chippenham, Wilts; **T Rowson**, Greenway, Kent; **M Annis**, North Harrow, Middx; **David Smith**, Ross Rd, Christchurch, Glos; **L Pidgeon**, Norton Tower, Halifax; **P Grant**, Springfield, Chelmsford; **Gary Ryan**, Norbury, London; **Barry Tanner**, Basingstoke, Hampshire, and that's all, folks.

A big 'thank you' to John Tingley of VSI Worldwide Nightclub Services (081-771 1002) for coming in and stomping around the place for a few hours!

Dr. Franken winners



Have you won a copy of Game Boy Dr Franken? Well, read the list opposite and find out!

Back in issue 10 we asked you to design a video storyboard for Elite's stonky Dragon's Lair. In return, we said, the best entries would win a a new Dr Franken GB cart. True to our word, here are the ten winners. Congrats to: **Autumn Robson**, Ealing, London; **K Spofforth**, Scarisbrick; **Tommy Smith**, Keith, Banffshire; **Adam Gordon**, Meonstoke; **Thomas Radcliffe**, Bridport, Dorset; **Calum Latham**, St Albans, Herts; **Paul Shinn**, Vaughn Williams Close, London; **Keith Lawther**, Moira, Craigavon; **Conan Theobald**, Rowledge, Farnham; and **Ben Bristow**, St Albans, Herts. Well done, you artistic lot. Prizes winging their way to you soon!

If you're expecting a prize that hasn't turned up, give us a call at the TOTAL office on 0225 442244 and we'll try and sort it out. Mind you, we keep all names and addresses on file, so don't even think about trying to trick us into sending out prizes!

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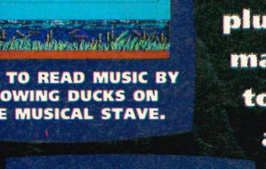


MIRACLE FOLLOWS EVERY NOTE YOU PLAY TO GIVE PERSONALISED LESSONS.

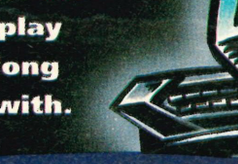


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THE CHARTS

ELSPA PENGUIN CHARTS - COMPILED BY GALLUP

▲ Goin' up ▼ Goin' down
● Goin' nowhere ★ New Entry

NES

1 ▲ **California Games**
Fun and games in Wales. Sorry, California.
TOTAL rating: Not reviewed

2 ▼ **TMH Turtles**
Green, mean, lean, screen, bean, tween etc.
TOTAL rating: 66%

3 ▲ **Terminator 2**
Plymouth Argyll, nil.
TOTAL rating: 74%

4 ▲ **Rescue Rangers**
A chip off the old, erm, munk.
TOTAL rating: 81%

5 ★ **Castlevania**
Creamy Dracula-whipping action.
TOTAL rating: 71%

6 ★ **Marble Madness**
Indeed... Buy this and you must be crazy.
TOTAL rating: 56%

7 ▼ **Mega Man 3**
Stonky anagram of 'nag me, ma'.
TOTAL rating: 87%

8 ▼ **WWF Challenge**
The challenge is to stay awake.
TOTAL rating: 37%

9 ▼ **Donkey Kong Classics**
Unfortunately, classic = old and naff.
TOTAL rating: 40%

10 ▼ **Open Golf**
More ball, club, bunker antics. With Mario.
TOTAL rating: 86%

GAME BOY

1 ● **Super Mario Land**
Darn sight better than the sequel, too.
TOTAL rating: 94%

2 ★ **Dr Franken**
Terrific spooky platform adventure thing.
TOTAL rating: 91%

3 ▲ **Terminator 2**
Berwick Rangers, 24.
TOTAL rating: 92%

4 ▲ **Motocross Maniacs**
Spin yer knobblies in the dirt.
TOTAL rating: 91%

5 ▼ **Golf**
Brilliant game – nob title.
TOTAL rating: 92%

6 ▲ **Blades of Steel**
Pitch of ice, legs of jelly.
TOTAL rating: 60%

7 ▼ **Hook**
Piratey Peter Pan platforming palavers.
TOTAL rating: 88%

8 ▼ **Bart: Camp Deadly**
Bartman's on the slide.
TOTAL rating: 92%

9 ★ **Missile Command**
Aged shooter, well past its play-by date.
TOTAL rating: 49%

10 ★ **Tiny Toon Adventures**
Watch out for the sequel, Massive Mammals.
TOTAL rating: 89%

SUPER NES

1 ★ **Street Fighter 2**
Like, wow, mega-surprise.
TOTAL rating: 94%

2 ▼ **Super WWF Wrestlemania**
Certainly more super than other versions.
TOTAL rating: 81%

3 ▲ **Zelda 3 – Link To The Past**
Check out our player's guide next month!
TOTAL rating: 93%

4 ▼ **Super Smash TV**
Electrical appliance destruction simulator.
TOTAL rating: 93%

5 ★ **Top Gear**
It's the game about hats... Isn't it?
TOTAL rating: 93%

6 ★ **Super Soccer**
A game of several halves, Brian.
TOTAL rating: 80%

7 ★ **Super Probotector**
Mode 7 heaven, and... er... pixel-wixel.
TOTAL rating: 93%

8 ▲ **Krusty's Super Fun House**
Rat-crunching with the Krusty animal lover.
TOTAL rating: 80%

9 ★ **TMH Turtles IV**
What happened to TMHT III?.
TOTAL rating: 63%

10 ● **Super Tennis**
Oh, you, that ball was in etc.
TOTAL rating: 96%

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

THE INDIE CHARTS

Thanks to Whizz Kid Games (0689 891000) for compiling the Indie Charts.

Game Boy

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

2 **Batman Returns**
TOTAL rating: 86%

3 **WWF Superstars**
TOTAL rating: 49%

4 **Hook**
TOTAL rating: 88%

5 **Bart Vs The Juggernauts**
TOTAL rating: 68%

6 **Turn And Burn**
TOTAL rating: Not reviewed

7 **Tiny Toons**
TOTAL rating: 89%

8 **Super Hunchback**
TOTAL rating: 90%

9 **Double Dragon III**
TOTAL rating: Not reviewed

10 **Terminator 2**
TOTAL rating: 74%

Super NES

1 **Axelay**
TOTAL rating: 81%

2 **Street Fighter 2**
TOTAL rating: 94%

3 **Bart's Nightmare**
TOTAL rating: 53%

4 **Turtles IV**
TOTAL rating: 64%

5 **PGA Tour Golf**
TOTAL rating: 69%

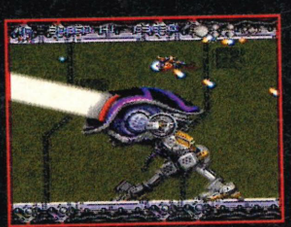
6 **Magic Sword**
TOTAL rating: Not reviewed

7 **F1 – Race Of Champions**
TOTAL rating: Not reviewed

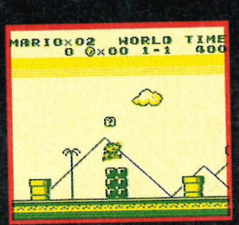
8 **Robocop 3**
TOTAL rating: 37%

9 **Joe And Mac**
TOTAL rating: 72%

10 **Super Adventure Island**
TOTAL rating: 40%



Axelay stomps to the top of the indie charts.



Mario's still king of the import carts!

Top Ten

This month's foreign chart features the top-selling SNES carts from the good old US of A.

1 **Street Fighter 2**
TOTAL rating: 94%

2 **Super Mario Kart**
TOTAL rating: 82%

3 **Zelda III – Link To Past**
TOTAL rating: 93%

4 **Axelay**
TOTAL rating: 81%



Contra III at no. 10

5 **Soul Blazer**
TOTAL rating: 89%

6 **F-Zero**
TOTAL rating: 91%

7 **Final Fantasy 2**
Not reviewed

8 **NCAA Basketball**
Not reviewed

9 **Castlevania IV**
TOTAL rating: 74

10 **Contra III**
TOTAL rating: 88%

PREVIEWS

Welcome to TOTAL's biggest ever Previews section, where you can read about over 20 new games that'll be coming soon to your Nintendo.

NOAH'S ARK

For NES From Konami When January 1993





Antediluvian antics ahoy! Everybody knows about that 'Animals went in two by two' stuff, but in this new game it seems something's gone a bit wrong. Some creatures have lost their partners and Noah has to rescue them before the flood gets 'em.

KRUSTY'S FUN HOUSE

For NES From Acclaim When January 1993



NES owners can have the chance to inflict mindless violence on loads of rats when Krusty's Fun House hits the streets.

HAMMERING HARRY

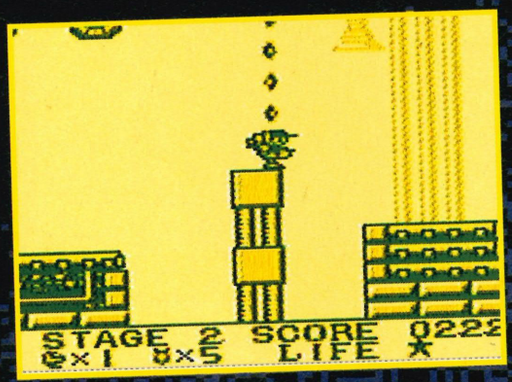
For NES From IREM When January 1993



Don't you just love carpentry, eh? Hammers, nails... Ah. Actually this isn't a dull D.I.Y. simulator but a platform beat 'em up

MAX

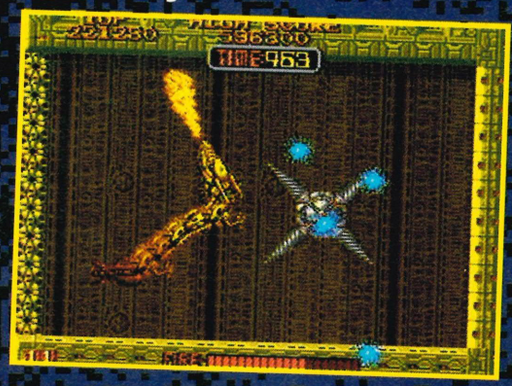
For Game Boy When Jan '93 From Infogrames



Stand by, everyone, it's galaxy-saving time again. Max has to free seven planets from Draco in a platform-based arcade adventure.

SYVALION

For SNES From JVC When Early 1993

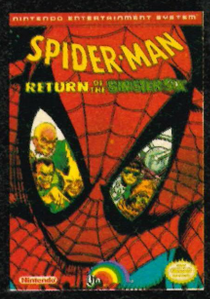


Bit odd, this. It's a shoot 'em up where you're a giant segmented dragon like those funny ones the Chinese dance around in.





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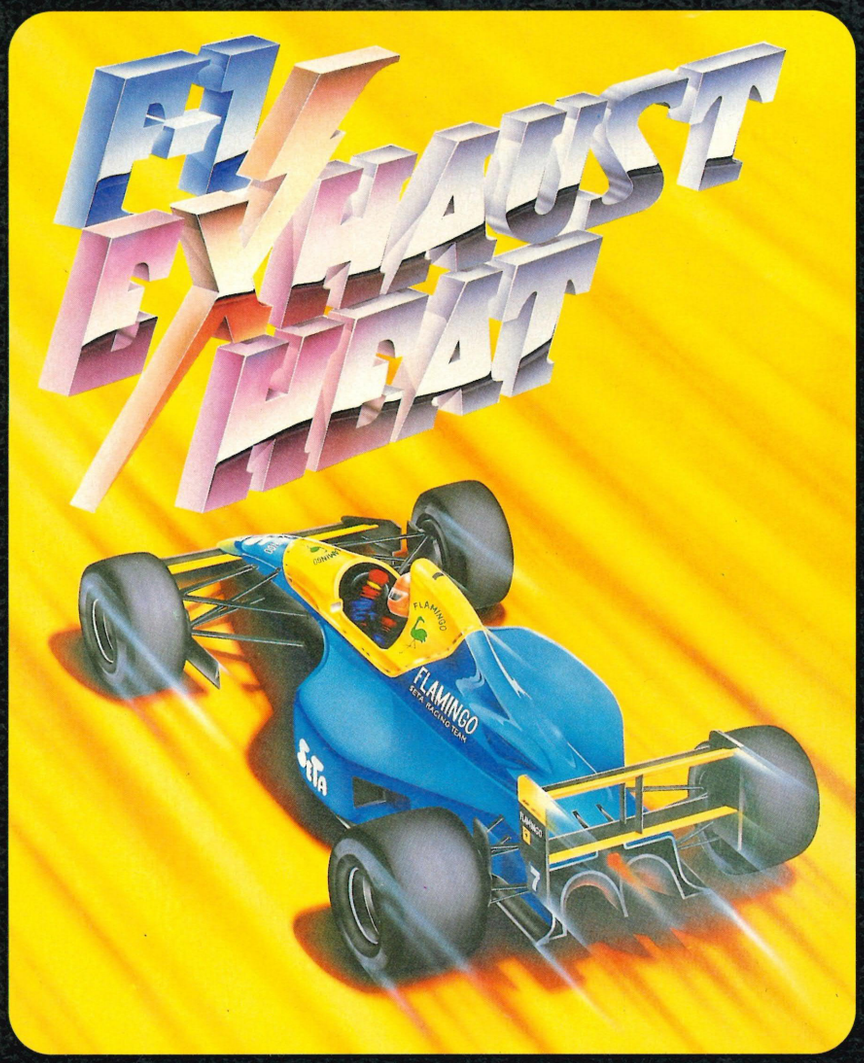
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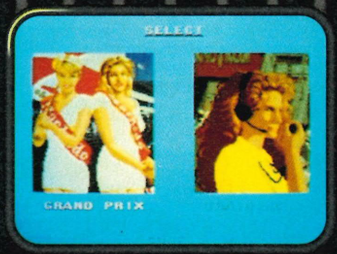


Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

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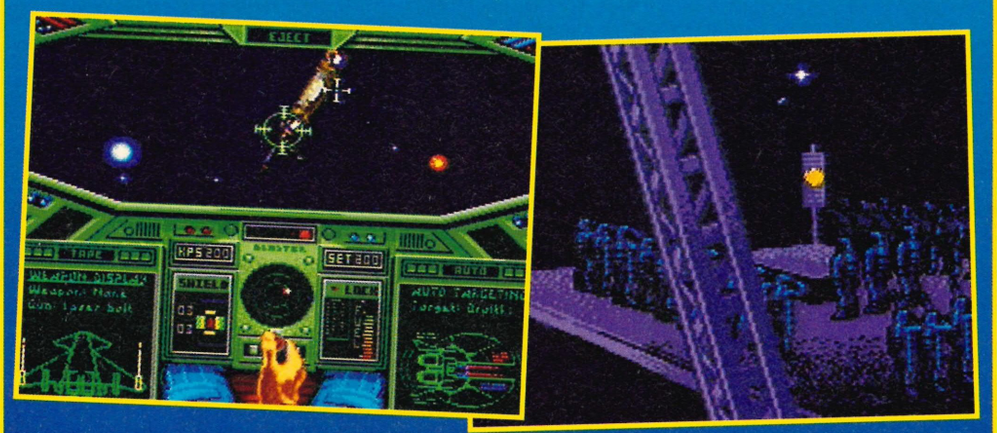
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WING COMMANDER

For SNES From Mindscape When February 1993

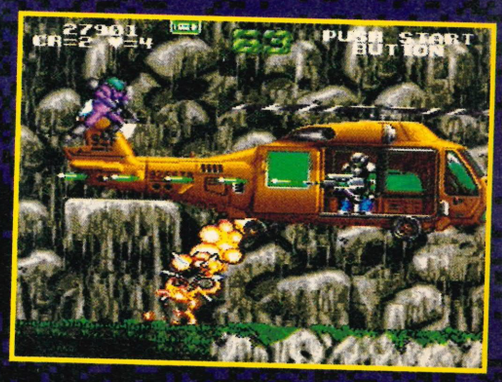




Looks pretty impressive, eh, gang? Since we first showed you Wing Commander back in ish 10 we've been able to have a closer look at this long-awaited game, and y'know what? It *is* impressive. There are loads of scenes, covering mission briefings, life in the space station's bar and even your own funeral if you get shot down in combat. In the combat missions enemy fighters zoom into the screen and swoop down at you with guns blazing away. For the full info on this cart, check out TOTAL's review soon.

GUNFORCE

For SNES From IREM When December



Run left, run right, grab a gun and blow things away. Gunforce is a no-nonsense shoot 'em up with no, er, nonsense.

SUPER OFF ROAD

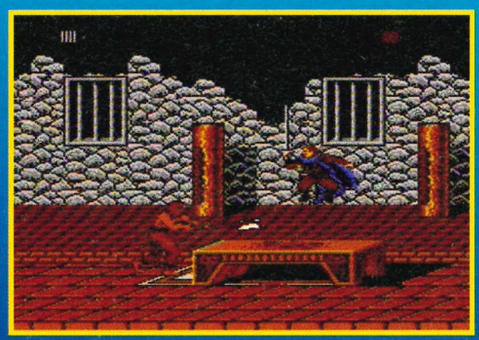
For Game Boy When Jan '93 From Trade West



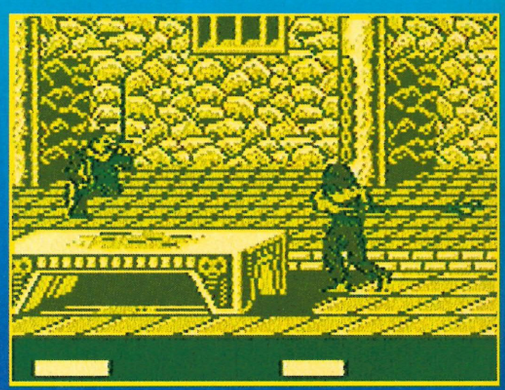
Super Off Road is based on yet another stupid American sport, this one involving racing pick-up trucks through mud.

ROBIN HOOD – PRINCE OF THIEVES

For NES and Game Boy From Mindscape When February 1993







The biggest movie of last year is finally going to appear on Nintendo. The game's an arcade adventure which closely follows the plot of the film. You, as Robin, escape from a Turkish bath, sorry, prison, and come back home to England. You've got to recruit outlaws to your band, give 'em a silly name, like 'The Merry Men', cause heaps of trouble for The Sheriff of Nottingham and wait for Sean Connery to turn up at the end.

GB Robin Hood is almost identical to the NES version, with the same plot and the same arcade adventure format, but in a green and portable sort of way. Look out for reviews of both games in future issues of TOTAL.

ADDAMS FAMILY 2

For SNES From Ocean When First quarter 1993

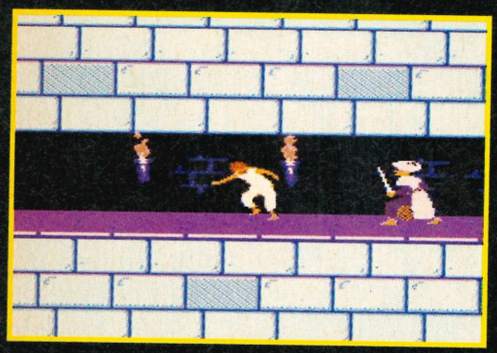




They're creepy, they're kooky, they're... *(Get on with it! – Steve).* You all know the Addams crowd by now, and in this game you get to play Pugsley, romping around the family residence in a giant-sized arcade bash. The graphics for the different bits of the house are very slick and the game comes with some of the craziest sound effects yet seen on the Super NES. We'll keep you informed on the release date.

PRINCE OF PERSIA

For NES From Mindscape When December





Prince of Persia has been packing 'em in on every computer known to mankind since it first came out a few years ago, and pretty soon NES owners will also be able to put Prince through his paces – running, jumping, turning, picking things up, touching his toes, tucking his legs behind his ears and lots of other acrobatic feats. Oh, and he's also got to save a Princess from the evil Vizier's maze-like palace and make it home in time for tea. Cripes!

BUCKY O'HARE

For NES From Konami When January 1993



Bucky's got his own cartoon show on Saturday mornings but as the TOTAL team is a bunch of lazy geems we're still in bed when it's on. So, what do you have to do in the game? Well...

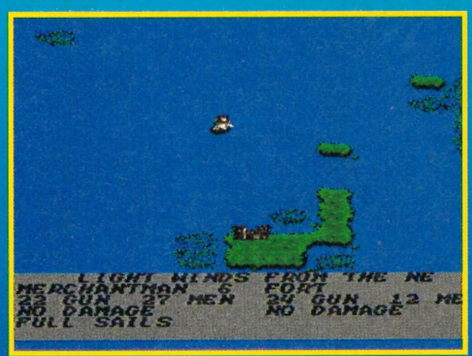


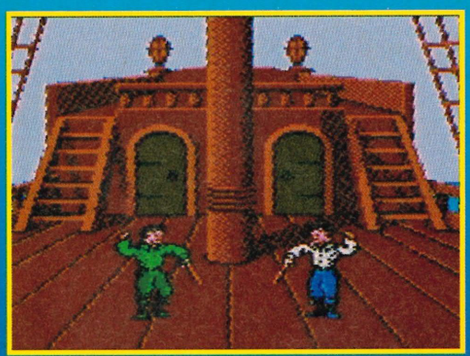
... Bucky's got to save the Aniverse – that's a universe filled with animals – from some nasty toads who want to take over. The game looks great, and is probably just just like the cartoons (except we don't know what they're like).

PIRATES

For NES From Konami When January 1993







The Seventeenth Century. The Spanish Main. The Most Popular Catchphrase: 'Har, har, Jim lad. Will ye go and fetch I a bottle o' grog?' Yep, Pirates is a game all about tall ships, parrots, buried treasure and men with a 50% deficiency in the leg department. But instead of a standard shoot 'em up with a few piratey things thrown in, this game is a huge piracy simulation, in which you've got the whole of the West Indies and the South American coast to explore. You can have swordfights, raid towns, fight other ships at sea, and even do some roleplaying when you're visiting the towns. Pirates should whip up a storm when it comes out.

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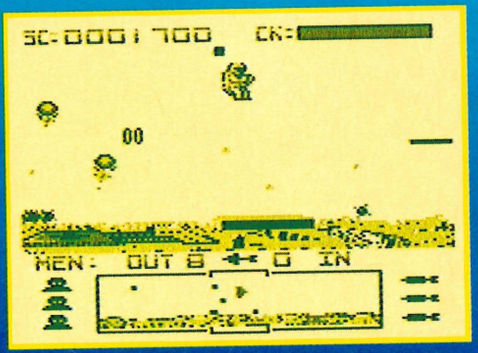
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DROP ZONE

For NES and Game Boy From Mindscape When March 1993



Drop Zone is a really old game that first came out on the Commodore 64 years ago. It's based on Defender, an even older arcade game, and both games dripped with playability. Coming to your NES soon.



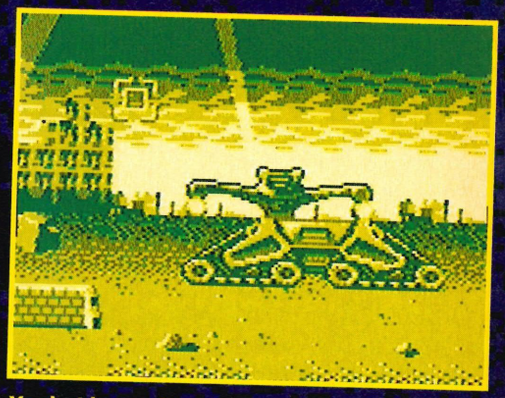
Drop Zone will be out on the GB too, and it looks every bit as fast and addictive as the other versions. Expect a full review in TOTAL the minute it comes out.

T2

THE ARCADE GAME

For GB From Acclaim

When January 1993

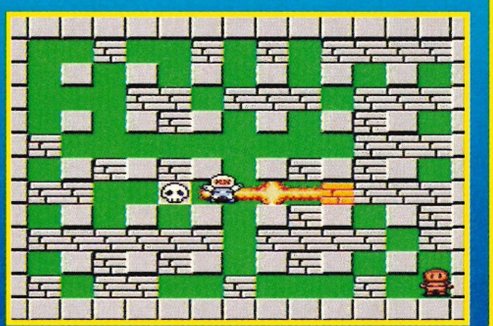


Yeah, I know Terminator 2's already been on the GB, but this is the coin-op with the gun on the front and it's coming at ya soon.

DYNABLASTER

For NES From Hudson When January 1993



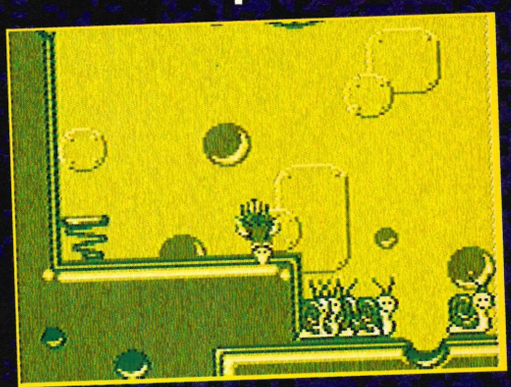


This is another game with a history as long as your arm. I hate history, though, so I'll just say how fab the gameplay is, and that it's stood the test of time pretty well. It's played on a series of single screens, each with a grid-like maze of destructible blocks. To survive, you have to plant bombs, then retreat to a safe distance and blow away your rivals. Sounds simple, but it's great fun and it's even better with two players.

ALFRED CHICKEN

For Game Boy

From Mindscape When 1993

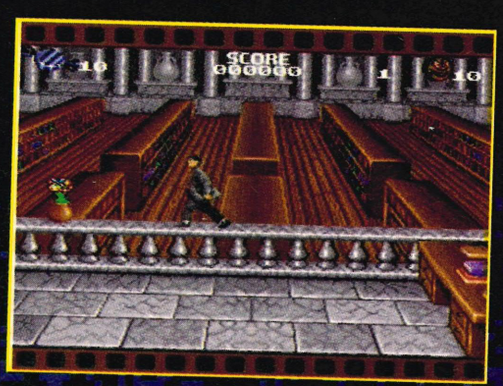


This nifty-looking platformer is still in development, but here's a sneak peek. (No, I dunno why it's called Alfred Chicken!)

COOL WORLD

For SNES From Ocean

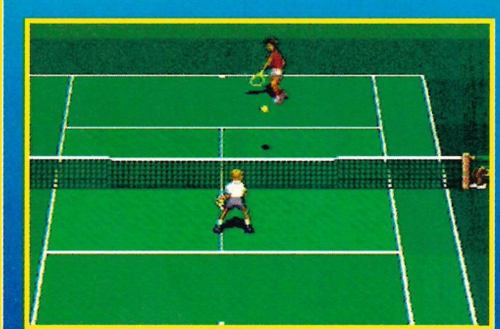
When Sometime in 1993

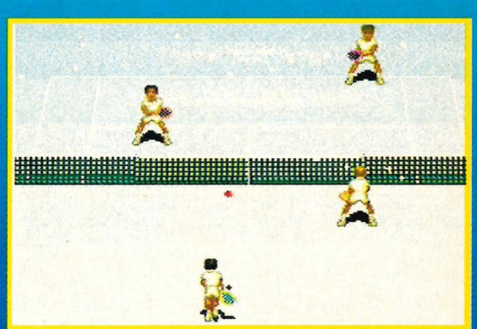


Based on a movie that's yet to be seen in the UK, Cool World is set in a cartoon world populated by weird characters and this guy in a grey Marks & Spencers suit.

JIMMY CONNORS TENNIS

For SNES From Ubi Soft When January 1993





Grunting old Jimmy might be a little past his prime, but everyone still has a soft spot for the old duffer. Now he's got a tennis game coming out. Well, not him, exactly. I mean, he didn't code the game himself – that was done by programmers Blue Byte... Er, anyway, it's full of the usual tennis gubbins and has plenty of shots for budding pros. Rather strangely, it's also got the option to play in Antarctica. Cool.

MR NUTS

For SNES From Ocean When Spring 1993



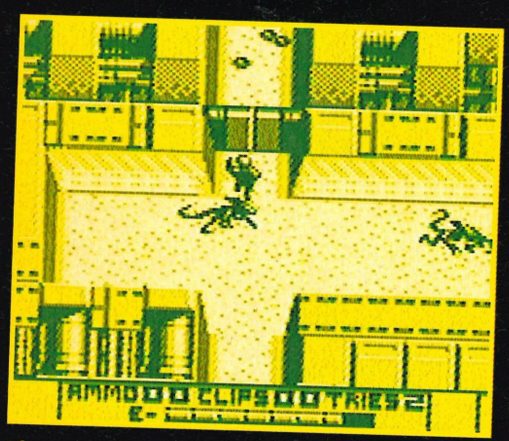




Here at TOTAL we first saw Mr Nuts a couple of months back and even then Ocean's squirrel superhero looked pretty special. Now the game's really shaping up and, as you can see, it looks gorgeous. Mr Nuts is a squirrel with a mission, a mission that none of us can quite remember right this minute but it certainly involves lots of platforms and bonuses and some cute bad guys. Mr Nuts looks and moves a bit like Tails from Sonic 2, but hey, we won't hold it against him. Mr Nuts is written by Ocean's French bods so it's sure to be packed with Gallic weirdness. Check out the game in TOTAL when it comes out next year.

ALIEN 3

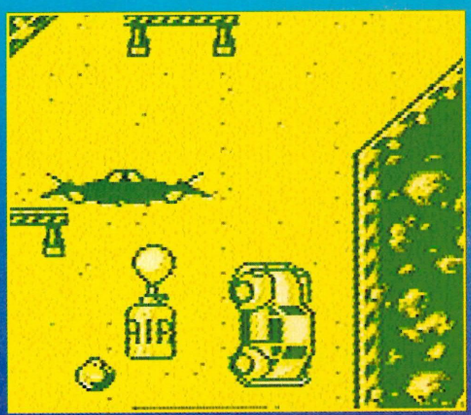
For Game Boy From Acclaim When January 1993

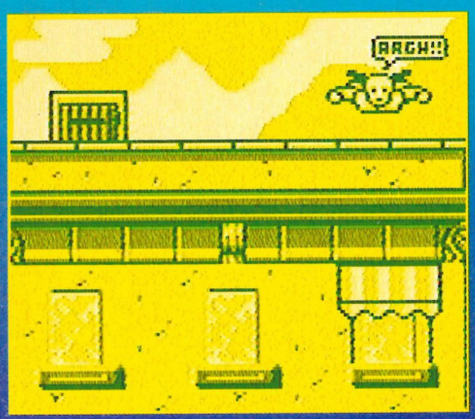


The movie may have been a bit of a let-down but the GB game looks to have a lot more aliens than the film did. Review soon.

CRASH DUMMIES

For Game Boy From Acclaim When January 1993

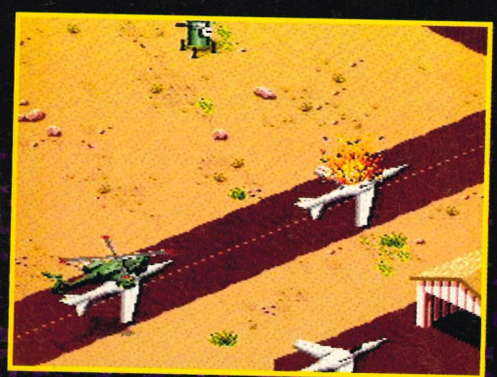




The accident-prone Crash Dummies first cropped up in a Volvo advert, but since then they've taken America by storm and are on everything from toothbrushes to TV shows. The GB game looks a great laugh and we'll be reviewing it in the very near future.

DESERT STRIKE

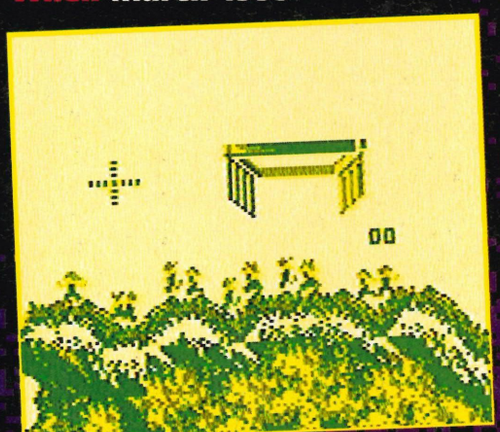
For SNES From EA When January 1993



The Mega Drive (boo, hiss) game of choppers and sand dunes hits the SNES soon.

LEMMINGS

For Game Boy From Ocean When March 1993



Roll up, roll up, get yer diggers, bombers and blockers here! GBers with *no* suicidal tendencieds can get Lemmings soon.

Phew, what a load of previews we've had this month! Remember to look out for the reviews of all these games in future issues of TOTAL. And if you want to keep in touch with what's coming out for your Nintendo, check out next month's bulging previews.

ENTER THE MAGICAL WORLD OF CAMELOT

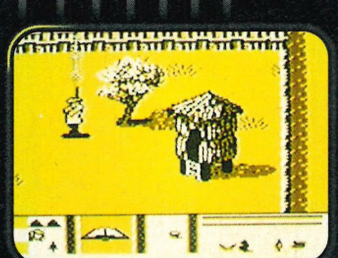


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LETTERS!

Well, we can't deny it – this is, in fact, the letters page, and it is, indeed, perfectly true that you can send letters to us at TOTAL!, 30 Monmouth Street, Bath BA1 2BW. So now you know.

Easy, easy, easy!

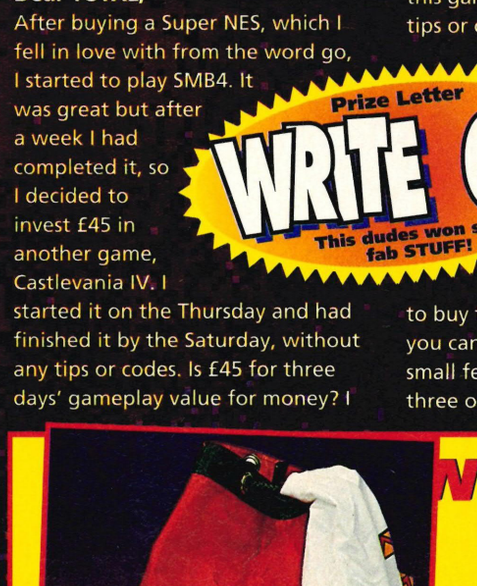
Dear TOTAL,
After buying a Super NES, which I fell in love with from the word go, I started to play SMB4. It was great but after a week I had completed it, so I decided to invest £45 in another game, Castlevania IV. I started it on the Thursday and had finished it by the Saturday, without any tips or codes. Is £45 for three days' gameplay value for money? I went back to the shop, and changed the game for the Addams Family, thinking that would be better value for money, but by the following Tuesday I had completed this game as well, also without any tips or codes (boo hoo!).

Prize Letter
WRITE ON!
This dudes won some fab STUFF!

I must say the games had nice graphics, and some very nice Mode 7 monsters, but how many people can afford to buy these games? As you know, you can exchange your games for a small fee, but you have to wait three or four weeks for the game to arrive. So come on, all you game companies – lower your prices or make the games harder, or why not even make a two- or three-cartridge game, where, for example, you have to finish the first cartridge to get a code which you enter on the second cartridge, and so on? That may be an idea worth considering.
Robert Leather, Blackpool

Dear Rob,
You might want to give U.N. Squadron, Super Probotector or Dragon's Lair a go. All of these are pretty tough games – even in the easy mode!

The multi-cart idea is good, but it wouldn't work



WIN! WIN! WIN! WIN!

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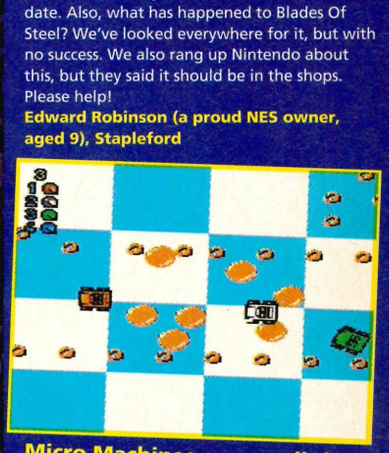
Our chums at Philips have kindly stumped up some brilliant prizes for all the letters we print each month. The sender of our star letter gets a superb Philips personal stereo, a Moving Sound T-shirt, duffle bag and personal stereo holder. All the other letters get a T-shirt, duffle bag and personal stereo holder, while each of the shorties win themselves a T-shirt. Go on, then – get writing!

WIN! WIN! WIN! WIN!

Steve's Shorties! The place where you can be blunt AND to the point!

Dear TOTAL,
First off, congrats on issue 10. Definitely the best yet. To be quite honest, I wasn't that impressed with issues 1-4, so I didn't buy them. However, issues 5-8 were definitely a marked improvement. You were obviously better-organised. Issues 9 and 10 were spot on. I am a SNES owner, but I enjoy reading NES and Game Boy reviews, and you had the right blend of all three. I also like the way you don't think of yourself as the greatest gamers on Earth. You have very unbiased views.
Geoff Denyer (15), Dorchester
Cheers, Geoff. We try really hard to make sure GB, NES and SNES owners are all catered for – unlike some mags we could mention. **STEVE**

Dear TOTAL,
I am writing to complain about Micro Machines. I read in the review that it was meant to be out, but now we're into October, and it still hasn't appeared. Please could you explain. We rang up Nintendo but they still didn't have the release date. Also, what has happened to Blades Of Steel? We've looked everywhere for it, but with no success. We also rang up Nintendo about this, but they said it should be in the shops. Please help!
Edward Robinson (a proud NES owner, aged 9), Stapleford

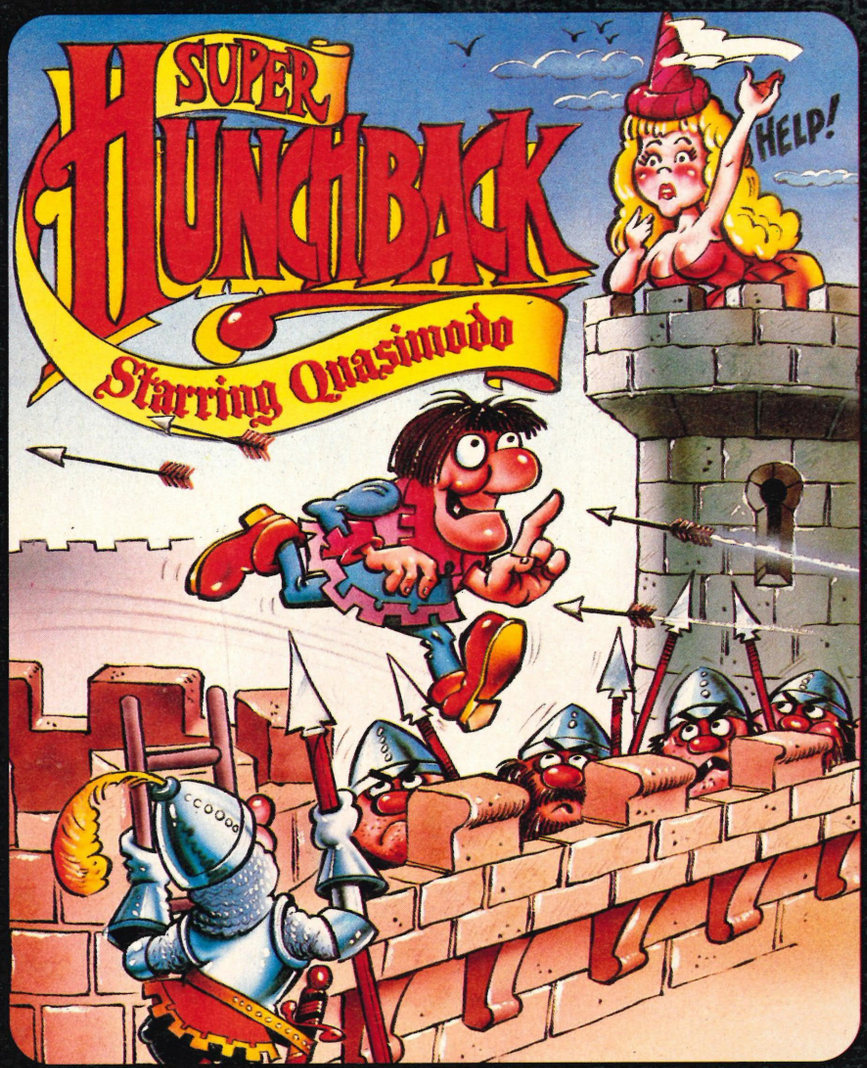


Micro Machines – so small that no-one can even find them?

When we reviewed Micro Machines the plan was to release it soon after through Hornby Hobbies. Since then, CodeMasters have decided to distribute it themselves and it's just this month hit the shops. Blades Of Steel (on the NES?) has been out for ages, so why you can't find a copy is beyond me. Why not put an ad in our Reader Ads section? **STEVE**

Dear TOTAL,
Just thought we'd drop you a line to tell you about a *radical* new club my friend and I have

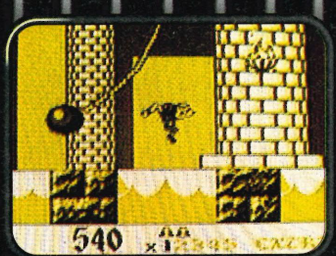
We can't print every letter you lot send in to us. Thanks to all these people who also wrote in: Michael 'Brill at Nintendo games' Clark (Not a chance, mate!); Joe Hill (15), Leicestershire; Damian Bullock (9), Saint Austell, Cornwall; Paul Tessaromatis (431), Luton, Beds; Yo! George! (pardon?), Keynsham, Bristol (What? You read

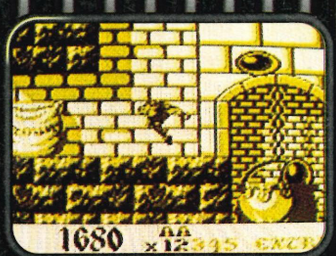


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because: 1) software houses would simply squeeze the game onto a bigger chip in one cart, and 2) it would be even more expensive than the game you buy now!

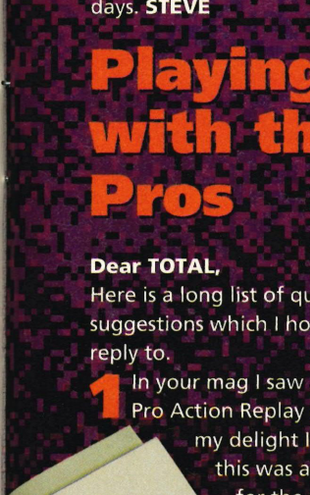
With a bit of luck, the advent of the CD-ROM for the Super NES should see ever bigger and more complex games being released – games which will keep players going for months instead of just days. **STEVE**

Playing with the Pros

Dear TOTAL,

Here is a long list of questions and suggestions which I hope you can reply to.

1 In your mag I saw an ad for the Pro Action Replay cart, and to my delight I found that this was also available for the Game Boy. Did you know about this, and is it any good? I am thinking about getting one (rather than waiting for the Game Genie to come out).

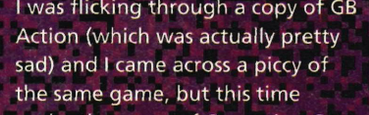


2 Is there a Prince Of Persia 2 coming out on the Game Boy (I've completed the first one)?

3 Why not have a readers' top score page (like in C+VG) and give out prizes for the top score? (Providing you get some proof.)

4 I back Scott Bradshaw's idea of more posters. The one you gave out in issue 5 was fab, but you need one in every issue – and make 'em BIG too!

5 After reading your review on Probotector on the Game Boy, I was flicking through a copy of GB Action (which was actually pretty sad) and I came across a piccy of the same game, but this time under the name of Operation C. Who's right? I await an answer with interest.



Game Boy Probotector – or could it be Operation C?

Francis Booth (11), Oxford

P.S. Congrats on a massive, glossy, colourful, humorous mag.

Dear Franky-boy,

1 The Pro Action Replay cart for the Game Boy is, indeed, dead smart. It's just the same as the SNES version, but for the baby Nintendo. If you like cheatin', you'll love this!

2 We haven't heard of it. (How dare you finish POP before our player's guide is complete!)

3 Do you *really* want to read about how some other geek got 9,999,999,999 on Super Napalm Blitz 4? I'd much rather shove another review in. What do other readers think?

4 Hopefully, the *massive* posters in last issue, this issue *and* next issue should do the trick!

5 Officially the game is known as Probotector – the US import version is called Operation C. (And yes, it is a bit sad isn't it?)

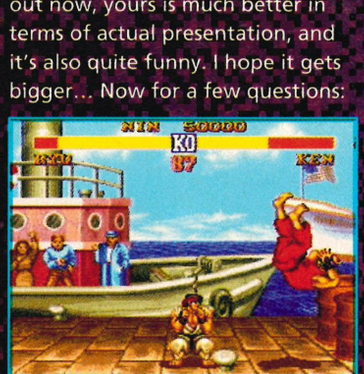
P.S. Congrats on having the good taste to read TOTAL!

STEVE

Money for nothing?

Dear TOTAL,

A lot of what Sally Williams said in issue 7 was TOTALly unfounded. By the time you get this I will have turned 21 and will still be buying your magazine. Compared with other Nintendo magazines coming out now, yours is much better in terms of actual presentation, and it's also quite funny. I hope it gets bigger... Now for a few questions:



Ryu tells Ken how much Street Fighter 2 costs in the UK...

1 The price of SNES games seems to be creeping up with the new batch of releases. I saw U.N. Squadron (UK) for £53! No doubt when Street Fighter 2 is out it will cost near the £60 mark.



These codes are the product of cheat carts like the Game Genie and Action Replay. Before you can use the codes you need to buy one of these gizmos. You plug the game into the cart and then plug the whole lot into the NES. When you turn on the NES you can enter game-bustin' codes enabling you to have infinite lives, infinite energy, bigger jumps, whatever! **STEVE**

started. It's called Gamer-Link, and it's a pen-pal club for all Nintendo, Sega, Amiga, Atari and PC owners! We hope to help gamers all over the world get in touch with each other and exchange cheats, advice, games and generally have a good banter about how brill the whole computing scene is! If any readers are interested in joining, they can send us a stamped, self-addressed envelope and we'll give them the low-down on the club. See ya later, dudes!

Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP

Thanks guys – lets hope some of our beloved TOTAL readers get in touch. **STEVE**

Dear TOTAL,

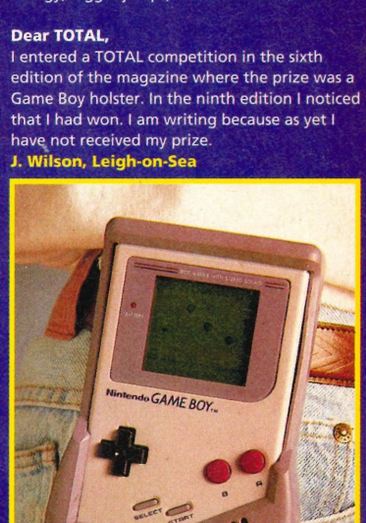
I have just purchased an NES with Super Mario 3. So I bought TOTAL issue 10, and was interested in the Tactix section, page 48. With this all being new to me, I couldn't make out how to obtain the codes on my NES. Is there a special way of doing it? What do I do? Please help!

J. Flynn, Liverpool

Dear TOTAL,

I entered a TOTAL competition in the sixth edition of the magazine where the prize was a Game Boy holster. In the ninth edition I noticed that I had won. I am writing because as yet I have not received my prize.

J. Wilson, Leigh-on-Sea



The GB holsters are being sent out by Konix themselves, but they aren't geared up to send out 200 of them, so it's taking time. You should receive yours any day now. **STEVE**

Dear TOTAL,

In your last issue (number 10) you gave Turtles IV 63%! What? How? Come on, having played this game and found it thoroughly enjoyable, I couldn't believe it. Even Control gave it 79% – 3% away from SF2. (*Shows how much they know – Steve.*) Did you get a Japanese version so you couldn't work out al the moves, because there are loads of them. I admit that even my 7-year-old brother completed it on the hardest setting first time and he's crap, but that doesn't mean it's a bad game.

D. Scott (14), Southport

Boy, have you missed the point! If your crap baby brother can finish it on 'hard', where's

...James Reid (11), Fife; Andrew Aldrich (10), Gloucester, Chris Neil, Glasgow (Don't worry – we'll be covering just as many SNES games as ever); Lee Hancox, Tamworth; Anthony Caple, Northampton (Ta for the badge!); Matthew Potter, Halesowen (Sorry, no NES Street Fighter 2); George Morris, Clwyd (Go on, buy Godzilla – we dare you!); James Sheen, Southampton; David Allen, Newcastle-upon-Tyne (Sorry, they don't listen to us!); Keith Jackson (13), Grimsby; R Stefan Zalewsky, Grimsby; James Dowling, Solihull, West Midlands (a TOTAL nut? Is that like an almond?); Tommy Smith, Rotherham (A cucumber *and* a Pekinese?...

Weird Places I've Played My Game Boy

(Number 9)

NAME Andrew Green
FROM Wakefield, West Yorkshire



Win a GAME BOY cart!

Mad-as-a-snake Andrew Green tells us that whenever he is in trouble with his mum he hides inside his favourite suitcase, whiling away the time by playing his Game Boy. Definitely a case for Weird Places I've Played My Game Boy! Well done, Andrew – a Game Boy cart will arrive on your doorstep shortly.

Oi! We know you weirdos are out there! Send all those pix of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held.

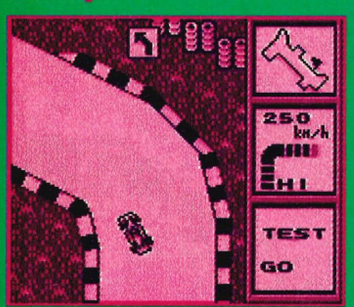
the challenge? Where's the lasting interest? Where's the value for money? I doubt if you'll still be playing it in a month's time – *that's* why it got 63% (and that's generous!). **STEVE**



Turtles IV – so easy your baby brother could finish it...

Dear TOTAL,
I was thinking about buying an Action Replay or a Game Genie for my Game Boy – I have £25 to spend. Which one is the best and which one is the cheapest?
Michael Custance, Cambridge
Ah, well, we haven't had a good look at the NES Action Replay yet, but if it's as good as the SNES version, it should be brilliant. Price-wise, there's not much between them: the Game Genie costs £38 and the Action Replay costs £35. However, the Action Replay lets you play US carts on your UK NES and it's also a little bit easier to find your own cheat codes. Still, both gadgets do the biz! **STEVE**

Dear TOTAL,
I read with interest the article about expensive carts for Nintendo systems. I came back from my hols in the USA recently, and while I was out there I bought a Game Boy, mainly because it retailed at half the price, and the carts were equally cheap. I think it's about time that a major influence in this market stood up and did something about this, so why don't TOTAL get a petition going? I'm sure those who have to save every penny for a new game would certainly welcome cheaper software. On a different note, I recently became World F1 champion in World Circuit Series, so does this mean I'm the first world champ in the UK?
Rob McNeill (a young 22), Market Harborough



Have you made F1 world champ yet? Rob has...

Dear Rob,
In issue 9 we reported that the Office of Fair Trading would be looking into cart prices and suggested that TOTAL readers wrote to Michael Heseltine. Many of our loyal readers did so, only to receive a letter from the Department of Trade and Industry stating that, 'The Government do not believe that it is their function to intervene in the commercial decision of companies, or to regulate the general level of prices by, for instance, some form of price control.'

Which is a shame because, as far as we're concerned, Nintendo gamers in the UK are getting ripped off a treat. Why should we pay almost twice as much for the same product as the Americans? Perhaps if the new line-up of 'budget' cart prices – see TOTAL Talk on pages 18-20) – proves popular, we could be in for some cheaper games. Let's hope so.

First F1 champ in the UK? Well, unless anyone writes in to laugh at you, I guess you just might well be. **STEVE**

TOTAL: 100% Nintendo, 100% FAB!

Dear TOTAL,
Your mag is 100% fab. Please reply to my interesting questions:

1 I have a SNES with Mario World and Wrestlemania. I bought it with my brother and we don't have much dosh to buy games, so we want lots of variety in what we get. After seeing your 94% SF2 review we were thinking of buying that. We saw it advertised from a mail order company for £31 (American second-hand) – is it worth getting that *and* the Universal Adaptor for £50 as opposed to Smash TV or Sim City?

2 Now we've got the SNES, do you think we should stop buying GB carts?

3 On the back of my GB there are four screws. The top left one has come out. Does it matter?

4 TOTAL Recall is constantly getting bigger. Won't it swallow up the rest of the mag?

I agree with all of Scott Bradshaw's (issue 7) points except one: *Don't* intersperse the reviews throughout the mag. It makes it hard flicking through the reviews of the machine(s) you own.

The mag's fab – keep it fab. You're a fabber. Byee!
R. Bain, Somewhere



Sim City – It's hardly SF2, is it?

Dear R,

1 Yes – I think you'll have a lot more fun with SF2 than with Smash TV or Sim City. It's a brilliant beat 'em up, and a cracking two-player game, too!

2 I dunno: the SNES isn't very portable, is it? And bear in mind that GB carts are a darn sight cheaper than SNES ones!

3 Yes. Omnitronic rays will escape from this hole, making a warp dimension open up. Unless you call upon the powers of Karek, Warp-Welder of Sigmar 12, the entire Universe will be sucked into your GB. (*Er... 'No' – Chris.*)

4 No, we'll just add more pages to fit it in (or make the type incredibly small and give away a free TOTAL Recall magnifying glass). **STEVE**

Why? This is driving me to buy imports because they're cheaper! A SNES adaptor will pay for itself. I know cartridges aren't cheap to make and the amount of memory inside pushes up prices, but I wish there was some sort of price structure. Were Nintendo just being clever when the first few games only cost £40?

2 When can we expect to see the Nintendo CD system released in Japan? CDs are cheaper to press than cartridges, but will this mean better pricing for big games? Perhaps I'm being optimistic!

3 Finally, do you know of the Floppy Disk System for the SNES/Mega Drive? Apparently, you can save and load games that were copied from cartridges, and it costs £350! Surely this shouldn't be on sale? We're the ones to suffer because of small pirate outfits who'll flog compilation cartridges etc. What do you guys think?

Keep up your lively magazine, and I hope to see you at the Future Entertainment Show!
Anil Khedun, Tottenham



Dear Anil,

1 Nintendo were doing the same as everyone else: when something is new and they want to sell it, the games are cheap. Then, once a decent user-base has built up, they start pushing prices up. Which has happened on all three machines, in fact.

2 The CD system for the SNES won't be appearing until 1993 at the earliest. CDs are cheap to make, but to use them properly takes an awful lot of work. CD games definitely won't be cheap!

3 Yes, the Super Magicom/Magidrive is a bit on the naughty side. Piracy is a Bad Thing and can do nothing but harm to the console industry. If the software houses stop making money from their games because people are ripping them off, they'll simply stop producing them – and we certainly wouldn't want that to happen, would we?

Yes indeed – see you *all* there (we hope!) **STEVE**

Write to us!

If you'd like your Nintendo queries answered in person, why not come to the Future Entertainment Show (5-8 November) where Steve, Andy, James and Chris will be only too pleased to have a chat. Or, write to us at:

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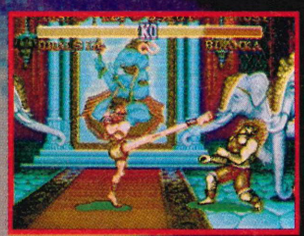
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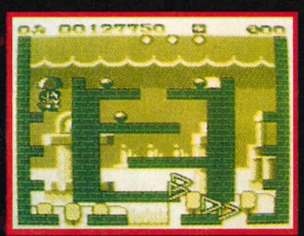
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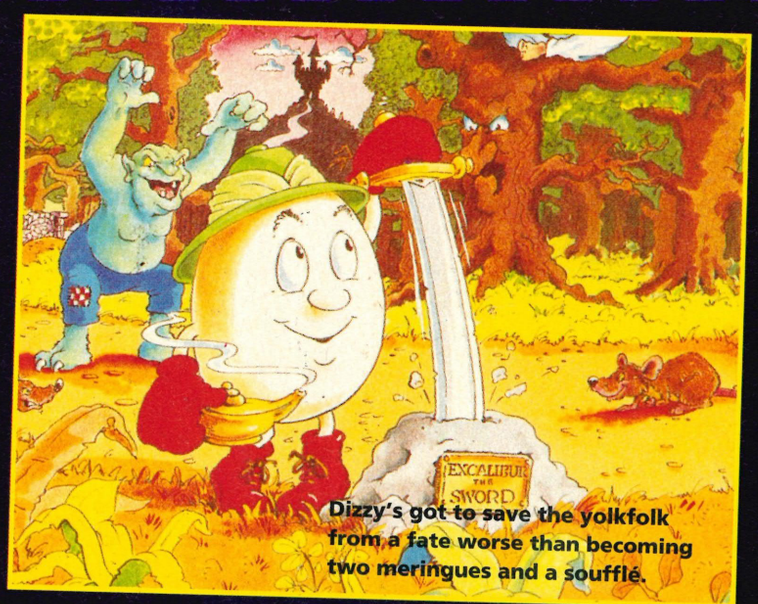
42 Actraiser This is a sort of Rastan meets Populous, all bundled together in a huge Mode 7 sandwich with dollops of colour. It takes place in a mystical land of gods and everlasting soap suds, but luckily, you've got a really big sword to cope with such hazards.

GAME BOY



70 Gradius No, this has nothing to do with marking Latin exams. As luck would have it, it's actually a shoot 'em up with lots of things bouncing around that you can, er, shoot at. Oh, and we've coloured the pix a nice spacey-blue colour.

NES



Dizzy's got to save the yolkfolk from a fate worse than becoming two meringues and a soufflé.



98 Dizzy 'I'm so dizzy, my head is spinning, like a whirlpool, it never ends...' Yes, we've been singing the song every time we play the game. Thankfully, the game kept us amused a lot longer than the song.

REVIEWS

46 Soul Blazer Funky Harlem jackets as worn in the early 1950s?

49 Robocop 3 Metallic Mister Plod descends opon Detroit again.

52 Another World Weird and wonderful things await you in this groovy-looking parallel universe.

55 Strike Gunner Crap north London football team working to rule?

57 F1 Exhaust Heat Mode 7 carbon monoxide poisoning in the sun?

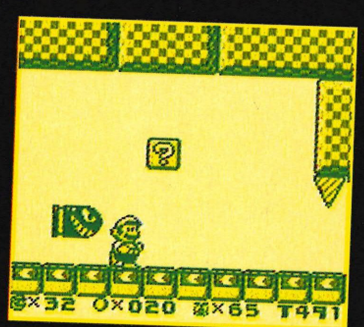
58 Populous Play God (and do a bit of landscape gardening on the side) in this game for power-freaks.

60 Bart's Nightmare The horrors of homework drive Bart into one of his weirdest adventures yet.

64 Super Aleste Vertical scrolling shoot 'em up ahoy! Super Aleste knocks 'em dead!

67 SNES Round-Up TOTAL ropes in and rounds up yet more wild and untamed SNES games.

86 Super Mario Land 2 Maz is back! He's bigger, bolder, and wearing a fluffy bunny hat. Check out our four-page spesh.



90 Kirby's Dream Land A cute fluffy vacuum cloud goes on a quest to retrieve the planet's dinky lickle magic twinkle stars. Aaah!

92 Bomb Jack Why? What's poor Jack ever done to you? Ah. *You're* Jack. And you've got to bomb things.

95 Bart Vs The Juggernauts Bart bravely takes on a rampant fleet of DAF/Leyland commercial trucks. Er, I think.

96 Ultima This is a huge, massive, and generally rather big role-playing game. It used to be on the PC but has now been squished onto the little Game Boy.

101 Action in New York A blaster set in the alien-riddled ruins of The Big Banana... Er, Plum... Er, Fig...

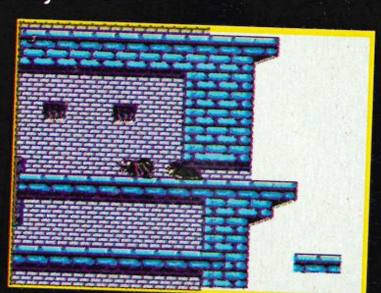
102 Batman – Return of the Joker Batman's dealing with a full pack and the Joker's popped up again.

105 Street Gangs Yet another Double Dragon-style beat 'em up.

107 North and South Throw your weight around in this American Civil War game.

108 Defenders of Dynatron City Um... Nice place, that Dynatron City. Well worth defending, I reckon

113 Blues Brothers Play some new tunes with those nice boys in Blues.





Our little actor gets raised using the new, patented Bubblevator. First floor, ladies' lingerie, perfumes, turning bright red...



Knighty tries Bruce Willis' Die Hard trick of sellotaping his sword to his back – only to find he can no longer reach the damn thing.



The trials of owning mythical pets: 'There are teeth marks in my sword! Rover, have you been gnawing on my weapon again?'

Ever fancied raising a few acts? Yep, me too! I'd love to loft Bruce Forsyth above head-height... And how I've dreamed of placing Paul Daniels upon a hydraulic... (*Er, have you read the manual yet, Steve? – James.*)

(Lengthy pause, interrupted only by the rustle of paper and occasional muttering.) Er... Ah. Ever fancied playing a demi-god? Yep, me too! And now you can lord it over your very own race of people in Actraiser. The 'acts' in question are arcade slash 'em up bits, where you've got to vanquish the evil demons that inhabit the darker corners of your land, so your people can go forth and, well, multiply.

At the beginning, you're sent spiralling down from your heavenly headquarters into the first arcade mission. Kill the end-of-level creature and you go off to guide your people's destiny. You have to clear the land of trees, swamps, deserts and stuff by unleashing your elemental forces. Once the area is habitable, your followers can spread out across the land, building buildings and generally messing the place up (just like real life).

Then, just when things are looking peaceful and harmonious, up pops an evil demon from one of several 'Monster Lairs'. Guardian angel that you are, you can shoot these nasty blighters with your bow and arrow before they get an opportunity to burn

CUPIDS
Mixture of mean sound and graphics creates one of the most compelling, atmospheric games on the SNES

STUPIDS
The UK version is easier than the Japanese one. Building towns can grow to be a bit repetitive

For SNES **From ENIX** **Price £50**

ACTRAISER

Can't see the wood for the trees?

If you keep getting 'stump'ed on the first level, don't worry, you just haven't 'twigged' what to do. You're probably 'bark'ing up the wrong tree! (*Oh... 'Leaf' it out – Jim.*)

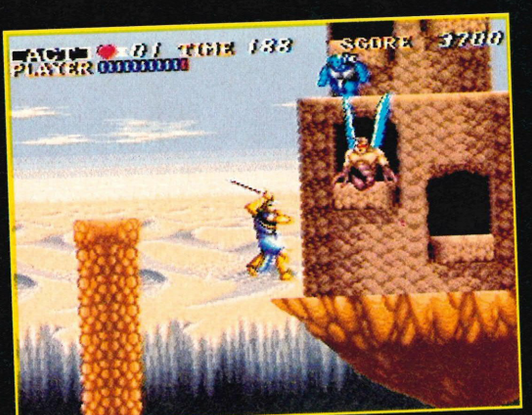
TOTAL! TACTIX



Poor knighty can't jump up that bank on the far right.

So give tree-man a taste of your battle-hardened steel...

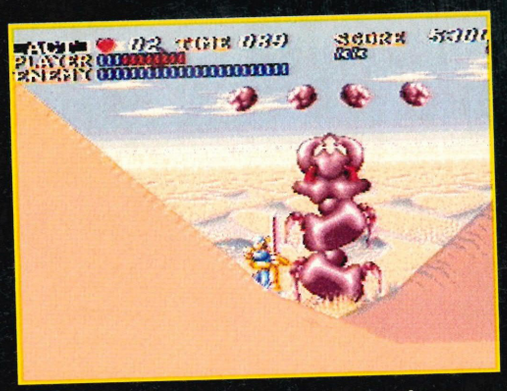
... And this loggy platform magically appears!



This desert level is a toughie, with chasms to fall down, cacti to step on, flying insecty creatures to take bites out of you... Pretty typical of the whole game, really.



Argh! Attack of the dreaded Dandruff Bird! 'And with a beat of his mighty wing, the hero was buried up to his pants in scalpy bits.'



'Hold on a sec... This is the Sarlacc pit monster from Return Of The Jedi – I'm in the wrong flippin' game!' Oh *dear*.



Down south, in the Latin American-looking part of the game, our hero with the blue dress attempts a bit of pruning.

your people's crops and houses.

Eventually your people reach the source of the demons where they take it upon themselves to cleanse the site of its evil influences. A few clanking sounds and a bit of milling around later, the Monster Lair is no more and the house-building can continue. Once all the lairs have been destroyed, there follows another arcade slashing section. Get this under your belt and you can begin populating another area of your world.

The first thing to hit you in Actraiser is the soundtrack. Without doubt this has the most over-the-top tunes of any game! But it doesn't half work well – the Indiana Jones-style themes really get the adrenaline pumping. Throw in some dead smart graphics as well and we have an extremely atmospheric game. Then chuck in a clever mixture of game styles and we end up with a slick, gorgeous, melodic, unputdownable adventure of epic proportions.

Once you start playing, you just won't want to stop – and a battery back-up means you can do just that. What more could you want? **STEVE**

Getting in on the Act...

Once you've defeated the electric horseman on the right, you can start raising a family or two (hundred!).





1 This is the temple where your people first appear.

2 Start clearing the trees away with lightning.

3 And keep shooting the monsters that attack your people.

4 Guide your people to the first Monster Lair...

5 ... And let your followers defeat the evil-doers therein.

6 Oh no! They've discovered fire. Time for a swift drizzle!

7 They ask you to destroy the big boulder below the cliff...

8 ... To reveal some Magical Fire (a smart bomb!). Visit the temple and take it off the little pleaders.

9 Later on, the lads can build bridges...

10 ... So you can seal the last lair!

TOTAL! TEK-SPEX

Game	Actraiser
Levels	13 arcade sections
Difficulty	Average
Continues	Battery back-up
Release date	Out now

ACTRAISER

Looks

■ Gorgeous, moody scenery in the arcadey bits, with a host of well-animated nasties

Sounds

■ A most triumphant movie-style sound-track, with some great effects!

Gameplay

■ Hack 'em up sections are brilliant and the town-building adds a few puzzles

Life span

■ A tough(ish) quest which you'll want to finish – and then be happy to play again!



No two ways about it, Actraiser is a stonker! Great graphics, super sounds, no slow-down – and unputdownable gameplay! Yum stuff!

Final rating 91 Percent

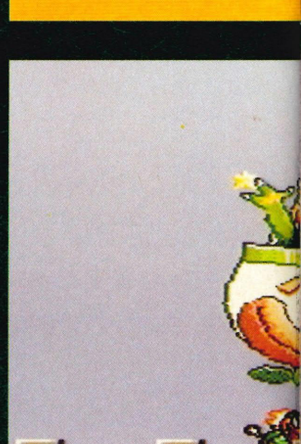




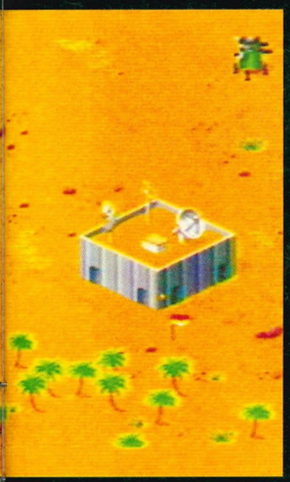




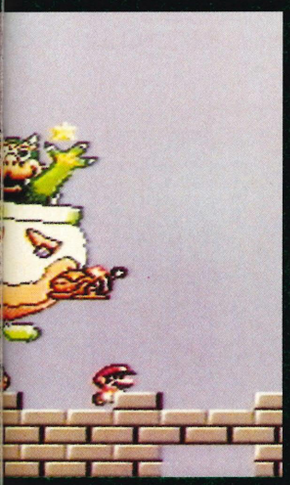




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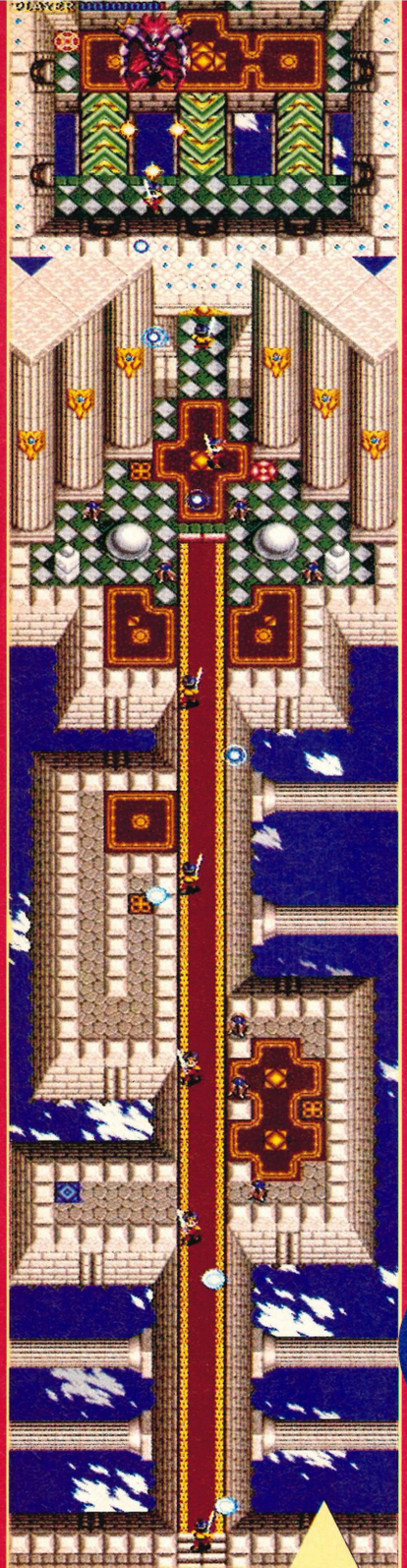


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YOU KNOW WHERE TO COME.





You can get goat's food at this shop. Why on Earth you'd want goat's food is anyone's guess, but it's here if you want it.



Don't worry about this bloke standing on the bridge. He's a bit of a wimp and will let you pass without so much as an 'Oi, you!'

SOUL D

GREY IMPORT

Following close on the heels of Zelda, recently released on the SNES, Soul Blazer is another RPG offering in the same vein. Does it stand any chance of challenging Zelda for the position of top-of-the-pile arcade adventurer? Well, read on...

The first thing that might deter you about Soul Blazer is the fact that it's very tough. This is good news for the die-hard role-playing fraternity, but a bit daunting for the rest of us. However, the game does draw you in quite quickly. You start off with zero experience and are given more for all the various actions you complete. You soon find yourself engrossed in the task of gaining more experience and all the power that goes with it. You have to pick up gems, and once you've got enough you can get the orb which accompanies you on your quest to shoot fireballs and perform all sorts of other pyrotechnical displays (for a price, of course).

You may find it reassuring to know that in

CASTLES
Graphics are fab and wonderfully detailed. Compulsive gameplay. A big game, featuring a quest which will last ages



Picture this: to finish the first level you have to go through a painting. You then get the red carpet treatment on your route to the guardian.

Going to blazes

You can move between various areas of the game using this selection screen...



You'll find your god here – at the top arm of the cross – and if you ask the big man nicely he'll show you the map and you can choose where to go next.



Thanks to Thornley Distribution, Overens House, Overens Street, Oldham, Lancs. OL4 1LA, for providing our copy of Soul Blazer

SOUL BLAZER

For SNES (1 player) **From ENI** **Price £45**

Soul Blazer you're on a mission from god – an unknown deity is on hand to give you, er, a hand. This is just as well, really, since your mission is to save the entire population of the Friel Empire, the mystical land in which Soul Blazer is set. Once you've defeated a few monsters you can release inhabitants to rebuild part of their village, and they're so grateful that you can then get some useful info out of them.

After you've been going a while, this all starts to build up into a pretty complex and addictive RPG. However, Soul Blazer is actually just as much a slash 'em up as an RPG. Roaming the dungeons and lopping off monsters' heads is just as important as trying to make some sense out of all the snippets of info you've collected.

HASSLES
You might find it too difficult. It's easy to get lost and end up wandering around for ages. A few niggley bits

Soul Blazer looks a lot different from Zelda, but this is no bad thing. The graphics have a style all of their own, some of it reminiscent of a lot of old arcade games where you had to wander around collecting things. The sound is atmospheric too – the music changes to suit the scenery whenever you walk into a different part of the game.

Okay, now for the crunch – is Soul Blazer any match for Zelda? On balance, Zelda is the more appealing game, but it's a fairly close-run thing. Soul Blazer does have a few niggles (like the fact that when you have to talk to people, you can't skip through the text on the screen – if you press the wrong button you just have to read it all again) but it's a big game which is easier to get around than Zelda. Although it's tough, that's a blessing as well as a curse if you're after a long-lasting challenge. Soul Blazer has got a lot going for it.

JAMES

TOTAL! TEK-SPEX

Game	Soul Blazer
Levels	One big world
Difficulty	Tough
Continues	Save game
Release date	Now: import



Here we see young Blazer Of Souls in a nasty dog-related encounter. A quick sword-swipe will soon despatch this poodle.

SOUL BLAZER

Looks
■ Slick Japanese-looking characters. Backgrounds are nice and detailed

Sounds
■ The music changes as you progress through the game. Good spot effects

Gameplay
■ Tough but addictive – some of it will have you walking around in circles

Life span
■ It'll take you ages to complete, and even then there'll probably be bits you missed



A big, hard game that you'll quickly get engrossed in. If you liked Zelda and want more of the same, this is probably your best bet

Final rating 89 Percent

A hearty tale of chest-beating and soul-searching

Soul Blazer's all about saving souls and saving up dosh. The game gives you lots of chances to do both, like in this bit in level two.



The first thing to do is get rid of the little-green dog-like thing. Then open the chest, which contains some rather nifty pressies.



Then follow the path around to here, take a nice sharp sword to the foliage and slash your way through...



... Which will release the souls contained inside. Behold, the waterfall shall disappear and more wealth shall be revealed.

- TWO OF A KIND -

THE WINNERS!



You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.

Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.

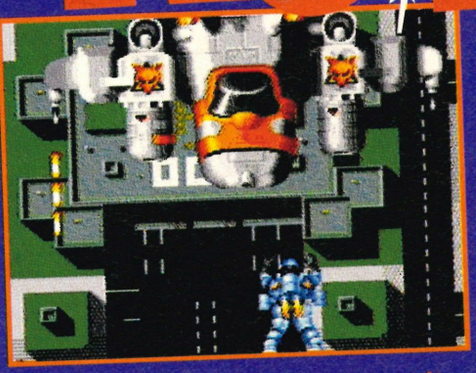


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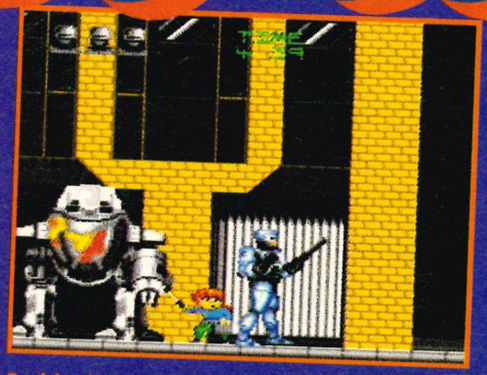
imagineer

SUPER NINTENDO ENTERTAINMENT SYSTEM

ROBOCOP 3



During his jet-pack flight across Detroit, Robo runs into the airborne Quality Police who promptly arrest him for being crap.



Suddenly – in mid-review – a reader runs on to repair ED-209 in the vain hope of adding some excitement to the game.



Robo explores a massive church in possibly the longest, dullest and most impossible-to-finish level of all time.

For SNES (1 player) **From Ocean** **Price £50**

Oh dear. The TOTAL offices have had a visitation from Major Disappointment, in the shape of Ocean's Robocop 3. After the stonky versions of Robo 2 on the eight-bit machines, you'd be forgiven for thinking that the SNES version would be just a meatier, prettier, all-round-stonkier game. But no – Robocop 3 is a dog of Saint Bernard proportions.

COPS
If you like your games rock 'ard, this could well be the game for you. The heavy(ish) metallic intro is pretty fabbo, and so are the opening piccies of Robocop

Why? Well, for a start the graphics are spectacularly average, with tatty, flat 2D sprites, plain backdrops and a chubby, Czechoslovakian cartoon-style Robocharacter.

PLOPS
The gameplay hasn't evolved since Robo 1, and it's a lot less fun than Robo 2 on NES and GB – it's just too hard. Surprisingly bad visuals for an Ocean game

Sound is pretty standard, too. Where's the digitised 'Your move, creep!'? Or the screams of agony from the hordes of dying enemies? Or any other effects apart from 'bang', 'stomp' and the old favourite, 'spang', as bullets careen off metal Murphy's skin?

However, it's the complete lack of gameplay that really kills the game stone dead. As with earlier Robos, the gameplay in Robo 3 is basic walk, jump and shoot stuff. But slo-mo Robo is just a sitting duck most of the time: the huge amount of enemies and enemy fire means that you just get pelted with missiles every step of the way, and their shots are infuriatingly difficult to avoid. After only a few goes (and several premature deaths) you just get totally racked off and give up (hurling the joypad at the television screen if you're anything like me).

It grieves me to say it, but Robocop 3 is complete crap – there's no other way to describe it. It certainly doesn't do justice to the otherwise excellent Robocop series, it doesn't do justice to the SNES, and at £50 it's definitely long shelf-life material. Stay away from this sad cart. **STEVE** TOTAL!



Yet another picture from a level of Robo 3 you'll have no chance of reaching. *Sigh.*

TOTAL! TEK-SPEX

Game	Robocop 3
Levels	6
Difficulty	Extreme
Continues	Infinite
Release date	Out now

ROBOCOP 3

Looks
■ Poorly detailed backdrops. Sprites are flat and as animated as a dead badger

Sounds
■ Mean rock tunes, with stomping and shooting. Effective, but hardly impressive

Gameplay
■ Ah. Well, it sort of doesn't have any. It's just shoot, stomp, jump, die, yawn...

Life span
■ You could find it incredibly challenging. Me? I find it best left in the box



I loathe this game. It's poorly programmed, badly designed and absolutely no fun. I suggest you avoid it as you would a vast dollop of horse poo

Final rating
37 Percent

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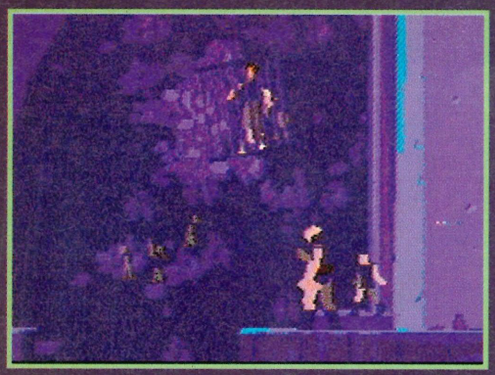
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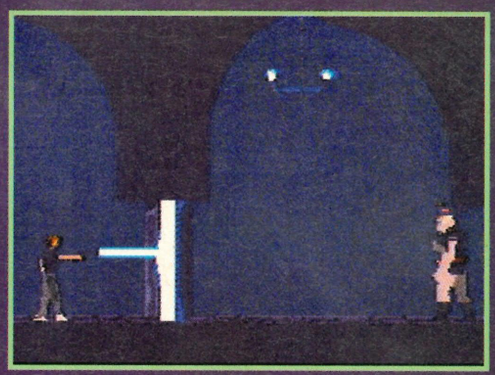
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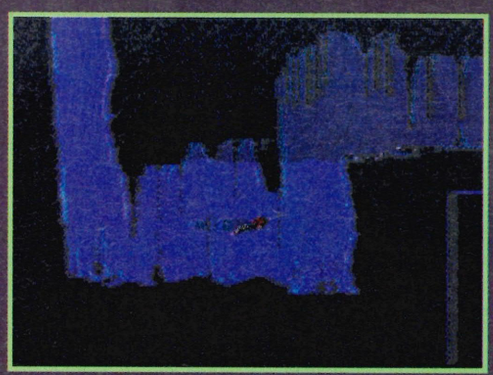
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The guard below is sporting some appalling '70s fashion accessories (red belts?). Kill the sad fool by dropping a cage on his head.



I'll defeat this foul fiend by white-washing his boudoir with my industrial airbrush. *(Why don't you just shut up? – Steve.)*



Nice though it is to take the occasional dip, it is unwise to remain submerged for extended periods. Death normally follows.

ANOTHER W



Ah ha! A veritable Garden of Eden. Sadly, Adam and Eve are complete psychopaths.

For SNES (1 player) **From Interplay** **Price £40**

What have a scientist, a particle accelerator and a race of bizarre humanoid life-forms in hotpants got in common? Well, until recently absolutely nothing. Until, that is, some devious gimp cobbled these unlikely components together into the strange plot for Another World. You play the scientist, who foolishly carries out a complex experiment during an electrical storm. As you might expect, a stray lightning bolt hits your equipment and you get transported to a weird and terrifying world populated by those blokes in hotpants I mentioned.

SPOOKIES
The graphics really do look as if they're from Another World. Simple but gripping gameplay. The sound contributes to the eerie atmosphere

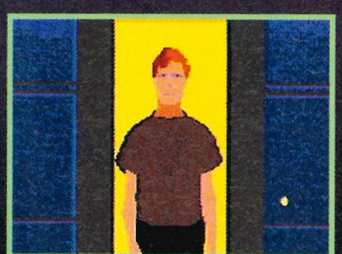
This game first appeared on home computers and PCs, when everyone raved about the swish graphics, with filled polygons which instead of creating 3D shapes were used to create fluid animations and spookily atmo-

Thunderbolt and lightning, very, very frightening...

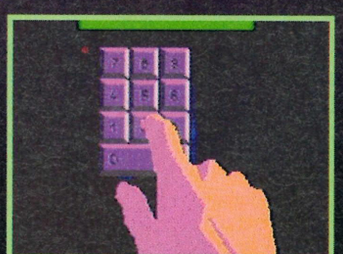
... Okay, so 'Lightning never strikes twice'. But let's face it, once is quite enough.



1 Professor No-lips arrives at the lab in his flash car.



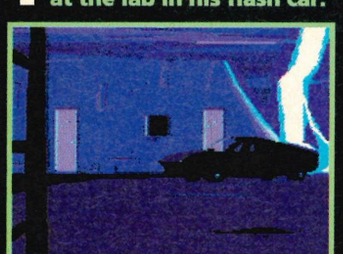
2 Experiment number one: measuring the shoulders.



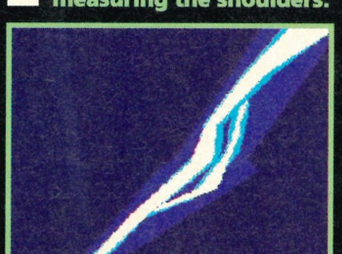
3 'Now,' says the prof, 'if I can just calculate the...'



4 'Oh lordy, what's this green blobby thing?'



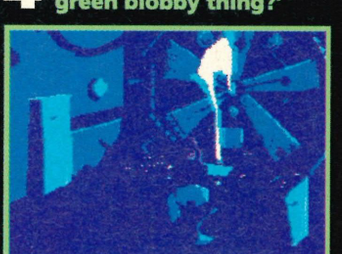
5 But outside, a storm gets a bit carried away, until...



6 ... Er, FZZZZZT, CRAAACK, KZOOMF, um... And POP!



7 (Oh gawd) BLZZZT, PEOW, BRADOOOZTZTZ, CLUCK!

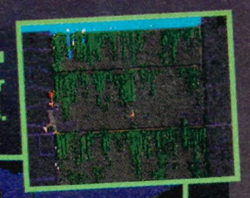


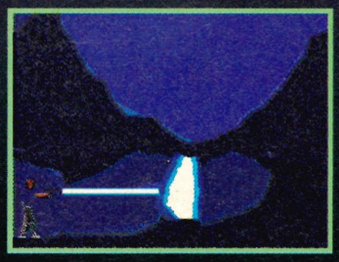
8 'I've made electricity,' says the prof, and melts.

The hole world's gone to pot...

... Or, 'A beginner's guide to high-speed potholing'.

To cross this waterfall you need to cut off the water supply. Follow these steps.





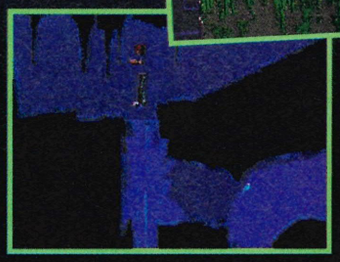
1 First blow out this wall with your gun. Then...



2 ... RUUN! But don't stop here. It's not over yet.



3 See? Just keep running and jumping until...

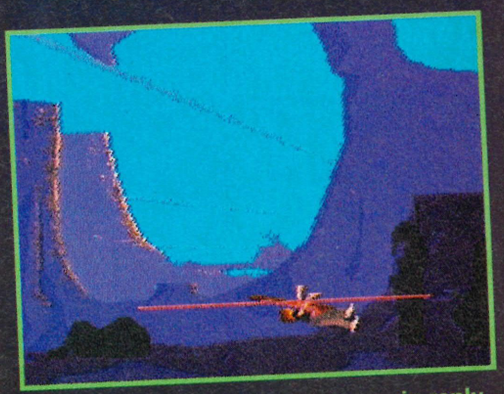


4 ... Hurrah! Safety. Now to cross that waterfall.

ORLD



'Thanks for saving me from that giant dog, oh dark one,' says our hero gratefully...



... 'BLAM!' says the dark one's gun in reply. 'THUD!' says the floor as our hero hits it.

TOTAL! TEK-SPEX

Game	Another World
Levels	14
Difficulty	Average
Continues	Passwords
Release date	Out now

spheric environments. The upshot is that Another World looks unlike any other game you've seen.

The controls are basic enough (Prince Of Persia fans will feel immediately at home). You can walk, run, jump, and do a strange little shuffly motion with your leg which looks like you're doing a cut-down version of the hokey-cokey. Later in the game you pick up a gun which is activated by a single button but has a number of uses. There are also other moves which aren't accessible via the joypad until you reach a certain problem. A good example is when one of the enemies in the game picks you up by the neck: it is only then that you can initiate a swift kick to the soft parts, roll away, then shoot the unsavoury character while he's still gripping his groin. Ha!

There are 14 scenes to complete and the challenge soon hots up. However, the password system means you only have to concentrate on one scene at a time, gradually working out more of the required moves. After only a few days you'll probably have hacked through the whole game. And because of the cinematic nature of the game (it's one set of required actions and predetermined results), once you've finished it you'll have seen everything and won't want to play it again.

PUKIES

There's only one, really. It's too blinkin' short. Because of the password words you'll gradually scrape through it in a matter of days

So what's the result? Well, had it been twice as long it would have been a stormer. As it is, it's a below-average challenge that just happens to be (in the short term) playable as hell and absolutely gobsmacking to watch. If you've got money to burn, you'll have a ball, but otherwise you'd be better off looking for something longer-lasting. **ANDY**

TOTAL!

ANOTHER WORLD

Looks

■ Has to be seen to be believed. Fab intro, fab inbetweeny screens, fab everything

Sounds

■ What's there is pretty meaty and only adds to the tension created by the visuals

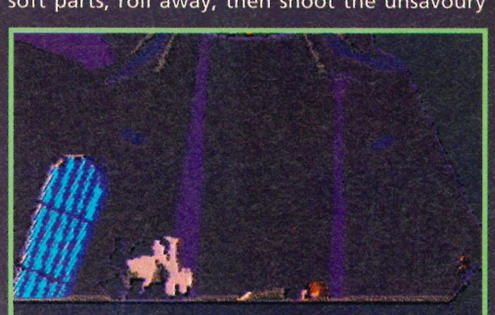
Gameplay

■ Simple but fun. Can be both frustrating and exciting. Learn as you play stuff

Life span

■ Whoops! Nowhere near big enough. Excellent while it lasts, but, er, it doesn't





Blobby bloke #1 takes on blobby bloke #2. But which one's your friend?



Oh poop, guards! I'll hide behind my new-found friend so *he* can take all the heat.

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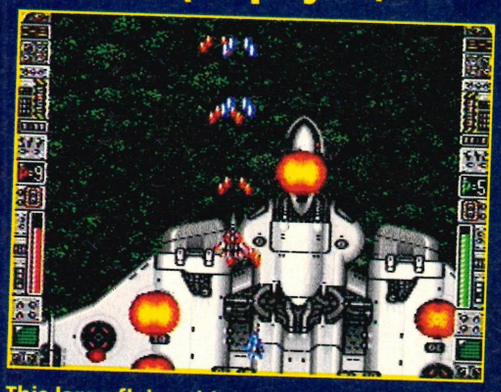
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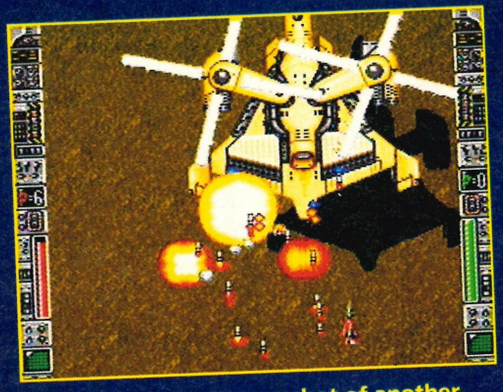
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STRIKE GUNNER

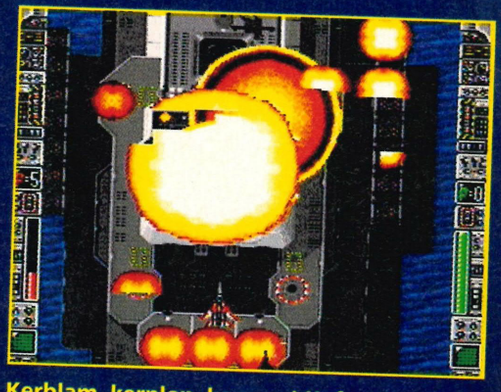
For SNES (1-2 players) **From Activision** **Price £45**



This large flying thing needs duffing up at the end of the forest level. Bit of an unequal match, if you ask me.



Here's sumptuous screenshot of another huge flying thingy. I'll give you a few moments alone with it before the next one.



Kerblam, kerplop, kerpow! Unfortunately, the game is nowhere near as action-packed as this screenshot would have you think.

When I was younger I was really into the idea of being a belly gunner in one of those huge World War II Flying Fortress planes. Then, a few years on, I wanted a go in my very own Millennium Falcon alongside Luke and Han, blasting the vulcanised rubber out of Vader's attack force. Well, sadly, I didn't get to do either, but maybe Strike Gunner will make up for it.

GUNNERS
Simultaneous two-player action – you can join your ships together as well.
Some nifty weapons

What we've got here is a vertically scrolling shoot 'em up. You, or you and a friend (or you and an enemy if you're really weird) zip around the screen blasting a never-ending stream of helicopters, tanks, Concordes, Zeppelins and gun emplacements. Er, and that's about it: a procession of hardware appears on the screen, and you shoot it. It definitely doesn't win any prizes in the varied gameplay stakes.

On the plus side, you get a funky Mode 7 intro (although this is Mode 7's only appearance), simultaneous two-player action (you can join up the two fighters, with one flying and the other shooting), some groovy super-weapons and some spanky explosion sounds. On the down side, I have only one criticism: it's duller than a wombat's bum. *(How dull are wombats' bums, exactly? – Steve).*

Er... Strike Gunner is more boring than an episode of One Man And His Dog. It's more boring than a wet Sunday afternoon's 'stroll' with your parents. In fact, Strike Gunner is so boring, it's even more boring than Strike Gunner. **ANDY**

TOTAL!

GONERS
Strike Gunner is dull, bland, boring, duff, tedious, and basically not very interesting at all, really



Coo! Look at all the things you can get at Marks and Spencers these days. I think I'll go for the St. Michaels photon torpedo.

Double trouble

If you're playing on your own...

TOTAL! TACTIX



... You can double your firepower. Select two players, join the ships together, and fire on the other pad with your foot!

TOTAL! TEK-SPEX

Game	Strike Gunner
Levels	6
Difficulty	Easy
Continues	Infinite
Release date	Out now

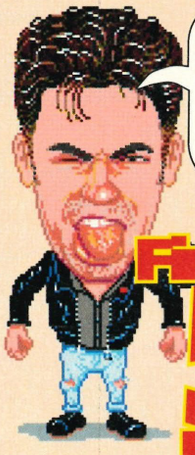
STRIKE GUNNER

Looks
■ Some vaguely pleasing ships, but the backgrounds are utterly tedious

Sounds
■ The odd speaker-rumbling explosion and some unremarkable but adequate tunes

Gameplay
■ Wiggle your ship around while holding down the fire button. And that's about it!

Life span
■ Don't make me laugh! This game's got as much life span as a dead gnat



Try collecting toenail clippings or those adverts for garden sheds in the back of the Sunday papers – it's more exciting than this dull shoot 'em up

Final rating
51 Percent

Thanks to Thornley Distribution of Overens St. Oldham, for providing our copy of Strike Gunner

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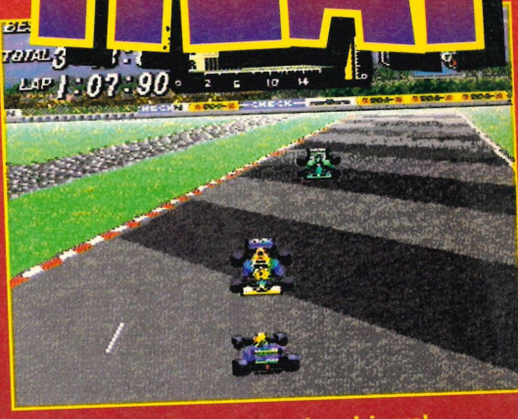
F1 EXHAUST HEAT



This is your trombone... Er, swordfish... Er, banana... Damp, what are those things called? Umbrella? Aardvark? No, it's gone.



Unusually, there are loads of cars on the track in this screenshot. Unfortunately, they all disappeared seconds later.



Watch out, you stupid foreign drivers! You're all going the wrong way – every single one of you! And you eat garlic!

For SNES (1 player) **From Ocean** **Price £45**

Unless you're from the remote constellation of Casseopia, you'll probably have guessed that F1 Exhaust Heat is a game all about Formula One racing. And if you are from the remote constellation of Casseopia, I'd better tell you that Formula One is, in fact, a sport where you send valuable minerals, like gold and silver, to a Mr S. Jarratt at TOTAL magazine. *(Do you think they'll fall for it, Chris? – Steve.)*

WHEELS
Clever Mode 7 racetracks. A full championship season to race in. Plenty of add-ons for your car

F1 Exhaust Heat has the same style of screen display as F-Zero and Super Mario Kart – a Mode 7 racetrack which shifts around as you steer about the place, giving a nice sensation of speed. It's also got all the usual features that you've come to expect from a good Formula One game – different specifications for engines, tyres, wings, and other car parts, qualifying and practice sessions and a drivers' championship as well.

Well, that all sounds very fine and dandy, doesn't it? Thing is, once you actually get into a race, all the other cars seem to disappear off the face of the Earth, leaving you just cruising the circuit alone. Consequently, you breeze into the top two or three positions every time. Because you win cash for every race and can spend it on flashy extras for your car, pretty soon none of the racers can touch you.

SQUEALS
The racing is dull – you don't see any other cars around for ages. It's far too easy to win the title

And this is the basic problem with F1 Exhaust Heat. When you're racing, the game presents virtually no challenge and is therefore just too boring to play. There's not enough going on to keep your excitement level up for the whole season, and anyway, it's far too easy – if you don't win the championship at your first attempt, you almost certainly will at your second.

CHRIS TOTAL!



Phew, what a scorcher! This game's driving me round the bend! *(Any more abysmal captions like that and you're dead – Steve.)*



We've done our best to make the screenshots interesting, but this is what you're likely to see most of the time... Er, nothing.

TOTAL! TEK-SPEX

Game	**F1 Exhaust Heat**
Levels	16 tracks
Difficulty	Easy
Continues	Save game
Release date	Out now

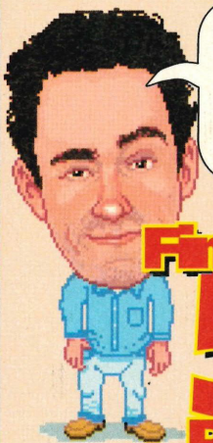
F1 EXHAUST HEAT

Looks
- **Smooth and speedy Mode 7 circuit, but the car sprites aren't that great**

Sounds
- **The vrrooom of the car is okay at first but within a few minutes it'll annoy you**

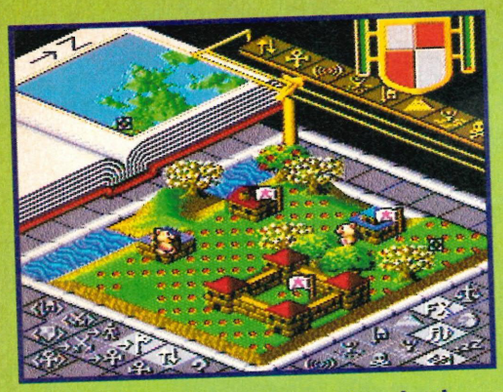
Gameplay
- **The other racers don't put up much of a fight and it's all a bit of a chore, really**

Life span
- **You'll win the championship first or second time and then there's no challenge**

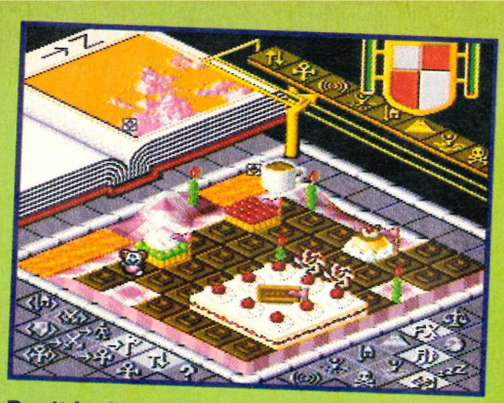


Nice Mode 7, but this *is* a SNES, after all, and in terms of gameplay it barely manages to leave the starting grid. F1 Exhaust *Warm*, perhaps?

Final rating
59 Percent



All is peaceful and serene in piggy-land... Time to swamp the little porkers, I reckon.



Don't look so happy, mouse. If the floods don't get you, the sucrose poisoning will.



Aargh! The SNES has 'mountained' me, and now my 'future folk' have nowhere to live.

POPULOUS

For SNES (1 player) **From Imagineer** **Price £45**

The god-game that spawned a thousand clones has been on grey import for yonks, but now it's available to SNES owners everywhere. Great, eh? Well, no... Not really.

If you ignore all the icons and twiddly bits, it's actually pretty simple. You're a deity with your own tribe of little people and control over the elements (you can unleash floods, mountains, swamps and stuff).

LORDS
Brilliant 3D graphics with cutesy sprites. Initially, the 'disastrous' gameplay is unputdownable

You have to flatten the land so your people have somewhere to live. The flatter the land, the bigger the houses and the more they breed. The more they breed, the more 'manna' they generate and the more god-power you have to unleash your elemental powers.

So by using guile and cunning you're supposed to duff up the opposition by turning his plains into Alps, flooding his lowlands and slaughtering his population wholesale.

GAWDS
It's either a rapid slaughter or a laborious stalemate. The joypad is no substitute for a mouse

When you first start playing it's addictive with a pointy 'A', as you stomp all over the SNES player. But then the games become evenly matched so that they take ages to play and become really dull. And after that, they become incredibly hard, so that one single wrong move at the beginning spells instant doom!

It's not a disaster (ahem), but with Populous 2 in the wings, you'd be mad to lash out on this. **STEVE**

TOTAL!

TOTAL! TEK-SPEX

Game	Populous
Levels	9,999 worlds
Difficulty	Above average
Continues	Passcodes
Release date	Out now

Landscape god-ening...

A brief guide to the elemental disasters that you can wreak upon your enemies!



POPULOUS

Looks
■ Detailed 3D scenery with neat sprites. Still, it all looks a bit dated somehow

Sounds
■ Scratchy sampled speech and the odd bit of atmospheric sound. Not a lot, really

Gameplay
■ A bit like chess with disasters. It's really only fun when you're winning, though

Life span
■ You'll play it to death for a month – and then never look at it again



Excellent conversion of a four-year-old game. Sadly, the novelty has worn off and it isn't quite the timeless classic everyone thought it was

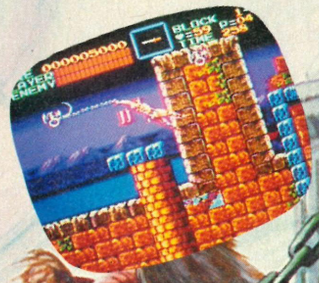
Final rating
61 Percent

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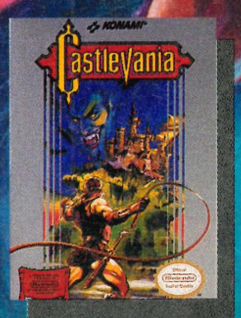
Mean Machines 1/92:
Lots of levels await your whipswinging presence, and they're pretty difficult to master!
OVERALL 93%

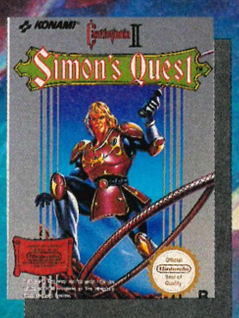
MEGA GAME

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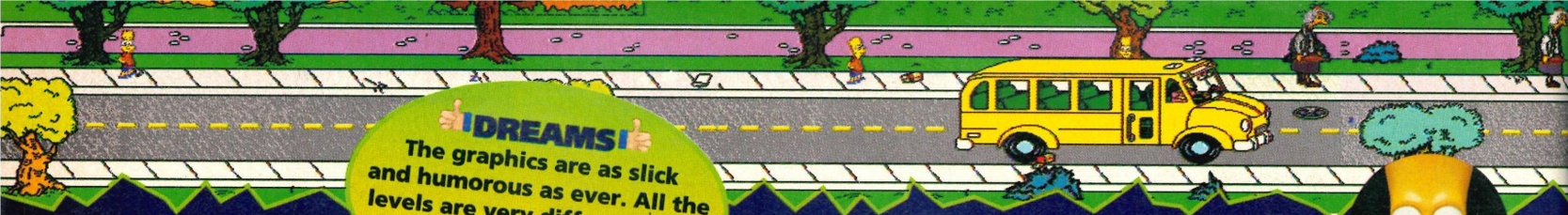




F&P 92/336

Distribution:
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KONAMI
MegaVideoGameFun



DREAMS! The graphics are as slick and humorous as ever. All the levels are very different from each other. There's a lot of imagination in there

Bart's feeling drowsy as he sits at the desk in his bedroom trying to do his homework. He lapses into sleep and has a dream about all his work flying out of the window into a weird nightmarish world. And so starts another Bart adventure.

The Simpsons BART'S NIGHTMARE

For SNES (1 player) **From Acclaim** **Price £50**

You play Barty himself. You've got to chase along a street avoiding living mailboxes, fish, school buses and fairies (who look like your sister, Lisa) in order to retrieve your homework. The control method here is as awkward as that in Bart Vs The Space Mutants, so no points scored there.

When you see a page of your missing homework you've got to jump on it to enter one of five different adventures in order to win back the lost pages. A couple are great fun, like Itchy and Scratchy and Bart's Bloodstream, but the others range from the average Temple Of Maggie to the annoying Bartman, and the truly dire Bartzilla. Okay, the graphics are colourful, cartoony, and for the most part nicely animated, but the SNES isn't exactly busting a blood vessel. The machine is capable of more than this poorly executed and rambling jumble of cruddy game styles. It's got bags of fun elements and it's full of imagination but unfortunately it plays like a brick.

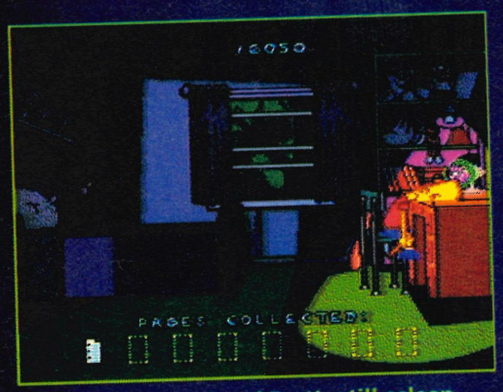
SCREAMS! Only two of the five levels are any fun to play. The various sections haven't so much been put together as thrown together. Awkward controls

Bart's many fans will be disappointed with this. Okay, it's got Bart in it, but apart from that it really hasn't got much to offer. (I'll have the shorts marinated in vinegar with crunchy croutons, please, Bart.) **ANDY**

TOTAL!

TOTAL! TEK-SPEX

Game	Bart's Nightmare
Levels	6
Difficulty	Average
Continues	None
Release date	Out now



One page collected and Bart's still asleep. Funnily enough, this is how you'll feel after playing the game for half an hour.



Bartzilla features the most enormous sprite you've ever seen. How sad that they forgot to put any gameplay in to complement it.



First come up with an idea for a shoot 'em up with a difference, then make it a turkey. Oh, that'll be the Bartman level, then.



If all the levels had been as playable as this one, the game would have rated 80 percent. As it is, Bart's Nightmare is a real no-hoper.

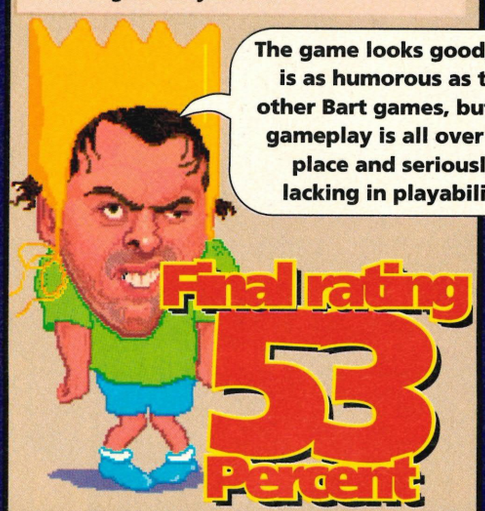
BART'S NIGHTMARE

Looks
A few dodgy bits, but most of the animation is smooth and dead funny

Sounds
The usual mix of Bart samples and weird soundtracks. Okay, but nothing different

Gameplay
A couple of the sections are playable but most of it is fiddly and annoying

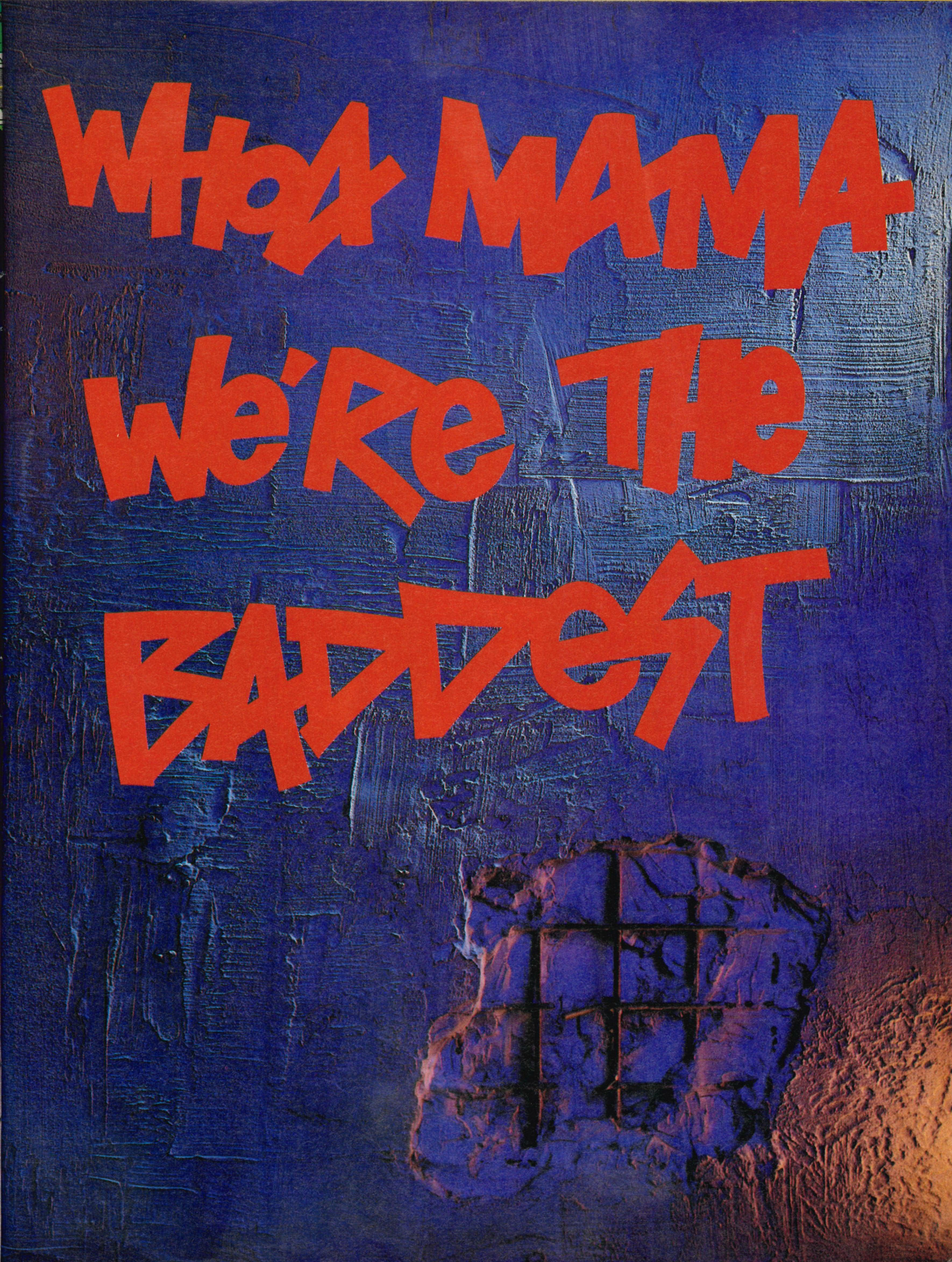
Life span
It's fairly tricky but I'm sure you'll tire of it long before you finish it



The game looks good, and is as humorous as the other Bart games, but the gameplay is all over the place and seriously lacking in playability

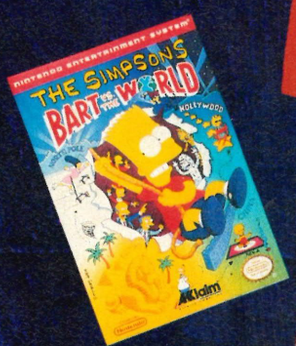
Final rating

53 Percent

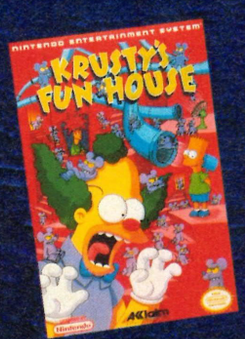

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GAME BOY

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Nintendo

SUPER ALESTE

For SNES (1 player) **From Toho** **Price £45**



It's level one, and after a lovely, fast scrolling intro your ship heads straight into a murderous alien onslaught. Oh dear. And it was all going so well.

Vertical shoot 'em ups are a mixed bunch on the Super NES. On the one hand there are the really awful crap ones like Raiden, D-Force, Strike Gunner and Acrobat Mission, and on the other hand there are the utterly fab ones like Super Aleste and erm... Super Aleste. (Axelay doesn't count cos only half of it scrolls vertically.)

Okay, so rather than being a mixture of good and bad games, SNES vertical scrollers are generally crap, with a fab one thrown in for good measure. And while 'D-Farce' and its motley chums are collecting dust in the shops, I'll bet that copies of Super Aleste will be selling like hot cakes at around twice the price. Why? Well, I'm about to tell you.

ALESTES
Unbelievable weapons, unbelievable speed, unbeliev... (A few more adjectives, please – Steve.) Erm, fab backgrounds, fab sprites, fab sound... It's all fab, really

Super Aleste is a descendant of one of the most popular shoot 'em ups of all time – Gunhed on the PC Engine – and it's even more impressive than that. This is mainly down to the mind-blowing graphics. After you've seen virtually every SNES shoot 'em up slow down at some point (due to too many sprites on screen at once), Super Aleste is simply astonishing. Never have I witnessed so many huge sprites whizzing around a screen without *any* slowdown – a pretty remarkable feat. Mode 7 is implemented spectacularly, with wobbly parallax backdrops and spinning space stations being just two of the gob-smacking effects found

Gun control – playing with firepower!

With eight different weapons and six power levels for each, no-one could accuse Super Aleste of being tame in the firepower department. Some of the weapons also have the ability to be changed slightly with a press of the R button. Here's the full rundown:



Lasers: these are suitable for those bits in the game where firepower has to be channelled all round the screen. There are two versions of this.



Blue fireballs: a multi-directional thingy that either fires in the direction you're travelling or can be fixed to fire in a particular direction.



Green orbs: if you're hopeless at blasters, this is the weapon for you. When powered up to level six, they circle your ship and protect you.



Massive balls: a good all-round weapon that spews bullets in all directions. Meaty and satisfying, but maybe not your first choice.



Spread: a rather nice snake-like formation of multiples that follows your ship around, Gradius-style. They can also be held in a fixed position.



Green whopper lasers: this weapon causes a screenful of destruction when fully powered up. Hold and release the fire button for this effect.



Bullets: effective but not exactly revolutionary. Can be configured to fire in loads of directions. For more conservative shoot 'em up fans.



Homing missiles: a bit of a limp wrist when it comes to mass destruction. Get rid of these faster than a dose of something rather nasty.



Think the SNES is a bit wimpy when it comes to chucking a few sprites around the screen? Collect the spread weapon and all your doubts disappear. Ahh... That's better!



Erm... Something seems to have happened to all my weapons. Where are all those shooty thingies when you need 'em, eh? *(Stop whingeing and get on with it – Steve.)*

in all of Super Aleste's 12(!) levels. Then there's the sound – explosions which are realistic enough to get the neighbours worried and music groovy enough to get down and, er, groove, to. Colour is used to extremely good effect too.

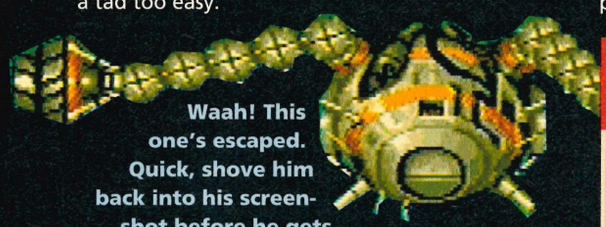
As you might have already noticed from the screenshots, the selection of weapons in Super Aleste is a bit special. Maybe a bit *too* special in fact, because the difficulty level suffers as a result – with such an impressive arsenal at your disposal you may find alien-blasting a tad too easy.

A-LEASTS

It's a bit easy on the 'normal' level, and infinite continues nearly always spoil a challenge. The weapons are a bit over the top, too

Infinite continues are another drawback. Although it is a massive game which will definitely take a good stint to get through, it's sadly not quite challenging enough in the later levels to really tax the more experienced blasting freaks amongst you. If you've got the willpower and stamina to select higher difficulty levels then go for it – experts will find no real challenge on the normal level. Which is a bit of a shame, really, cos it's all so perfect otherwise. **ANDY**

TOTAL!



Waah! This one's escaped. Quick, shove him back into his screen-shot before he gets annoyed and turns us all into alien-fodder!

TOTAL! TEK-SPEX

Game	Super Aleste
Levels	12
Difficulty	Selectable
Continues	Infinite
Release date	Out now

SUPER ALESTE

Looks

■ Amazing sprite handling, no slow-down or flicker, and fab Mode 7 effects

Sounds

■ Brill dance track-style stuff, backed up with deafening explosions

Gameplay

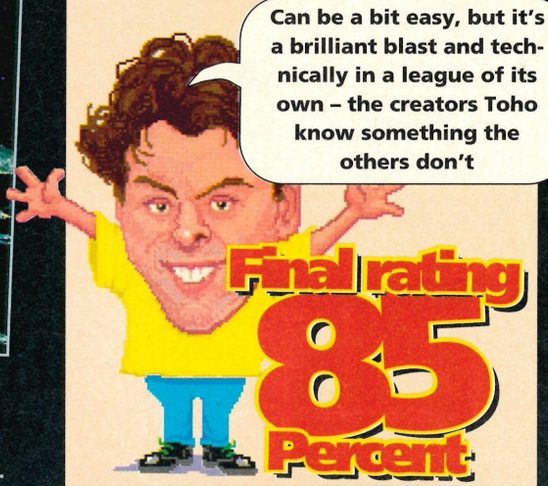
■ Marred slightly by top-heavy weapons, but it's still all fabulous fun

Life span

■ On the high difficulty levels it's tough, but on 'normal' it's not taxing enough



Level seven has enough squiffy swirling to upset even the strongest stomach. The boss is a bit special too – he's got three different attack modes and he's not afraid to use 'em.





Level eleven's fast, but luckily you've got these green orbs to help you.



Look at that groovy background – cosmic, man! And it's sooo fast, too.

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SUPER NES ROUND-UP

They may not be quite good enough to merit a whole page each, but you might just find that one of these SNES games tickles your fancy.



Why is it that all the DD fighters insist on wearing poncey colour-co-ordinated lurex gear that even Gary Glitter wouldn't be seen dead in? I mean, these guys are meant to be *tough!*



Captain Squigglesworth-Barnes was rather surprised to find a lone German tank in the middle of the Himalayan mountains.

SUPER DOUBLE

For SNES
From Tradewest
Price £45

No intro – you know the score by now. All you really need to know is whether this simultaneous, two-player scrolling beat 'em up is any damn good or not. But before I pass judgement, let me say that the TOTAL team have no axe to grind against any of the Double Dragon games... It's just that we think they're all crap. And, sadly, Super DD is just more of the same. Sure, it's pretty enough and there are more moves than in other versions, but there's never any challenge – just hammering the fire button and hoping usually does the trick.

GREY IMPORT

This is definitely a major improvement over the NES and Game Boy Double Dragons, but it gets the stuffing knocked out of it by Final Fight, Rival Turf, Turtles IV... And for *real* street fighting action, there's only one alternative. **ANDY**



Those Double Dragon chaps certainly know how to party.

DOUBLE DRAGON

Looks
- Scenery is very, er, scenic, but characters aren't in the Final Fight league

Sounds
- Nice sampled 'thwack' noises, but very standard background music

Gameplay
- Fun for a while, but tedium soon sets in as you punch, kick and stroll along

Life span
- Playing the early levels over and over again isn't an appealing thought

Final rating
61 Percent

BLAZING SKIES

For SNES
From Namco
Price £45

This game is a World War One flight sim and is the sequel to a Commodore Amiga game called Wings – a great, uncomplicated flight sim that was superbly playable and very atmospheric. Sadly, Blazing Skies is a very shabby little game with no atmosphere whatsoever, and it's not even close to being a simulation of flight. You see the main action from behind your plane, which makes it impossible to judge where you're shooting. Also, there's a very naff Mode 7 ground underneath your aeroplane, and a plane that's so badly done that you can't tell how high you are from the ground. There are bombing missions, which are played like an overhead-view shoot 'em up, but they're just as random as the main game.

Blazing Skies really is a dreadful game, with hardly anything to it, and what little is there is no fun whatsoever. **STEVE**



Oh no! It's the dreaded Blue Baron! I'm outta here!

BLAZING SKIES

Looks
- Rubbishy Mode 7 ground, okay planes but there's usually nothing going on

Sounds
- There's a parpy tune that's meant to sound like a fanfare but fails miserably

Gameplay
- It's incredibly basic. Nothing like a decent flight sim and nothing like fun

Life span
- There seem to be a lot of missions but they're boring and soon get repetitive

Final rating
42 Percent

RACE DRIVIN'

JAMES

Picture the scene: you're in the local arcade, the place is empty, you wander over to the Race Drivin' machine and pump 90 credits into it – you're gonna be there all day!

You slide into the chair and start to play, but you soon realise that something's horribly wrong. The steering wheel, gear stick and pedals have disappeared in favour of a small, grey joypad. Undaunted, you carry on, but things go from bad to worse. The 3D graphics are slow and jerky – there's no sensation of speed and it doesn't feel right at all. After only a few goes, dejected and glum, you saunter off leaving more than 80 credits in the coin-op. What a complete waste of dosh, eh?



This is all you need to see of Race Drivin'. Note the total absence of other cars to race against, the complete lack of interesting graphics, and the utter deficiency of anything resembling exciting gameplay.

RACE DRIVIN'

Looks
Pathetically slow vector graphics with no detail and a high jerk factor

Sounds
A few nice samples, but the engine sounds weedy and tunes are dreadful

Gameplay
Race to the finish – then do it again. One-shot coin-op stuff, but with no fun

Life span
If you're still playing after an hour, you're sadder than Sad Jim McSad

Final rating 17 Percent

BATTLE CLASH

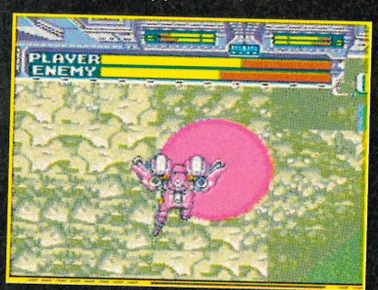
For SNES
From Nintendo
Price £35

Well, for all those people who were wondering whether the Super Scope was a worthwhile investment, I can put your minds at rest: no it ain't. If Battle Clash is the standard of Super Scope games to come, then the ludicrous light bazooka is as doomed as a Big Mac at lunchtime.

Very simply, you have a series of giant robot opponents. You fire at them, they fire at you. The first one to lose all his energy is the dead one. Pretty ssimple, eh?

Yes, too flippin' simple by half – and far too easy as well. On the 'Low' setting (which is how you feel after dishing out £35 for this tripe) we finished the game in one sitting. After that, it's just the same thing again, but harder.

CHRIS



Ah, this looks like a nice spot! *(Chris, I know this game's crap, but that's no excuse for captions like that – Steve.)*



Um, I dunno, mate. If I could work out what the heck you were on about I might be able to give you a sensible answer.

BATTLE CLASH

Looks
Weird pastel scenery, with some nice, Japanese-looking opponents

Sounds
Some nice robotty effects, but the music is bland and forgettable

Gameplay
Shoot the robot and his bullets. That's it. No, honest, that's yer lot!

life span
If you don't finish it first go you could have a quick bash tomorrow... Nah!

Final rating 28 Percent

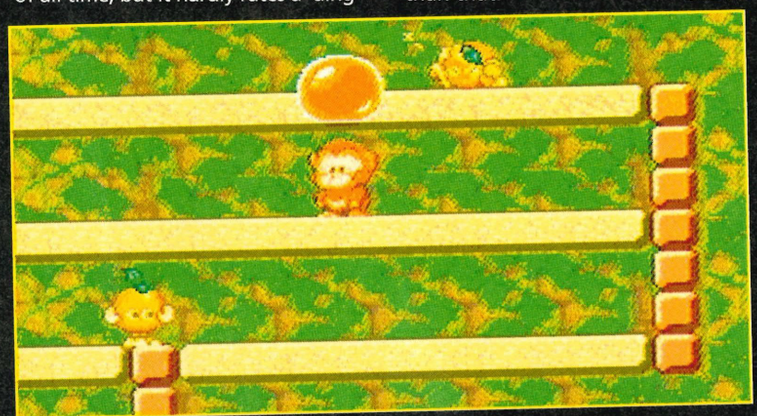
SPANKY'S QUEST

For SNES
From Natsume
Price £40

Take Bubble Bobble, chuck in a tad of Rainbow Islands, take out all the fun, and you're left with Spanky's Quest. In a further episode of the Japanese quest to make killing enemies as difficult as possible, Spanky – a monkey with a rather unfortunate name – headbutts balls. The more he heads them, the bigger they get, and the bigger they get, the more enemy-killing debris is released when they're popped. And that's it – kill the baddies, collect the keys and leave the level.

It's not the worst platform 'romp' of all time, but it hardly rates a 'ding' on the thrill-o-meter either. And at 40 sovs (that's nearly two monkeys, guv), you really do deserve better than that.

STEVE



Here, our hero, Spanky, meets the vicious Jaffa orange gang, who wang a huge Haliborange vitamin pill at the poor little chap's head.

SPANKY'S QUEST

Looks
Apart from some gratuitous parallax, the visuals are annoyingly average

Sounds
Great title track, but the in-game sounds are eminently forgettable

Gameplay
A lot of fuss just to bump off a few baddies. Slow and decidedly tame

Life span
Good enough to keep you entertained for a few weeks. Level passcodes help

Final rating 54 Percent

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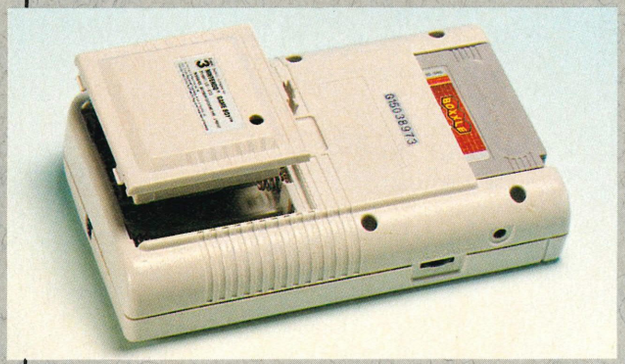
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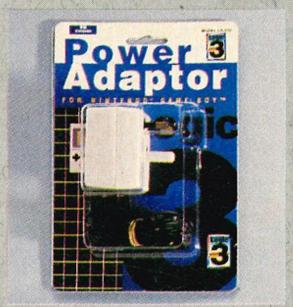
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GRADIUS

GREY IMPORT

INTERSTELLAR ASSAULT

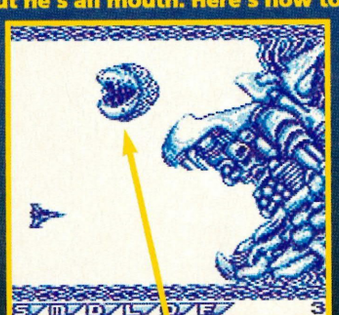
Chew on this! Bigmouth strikes again!

TOTAL! TACTIX

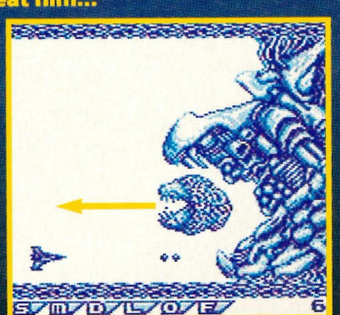
This guy may look threatening, but he's all mouth. Here's how to beat him...



1 Blast this like mad (and avoid dying) until it pops.



2 Keep clear of this chap, cos he wiggles down...



3 ... Then sits here and belts out towards you.



4 Just duck and shoot him when he goes back in.

Listen up, you lot. You're about to encounter a shoot'em up of truly astronomical proportions! Gradius is basically a left-to-right shooter, in which you have to fly by the seat of your spacesuit and blast away at everything in your sights. You don't need to know any more than that, but if you want the full low-down, read on!

SHIPS
Shoot 'em up action that you just won't believe! It's tough but also intensely playable and very exciting

Gradius (or, if you like, Nemesis 2 – it's the same game) is easily the fastest, toughest and fabbest lefty-righty scrolling shoot 'em up in existence. It's not a game for the faint-hearted,

BLIPS
Restart points are a bit too scarce. When you've got maximum speed power-ups your ship can become unwieldy

though – I almost shorted out my Game Boy because my hands were sweating so much!

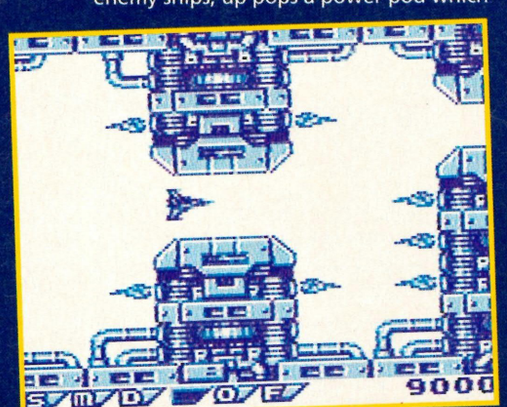
The gameplay's not exactly complex – it's just a case of frantically blasting away at everything, whether it moves or not. When you wipe out some enemy ships, up pops a power pod which

Choose your weapons, Sir!

Before you embark on your mission of doom, you have to choose some gear...



... Not only do you get three different weapons to choose from, but you can also specify the way in which they fire. You can set up missiles, for example, to fire either straight ahead, horizontally from above and below your ship, or backwards.

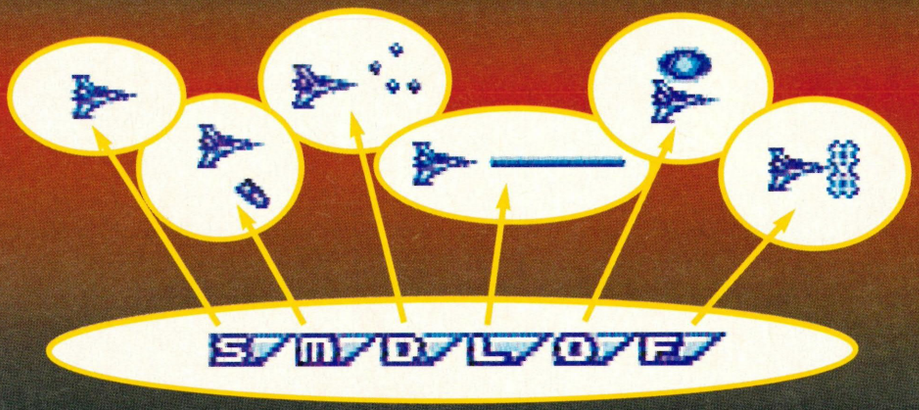


As you can see, this game is hot stuff. We're talking gas mark 7 here!

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

Faster blasters and cuter shooters!

Get your ship shaped up by collecting some of these nifty pick-ups...



No, SMDLOF isn't a word – the letters stand for various power-ups: Speed, Missiles, Double, Laser, Option (a floaty-bubble thing that mimics your ship), and Force Field. All are available for the bargain price of a couple of power pods.

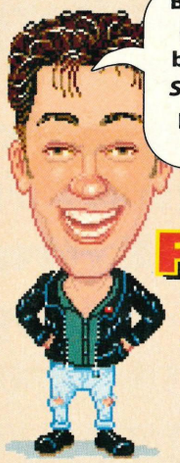
GRADIUS

Looks
■ Lots of detail and sprites which move really well. It looks yummy, basically!

Sounds
■ Loads of zappy noises, explosions and power-up-collecting FX. Fab tunes, too!

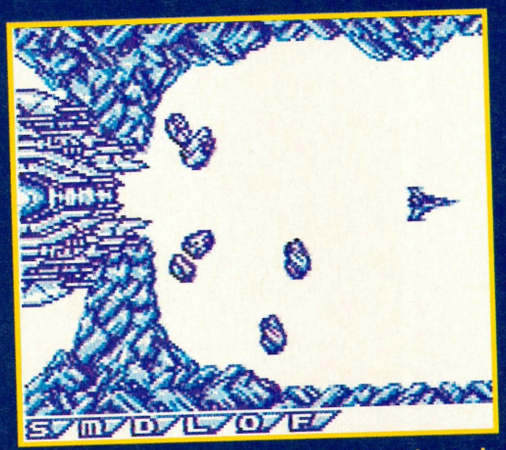
Gameplay
■ The three 'F's: fast, fun, furious! A challenge that's spread across five big levels

Life span
■ If you don't chicken out on 'Easy', not even infinite continues are going to help



Buy it! Buy it! It's fab, it's great, it's fljimblimflub-badub... *(Get a grip, Jim – Steve.)* Er, it's jolly good – procure it at the earliest opportunity!

Final rating 93 Percent



'Nah, mate. Yer ain't gonna fit that through here. Back 'er up and I'll 'ave a look around and see if there's another way in.'



Call me a coward, but these shields are the biz. With this protecting me, I can take in some of the sights. Nice ruins.

TOTAL! TEK-SPEX

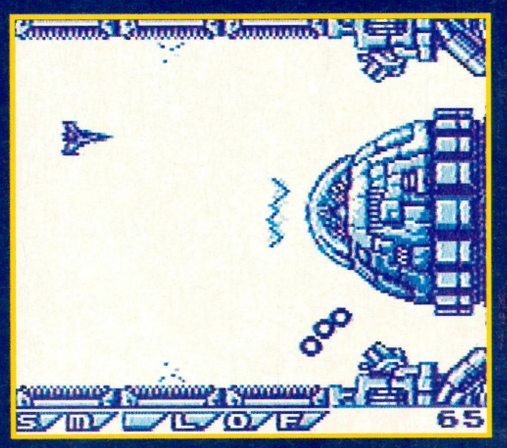
Game	**Gradius**
Levels	5
Difficulty	Three settings
Continues	Infinite
Release date	Now: import

you use to select power-ups, like extra speed, shields, lasers and a floaty energy-orb. Before long, your ship looks meatier than a bumper pack of Brain's Faggots, and is faster than Steve's MR2!

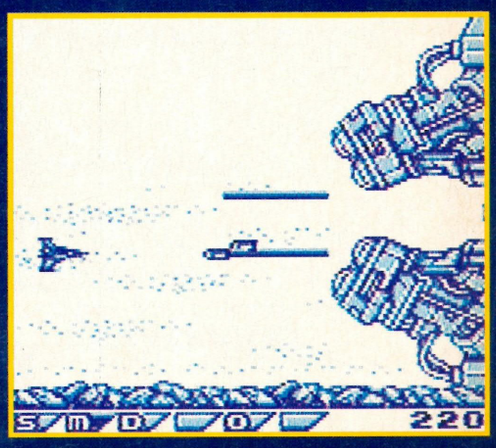
There are five levels, four of which you can play through in the practice mode. The fifth level – well, you won't see that for a while cos you've got to play through the game first! However, although the game is very tough, try and resist the temptation to play it on the 'Easy' setting. Play the game as it was meant to be played, on Normal, or bag yourself a place in the funny-farm and set it on Hard!

Everything about Gradius smacks of excellence. In fact, I'd go off and buy it right now, if I were you! (It's due for official release soon as Nemesis 2.) But don't say you weren't warned! **JAMES**

TOTAL!



This guardian gives a whole new meaning to 'animal magnetism' – when it looks like he's beaten, he starts sucking you in!

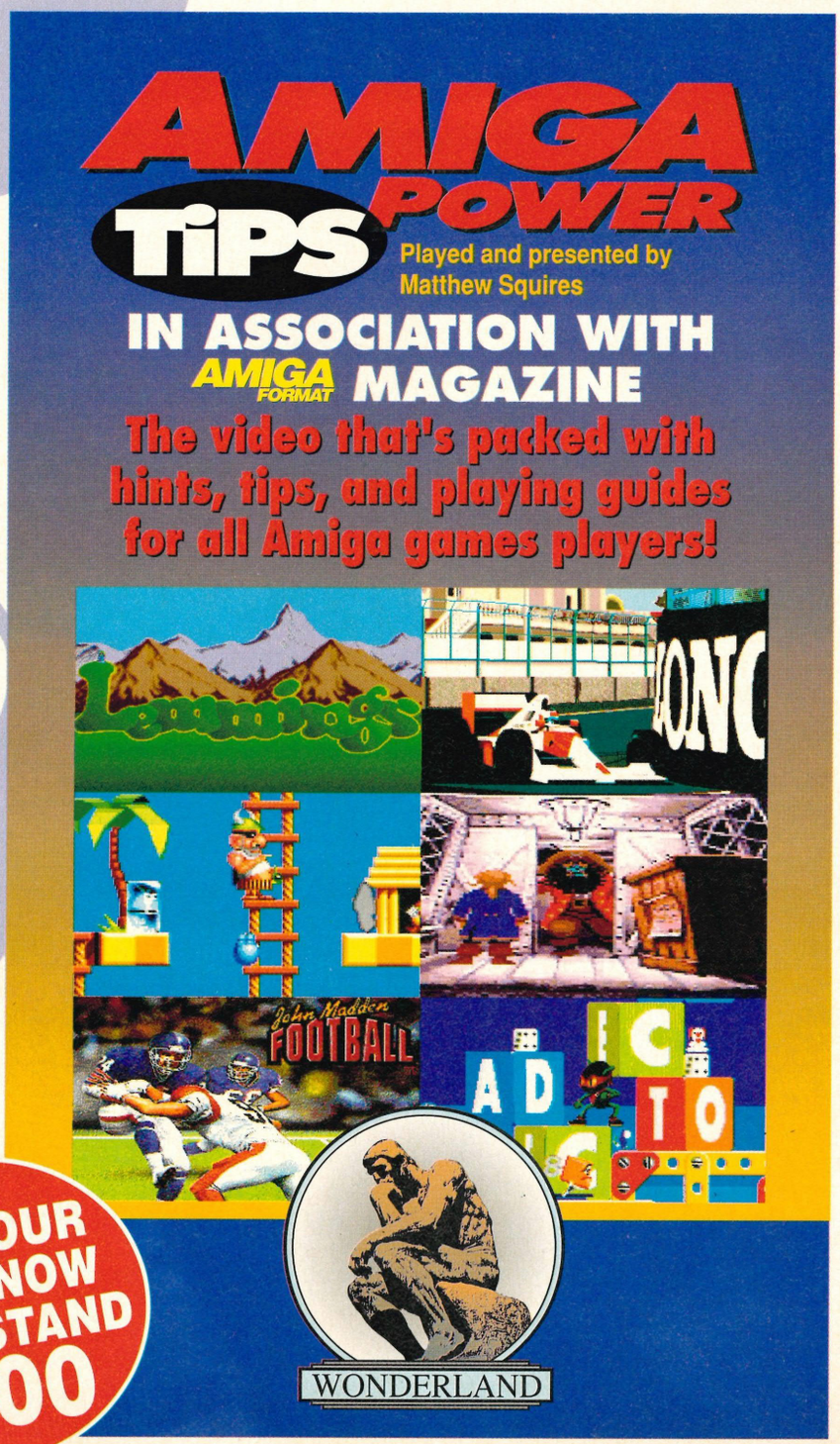


A simple rule of thumb: if something rather large and threatening appears in your path, the chances are you're about to die.

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Special 12 page pull-out section

What makes a good cart great?

Welcome to the ultimate guide to the best of Nintendo! In the first part of our quest to find the greatest Nintendo game ever, we sort out what's what and what's hot.

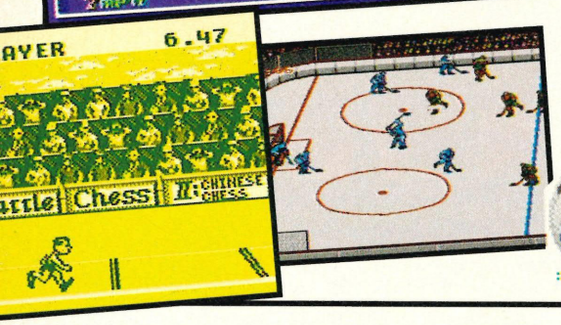
We thought the best way to go about this would be to first split the games up into the most popular sorts of games around, and then choose the best games in each category for each machine before deciding which game really is the best ever. On these two pages are all the categories that we split the games up into, and a brief explanation of what we think that sort of game needs to be any good.

On the next two pages we take a quick look at some of the main contenders – and count out some of the dead-weights – in each of these categories for NES, Game Boy and SNES. After that, all of us in the TOTAL team – Steve, Andy, Chris and James – pick our personal fave games for each machine. And finally, in true Eurovision style, we give you the results of the TOTAL jury.

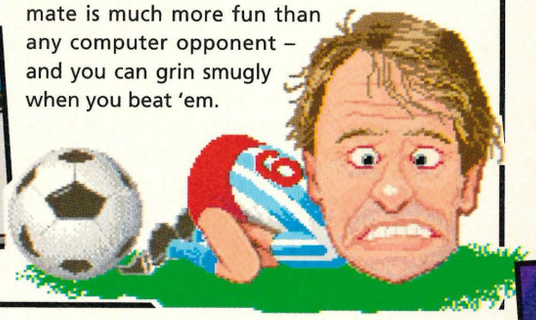
Next month, we'll whittle down our selections even further to get to what we reckon is *the* best Nintendo game ever. In the meantime, read on for the first round of the contest.

Sporty Sims



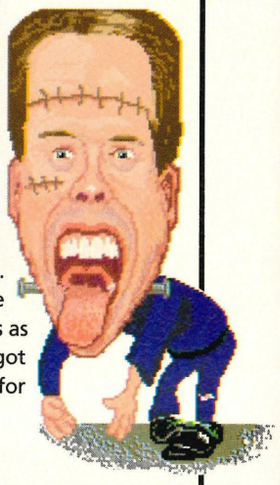


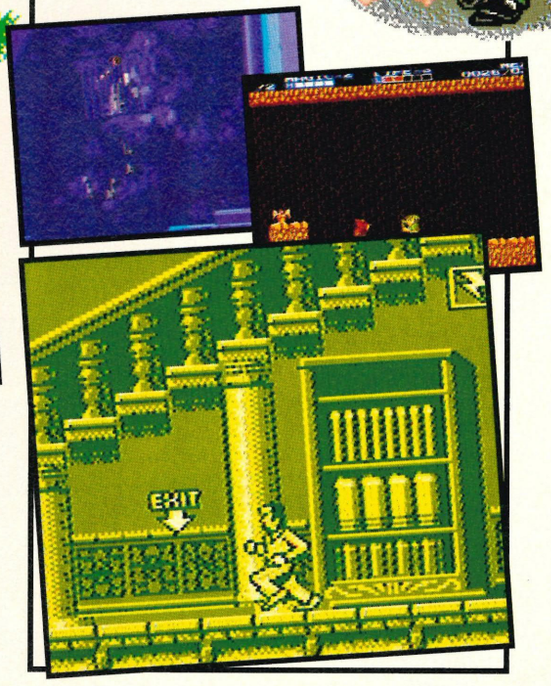
The best sport sims are based on the best sports – none of that synchronized swimming or jumping off a bridge on a huge elastic band rubbish for us. And good sport sims also need to be playable – perfect opponents who are always on target or too many fiddly controls can ruin a game. A great sport game needs plenty of variety which can mean lots of opponents or loads of courses, but most of all it needs to feel like the real thing. Two-player sport games are even better, as a closely fought match-up with a mate is much more fun than any computer opponent – and you can grin smugly when you beat 'em.



Adventures

Luckily, Nintendos don't have those boring adventures where you type in commands like 'Move left', 'Take sword' and 'Fall asleep cos this game's so incredibly tedious'. The arcade-based adventures that you can get on the Nintendos are much more fun, and they test your joypad skills along with the old grey matter. These games have got to be big and challenging but friendly enough so you don't give up in the first five minutes. And if an arcade adventure looks and sounds gorgeous as well then you've probably got the best value cart around for your fave machine.

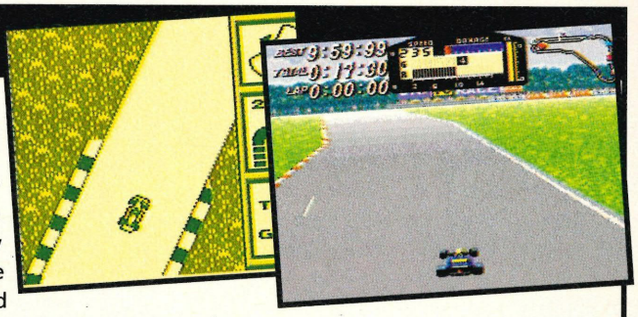


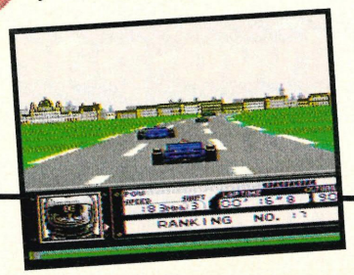


Racers

Leanability. That's all a good race game needs. You can tell a good racer by watching someone else play. If they bobble about like Steve after he's had half a shandy then you know you're onto a winner.







Apart from leanability, top racers need to be fast and a bit exotic. Everybody's played Formula One racers where you see all the action from behind the car, but *really* special racers have something else. They're faster, have better graphics, better controls. And, of course, a two-player mode allows you to race your mates instead of the boring old clock.

Beat 'Em Ups





What makes a great fighting game? Hmm. How can I explain this without mentioning *that* game? Well, beat 'em ups need plenty of different characters to choose from, and each of these guys needs some spanky punches and kicks to call on, and a collection of nice backgrounds would be nice too. Erm, this is all sounding horribly like *that* game, isn't it? What else is there? Well, one-player beat 'em ups just don't slice the mustard, I'm afraid, and unless you play against a mate they're not really worth a look. Phew, that's that. And I didn't mention SF2 once!

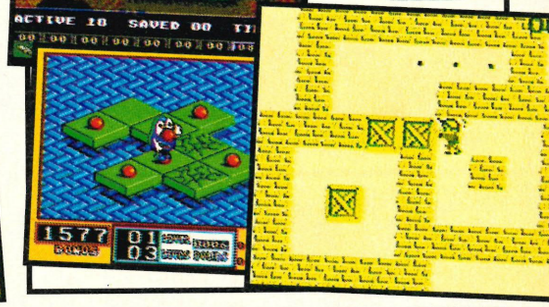


Puzzlers

Puzzle games are more than just jigsaws, y'know. The best of today's puzzlers can make shoot 'em ups look dull (well, almost). To have that right amount of brainteaseriness, a good puzzler needs to be challenging but not too much like The Krypton Factor. If a puzzle game has a simple basic concept, like Tetris, then it's sure to make a fabbo video game. But if the idea and the controls are too complex, you can forget it. And, of course, the more puzzles or levels in the game, the longer it'll last.







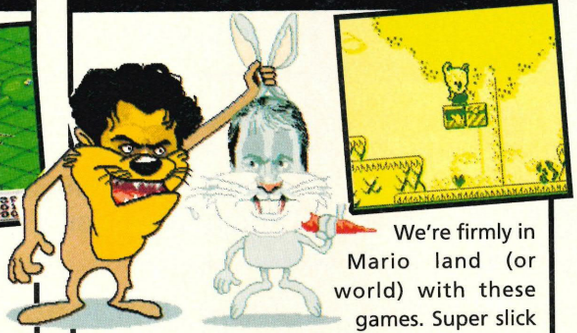
Shoot 'em ups



Mention video games to anyone and they think of shoot 'em ups. Scrolling shooters have been around since the dawn of time and so they've gotta do something different to catch the eye. Just moving up or across the screen and firing at a few predictable baddies is just too samey today. They've gotta be fast, gorgeous to look at, preferably with loads of power-ups, and have to do something a bit extraordinary.



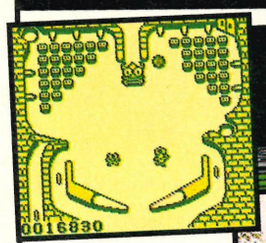
Platformers



We're firmly in Mario land (or world) with these games. Super slick platform games are the ones that everyone buys Nintendos for. Simple enough for anyone to play but tough enough to last for ages, these carts are often overflowing with greatness, with great graphics, great sound, a great big game world and some great runny, jumpy, find-the-secret-bits gameplay.



Weird games





These games aren't *that* weird, it's just that they don't fit into any other category. They're games we think are brill but they're just not your average shoot 'em up or platformer. There's nothing to look out for in a weird game because they can be anything – a city sim, a parachuting game, a pinball game – they've just gotta be fab.



Platform blasters

No finding hidden levels or secret rooms here. In a platform blaster you run along shooting everything in sight and grabbing as many weapons as you can. To survive, these games have to be loud, fast and impossibly playable.







How to read this table

Below we've listed nine different game categories, and along the top are the three Nintendo machines. Just choose your game style, pick your console and read what we reckon are the hot (and some of the not-so-hot) carts around.

NES

SPORTY SIMS

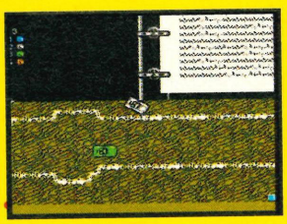


The NES isn't exactly overloaded with terrific sport sims, but **Blades Of Steel**, **Super Kick Off** and **NES Open** are all fun.

ADVENTURES

The NES has lots of tough arcade adventures well worth buying. You could have months of fun playing through **Zelda**, **Battle Of Olympus**, **Zelda 2**, **Solstice**, **Dizzy** and **Swords And Serpents**.

RACERS



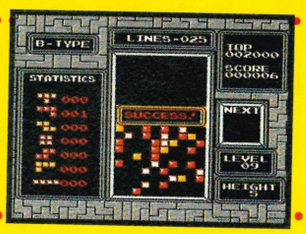
Best racers on the NES have to be the supremely playable and cute **Micro Machines** and the Formula One racer, **Turbo Racing**. Others, like **Rad Racer** and **Super Off Road,** are a bit too glitchy.

BEAT 'EM UPS

There don't seem to be many good biffers on the NES. **Punch Out** is pretty good but a bit limited, the first two **Double Dragon** games were fun, but the dismal **WWF** game is best left well alone.

PUZZLERS

You couldn't go far wrong with **Boulderdash** or **Lemmings**. Puzzle classic **Tetris** just isn't as hot as it is on the Game Boy.



SHOOT 'EM UPS

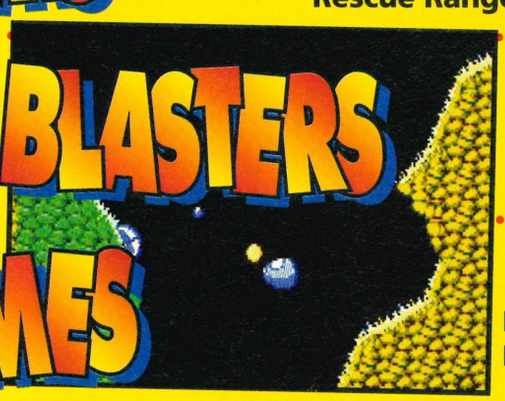


Not too many great shoot 'em ups on the NES, but **Smash TV**, **Burai Fighter Deluxe** and **Captain Skyhawk** will do the biz.

PLATFORMERS

Where do we start? All of these games are great fun – **Super Mario Bros 1** and **Super Mario Bros 3**, **Tiny Toons Adventures**, **Rainbow Islands** and **Rescue Rangers**.

PLATFORM BLASTERS



Why not try **New Zealand Story**, **Probotector**, **Battletoads**, **Low G Man**, **Dragon's Lair** or any of the **Mega Man** games? They're all fab!

WEIRD GAMES

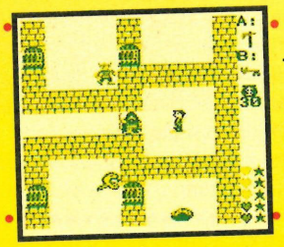
Great games that just didn't fit in anywhere else include the amazing **Elite**, as well as **Solar Jetman**, **Maniac Mansion** and **Star Wars**.

GB

SNES

There are loads of sporty types on the Game Boy, the best being **Tennis** and **Golf** from Nintendo. There are lots of footie games around, but only **Super Kick Off** makes the premier league.

Super Tennis and **Super Soccer** really are super. There are loads of golf games, like **True Golf Classics**, **PGA Tour** and **Hole In One,** but the Super NES is still waiting for a great golfer.



The Game Boy isn't ideal for giant adventures, but **Fortress of Fear**, **Dr Franken** and **Ultima** deliver the goods.

Zelda 3 is one of the best games around on any system, and **Soul Blazer** is another excellent adventure. Others include the flawed **Addams Family** and the very beautiful **Another World**.

Moving into top gear are **F1 Race**, with four-player adaptor, and **Super RC Pro Am**, also for four players. **Days Of Thunder**, **Ferrari** and **World Circuit Series** fail to qualify.



Top Gear, **F-Zero** and **Super Mario Kart** are all great fun, but **Super F1 Circus** and **F1 Exhaust Heat** are a bit average.

If you want a fight on a Game Boy, **Turtles – Fall Of The Foot Clan** is about the best, but **Double Dragon 2** ain't bad. **WWF** and **WWF 2 Steel Cage Challenge** are strictly for die-hard grapple fans.

Street Fighter 2 is top of the heap, of course. Also-rans are **Battle Blaze**, **Final Fight** and **Rival Turf**.



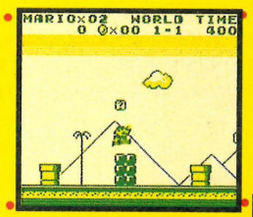
The best puzzle game around, **Tetris**, comes free with the GB. Apart from that, **Solomon's Club**, **Othello** and **Boulderdash** are terrific. Would-be Tetrises, **Boxxle** and **Daedalian Opus**, are too hard.

Krusty's Super Fun House and **Lemmings** are great. **Bombuzal** is okay but the SNES has no Tetris yet.

Nemesis and its sequel, **Interstellar Assault,** are fab. **R-Type** and **Parodius** are good blasts too. Stranger offerings like **Mercenary Force** and **Ghostbusters 2** are just a little too, er, strange.

For a great blast on the SNES, check out **UN Squadron**, **Gradius 3**, **Super Aleste** and **Super Smash TV**. Not so hot but still worth a look are **Parodius** and the very pretty **Axelay**.

Roll out the amazing games: **Super Mario Land**, **Super Hunchback**, **Parasol Stars**, **Bart Simpson**, **Bill And Ted** and **Tiny Toons.** Phew!

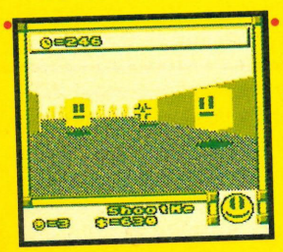


All 96 levels of **Super Mario World** are the ultimate in platforms, but if you do fancy something else (Why?) **Joe 'n' Mac Caveman Ninja** is nice looking but lacks the meat of Mario.

Platform blasters to blow you away include **Probotector**, **Castlevania 1 and 2**, **Battletoads**, **Batman** and **Batman 2**, **Robocop 2** and **Hyper Lode Runner**. Platforms love the GB, don't they?



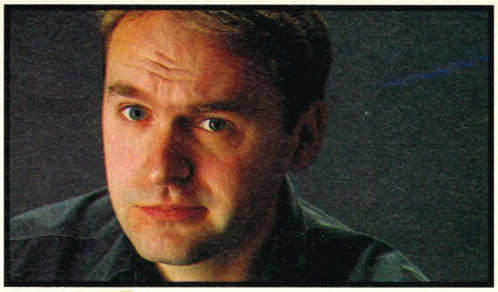
Super Ghouls 'n' Ghosts is ace, **Super Probotector** just oozes heavy hardware and **Dragon's Lair** is great too.



Odd but great things on the GB are **Dynablaster**, **Revenge Of The 'Gator**, **Faceball 2000**, **King Of The Zoo** and **Chessmaster**.

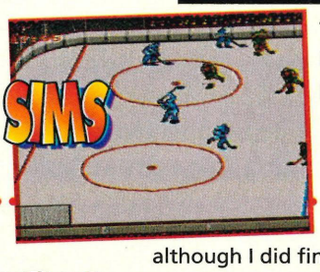
Unquantifiable but unmissable things on the SNES are the fab flying game **Pilotwings** and the very brainy, but still fun, god game, **Sim City**. **Actraiser** is good stuff as well.

NES





SPORTY SIMS



The only NES sport sim worth a damn is **Blades Of Steel**. It's got speed, precision and a vicious two-player game. I like **Super Kick Off**, but only as a head-to-head – solo games are useless, and it needs a joystick.

Despite some flaws, I still love **Kick Off**. It's fast, smooth and in two-player mode it's a riot. Apart from that, there's **Blades Of Steel**. It's not the most advanced game ever but it all just hangs together so well. I don't really fancy anything else much, other than the odd game of **NES Open** with old Chris Buxton over there.

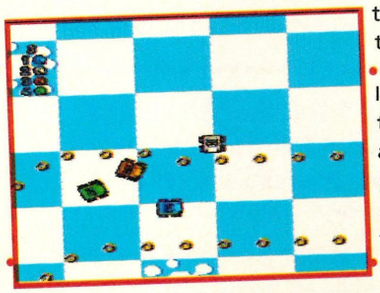
ADVENTURES

I'm not really into adventurey games, although I did find myself oddly attracted to **Shadowgate**. Things like **Battle Of Olympus** and the **Zelda** games leave me cold, although **Dizzy** is much more fun. Overall, **Maniac Mansion** gets my vote here.

I loved the **Zelda** games – they kept me amused for ages, but I also enjoyed **Swords And Serpents** a lot. But at the end of the day my favourite has to be **Solstice**. It's huge, the graphics are unbelievable, and the puzzles are just puzzley enough to avoid frustration.

RACERS

Most of the cockpit-view NES games (like **Rad Racer**) are nob. Thankfully, we have games like **Micro Machines** and **RC Pro-Am**. Both of these are fab, but **Micro Machines** just steals it due to the well funny two-player mode.



I don't think it'll come as any surprise to learn that **Micro Machines** is my all-time favourite. The courses are great, as is the choice of vehicles, and while one-player mode is fab, two-player mode is fab-o-brill.

BEAT 'EM UPS

I must admit to being spoiled here, because after SF2 nothing else comes close. All the **WWF** games are unplayable, games like **Double Dragon** grow dull after only a few goes, and the old classic, **Punch Out,** is *too* old. Don't ask me why, but I really enjoyed **Turtles 2** and **Roller Games**.

Oh dear. There's not exactly an abundance of NES beat 'em ups, is there? I could mention the **Double Dragon** games, but why bother? Actually, when you think about it, there's absolutely no reason why a beat 'em up fan would want to go out and buy an NES. What a tragic situation!

PUZZLERS

I love puzzlers and the NES has some stonkers! **Boulderdash** is a superb game (although it does naff me off quite quickly). I really enjoyed **Kickle Cubicle** and played it to death – sadly, that only takes a day or two. No, for long-lasting fun **Lemmings** is the biz: a miraculous achievement on the old eight-bit box!

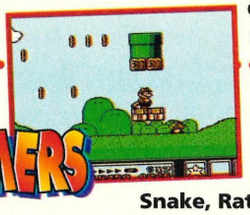
Tetris is as fab as ever (although still not as good as the spectacular Game Boy version). My favourite, though, is **Lemmings**. Despite being on an 8-bit machine this is every bit as good as any other version I've seen. Heaps, of levels, a perfect difficulty curve and great graphics. This is truly a classic game. Yummety yum yum!

SHOOT 'EM UPS

Now we're talking! Shooters are fab and the NES has one or two good 'uns. Without doubt, my fave is **Lifeforce** (aka **Gradius 2**) but it's hard to find these days. My second choice would have to be **Top Gun –** it's dead impressive and brilliantly playable (unlike the sequel which is stupidly hard).

Even after all this time, I'm still a great fan of **Solar Jetman**. It's such a good idea and the movement is superb. For all-out blasting action, though, you can't beat an occasional quick session on **Smash TV**. It does get a bit repetitive after a while, but if you're feeling wound up it's the perfect tension reliever.

PLATFORMERS



No prizes for guessing the number one game here! **Super Mario Bros 3** is stupendous – easily on a par with Super Mario World on the SNES. Its closest rivals are **Snake, Rattle 'N' Roll** and **Bubble Bobble**, but these aren't really in the same league.

I think it has to be **Super Mario Bros 3**. It's a massive game and even though it's on the NES it's nearly as huge, involved and downright playable as **Super Mario World** on the SNES (no mean feat). There are other good platformers for the NES, like **New Zealand Story** and **Bubble Bobble,** but SMB3 is the one for me.

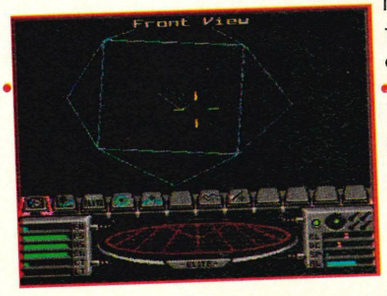
PLATFORM BLASTERS

I'm spoiled for choice here. **Probotector**, **Battletoads**, **Low G Man**, **New Zealand Story**, **Bionic Commando** – they're all fab. However, for me it's a toss-up between **Robocop 2** and **Star Wars**. I think **Star Wars** just pips it cos unlike Robo it's a real challenge.

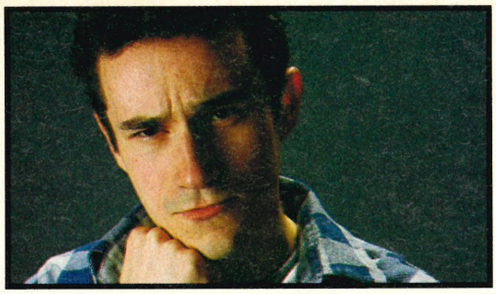
I first played **New Zealand Story** on an ST years ago and thought it was great. When I heard it was coming to the NES I was doubtful, but blimey, is it good! In fact, it's better than good, it's brilliant. Don't be fooled by its cute looks – this game is one of the toughest you'll find on the NES.

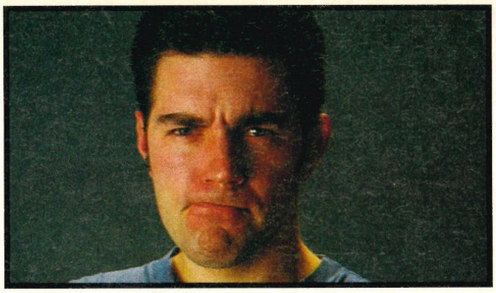
WEIRD GAMES

Defender Of The Crown, **Solar Jetman** and **Excitebike** are a few of my faves. However, my all-time fave odd-ball cart has to be **Elite**, a superb conversion and a stunning NES game in its own right.



There's nothing really strange about NES games. So instead I'll choose a classic that made me go all wibbly at the knees. It's **Elite**, the legendary 3D space shoot 'em up with a heavy dose of strategy built in. This is, and always will be, a classic.





SPORTY SIMS

I don't like the NES footie or tennis games, so I'd have to choose between **NES Open** and **Blades Of Steel**. Both are really playable but **NES Open** just edges it. It has three different courses and tournaments, lots of opponents and a save game facility.



Sorry, Chris, my old chum, I'm with you on this one – it's **NES Open** all the way for me. Athletic sims turn my stomach and I can never to get to grips with Football sims. As for tennis, knocking four pixels around ain't my idea of fun. The old saying that anything Mario touches turns to gold held true for NES Open.

ADVENTURES

I have to say adventures aren't my cup of tea. I slogged through **The Legend Of Zelda** but didn't enjoy it. **Battle Of Olympus** is more fun but it's too hard. I prefer **Dizzy,** as the puzzles are do-able and it's more friendly than other NES adventures.

Ah, there's nothing like a good adventure. I mean, look how much fun the Famous Five had drinking all that ginger beer. Unfortunately, I crawled through **Zelda 2** and despised every single hour of it. The only adventure game I've managed to get my head around was **Solstice,** but unfortunately that had no save game.

RACERS

Without a doubt, the best NES racer is **Micro Machines**. The one-player game is superb – loads of different vehicles and tracks, and some tricky computer opponents. Two player head-to-head is even better, as I am the uncrowned King of Micro Machines in the TOTAL office.

It's gotta be **Micro Machines**. The real things were fab, but people always came along and trashed yer favourite tracks. This is by far the most addictive, competitive racer around on the NES. The two-player mode is an added bonus.

BEAT 'EM UPS

To be honest, anyone who fancies a fight on the NES is hard done by. The **WWF** games are cheesy, as are the **Double Dragon** ones – why did they make sequels? **Punch Out** is about the best one that I can think of, but it's still too basic and doesn't have the fun of a two-player option.



Beat 'em ups on the NES? Hmm, there's not a lot to choose from. I loved **Double Dragon** when it first came out in the arcade, but the only NES beat 'em up I've enjoyed was **Turtles 2**, and that's had its day.

PUZZLERS

All the good NES puzzle games have been pinched from other computers. **Tetris** is okay but ain't a patch on the Game Boy version. **Lemmings** isn't bad either but the original didn't send me wild with delight anyway. Nope, my vote goes to dear old Rockford in **Boulderdash** – it's a big challenge and it's big, BIG fun.

This is one area that the NES doesn't do too badly in. I really liked **Lemmings** from the moment I saw the title screen. Although there are only 14 Lemmings on the go at any one time, it's still got all the puzzle-power of its 16-bit counterparts. The game isn't as visually stunning as it is on other formats, but it's still excellent.

SHOOT 'EM UPS

Captain Skyhawk is a varied, fun little blaster, but the graphics don't thrill me. However, **Smash TV** is a great blast, and more than makes up for its average looks in gameplay. And it's great as a two-player game too!



I don't know about all that double-fisted action stuff, but heck, it's a good game, that **Smash TV**. It's always the simple ideas that work the best – and you can't get much simpler than running around a square room wasting everything in sight, just to win a bit of money and a VCR unit! Beats the pants off You Bet!

PLATFORMERS

Mario rules NES platformers, and **Super Mario Bros 3** is just phenomenal. It's very challenging, with a massive amount of levels, loads of secret bits, cute graphics and, oooh, just go out and buy it. It's fab!

Super Mario Bros. 3 is easily Nintendo's platform champion. The game can be finished without completing all the levels, so there's plenty to go back for. All the secret rooms and stuff are hidden well enough to pull a few surprises, and the gameplay is almost faultless. The best Maz game ever!

PLATFORM BLASTERS

New Zealand Story is a perfect conversion of the original coin-op, and even though it's not a hardware slugfest like **Probotector**, I think it's still the most playable platform blaster around on the NES. I couldn't believe it when I first saw it – it's the best version of **NZ Story** on any system. Totally amazing!

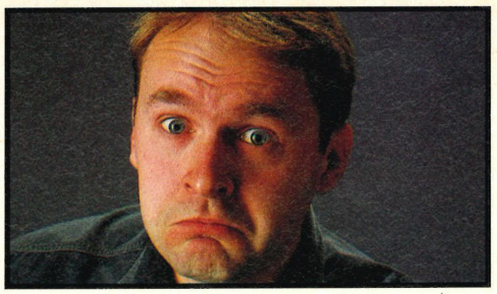
If you fancy leaping around the place, picking up awesome weaponry and then blasting lumps of lead and lasers in every direction, give **Probotector** a look. No, actually, give it two looks. It's just as good as on the Game Boy and Super NES, although of course it's not as pretty as on the later machine.

WEIRD GAMES

Oh no, what do I pick here? I've got two faves: **Solar Jetman** or **Elite**. Can I have two, please? *(No, you can't – Steve.)* Right, well, it'll have to be **Elite** then. It's a huge, enormous game, and reaching the rank of Elite will take ages. But it's friendly enough for anyone to play and it's one of the best games ever.

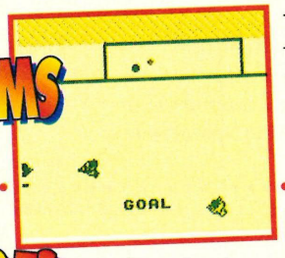
I'm still waiting for the NES version of that ever-popular party game, Twister. Let's face it, you can't get much weirder than that! Oh, hang on, you mean games that don't fit in any other categories? In that case, **Solar Jetman**. It's got some pretty strange gameplay but it's dead good.

GAME BOY





SPORTY SIMS



There are a few sporty titles that try too hard, like **Blades Of Steel**, **Kick Off** and **Track And Field**. However, my ultimate top-o-the-heaper is **Tennis**. It's tennis pure 'n' simple but has a gorgeous two-player link.

Two of the golden oldies, **Golf** and **Tennis,** are still keeping me going. They're not very sophisticated but the massive playability more than makes up for any shortcomings. Again, as I'm a big **Kick Off** fan, I like it on the Game Boy too, but be warned, it's not quite as good as many of the other versions around.

ADVENTURES

Adventures don't work well on the GB – they're better when you can sit and ponder them, make maps and such – you can hardly do that on the move! However, I've got to pick one so I will: **Dr Franken** is pretty good, but **Gargoyle's Quest**, a tough, sprawling monster, gets my vote.

I reviewed **Dr Franken** way back in issue 5 and thought it was the best thing around, and since then nothing's come along to beat it. It's completely brilliant, looks great and has a fair old challenge lurking beneath its very pretty exterior. Yep, no doubt about it, Frank's quest for his girlie is quite simply amazing.

RACERS

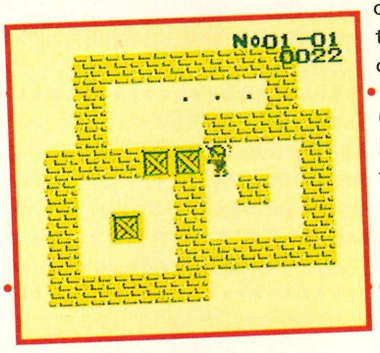
The GB has quite a few racers, and most of them are better than those on the NES! **Ferrari Grand Prix Challenge** is dross; **F1** race is fast and fun, but only in the multi-player mode; **Days Of Thunder** is dull; but **RC Pro-Am** is a lovely little wheel-spinner. Not really quick, but well playable – smart linker-upper too.

F1 Race is a hoot, especially when you use the four-player adaptor. But it does get incredibly hard and puts you off it a bit. A friendlier but equally enjoyable race game is **RC Pro Am**. Because of the 45-degree viewing angle it's a bit tricky to see what's coming up, but you get used to this and the game gets better and better.

BEAT 'EM UPS

There are surprisingly few body-slammers on the GB, and most are pretty poor. **Double Dragon** I hate, ditto for **WWF**, which doesn't leave much. **Terminator 2** sort of fits the bill, along with **Turtles 1** and **2**. And in that case, I'd have to plump for the first (and best) sewer-dweller.

I'm not very keen on GB beat 'em ups but I did get hooked on **Turtles – Fall Of The Foot Clan**. The sprites are large and well animated, and there's plenty going on. It's a bit on the easy side, but to be honest I enjoy playing it to completion more than once.



PUZZLERS

The GB really comes into its own here. **Boxxle 1** and **2** are good, so is the hair-pullingly tough **Kwirk**. **Tetris** is brilliant, of course, but everyone goes for that so I'm picking **Solomon's Club**. Brilliant puzzles and smooth gameplay put it well on top.

Qix still gets me going but the best one of all is **Tetris**. It's by far the friendliest and slickest version of **Tetris** ever created. In fact, it's probably my favourite game, of any type, on any machine.

SHOOT 'EM UPS

For a machine that doesn't like scrolling, there are enough GB blasters around. **Burai Fighter** is a smart shooter, and **Parodius** is a laff. Even the appalling-looking **Solar Striker** is worth a bash, but if it's real rock-hard alien-wastin' you want it has to be **Nemesis 1** and **2**, with the sequel just out on top.

Probotector is a marvellous game on the Game Boy. Plenty of frantic leaping around and loads of baddies. But for classic blasting fun, try **Nemesis**. It's a traditional horizontally scrolling jobby which is as playable as it is good-looking. Power-ups and action galore.

PLATFORMERS

Aargh! So many platformers, so little room! The platform games I really get on with are **Bart Simpson's Escape From Camp Deadly**, **Tiny Toons**, **Super Hunchback** and, my all-time favourite, **Super Mario Land**. This lovely little game has everything you could ever want from a platformer and is just *sooo* playable!

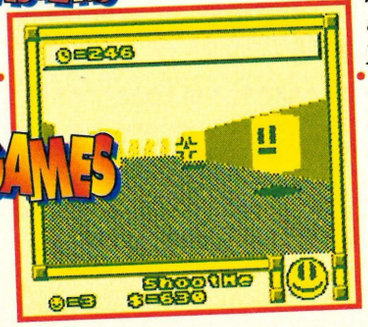
Super Mario Land is one of the best but (wash my mouth out with soap) I can never really be bothered to see it through to the end. No, I actually prefer the utterly brilliant **Super Hunchback**. It's full of humour, plays like a dream, provides plenty of challenge and it's so addictive. If you only get one platformer, get this.

PLATFORM BLASTERS

Of course, if you want platforms *and* action, you'll want one of these: **Batman 1** and **2**, **Castlevania 1** and **2** or **Probotector**. But which one? They're all pretty fine , but I'm going for **Probotector**. It's a super-slick, high body-count jump 'n' waste 'em up!

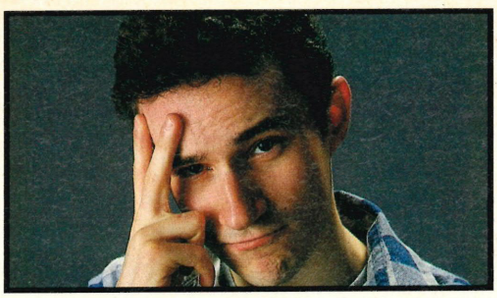
It's not strictly a platform blaster but I'll include it anyway. It used to be called **Nebulus** on the home computers, but Game Boy owners will know it as **Castelian**. A little character jumps his way up a 3D rotating tower, shooting things and avoiding the many pitfalls. Very weird, but very entertaining.

WEIRD GAMES

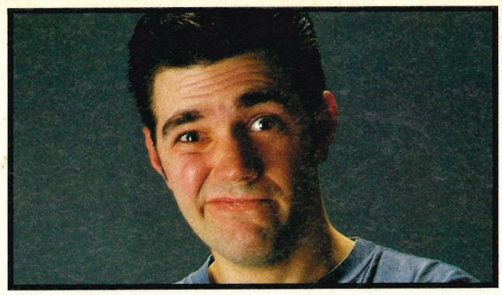


The GB has more weird games than any other machine, but I'm picking **Bill And Ted's Excellent Adventure** because it's more than a puzzler and not *just* a platformer. And it's *excellent*, too!

Um, er, dunno really. Ah yes, got it. One of the weirder games on the Game Boy is **Q*Bert**. It may not be everyone's cup of tea (you jump around blocks trying to change their colour) but I think it's fab. It's an update of an old arcade game and it's completely absorbing. If you've never seen it, go and try it out. You'll love it.



I could never get to grips with any of the footie games on my Game Boy – they're all a bit too cramped and you can't tell what's going on. **Tennis** is my fave GB sportster – you've got great control over placing the ball and when you link up with two players it's great (so long as no-one uses that service cheat!).



Just when I was about to say I hated all Game Boy sport sims, Steve slapped a copy of **Tennis** in my hand. Erm, the rest of the categories are gonna have to wait now cos this one's so darn fab! It's got all the things you'd expect to have in a tennis game like... Um, a ball, and, er, a net, oh, and lots of other tennisy things.

SPORTY SIMS

Didn't like **Gargoyles Quest** – too unfriendly. Didn't like **Duck Tales** – well, I did but it's too easy. I did like **Dr Franken**. It breaks new ground for Game Boy graphics, and as well as that it's a testy adventure. Add to this a built-in map, logical puzles and some ace programming and you've got my fave GB adventure.

Yep, you can put me down for **Dr Franken** as well. It's a massive game, with dreamy sprites and smashing backgrounds, and is an absolute pleasure to play. It takes a while to get into, but once you're there you'll find there's no shortage of things to do.

ADVENTURES



The Game Boy's four-player adaptor turns race games into something special – and no other machine can do it. **F1 Race** is a good Formula One racer, and you get the adaptor free, but I'd still plump for **Super RC Pro Am** because it's a lot sillier. Screechy corners, oil slicks and speed-ups all make for a neat little racing game.

Finding three other people with the same game is a bit of a joke, so that puts **F1 Race** out of the window. **RC Pro-Am**, on the other hand, is slick enough not to need other players joining in, so I'll go for that.

RACERS

D'you know, I can't think of any great beat 'em ups on the Game Boy. Okay, it's not be the best machine for them, but you'd think there'd be just one decent one. Just like on the NES, the **WWF**s are boring and **Pitfighter** is very sad. If I have to pick one I'd go for **Turtles 1,** but it's more of an arcader than a fighter.

There doesn't seem to be a great deal in the way of beat 'em ups on the Game Boy, apart from wrestling games, and there's no way I'd recommend anyone to get a wrestling game The closest game to this category that I like is **Battletoads**, which ain't strictly a beat 'em up but is still brill.

BEAT 'EM UPS

Solomon's Club is a brill game and worth splashing out on, but if you ask me the best Game Boy puzzler comes free with the machine. You can't fault GB **Tetris** – it's the best version on any computer or console, and every GB owner knows how simple yet addictive it is. Even my mates, who hate video games, love Tetris!

It came free with the Game Boy, and I still reckon it's the best puzzler there is. **Tetris** is timeless and you can always go back to it to better your score. Another thing in this one's favour is that it's a Game Link Pak – and everyone's got it! Nintendo really knew what they were doing when they stashed this in the packaging.

PUZZLERS

Jimbo's been waffling on about how amazing **Gradius Interstellar Assault** is but I haven't had a chance to play it yet. So, for a no-nonsense blaster I'd pick **R-Type**. It's a superb copy of the original game and has all the goodies you expect from a modern shoot 'em up – add-ons, big bosses and tough levels.

No way, Chris. **Gradius Interstellar Assault** is easily the bestest, fabbest, grooviest shooter around. It's palm-sweat from start to finish, with power-ups so meaty they'll make you turn vegetarian! That **R-Type** stuff is history once you get a load of this. (Ah. maybe I'd better keep my copy under lock and key.)

SHOOT 'EM UPS

Super Hunchback is excellent, and newie **Parasol Stars** is growing on me each time I play it, but right now **Super Mario Land** is still tops. Even though I've finished it lots of times, I still love it. The platform levels are demanding but not impossible and the shootie bits spice it up. And it's miles better than the sequel.

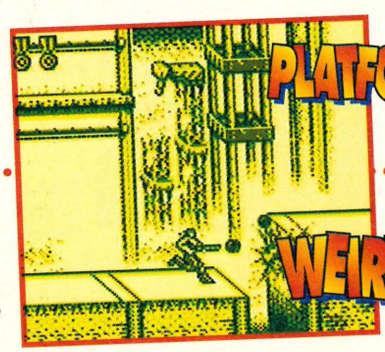
Ah yes, it's **Super Mario Land 1** for me any day. Every now and then I have to go back to it for the end-of-game music. So what if everyone's finished it? Everything about it is so perfect for the Game Boy – unlike Super Mario Land 2 which is far too easy and sadly let the Mario dynasty down.

PLATFORMERS

Whether you call it **Operation C** or **Probotector**, this game is the best platform blaster around. It's got left-to-right scrolling levels, top-down levels, massive bad guys, rock-hard power ups and is a big challenge to finish. Oh, and did I mention that the graphics are fab? No? Well they are, and the sounds are spot on too.

You won't do better than **Probotector** for pure blasting action. It's tough, just like these games should be, and is especially worth getting if you're a fan of the arcade or NES versions.

PLATFORM BLASTERS



Despite the fact that I hate proper pinball in the arcades, there's something nice about **Revenge of the 'Gator** on the Boy. But I'd have to go for **Dynablaster** as it's very simple but stonkingly good fun and has tons of levels to plough through. And two-player games don't come much better than Dynablaster.

If anyone liked the old Spectrum and Beeb game, **Mr Do**, there's a fantastic GB conversion available. Mr Do is highly addictive, and the gameplay is so gripping you'll have a job putting it down.

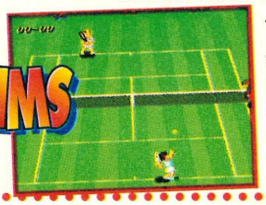
WEIRD GAMES

SNES





SPORTY SIMS



The SNES isn't exactly loaded with sport titles, but it does have some of the best: **Super Soccer**, **Kick Off** and, the TOTAL team favourite, **Super Tennis** – brilliant control and possibly the best one-on-one gameplay ever.

I only really play one sports sim on the SNES and that's **Super Tennis**. I've played quite a few tennis games on various formats but this is head and shoulders above all of them. The range of moves and options and the feeling of actually controlling where you place the ball is unsurpassed. It'll probably never be bettered.

ADVENTURES

Zelda III – A Link To The Past is the obvious contender here, but I thought it looked a bit on the tedious side. Unofficially, of course, there are dozens to choose from: **Drakken** (naff), **Lagoon** (dull), **Y's III** (sort of), **Final Fantasy 2** (a bit too easy) and my choice, **Soul Blazer**. Tricky, neat and well playable.

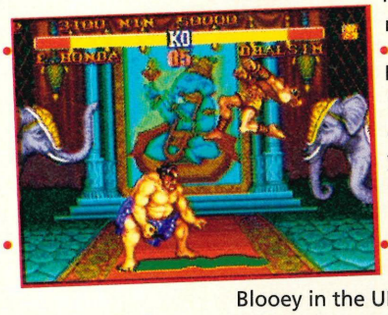
Adventures can really frustrate me, but the one that's impressed me the most on the SNES is **Zelda 3**. I loved the NES Zelda games and the SNES game is a worthy sequel. Lots of clever little quests and managable puzzles make it incredibly playable. **Soul Blazer** looks nice but it's just a Zelda 3 clone if you ask me.

RACERS

Ooh, this is a toughie. I'm not overly keen on **Mario Kart** – two-player mode or not. **Top Gear** is a stunning achievement but (I found out later) is a bit too easy. No, I'm gonna be really dull and recommend **F-Zero**. It's two tears old and is still the most wonderful racer you can play.

F-Zero was always a hoot, but I must admit I used to get bored with it after a while. No, I prefer playing **Top Gear**. It's fast and furious enough when you play alone, but use the split screen mode and the adrenaline pumps like nobody's business. A brilliant racing game that shouldn't be missed.

BEAT 'EM UPS



Street Fighter 2, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**. Get the message?

Before the SNES was officially released I enjoyed **Final Fight** a lot, but then along came **Streetfighter 2**. What can you say about this that hasn't been said already? The best beat 'em up ever, no doubt about it.

PUZZLERS

It's still early days for the SNES, and puzzle games aren't really its forte. There's **Bombuzal** (also known as **Ka-Blooey**), which is a chronically old Amiga game. **Lemmings** is a fine game, but I just about prefer **Krusty's Super Fun House**. It looks gorgeous and plays like a dream.

Bombuzal (soon to be released as Ka-Blooey in the UK) is an old SNES game but I never really liked it. **Lemmings** is a much better game, and while the Super NES version suffers a little from slow-down, it's still darn playable. Add the usual great **Lemmings** graphics and it's a scrummy brain teaser.

SHOOT 'EM UPS

Axelay? Naah, too clever for its own good. **Parodius**? Too silly – and not hard enough either. **Super Smash TV**? Well, it's very shooty, but it can grow tedious. **Gradius III**? Superb, but not available officially. **UN Squadron**? YES! This is the acest of aces, the most maroon of Red Barons. Tough and beautiful (like me!).

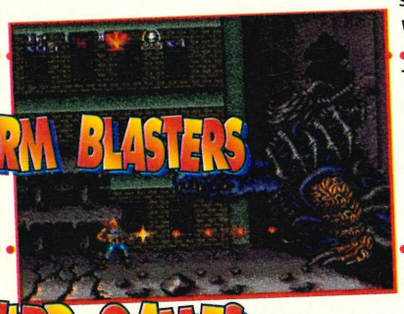
The early shoot 'em ups like **Super R-Type** and **Gradius** were impressive but kind of disappointing. Now, though, we have the likes of **Super Smash TV** and **UN Squadron** to get our teeth into. **UN Squadron** looks stunning and plays really well, but in the all-out blasting action stakes **Super Smash TV** is the tops.

PLATFORMERS

Oh yeah, very close this is going to be! We've got the decidedly average **Addams Family** (mind you, the sequel is much better), **Dinosaurs** (easy-peasy), the not-very-platformy **Prince Of Persia** and, of course, the stultifyingly spectacular **Super Mario World**. No competition, is there?

Mmm... Many SNES platformers are well above average, until you play **Super Mario World**. With its 96 levels, incredibly varied scenery and challenges, and Mario's new range of abilities, this is *the* platformer to play. I do occasionally play **Prince Of Persia** as well, though – the SNES version is just as good as the rest.

PLATFORM BLASTERS



This one's trickier – a toss-up between **Super Ghouls 'n' Ghosts**, **Super Probotector** and **Dragon's Lair**. They're all lovely-looking and very hard. Ooh, I dunno, I'll go for Super Probotector, cos it looks so amazing.

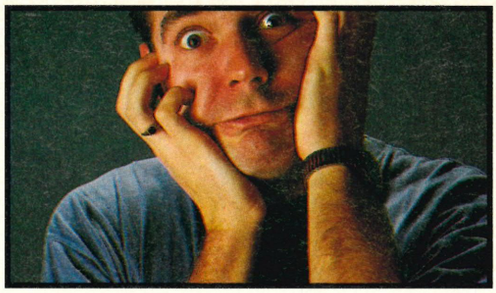
Shooty-type games are getting pretty good now, but I've still not seen anything to touch **Super Probotector**. It's graphically incredibly imaginative, the gameplay is tough and stupendously frantic, and the guardians are all very different, with each one requiring a different range of skills in order to defeat it.

WEIRD GAMES

You can't get much weirder than **Mario Paint** (it's crap, though.) **Paperboy 2** is odd (and also crap). The **Rocketeer** is strange (and equally naff). Looks like there's no competition: **Pilotwings** is a decidedly weird flight trainer, but it's absolutely fantastic to play.

Pilotwings. What a fantastic idea. Using the stunning potential of Mode 7, this flight/parachute/jetpack/hang-glider/helicopter simulator has to be seen, and played, to be believed. It's different, but it's also absolutely stunning. What's more, the difficulty curve is perfectly structured. Absolutely superb!





SPORTY SIMS

Super Tennis, **Super Tennis**, **SUPER TENNIS**! There is only one sport sim on the SNES as far as I'm concerned – this the best-looking and most playable tennis game yet seen on any system or in any arcade. There are so many shots available and the tournaments are testing. It's a terrific sportster and I love it to death.

It's no good, **Super Tennis** has got me addicticted too. How such a simple looking game can be so gripping I really don't know. But the fact of the matter is, it's fab! I've yet to have a bash on any of the Japanese baseball games, so for the meantime I'll stick to the excellent Super Tennis.

ADVENTURES

I may not be too keen on the Zelda games on the NES but on the SNES it's a different story. **Zelda 3** is jaw-droppingly impressive, packed with beautiful graphics and full of little missions to complete. The overall quest is enormous and will take ages to finish – and it'll take me until the tenth of never the way I'm going.

I get bored easily. Games that have you wandering around for ages, picking things up, putting things down and reading lots of useless wibble, do nothing for me, but **Zelda 3** is far from a run-of-the-mill adventure. It's totally enrossing, with loads of dicing and slicing thrown in for good measure.

RACERS

Wah! What do I want? **Mario Kart's** jolly japes are okay but I don't think the actual racing is anything special. As for **Top Gear**, I still reckon it's the best two-player racer around, but it's not **F-Zero,** is it? Nope, the only one for me is the fastest Mode 7 demon this side of hell – the wonderful F-Zero**.**

Top Gear's the one for me – speed's on the menu the moment you see that green light. I thought **Super Mario Kart** was all well and good for two players, but when you're on your tod the novelty wears off very quickly. Top Gear, on the other hand, is brilliant with either one or two players.

BEAT 'EM UPS

I thought **Battle Blaze** was fun when I first saw it, but I finished it in a couple of goes and then **Street Fighter 2** appeared. It's simple, the games are short, yet **SF2** is incredibly competitive. I can still waste hours at a time on it.

Not that long ago I thought that games in which you just punched and kicked another guy were incredibly dull. Then I was introduced to **Street Fighter 2**. The first comment I came out with after playing for an hour was 'phlerble-phlerble', closely followed by 'right then, one more go'. You'll get some mileage out of this one.

PUZZLERS

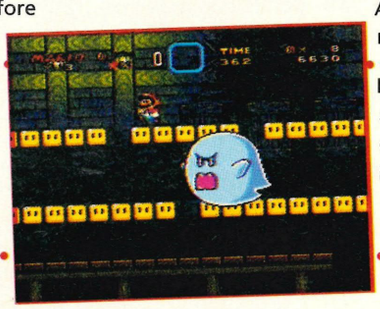
I've not played many puzzle games on the SNES, and there haven't been many puzzlers on official release. **Lemmings** is an original puzzle game but the frantic scrolling about the screen can get confusing. I prefer **Krusty's Super Fun House**, as I reckon it's easier to play, looks nicer and is much more fun than Lemmings.

People very rarely splash out 45 quid on a puzzle game unless it's exceptionally good. It's probably for this reason that there aren't that many about. **Spanky's Quest** is reasonable but gets very tedious. **Lemmings** is the only one I could confess to enjoying. It's not quite as smooth as on other machines but it's still good.

SHOOT 'EM UPS

Including all the crummy Japanese and American carts, there are tons of shooters to choose from. I'd go for **UN Squadron** as it's stuffed full of giant enemies, great backgrounds and add-on weaponry. But as well as this stuff, your plane can survive a few knocks before falling – which makes it all more playable.

I've always been a big fan of top-down scrollers. When I saw **Super Aleste** I squealed with delight. It's just a big excuse for stonkingly hot power-ups and Mode 7 at its finest. I thought **UN Squadron** was great, but Super Aleste impresses your chums like nothing else can.



PLATFORMERS

I'm sorry, but I think **Super Mario World** is the biggest pile of rubbish ever. And I think the Queen is a man, and the moon is made of cheese and... Hang on, I'm not fooling you, am I? **Mario** is incredible. Easily one of the best SNES games around.

Dragon's Lair is excellent, with a tough challenge. Sadly, it doesn't flow as well as **Super Mario World**, so the king of platforms gets my vote. Mario's a bit easy but is still the best.

PLATFORM BLASTERS

Super Probotector may not seem as sophisticated as other games – it's just a blaster – but it shows what the SNES can do better than almost any other game and is full of tough baddies to vape. Yes, it's nasty designer violence, but what the heck, hand me my joypad and flak jacket.

Just like on the GB and NES, **Probotector** wins hands down when it comes to bouncing around platforms – it's the ultimate game for nasties, guns, and shocks that will put you in an early grave. I like guns, me, so this futuristic blood bath is right up my street.

WEIRD GAMES

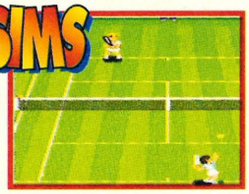
Sim City impressed me, but I never had the patience to sit down and play it properly. I think the best 'weird' game by far on the SNES is **Pilotwings**. The Mode 7 graphics are simply stunning and the game is instantly playable. Even after playing it for ages I still go back to play it, because it's such a relaxing game.

There's nothing better than waking up at two on a Sunday afternoon, wandering downstairs, cranking up the SNES then plummeting 3000 feet from a bi-plane. Yep, if it's weirdness you want, the truly engrossing **Pilotwings** is the business. If it's Mode 7 you want, the stuff is here in abundance.

THE WINNERS!

With no regard for personal safety, TOTAL proudly presents The Winners! We fought, we squabbled, Steve tried to pull rank. Now that the dust has settled, view at your leisure the hottest games for your Nintendo.

SPORTY SIMS



There's two clear winners here, but NES was a bit of a toss-up.

SNES **Super Tennis**
GB **Tennis**
NES **NES Open**

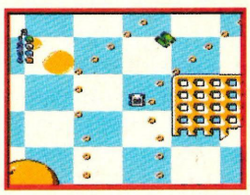
ADVENTURES



NES caused problems here as well. The others were close to majorities.

SNES **Zelda 3**
GB **Dr Franken**
NES **Solstice**

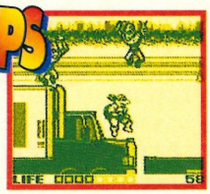
RACERS



It was a bit close between Top Gear and F-Zero but TG just got it.

SNES **Top Gear**
GB **RC Pro-Am**
NES **Micro Machines**

BEAT 'EM UPS



Do you get the impression Steve's got a thing for Street Fighter 2?

SNES **Street Fighter 2**
GB **Turtles 1**
NES **Turtles 2**

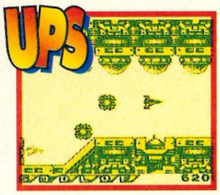
PUZZLERS



It was a close one on the SNES, but a winner had to be chosen.

SNES **Lemmings**
GB **Tetris**
NES **Lemmings**

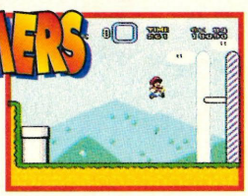
SHOOT 'EM UPS



We're all firm converts to the Game Boy Nemesis sequel now.

SNES **UN Squadron**
GB **Nemesis 2**
NES **Smash TV**

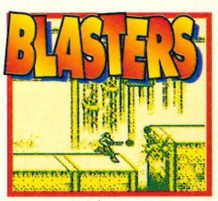
PLATFORMERS



Hmm, slight Mario domination, but who can blame us?

SNES **S. Mario World**
GB **S. Mario Land 1**
NES **S. Mario Bros. 3**

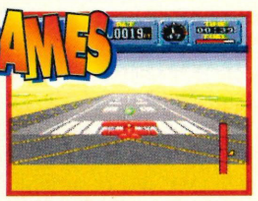
PLATFORM BLASTERS



The office NES had to work overtime before the winner was singled out.

SNES **S. Probotector**
GB **Probotector**
NES **N.Z. Story**

WEIRD GAMES



All the team had different views on these, apart from Pilotwings.

SNES **Pilotwings**
GB **Dyna Blaster**
NES **Elite**

Next Month

There you have it. The nine best games of all time for each machine. Okay, so none of the team are speaking to each other now, but at least the essential collection for your Nintendo is there in black and white – oh, and red. Next month, we're going to attempt the impossible and strip these blighters right down to their undies to find the ultimate game for each console. Hurrah!

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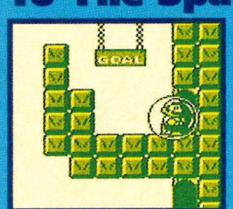
SUPER MARIO

It's here at last! Super Mario Land 2 bursts onto the Game Boy in a blaze of glory. But how does it compare with its illustrious predecessor?

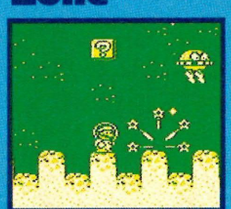
The whole picture – Mario mapped out

What's where and how to get there in Super Mario Land 2

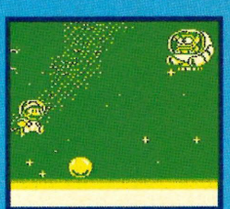
To The Space Zone



For the Space Zone, take the top exit from the Hippo stage.

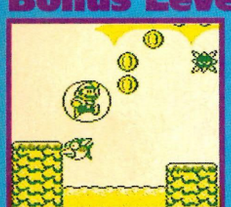


What's happened to that famous Mario Land atmosphere?



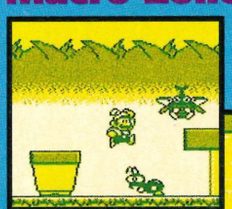
This is the hardest boss of the lot. You'll beat him in two goes!

Bonus Level

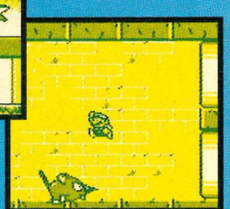


Bubble trouble. The sky's the limit when Mario hops inside this.

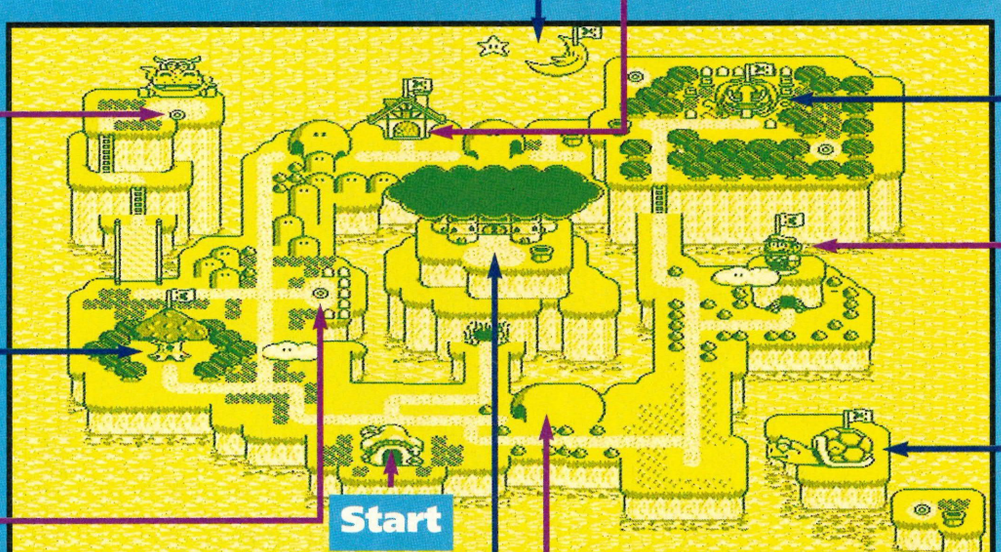
Macro Zone



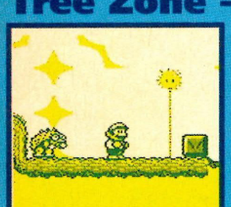
Ear, ear, bunny hat, do your stuff.



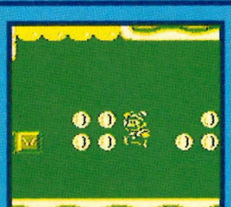
This scurrying guardian's a dirty rat!



Tree Zone



One quick bounce and this dude's history!



Gonna have to cash these coins in soon.



Don't get into a flap. Hover and drop on him.

Castle Level

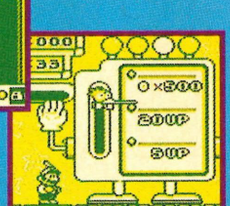


The entrance to the final (and only hard) level.

Fruit Machine

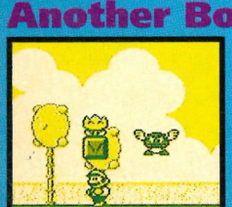


The more coins, the bigger the prizes.



Play the bandit to win power-ups and lives.

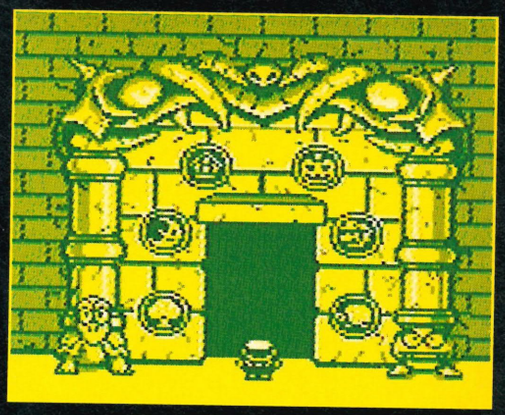
Another Bonus Level



There are plenty of power-ups on this scrolling bonus level – as long as you stay alive,

LAND 2

For Game Boy **From Nintendo** **Price £30**



Right then, this is where it all starts. Don't forget to wipe your feet on the way in.

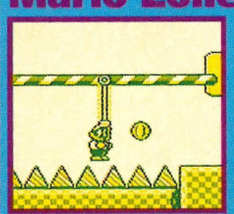
Pumpkin Zone



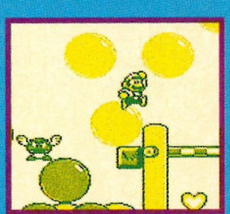
For spins, jump and pull down.

This is spooky stuff. It's partly pot luck.

Mario Zone



Will you bleaz, bleaz, bleaz gedov by dose.

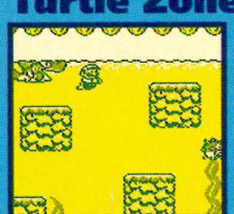


Mario goes for a hearty pole vault.

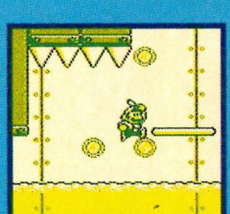


Mario has a game of 'piggy in the middle'.

Turtle Zone



In the drink again. Where's me flippers?



If... I... Can... Just... Reach... That platform.



Boo! It's octo-boss!



When you've found a quaint little spot on the map, press a button to enter that zone. Once in, complete the stages one by one.



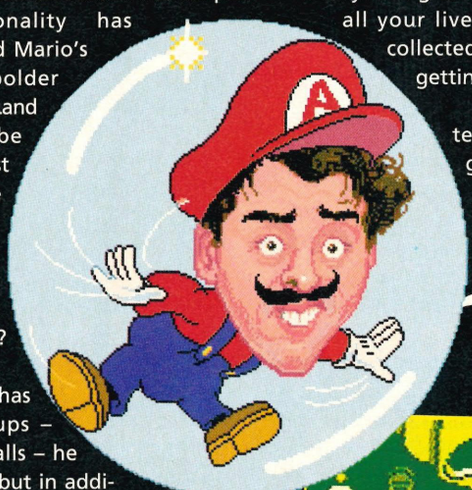
Mario's getting a bit too big for his boots, naming a whole zone after himself. Sadly, this zone is all rather superficial.

Hurrah! Everyone's favourite Nintendo platform personality has returned, and Mario's looking bigger and bolder than ever. Super Mario Land 2 will undoubtedly be heralded as the biggest Game Boy release of the year, and it certainly looks good enough to justify that title. But is it as good as the excellent Super Mario Land 1? Read on and find out!

. Good old Maz still has the familiar power-ups – mushrooms and fireballs – he had in the first game, but in addition to that, one nibble on a magic carrot and he pops a bunny-ears hat on his bonce. Okay, so it sounds a bit daft, but don't scoff, cos it gives you invaluable controlled descent when you tap the jump button quickly.

There are six levels to complete before you can enter the final Castle Level, each consisting of between three and five stages. At the end of every level you're given a coin. As long as you don't lose all your lives, you keep the coins you've collected. The six coins are the key for getting into the Castle at the end.

This all sounds like familiar Mario territory. All of the levels in the game are nice and varied, and the gameplay has all the Mario



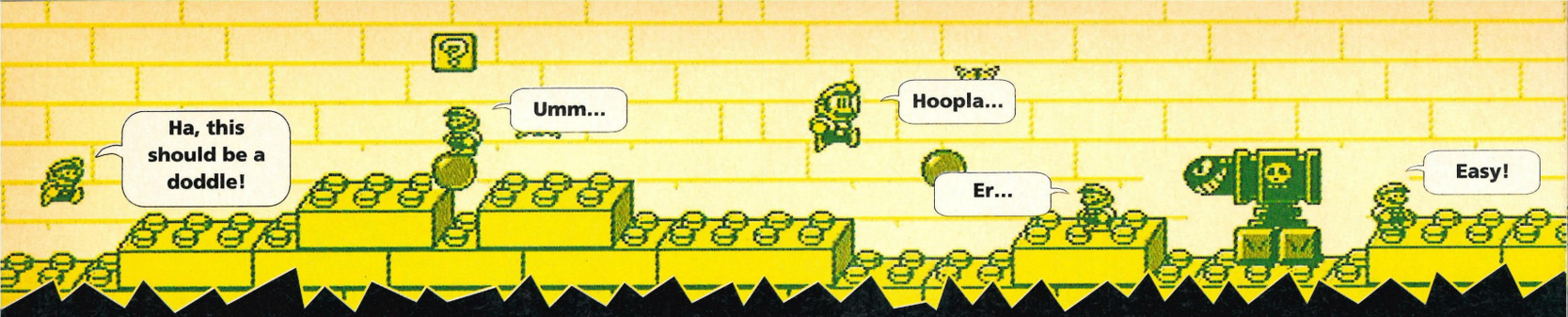
Hurrah, I thought – this one's going to be even better than the first one. Um, but it's not!



Hey, Mario, come back. I didn't mean what I said about your silly hat... Er, I mean aviation headwear. Oh, go on then, sulk!

TOTAL! TEK-SPEX

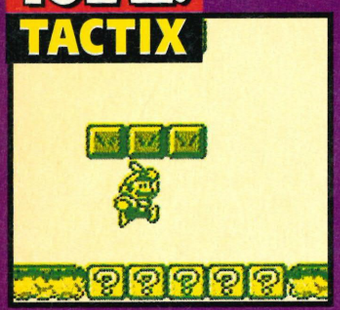
Game	Super Mario Land 2
Levels	28
Difficulty	Easy (two settings)
Continues	Battery back-up
Release date	January



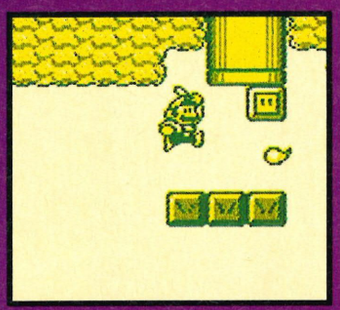
TOTAL! TACTIX

Yum! Lovely Macro-zoney cheats!

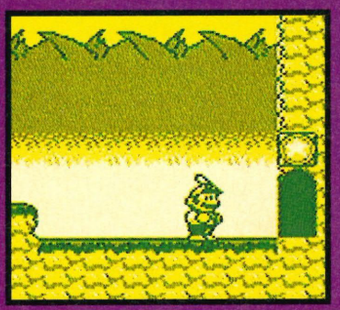
This little cheat in Macro Zone's quicker than taking the stairs...



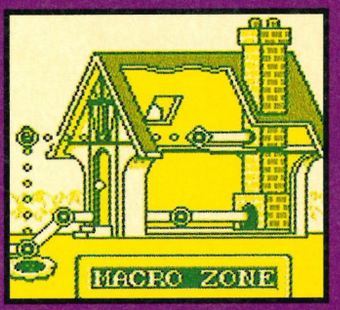
1 Bop around here to make the blocks appear.



2 Blast the blocks away to uncover the tube.



3 Walk along till you reach this door at the end.



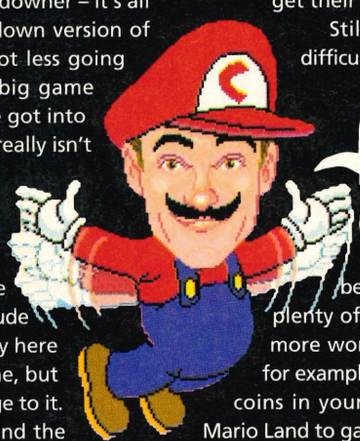
4 Wahay! A short cut, and a bonus level in between.

magic. However, it has one major downer – it's all too easy. The game is like a cut-down version of Super Mario World, but with a lot less going on in each level. It looks like a big game from the outside, but once you've got into it you find to your surprise that it really isn't that massive.

The levels aren't demanding enough and only give you something to chew on when you get to the Castle at the end – the abode of the mysterious Mr W, an ugly dude with a W on his hat. The gameplay here is easily the best in the entire game, but unfortunately there's only one stage to it. With the exception of one boss and the Castle stage, no serious gamer is going to get their knickers in a twist over this.

Still, in spite of the disappointing difficulty level, Super Mario Land 2 can't be dismissed out of hand. There are plenty of nice touches to make the game more worthwhile, like the Fruit Machine, for example: when you've got a tidy stash of coins in your pocket, you can go off to Las Mario Land to gamble, gamble, gamble. This gives you more incentive to pick up those luvverly jubbly coins. The trouble is, when you finally emerge, about twenty lives the richer, there's an overwhelming feeling of, 'what's the point?'

Mario himself has now got a bigger sprite – probably caused by getting fat on his earlier successes – and this works well most of the time. The vertically scrolling screen works less well – it's too stomach-churning and tends



This isn't a patch on Super Mario Land 1. I wasn't really sure about Mario's new sprite, either

'SHROOMS
Looks different enough to distinguish it from the first game. Save game facility. Great sounds

GLOOMS
Only the last stage has any real challenge. The secret passages are all far too obvious

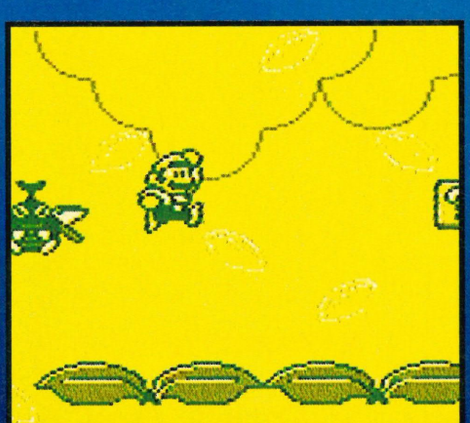
TOTAL! TACTIX

Have a heart and get a life, man!

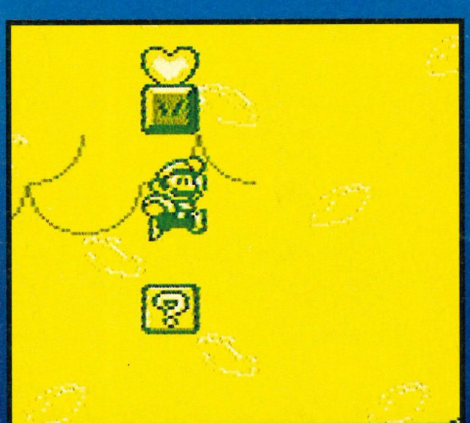
Live to fight another day in three easy steps...



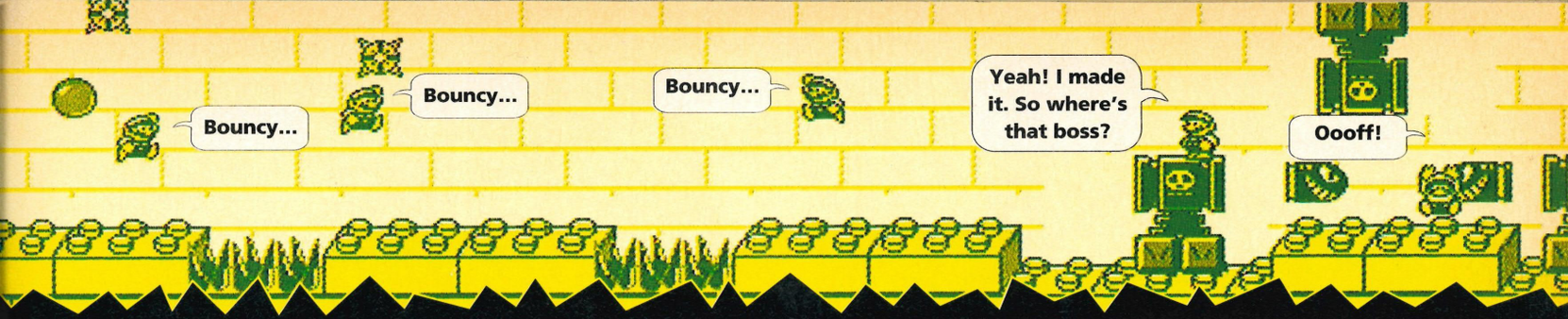
1 Once you've got this zone in the bag, if your lives stash is looking low pop back to this point to replenish them.



2 If you die at any point, quickly pause the game and press select to get back to the zone map without losing a life.



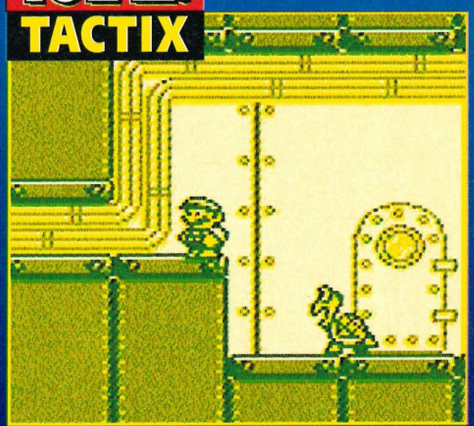
3 Get on top of the first bonus block and bop the invisible one above your head. Grab the heart, pause, and get out.



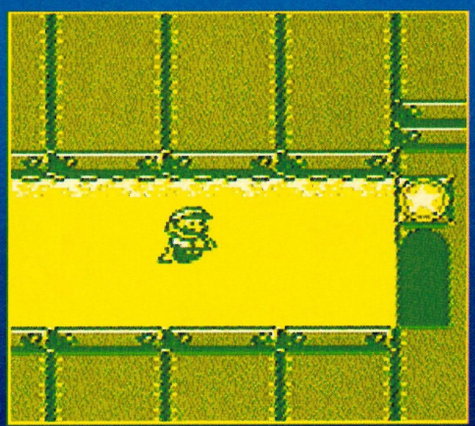
TOTAL! TACTIX

I only have isles for you!

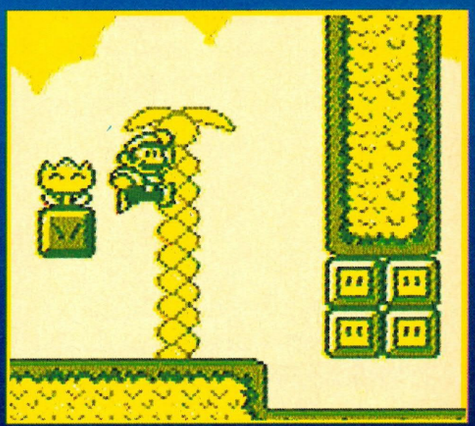
Here's how to get to that little island at the bottom of the map...



1 About half way through this stage is a passage to take you to the island.

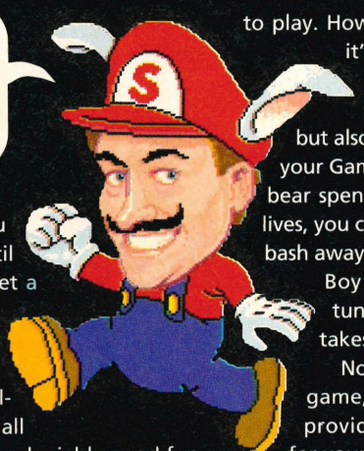


2 Follow the path, preferably without dying, and you'll find this secret exit.



3 When you reach the island, get the fireball power-ups and blast through.

It's a nice big game but the levels need to be a lot harder for the game to give you any mileage



to make your eyes go wibbly. As for the sounds – well, you can't fault 'em. Just wait until The Ambassadors of Funk get a load of these!

All in all, as a first game for your 'Boy, Super Mario Land 2 will provide an excellent training ground. It's got all the usual Mario stuff and is undeniably good fun to play. However, for more experienced gamers it's doomed to be a weekend-wonder. Sad, but true. The battery back-up saves not only the levels you've done but also the lives you had when you switched your Game Boy off. This means that if you can bear spending an hour of boredom collecting lives, you can grab the six end-of-level coins and bash away at the Castle section until your Game Boy is happily chirping out the closing tunes. (And setting it on the 'easy' mode takes the challenge out of it altogether!)

No, if you're thinking of buying a Mario game, Super Mario Land 1 provides much more game for your thirty quid. **JAMES** TOTAL!

SUPER MARIO LAND 2

Looks

■ Mario's new threads are smart. It's well animated, but there's not much going on

Sounds

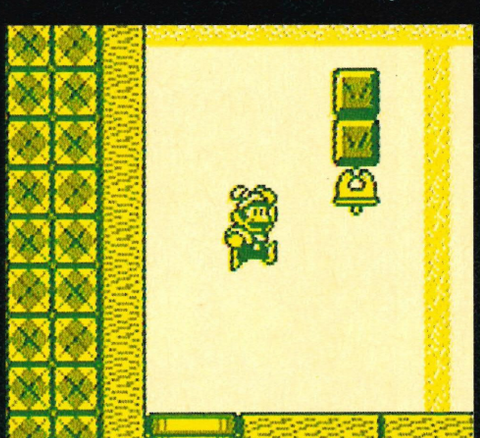
■ Nintendo do know how to make a Game Boy sound fab! Typical Mario groovy tunes

Gameplay

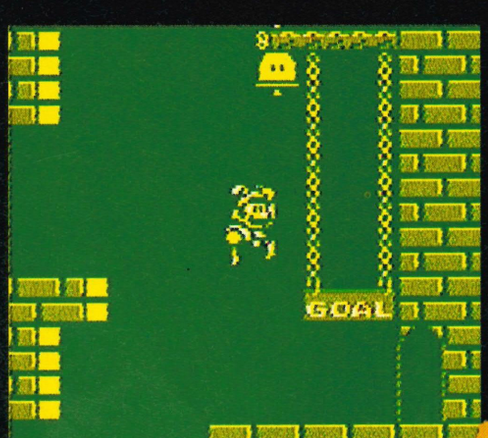
■ When a game's got little challenge, it's not going to be teeming with gameplay

Life span

■ You might as well get the black suits now. You'll be burying this in three days



These bells are the equivalent of Super Mario World's goal posts. If you die afterwards, this is where you'll restart.

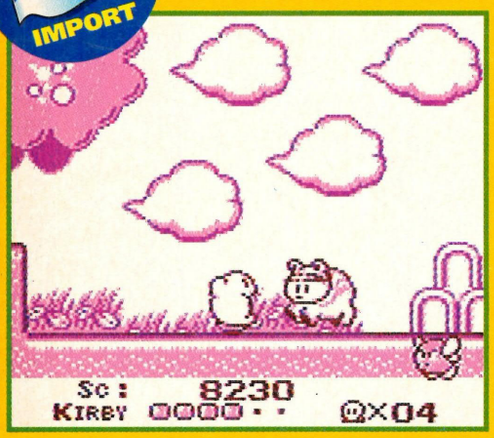


At the end of each level there's another bell by the door. If can make it up that far and ring it, you qualify for the bonuses.

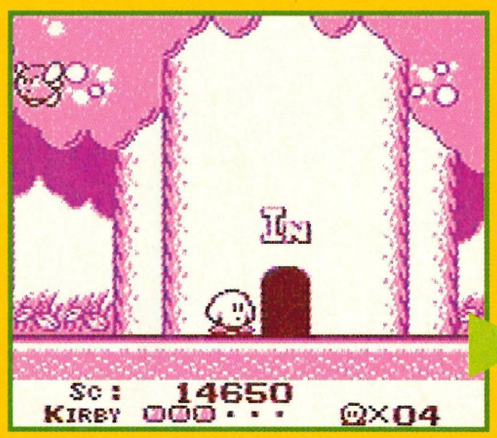


KIRBY'S DREAM LAND

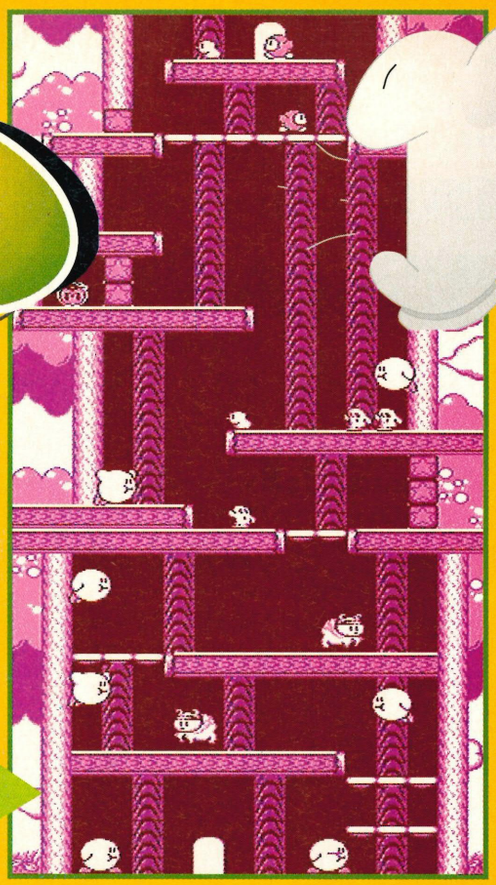
GREY IMPORT



Scarper, Kirby, it's the pigs! Kirby's got to tun away fast to save his bacon.



Now, what does that say? I... N... No, no idea. S'pose I'd better go in and find out...



... Life on the inside isn't very hazardous. Once you're airborne nothing can touch you.

For Game Boy (1 player) **From Hal Labs** **Price £20**

Kirby is a sort of inflatable bin-bag with feet, and he's got the task of recovering magic Twinkle Stars which have gone missing. Face it, who would you rather send to their doom against hordes of nasties – Arnie and his Uzi, or something impossibly cute-looking?

Here's the plot: Dream Land has got a crisis on its hands. An evil king has developed a craving for magic Twinkle Stars – the main source of food for the inhabitants of Dream Land – and has nicked 'em all. Our hero, Kirby, has the super powers of, er, a vacuum cleaner, so the job of tracking down the Twinkle Stars has fallen squarely on his shoulders. You use Kirby's amazing sucking powers to inhale baddies and then gob 'em out at anything that gets in the way of the chubby fella.

SUCKS
A highly original game, with great graphics, merry tunes, and lots of bounce!

SCHMUCKS
Totally devoid of challenge. The route through the game is far too obvious

This is one of the most imaginative platform games to appear in a long time. Kirby really does the business and his weapons make for some extremely original gameplay. But it's too darn easy! I played it all the way through in a couple of hours on my first go! It's also a real shame that your path through the game is so obvious. If you had to explore a bit, the game would last longer and present more of a challenge.

All this means that an otherwise excellent game creeps sadly off towards the 'completed' shelf. I just hope they bring out a sequel soon with a bit more in it, so that a decent game doesn't go completely to waste. **JAMES** TOTAL!

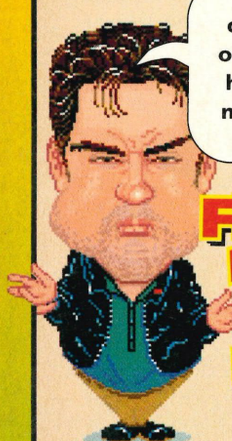
KIRBY'S

Looks
The tidiest platformer to appear in a long time. Nice clean animation

Sounds
Great FX and the sort of chirpy tune we have come to expect of platform games

Gameplay
Really original gameplay – but it's all too simple. No challenge, no gameplay!

Life span
Why did this have to spoil it? This game won't survive the first day's play

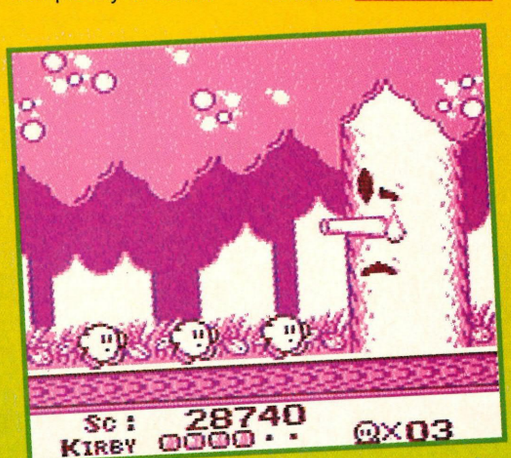


If wasn't so easy to complete this would be one heckuvagame! I only hope that a sequel with more of a challenge is in the pipeline

Final rating 39 Percent

TOTAL! TEK-SPEX

Game	Kirby's Dream Land
Levels	5
Difficulty	Easy
Continues	Infinite
Release date	Now: import



After you've pelted the Tree Boss with apples, two more Kirbys appear and do a tap routine!

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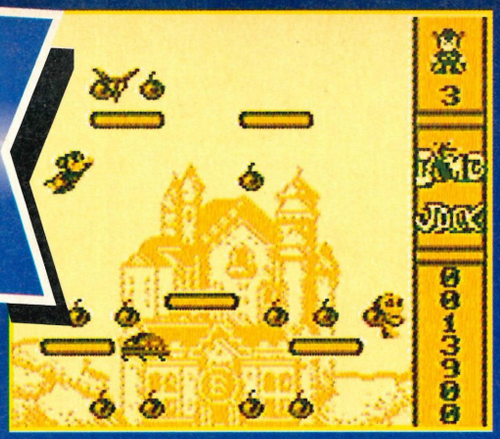
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BOMB JACK

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



Faster than a comet, stronger than an ox, sillier pants than Marks & Spencer. It's Jack!

What is it about the Game Boy that makes programmers dust the cobwebs away from ancient arcade games and slap them on the old green screen? Dunno, but as long as they turn out great little games like Bomb Jack, I don't care. Bomb Jack first came out eight years ago, but it still looks good.

The basic gameplay is pretty simple. Each screen is full of bombs, and Bomb Jack has to pick 'em all up while dodging the baddies trying to wipe him out. Once you've collected all the bombs it's on to another, trickier, level. There are also bonuses to pick up, which give Bombie extra lives or let him turn the tables on the nasties, just like Pacman. And if he collects the bombs in a certain order, while their fuses are burning he scores more points than usual.

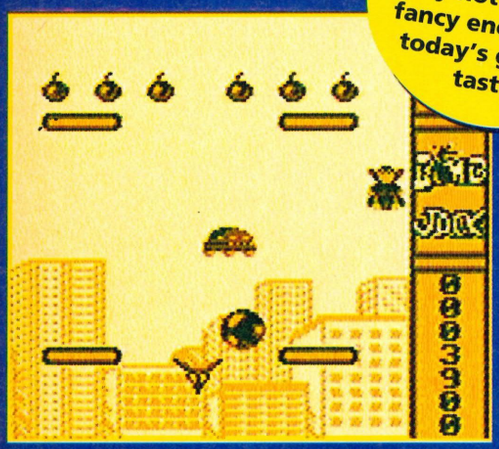
BOMBERS
Teasingly simple gameplay that's a superb little blast on the GB

BUMMERS
This old classic may not be quite fancy enough for today's gaming tastes

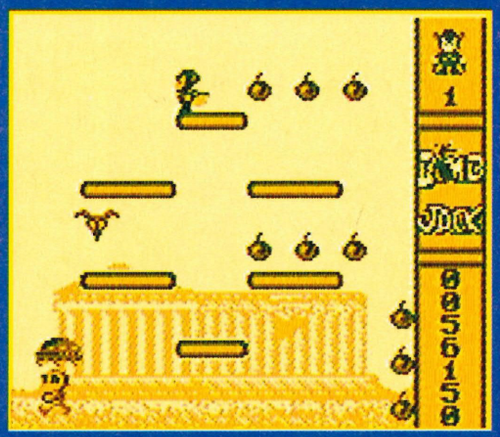
The first screens aren't too tough, and you soon learn how the baddies behave and how to control Bombie. The levels don't change much, but the baddies get cleverer – one lurks next to the only bomb you have left to defuse while the others chase you.

Bomb Jack doesn't have secret weapons, bonus rooms or end-of-level guardians, but it does have bags of gameplay, which is easy to pick up but tough enough to keep you at it. If you're after a simple yet compelling game you could do much worse than this. **CHRIS**

TOTAL!



With baddies in hot pursuit, Bombie's just got six bombs to collect to save the city.



Never mind the bombs, Jack's about to perform his triple-flip swan dive with pike.

TOTAL! TEK-SPEX

Game	Bomb Jack
Levels	60
Difficulty	Hard
Continues	2
Release date	Out now

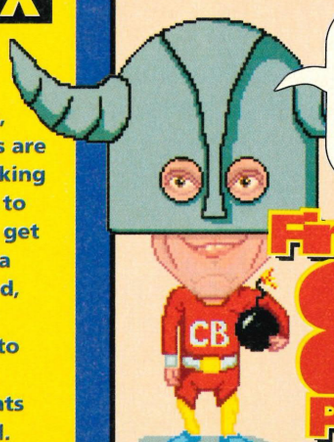
BOMB JACK

Looks
Jacko's tiny but moves well. The graphics won't set your eyes on fire

Sounds
Nice tunes, and good effects, but nothing which really stands out

Gameplay
A perfect copy of the original game which is loads of fun to play

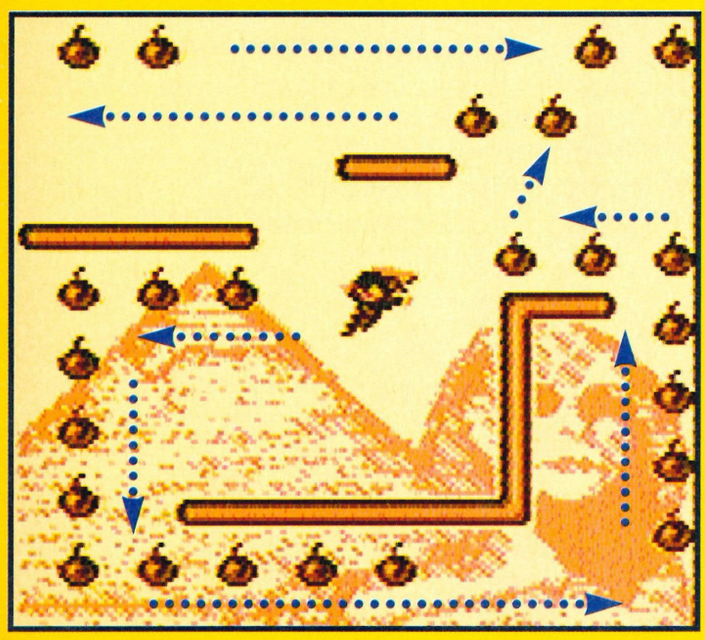
Life span
There are no guardians to beat, but like Tetris the levels just keep coming



A terrific conversion of a very playable old coin-op. Not as sophisticated as Parasol Stars but still packed with high-explosive gameplay

Final rating **84 Percent**

Bombing around the maze



TOTAL! TACTIX

If Bomb Jack can collect all the bombs on screen, whilst their fuses are lit he gets a stonking great bonus. But to do this he has to get all the bombs in a certain order. And, just to prove it, here's the route to take to score an extra 50,000 points on the sixth level.

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- For one player only
- System: NES

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TINY TOONS for GAME BOY!

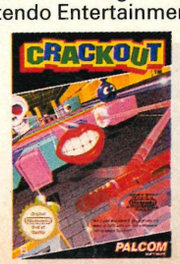
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- For one player only
- System: GAME BOY

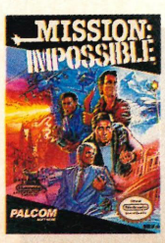
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The Simpsons
BART VS THE JUGGERNAUTS



Having left his skateboard far behind, Bart attempts to topple this Juggernaut from his perch.

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

Sorry, but if I have to review any more Bart games made up of crappy mini-gamettes, I am going to have a complete and utter (100% beef) cow, man. Bart's Nightmare on the SNES (see page 60) was particularly bad, but this one's even worse.

First gripe (and it's only a minor one) is that every time you start a game or you're waiting to begin a level, you have to wait for reams of tedious text to be displayed. You can speed things up a bit by repeatedly pressing START, but it's still a pain in the bum. It's not the pick-up-and-play stuff the Game Boy was intended for.

BARTS Amusing graphics in places. Some fairly entertaining levels, but unless you're a real Bart fan you'll feel robbed

FARTS Yet another Simpsons game marred by unresponsive controls. Boring intro screens. Nothing new at all here

The idea of the game itself is to take part in two events and try to win $10,000 to qualify for the next group. Hop, Skip And Fry isn't too bad, as you try to hop over the electrified parts of a maze, avoid opponents and place little balls in a net. But the next event, Crash And Bash, is really no game at all. Roll down a ramp on a skateboard, avoid a few obstacles, then try to kick a Juggernaut who's waiting on a pillar at the end. It's incredibly tedious and entirely devoid of fun.

If you can be bothered to progress further after that, then you'll probably carry on to finish the entire game, by taking part in the Bop Till You Drop, Shove Fest, Minefield Mayhem, Hammer Slammer and Doggie Dodge events, but I reckon it's pretty unlikely.

Bart Vs The Juggernauts is very simplistic, tricky to control, and for the most part frustrating. For short-term amusement it's bearable, but there are much better Game Boy titles out there, even if they don't have Bart in them. **ANDY**



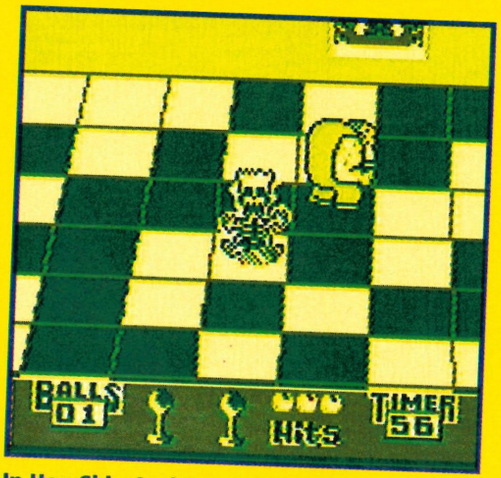
In real life, a pizza wouldn't really pose much of a threat to a skateboarder. Not so in this game. Avoid this succulent morsel.

TOTAL! TEK-SPEX

Game	Bart Vs The Juggernauts
Levels	8
Difficulty	Hard
Continues	None
Release date	Out now



This is the event selection board. From here, you can choose which utterly dire little event you'd like to enter next.



In Hop Skip And Fry you're not supposed to touch the black squares. If you do, though, the game will be over quicker (thank God!).

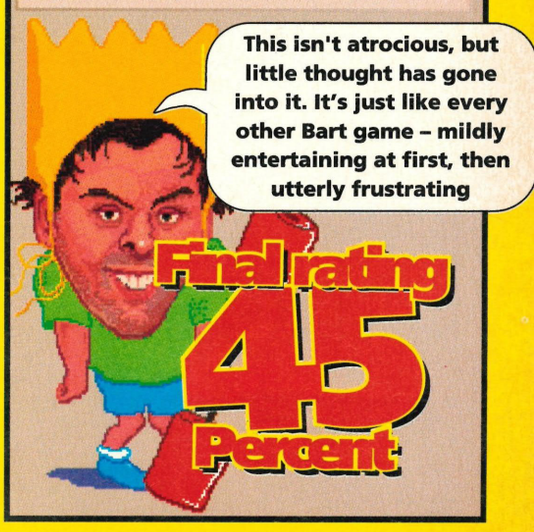
BART VS THE JUGGERNAUTS

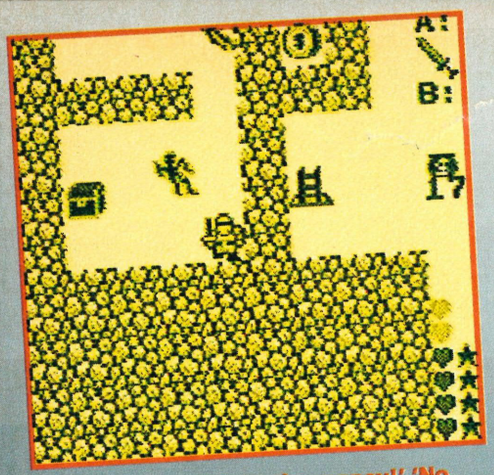
Looks
Some nice touches, but there's nothing really out of the ordinary. Standard fare

Sounds
Oh my word, what a surprise – some sampled Bart phrases and zany tunes

Gameplay
It's no worse than any other Bart game, but where's the originality?

Life span
It is pretty tricky, but I'm sure boredom will set in long before you finish it

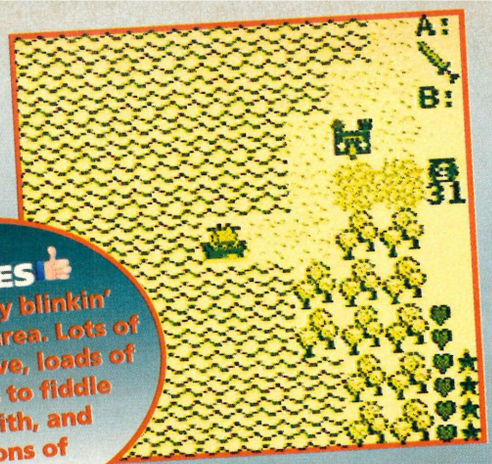




'Open the chest! Take the money!' 'No, kill the floaty skeleton!' 'Points make prizes!' All the great catchphrases...



Hey, it's Dr Cat's shop, where you can just hang out and buy a couple of useful things if you want. Ooh.



'Look, I'm not getting on a ship that size to cross a sea that big, no matter what blimmin' runes there are.'

RUNES

An absolutely blinkin' huge playing area. Lots of puzzles to solve, loads of odd objects to fiddle around with, and battalions of monsters

PRUNES

The small graphics aren't very appealing. It's far too easy to get wasted within a very short time. The combat isn't really very involved, either

ULTIMA

RUNES OF VIRTUE

GREY IMPORT

For Game Boy (1 player) **From** FCI/Pony Canyon **Price** £25

Long, long ago, back when Steve had hair, there was a land called Britannia. The people of this land had an annoying habit of trying to master the eight virtues of the Avatar. Sadly, eight runes, the symbols of the virtues, have been nicked by a geezer called the Black Knight, and it's your job to get them back.

Ultima is a huge adventurey-type game, with things to collect, stuff to buy, lots of sword-waving and spell-casting antics, and a battery back-up so you can turn off and restart exactly where you left off – it's like having a proper Amiga-style RPG on your little Game Boy!

Although it does have some drawbacks – it's very easy to die and the graphics are rather small – Ultima is massively recommended. If you want an involving, long-lasting, detailed and highly original RPG for your little yellow LCD pal, thoust best rusht outst and getst itst. Nowst. **ANDY**

TOTAL!

TOTAL! TEK-SPEX

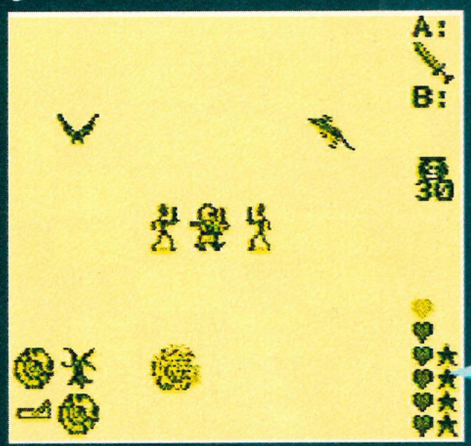
Game	Ultima
Levels	80
Difficulty	3 settings
Continues	Battery back-up
Release date	Now: import

What's in the room, then, mush?

And it came to pass that they came across a sign which said...



... Don't pick the mushroom! It sounds good, but don't, honestly! No, no...



... Too late. See what happens? Instant death at the hands of the Skinny Bros.

ULTIMA

Looks

■ The menu screens look nice, but the in-game graphics are just too small

Sounds

■ Warbly tunes and the odd spot effect. Pretty much like every other GB game

Gameplay

■ Lashings of it. Even if you actually get the runes, there's loads more stuff to see

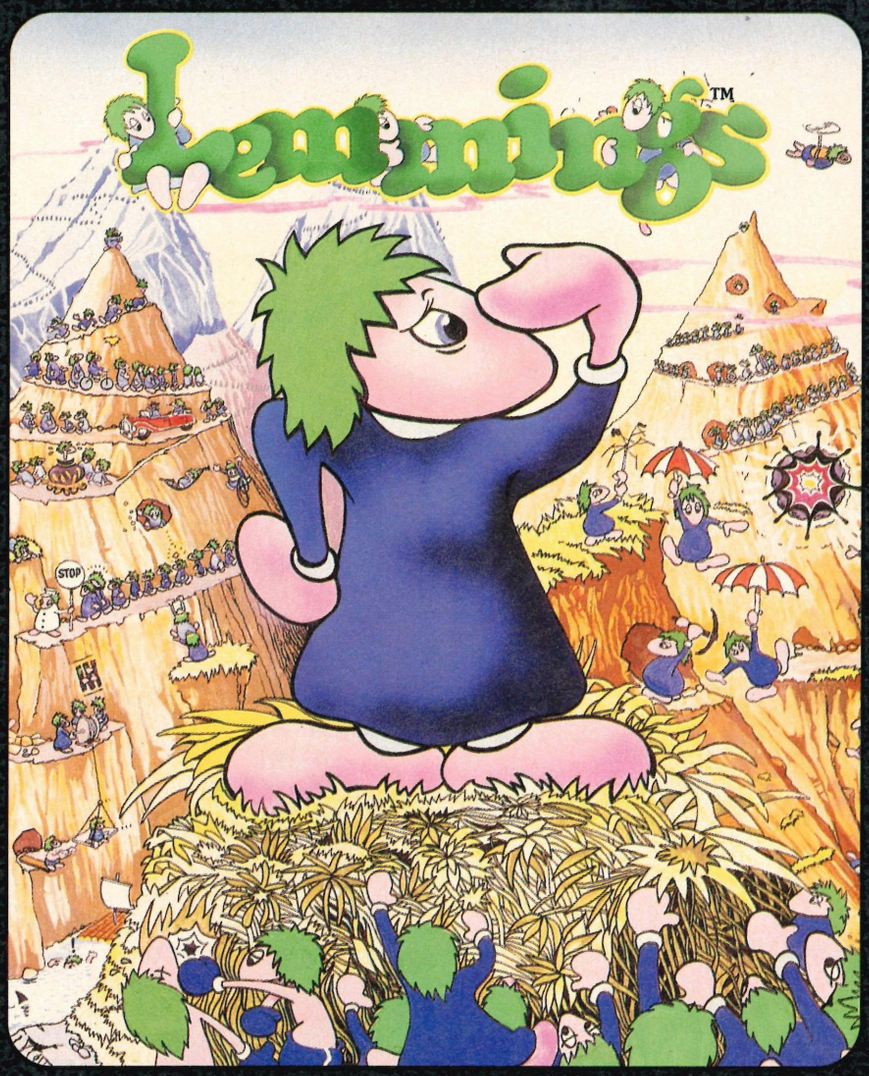
Life span

■ Once you're hooked, you'll carry on playing. Hooray for the battery back-up!



Sweep away the piles of platformers and shoot 'em ups and get RPGing with Ultima! You'll finish it or die trying, and enjoy every minute

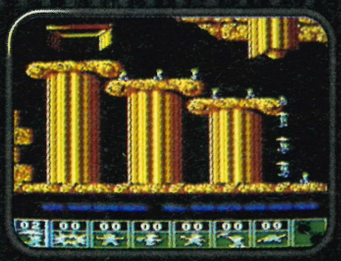
Final rating 84 Percent



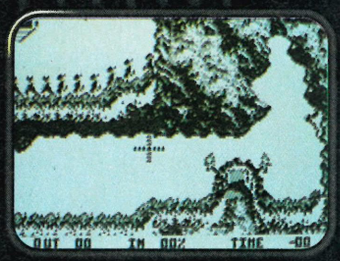
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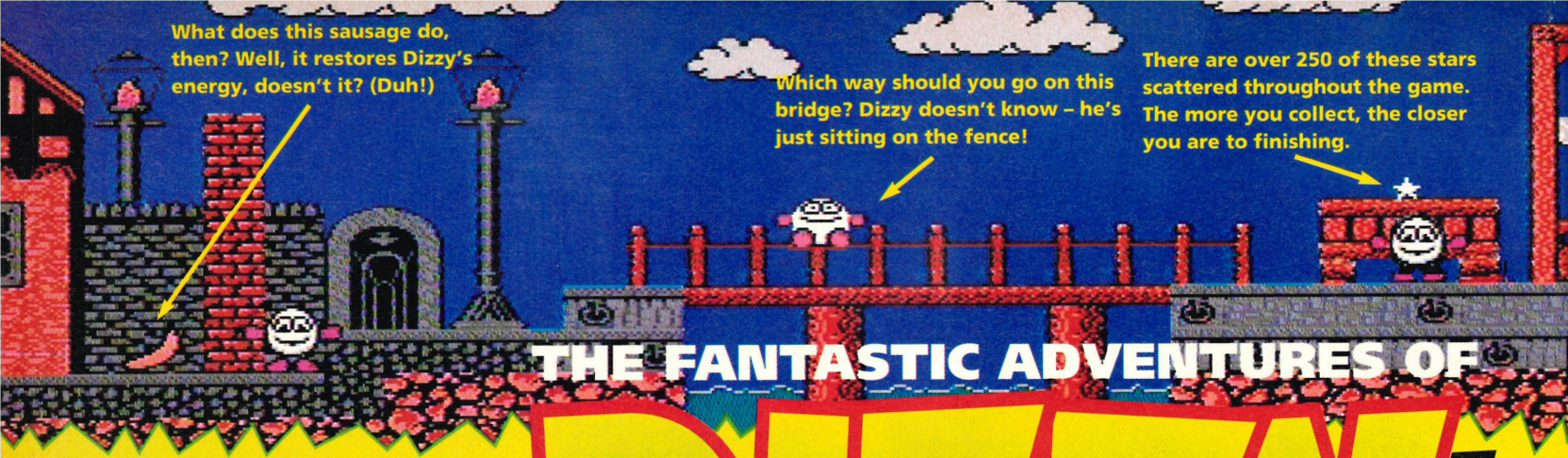
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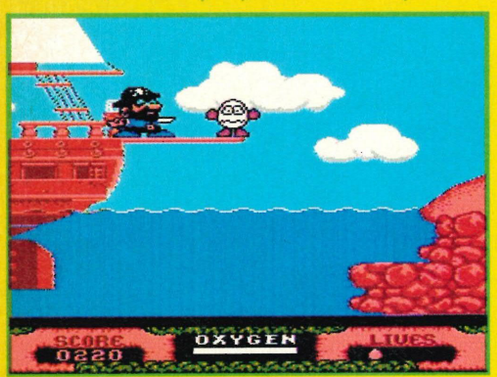
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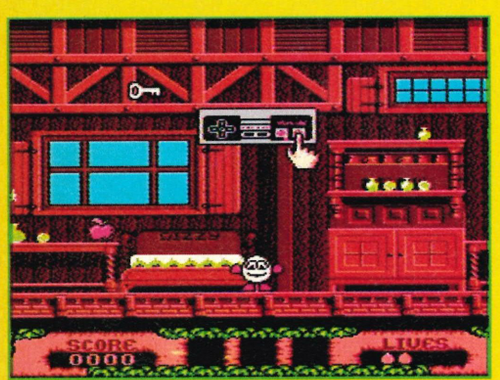
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THE FANTASTIC ADVENTURES OF DIZZY



'Okay, I made a mistake – that *is* your real beard. But admit it, it does look stupid. Er, I mean, silly. No, that's not what I meant... I'm allergic to water, y'know, Mr Pirate.'



If you leave Dizzy alone for a while in the early stages, a little control pad pops up on screen to show you what to do. Helpful, eh?

For NES **From** Code Masters **Price** £30

Oh no, it's huge personal disaster time for egg-shaped superhero, Dizzy. His girlie, Daisy, has been nabbed by Zaks, an evil wizard who has turned all the creatures in the land into fiendishly fiendish, er, fiends. To save Daisy, our Diz has got to get to a castle in the clouds, where the evil Zaks is keeping her prisoner.

Reaching the castle isn't going to be easy, though, cos Dizzy's got 1001 things to do before he even gets close to it. This game's a picky-uppy, putty-downy sort of quest, in the best arcade adventure tradition – Diz has to fetch certain objects, like a key, for example take 'em to a certain place, like a door, and then use 'em for a certain purpose.

EGGS
An enormous arcade adventure littered with excellent sub-games. Lots of places to explore and things to collect. A challenge which will last for ages

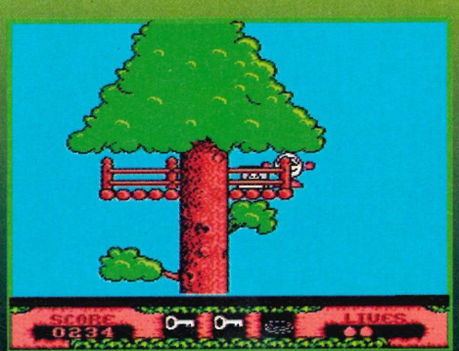
The idea may not be particularly original, but Dizzy makes up for it in plenty of other ways. It's a giant game, for a start, with a huge number of great-looking locations to explore, lots of things to collect and puzzles to solve. The puzzles are pretty logical, so you'll work them out eventually, and there are lots of characters milling about the place to give hints to Dizzy. There are also five nifty little arcade games nestling in the main adventure. There's a sliding puzzle game, where Dizzy can

TOTAL! TACTIX — Dizzy goes out on a limb (and branches out!)

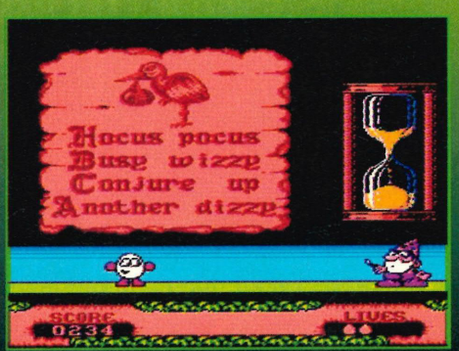
Can't see the wood for the trees? Well, here's how to get an extra life in Treehouse World.



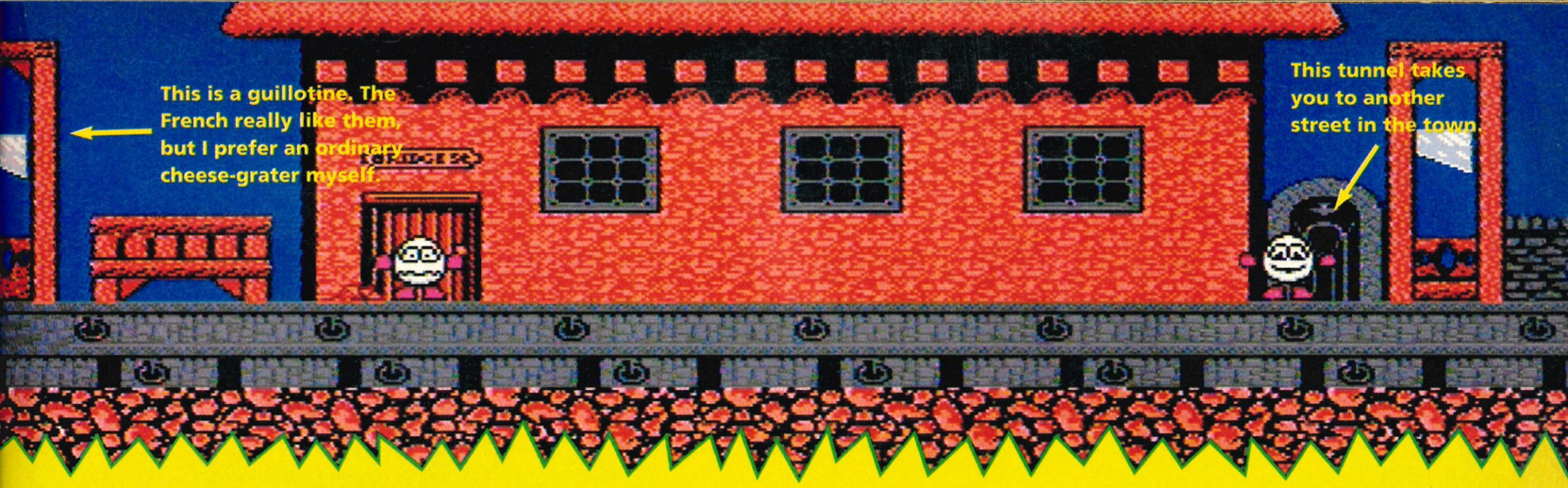
1 Use the rope when you get to the top of the steps on the right and let go when Dizzy swings out to here.

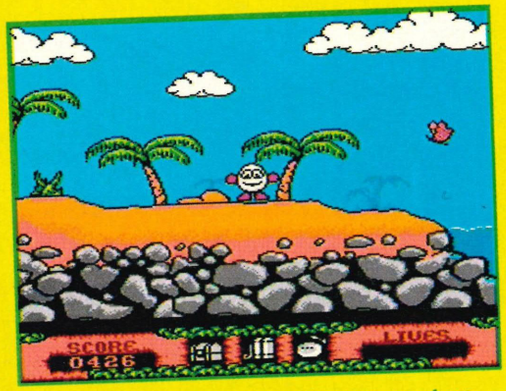


2 Diz will tumble all the way down to here, landing on this little tree. Walk into the thingy next to him and...

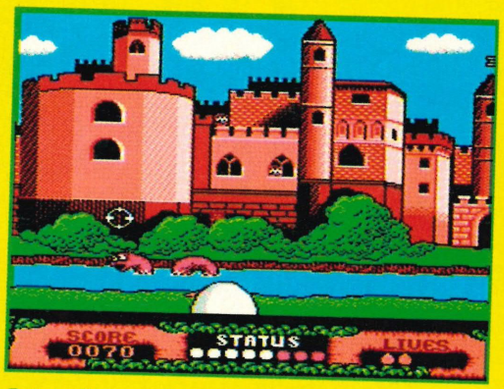


3 ... You'll be whizzed into this bonus game where there's an extra life up for grabs if you beat the wizard's puzzle.





Ever seen what happens when you put an egg on a hot car bonnet? Let's hope Dizzy gets off the beach or it's fried bread time.



Get to the castle and Dizzy gets to play William Tell. Take aim and fire the crossbow at the enemy soldiers on the battlements.



I've heard of chicken in a basket, but egg in a barrel? And why do you have to dress as a crocodile to eat it? Nouvelle cuisine, eh?

win an extra life, a shooting gallery set in a castle, a bubble climbing game, a mine cart race and an almost suicidal go-over-waterfalls-in-a-barrel thing.

The visuals in Dizzy are pretty impressive, too. The different areas – tree house village, towns, mines, under the sea bits, and loads of others – are all colourful and cartoony (the whole kingdom changes from night to day and back again, which is pretty nifty) and the sub-games are all well presented.

Perhaps the only drawback to Dizzy is that the gameplay might be a little too simplistic for some. Trotting back and forth with objects can get repetitive after a while, but once you get further into the game, you'll discover new areas as well as the various sub-games.

Dizzy is a challenging and fun adventure which has got more than enough things going on to satisfy the most demanding gameplayer. On the other hand, he's disgustingly cute, and I'd like to just take a hammer and... *(Christopher! – SJ.)* Ahem! **CHRIS**

DREGS

The pick-up-and-put-down gameplay might be a bit repetitive for action freaks. Er, that's about it, really (unless you don't like free-ranging eggs!)

TOTAL! TEK-SPEX

Game	**Dizzy**
Levels	Massive
Difficulty	Average
Continues	None
Release date	Out now

DIZZY

Looks
■ Loads of colourful settings and some spanky-looking sub-games as well

Sounds
■ Lots of tunes burbling away in the background, and some aren't too annoying

Gameplay
■ Puzzle-packed arcade adventure with some extra games to add variety

Life span
■ Loads of places to explore and plenty of mapping to do as well





Is Dizzy using his brains to ride the bubbles to the surface? Or did he just have a particularly strong chicken vindaloo last night?



What would you rather be doing on a cold, wet, windy night – staying in watching TV or out trying to rescue some girl? *Eggsactly.*

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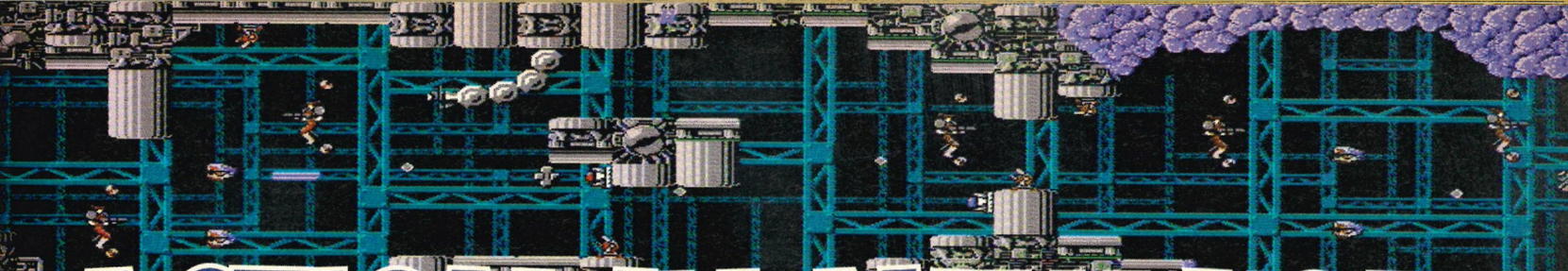
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ACTION IN NEW YORK

For NES **From Infogrames** **Price £40**

Up above the trees and houses, S.C.A.T. men flying high, tum, tum-ti-tum... Ahem. Er, S.C.A.T. is actually what this game is called in America. It stands for Special Cybernetic Attack Team and it sounds a lot better than Action In New York. But hey-ho, eh?

Anyway, enough of my mindless rambling – back to the game. You've got the task of defending the earth, which isn't easy at the best of times, but when alien Supreme Commander Vile Malmort is breathing down your neck it's no holiday! To even the odds, your S.C.A.T. chap and chappess come complete with satellites which fire 200 rounds a minute (and can even pick up Sky Movies on a clear day!)

BLASTERS
Some serious weapons, serious sounds, and serious annihilation. A serious challenge across all of the five levels

PLASTERS
Only five levels. It takes a while to get the hang of the two-player mode. Control gets a bit awkward when you're moving against the scroll

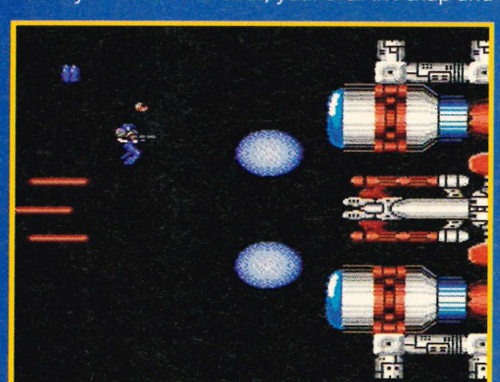
The screen scrolls left to right with a bit of up and down as well. Getting around is easy – especially with the extra speed power-up. The other power-ups give you some smart fire power and also restore your energy before you meet the end-of-level guardians.

Action In New York plays like a scrolling version of Probotector, but with added flying. It has the same tough challenge and 'nowhere to run' feel, and gets just as confusing with all the aliens and lasers flying around. But with only five levels and infinite continues the challenge isn't going to last long – which is a pity, cos the levels are long and varied, and it all looks and sounds decent too. **JAMES**

TOTAL!

TOTAL! TEK-SPEX

Game	Action In New York
Levels	5
Difficulty	Average
Continues	Infinite
Release date	December



This big thingy tends to shoot at you, so blow it up. Pretty useful advice, that!



Level three has its ups and downs – you're either up the creek or down the pan!

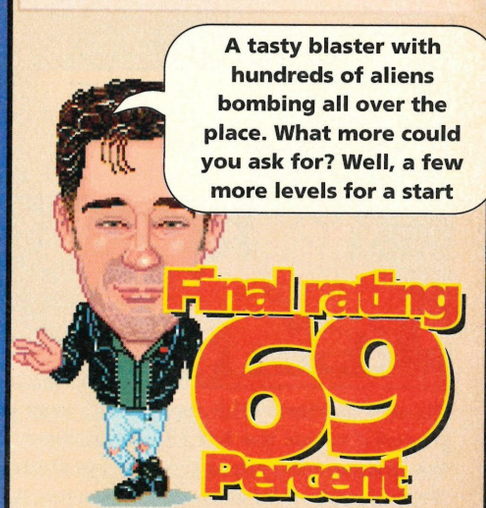
ACTION IN NEW YORK

Looks
■ It all scrolls nicely and there's hardly any of that horrible NES flicker

Sounds
■ Sampled speech unlike anything you've ever heard before on the old NES

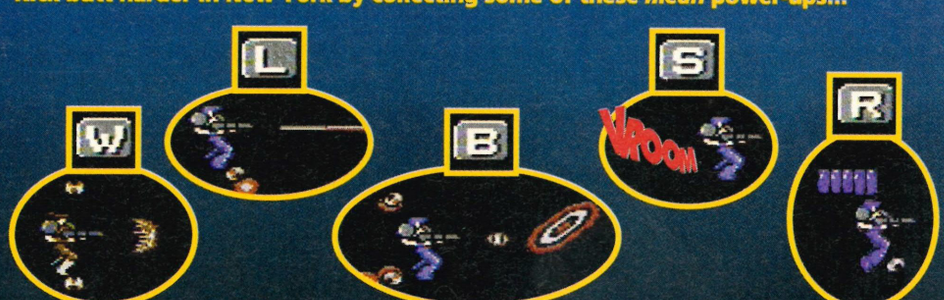
Gameplay
■ Tough one- and two-player action. Frantic shooting is the order of the day

Life span
■ Quite a challenge, but anyone who sticks at it will wrap it up in a week

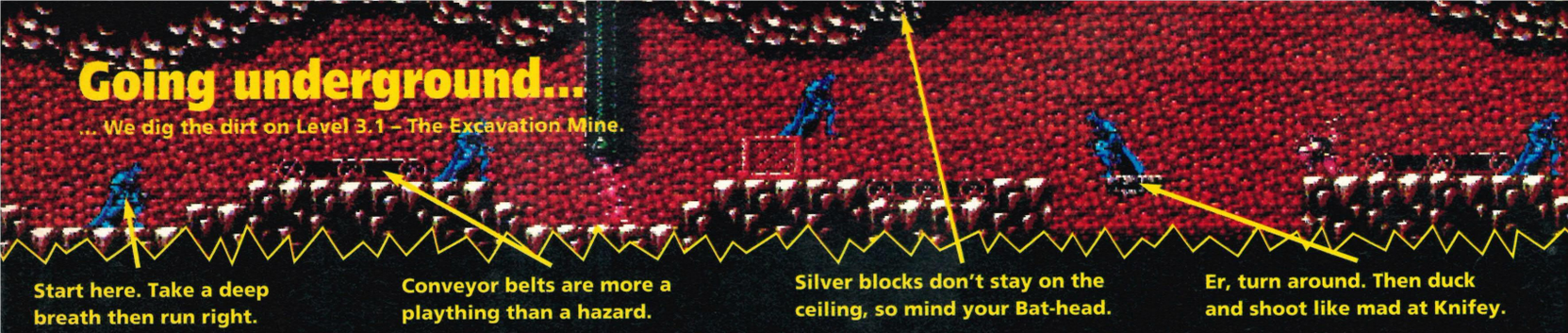


The powers that be in the Big Apple

Kick butt harder in New York by collecting some of these *mean* power-ups...



... And this is what they all mean: W – Wide (extra-chunky missiles); L – Lasers; B – Bombs; S – Speed-up; R – Restore Energy (funny – I thought it stood for Run Away!).



BATMAN

RETURN OF THE JOKER

For NES (1 player) **From Sunsoft** **Price £45**

Just when you thought he'd fallen from the top of Gotham City Cathedral and been permanently splattered all over the pavement below, that fellow with the green lipstick and the manic laugh is back. Yes, that nasty comedian, the Joker, has indeed returned, and he's coming at you. Not that you'll see much of him, mind you, considering that you've got to work your way through 15 mini-levels packed with hazards before you even catch a glimpse of the laughing villain.

Batman – Return Of The Joker is by and large a platform game. Some of the mini-levels offer a bit more variety (one of the early levels is a horizontally scrolling shoot 'em up), but most are of the jump-dodge-shoot variety.

The graphics in this game really are wonderful. Whether it's the sci-fi sprites of the Weapons Plant or the snow and druids in the Ice Valley, everything is incredibly detailed and beautifully coloured, with nice smooth scrolling. One problem,



You have four choices. You can shoot. You can duck. You can jump. Or you can turn around and run away. (Er, except that you can't turn around and run away.)

TOTAL! TACTIX

Home in on the Ranger...

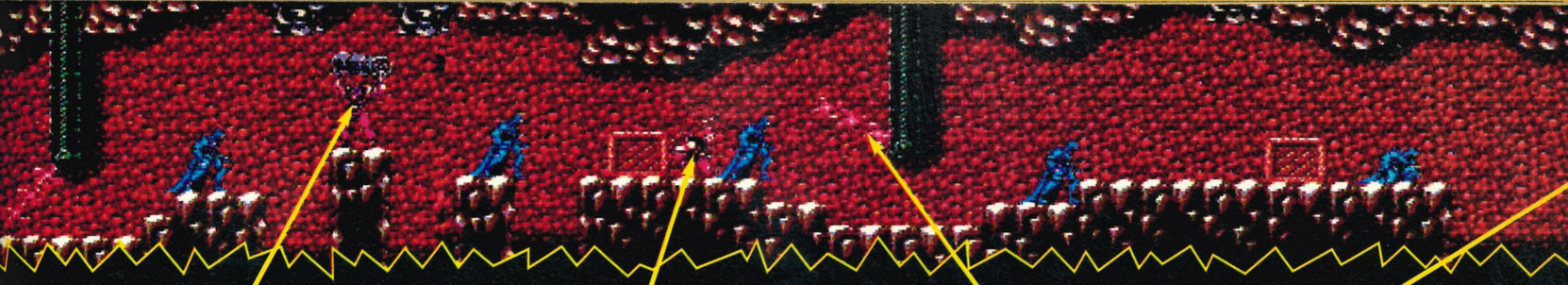
... Or, How To Beat That First Ever-So-Nasty End-Of-Level Guardian



Though he starts with less energy than you (40,000 points compared to your 80,000), you won't beat the Ace Ranger without the right technique. Firstly, duck and stay on the ground (you avoid most of his shots). Then just fire like mad at him, using the 'Slide' function to keep your distance. And don't let a droid hover directly above you.

TOTAL! TEK-SPEX

Game	Return Of The Joker
Levels	18
Difficulty	Hard
Continues	4
Release date	Out now



This isn't a barrel of laughs – it's a barrel of something heavy and it's heading your way.

Another bloke with a lot of spare cutlery. And this one's hiding behind a crate.

What sort of sadist fills their mine with killer blades painted *pink*? The Joker is a sick man.

Get to here and the level's still not over. There's a nasty uppy downy bit to come.



Second floor: menswear, woollens, lingerie, haberdashery, china, toys and games... And an enemy soldier with murderous intent and an unlimited supply of knives. Yikes.



Oh dear, a Paul Gascoigne lookalike painted green. Ho ho, just kidding, Paul, it's actually an incredibly ugly creature that's rooted to the spot. It's called a gargoyle. Shoot it.



This Batman bloke certainly gets around. When he's not wandering round rooftops, mines and icebergs or drifting through space he likes to have picnics in the jungle.

possibly as a result of the complexity of the graphics, is that things move quite slowly and the controls are at times annoyingly unresponsive. For example, you often find Batman turning to look up at the sky when what you really want him to do is keep walking.

There are extra weapons scattered thinly around, together with energy capsules (collect eight and go bonkers for ten seconds). The game's very carefully structured to make it impossible to avoid taking some hits, but with practice you can keep it to the minimum necessary to make it through each level.

Passwords and continues mean you'll get the better of this game eventually. Though some of the sections are frustratingly hard (particularly those featuring the guardians) others are annoyingly easy (most notably the shoot 'em up sections). Overall, Return Of The Joker offers nothing you haven't seen before. It's a fairly standard platform game, with each platform level containing the same enemy and the same hazard repeated a few times.

Return Of The Joker is hardly the most inspired game of all time, but as games of this type go there's nothing wrong with it. It looks good and offers a fair bit of variety, but the controls are quite clumsy and I wasn't drawn back to it the way you are with really classic games. Limited fun. **STEVE**

BATS
Really stunning graphics. A variety of different game styles – including platform and shooty bits

BUTS
The controls are very sluggish and the scrolling is too slow. It can all get repetitive after a while

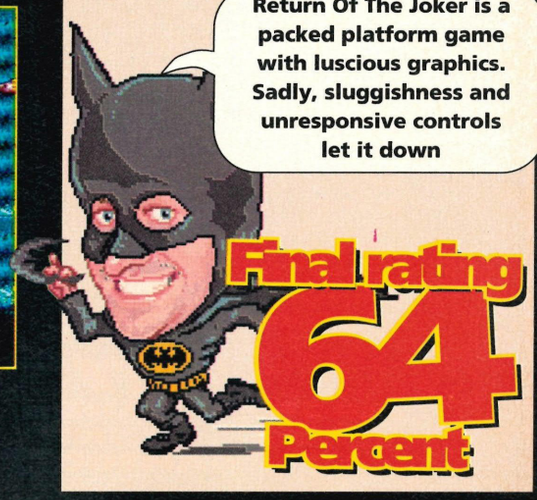
BATMAN

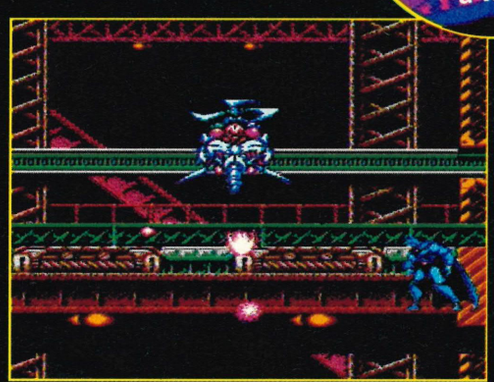
Looks
■ Absolutely beautiful. Some of the finest graphic art ever seen on the NES, in fact

Sounds
■ Quite a funky title tune plus some nice, if fairly standard, in-game effects

Gameplay
■ Some variety in the levels, but little variety *within* a level. Sluggish controls

Life span
■ 18 levels, each of which is a challenge in itself. Completable, if you've got patience





What a lovely, lovely sprite. Best not to spend too long admiring it, though, seeing as it *is* shooting at you in a rather unfriendly (and repetitive) manner.



What a sad end to the life of a superhero. Drowned in a sewer amidst lots of nasty smelly things. Yeuck. It's a fate we wouldn't even wish on the Ninja Turtles.

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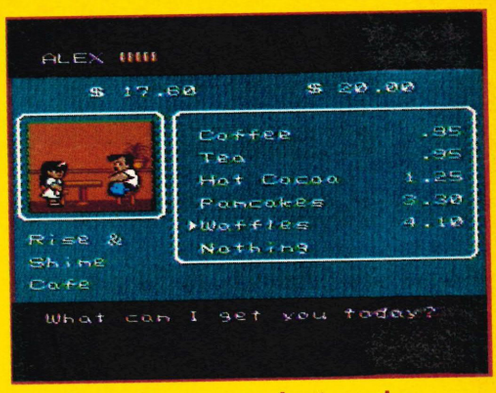
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The ancient art of wanging dustbins at one's honourable opponent has now sadly been lost to the Western world. It's all so high-tech these days, isn't it?



Happily, the other ancient art of running about with a wheel on your head is still very much alive and well in some of the sleazier parts of Hong Kong.



'Good morning, young, short, serving person. I'd very much like to sample some of your excellent waffles this morning.'
'I'm sorry, sir, but this is a launderette.'

STREET GANGS

For NES **From Infogrames** **Price £40**

Street Gangs is a beat 'em up in the style of, well, every other beat 'em up ever, really. Slick, the meanest gang lord in town (or so it says on the box) has kidnapped the entire High School, so it's up to you to wander the streets aimlessly and beat up everyone you see to get it back.

FIGHTS
Easy to get into. Good fun with two players. Loads of weapons and moves

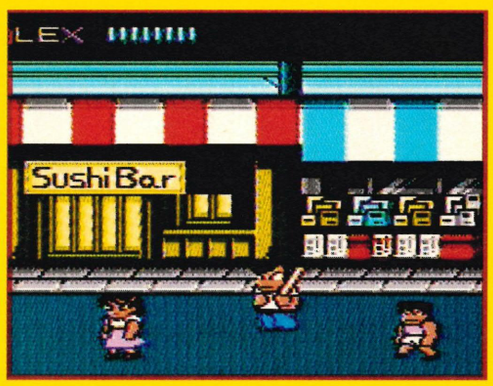
As well as the standard moves – kick, punch, pick up chain, etc. – you've got special moves, like the Human Totem Pole and the mysteriously named Jumping On A Weapon, and you can also sprint and jump.

Occasionally, you come across a shop in which you can use the loose change the baddies have a habit of dropping, and where it's possible to buy anything from croissants to raw fish, which put your power up.

FRIGHTS
Easy even for the crappiest player. On an originality scale of one to 350, it scores 0.223



Our hero performs his Taking the Invisible Dog For A Walk gag. (I don't get it.)



'Come on then, come at me! I'll take you all on at once! You don't scare me!' (Etc. etc.)

The graphics in Street Gangs are vaguely Japanese, which means that everyone seems to be under four feet tall. They're nothing to slaver over, really. Come to think of it, the whole game's not much to get all frothy about. I suppose it's possible to get into it, but you wouldn't want to waste the time when there are so many other (and better) beat 'em ups around. **STEVE**

TOTAL!

TOTAL! TEK-SPEX

Game	Street Gangs
Levels	Continuous scrolling
Difficulty	Easy
Continues	Password
Release date	Out now

STREET GANGS

Looks
■ Cutesy Japanesey graphics which may not appeal to some. Me? I quite like them

Sounds
■ Nothing much to say 'Wow! Turn it up!' about. It's all much of a muchness

Gameplay
■ Not too hard, but there are plenty of people for you to beat to a pulp

Life span
■ I suppose you might want to complete it, but then again... Nah!



An odd-looking and very unspectacular beat 'em up with a few good touches and a whole lot of mediocrity mixed together

Final rating 61 Percent

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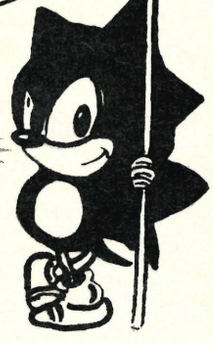


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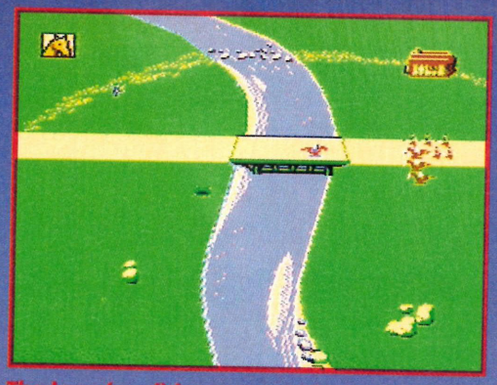
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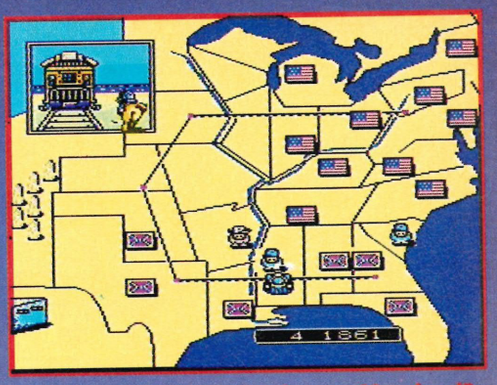
6 LEESIDE IND EST • GARMAN ROAD • TOTTENHAM LONDON N17 OQH



'Charge! Charge! 'But they've got horses, Sir!' 'Ah. Run away! Run away!'



The lone (mad) horseman rides into the Valley of the Very Stupid and, um, dies. Oh.



Which one's Vermont? Is it near Maryland? Or is that a salad? I'm a bit lost here.

NORTH AND SOUTH

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

North and South is all about the American Civil War, in which the North fought the South and ended up trampling all over them.

You start off with a map of the US. Some states are Confederate (South) and some belong to the Union (North). Your job is to capture all the states for whichever side you happen to be on. Easy.

You have to move units from one state to another. If it's owned by the opposition you're taken to a sub-game with the two forces facing each other across a canyon or river, spanned by a bridge. The three types of forces – Cavalry, Infantry, and Cannon – take turns to mash the other side into the ground. When the other side is slaughtered, you've won the state.

If the state contains a fort there's another sub-game, this time a horizontal scroller. Your little bloke zips along inside the fort, negotiating obstacles and trying to reach the flag at the other end before the time runs out.

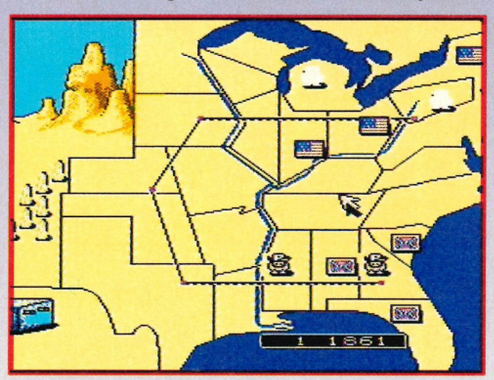
It all sounds very simplistic, and it is rather, but North and South is also loads of fun. It's easy to get into, pretty compelling, has more depth than you think when you first see it, and is worth playing, in that order. Don't be fooled into thinking that this is just a game for dweeby strategy-heads – it's pretty good stuff. **JAMES**

CIVILS

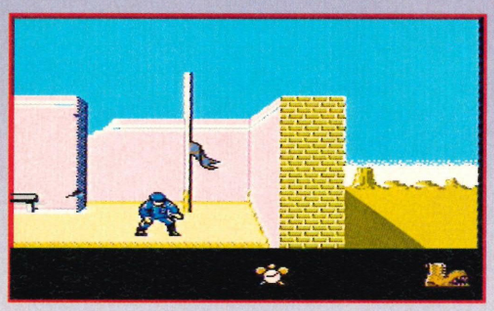
An intriguing mixture of sub-games and oddments which combine quite well to make one big enjoyable mass of game

DRIVELS

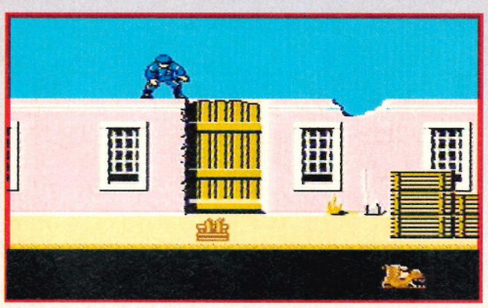
The graphics are sometimes patchy. The fort sub-game's a tad too random. The games can drag on for ages (although not quite as long as the real thing!)



Here, the Watkins manage to park their caravan in the American South West and go for a stroll through the Everglades. Hmm.



'I'll just squat here and watch the flag go down, then, shall I lads? Right. Okay.'



Contrary to what you may think, that thing on the ground is actually an explosive device and not a Ford Capri engine part.

TOTAL! TEK-SPEX

Game	North and South
Levels	Not applicable
Difficulty	Average
Continues	None
Release date	Out now

NORTH AND SOUTH

Looks

■ A mixture of the quite good and the blinkin' awful. Good comes out on top

Sounds

■ Good bouncy war tunes and the odd whistling shot. All very appropriate

Gameplay

■ Not a lot to it, really, but there's enough variety to stop you getting bored

Life span

■ Something you'll go back to now and again to see if you've got any better



Defenders of DYNATRON CITY

For NES (1 player)
From JVC/Lucasfilm Games
Price £45

Those whacky funsters at Lucasfilm, in a fit of strangeness, have come up with Defenders Of Dynatron City – a game all about a bunch of spoof mutated superheroes who, surprisingly enough, defend Dynatron City (from the evil Dr Mayhem).

Then, in an fit of crapness, those self-same Lucasfilm people came up with Defenders Of Dynatron City – a tedious, poorly designed and down-right dull NES game.

DYNAS
Er, there's certainly enough game here to keep you plugging away for a while... Um... To be honest, I'm starting to struggle now



Defenders of Dynatron City: a more useless bunch of mutants you couldn't wish to meet.

You take control of four of the original team of six heroes, and have to roam around the city, bumping off Dr Mayhem's dirty mechanoids, collecting a few puny power-ups, doing a little shopping and facing the odd guardian or two.

Considering DODC is from the same stable as Star Wars and The Empire Strikes Back, this looks like it was coded by someone on a YTS programming scheme.

WHINERS
Looks 'n' sounds are nothing special. The lack of continues makes it all even more painful. It's all a bit hit 'n' miss – mainly miss

Little thought has been lavished on the gameplay and even less on its execution. Since your main task is destroying the enemy, it's a shame that combat is haphazard and painful, with lots of rushing around and fire button-bashing in the hope of catching one of them in the general melée. This isn't *too* bad for characters with missile attacks, but those who use hand-to-hand contact are crap – by the time you've got a few hits in, you've been duffed up a treat.

Sorry, guys, but I'd stick to making blockbuster movies if this is anything to go by. **STEVE**

TOTAL!



Down in the Dogs 'n' Frogs store (*eh!*?), Buzzsaw (the girl with the Black And Decker legs) confronts an unrealistic dinosaur.

TOTAL! TEK-SPEX

Game	Dynatron City
Levels	5 sections
Difficulty	Average
Continues	None
Release date	Out now

DYNATRON CITY

Looks
■ The street scenes are nicely detailed but it's all very basic and two-dimensional

Sounds
■ Discordant, atonal, cacophonous, unmelodic and, generally, crap

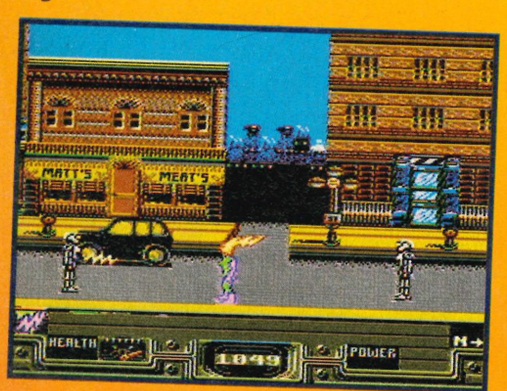
Gameplay
■ Limited explore 'n' shoot 'em up, with painful collision detection and dire control

Life span
■ It's a big game, but it's doubtful you'll want to see it through to the end



What a cruddy little game this is. It looks awful, sounds worse and has all the playability of a breeze block. That Lucasfilm lot should be ashamed...

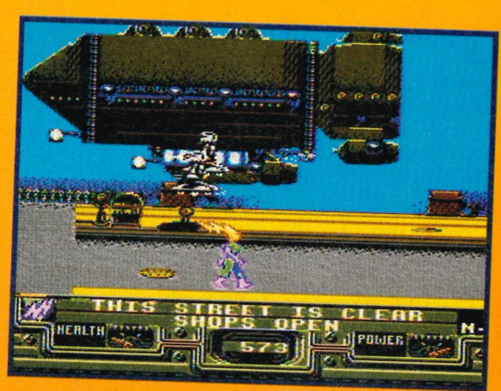
Final rating 37 Percent



A large part of your task as a Defender of the city they're all calling Dynatron is to stroll around and shoot Mayhem's robots...



... Once the street is clear of baddies, you can then enter one of the many shops and buildings, er, and do the same in there, too.



Clear all the streets, collect all the power-ups and you can finally face the awe-inspiring terror that is... The Blimp!

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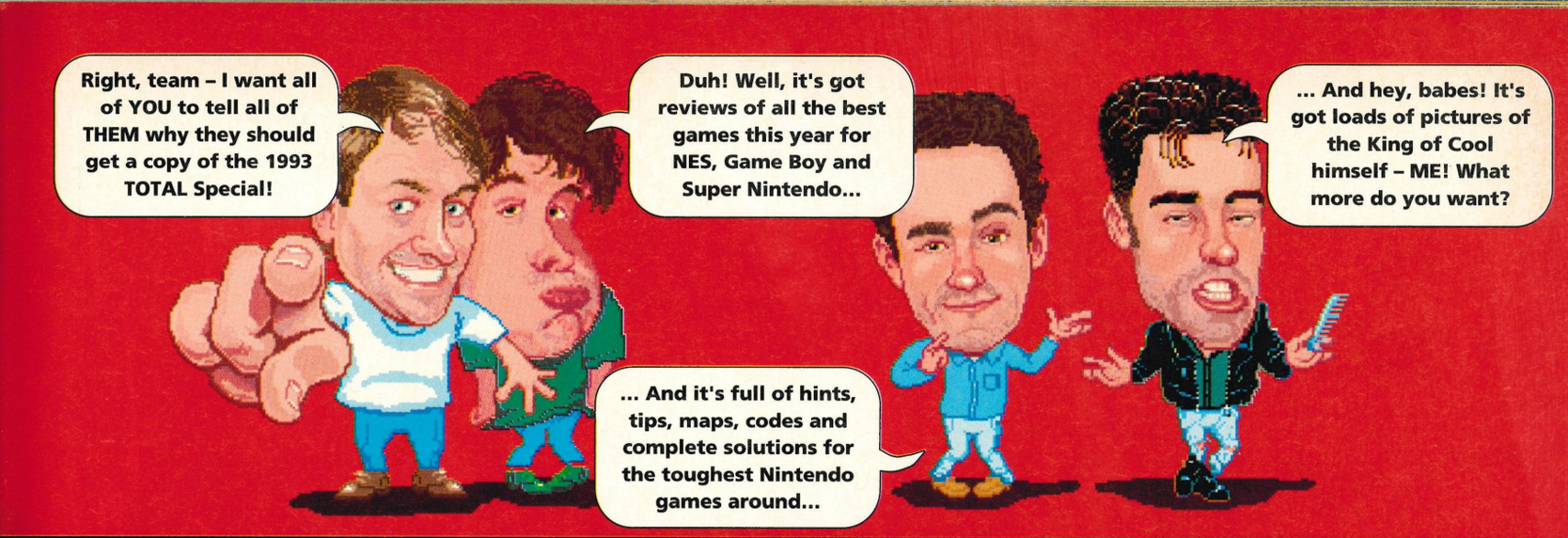
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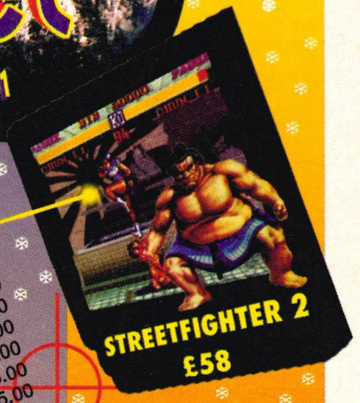
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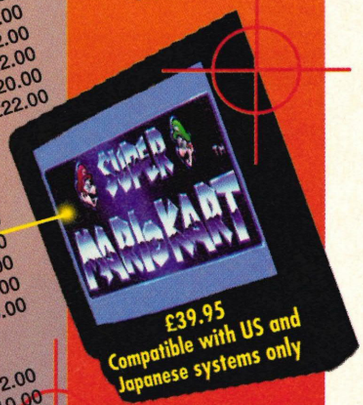
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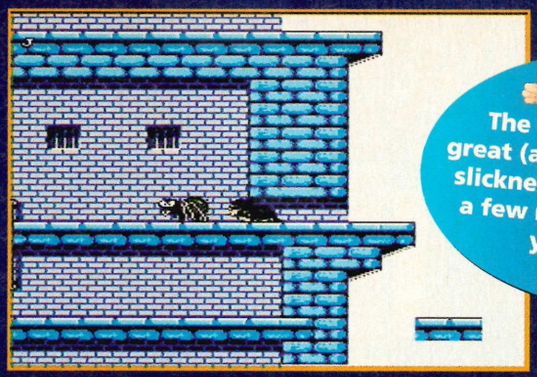
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For NES (1 player)
From Titus
Price £40

THE BLUES BROTHERS



Jake tries to get past a giant spider by pretending to be one of its brethren. He will, of course, fail miserably.

JAKES
The control system is great (a bit like Mario in its slickness). There are quite a few neat challenges to your leaping abilities

Jake and Elwood Blues keep rearing their ugly heads, don't they? Ever since appearing in the 'cult' (in other words, crap!) Blues Brothers movie they've released a swathe of records and appeared in several games on various formats, and now they've reached the dear old NES.

Right, here's the plot: Jake and Elwood are doing a gig, but the nasty Sheriff has made the route to the stage (five levels of platforms) as tortuous as possible. Undeterred, Fatty and Thinny Blues set about traversing a department store, a warehouse, a jail and the Underworld on their way to the stage.

You can choose to control either Jake or Elwood, and both are quite pleasing to use. The only controls are: duck, jump, move left and right, and run. It's dead easy to get into and you'll be throwing the characters around in no time. There's a fair number of opponents to get past, and a smattering of falling platforms, ladders and so on to negotiate.

There are a few nice touches in The Blues Brothers and the control system is pretty smart, but it's all too samey. It's just a case of leaping and sprinting around until you find the exit. In fact, this game is like Sunday – nowt much wrong with it, but you wish the shops were open. **ANDY**

TOTAL!

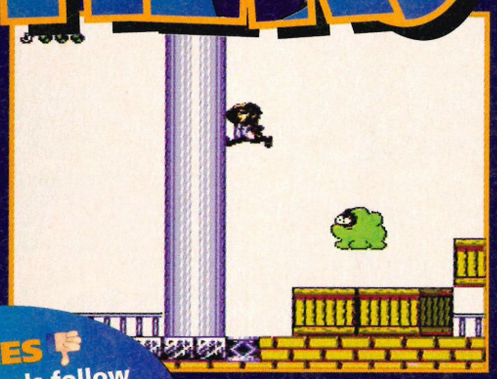
TOTAL! TEK-SPEX

Game	The Blues Brothers
Levels	5
Difficulty	Easy
Continues	3
Release date	Out now



To avoid the nastier obstacles, leap aboard this dog and you'll be unharmed.

JOKES
All of the levels follow the same very basic formula. Not the most action-packed of games. Very little here in the way of challenge



If you encounter a tall obstacle, just hope there's a mini trampoline with it.

THE BLUES BROTHERS

Looks
Erm, a bit scabby, really. A few nice bits of scenery but all in all a bit confused

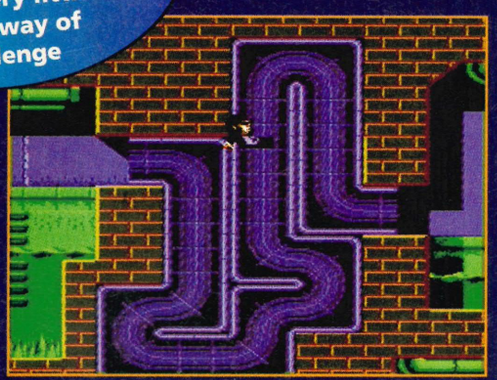
Sounds
A truly dreadful approximation of some awful Blues Brothers tracks. Crap FX, too

Gameplay
Slick control method on the main characters, but it's repetitive and far too easy

Life span
A couple of days at most. There really ain't a lot of challenge here at all



Um, erm... Not a lot I can say about this. A light sprinkling of platforms, a couple of curious blob-monsters and, er, you.



Occasionally you'll come across these pipes. Crawl inside and you'll get sucked to the other end (usually straight into trouble).



Could have been quite good. Thrashing your characters around is great fun, but there's not enough going on to hold your interest

Final rating
30
Percent

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TOTAL! TACTIX

We've got a whole bunch of tips for you this month. How much is a bunch? Well, it's more than an oodle but a bit less than a wodge. In fact, it's exactly this much...

PRINCE OF PERSIA

SNES TIP

Prince is incredibly tough on the SNES, and even with **David Evans** of Budleigh Salterton's passwords for all the levels it's still going to be a tough nut to crack.

Level 2 – BASEY6L
Level 3 – AT5QNA
Level 4 – JFKM5FP
Level 5 – I1DE5RA
Level 6 – ROXEKVA
Level 7 – IF4MCPC
Level 8 – JZ4UKZG
Level 9 – YUM4QJC
Level 10 – JEORANU
Level 11 – IVMDCIC
Level 12 – 4FURCI6
Level 13 – QET65F6
Level 14 – BGTJIRG
Level 15 – YZLRCVN
Level 16 – RZLHI4T
Level 17 – IEEG4CF
Level 18 – RGE3RCB
Level 19 – AZ11B2X
Level 20 – JH3OPKM

Good luck!



Being a man of taste, Prince of Persia is grossly offended by Grand Vizier Jaffir's choice of wallpaper. He decides to take the matter up with one of the guards.

TOTALLY RAD

NES TACTIC

To get lots of lives in this platform shoot 'em up, waste the first green soldier to come on screen – he'll keep on coming back. For every trooper you kill, you get an extra life, up to a total of 13!

SOCCERMANIA

GB TRICK

Is this game lousy or is this game lousy? Well, if you did have the misfortune of buying it before you read Andy's rather generous review in last month's TOTAL, here's a cheat that might liven the thing up a bit– but don't expect it to turn the cart into the gaming equivalent of Gary Lineker. To play against invisible opponents, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and then START on the title screen.

THE ADVENTURES OF LOLO 2

NES TIP

Cor, TOTAL Tactix is overflowing with level codes this month. These ones should help out anyone having problems with Lolo 2, because they'll get you slap, bang in the middle of the game.

Level 1.5 – PRPJ
Level 2.4 – PGPG
Level 3.3 – PMPB
Level 4.5 – HVKT
Level 5.2 – HBKM
Level 6.2 – HYKL
Level 7.2 – HKKH
Level 8.2 – QRDJ
Level 9.5 – QJDR
Level 10.2 – QDDQ

RANMA 1/2

SNES TRICK

This cute little beat 'em up ain't too bad (although it's not in the Street Fighter 2 league). If you've got it and want to play any character versus any character, as in Street Fighter, just try this: hold L, R and UP and then press START.

KING OF THE ZOO

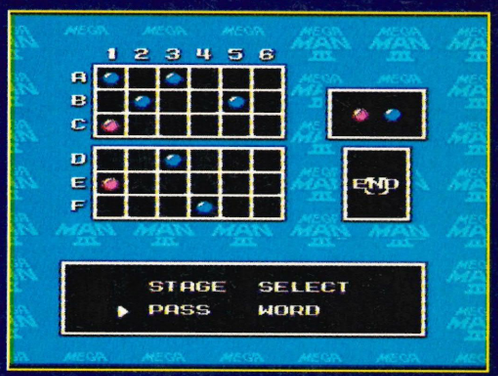
GB TRICK

To select whichever round you want to start on, hold LEFT, B and A on the character screen until a number appears in the bottom right–hand corner. This shows which round you'll begin on. Use UP and DOWN to change the number and then press START. Thanks to **Tracie Wright** from Dover for the tip.

MEGA MAN 3

NES TIP

Simon Lamb from Linlithgow's no sheep (sorry, Simes) when it comes to Mega Man 3. He's sent us the code to get to Dr Wily's Castle with five energy tanks. Just enter it as below:



BUGS BUNNY 2

GB TIP

You want level codes – well, we got level codes. And humungous amounts of them, too. The little lot below will take you all the way to the Bugs Bunny Crazy Castle. So off you go.

Level 1 – TIME
Level 2 – TEST
Level 3 – GAME
Level 4 – SHIP
Level 5 – RACE
Level 6 – WORD
Level 7 – SHOP
Level 8 – SIZE
Level 9 – QUIZ
Level 10 – DOLL
Level 11 – DATE
Level 12 – ZOOM
Level 13 – DISK
Level 14 – GOLD
Level 15 – ZERO
Level 16 – FIRE
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Level 18 – READ
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Level 26 – HELP
Level 27 – KING
Level 28 – GIFT

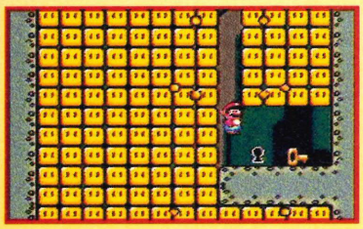
Phew! Keep those level codes coming in – it's James' only chance of actually finishing a game!

SUPER MARIO WORLD

SNES TACTIC



Part 4 The final part of our mammoth guide to Super Mario World, in which we take you through the Star and Special worlds needed to achieve that elusive 96-world goal.



1 All Star Worlds have two exits: a normal one and a keyhole one which takes you on to the next Star World. Star World 1 is very easy – just spin-jump down the right-hand side to get to the keyhole.

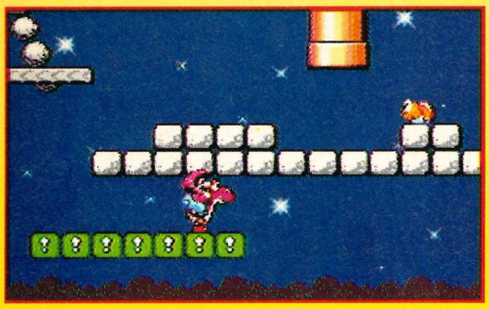


2 In Star World 2, just grab the star at the start, cruise to the end, then go into the passage under the exit pipe and swim along to the keyhole.





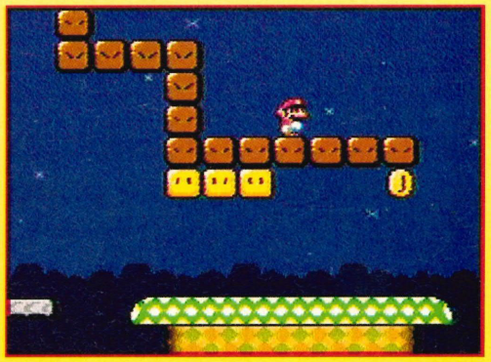
3 Star World 3's keyhole is harder to find. What you have to do is collect one of the blocks from the bottom of the screen, climb the little stairway, then lob the block at the dude in the cloud. Knock him out, jump into the cloud, then fly up, where you'll find a little secret bit with the key and keyhole in it.



4 To do Star World 4, you'll need to have tripped all the Switch Palaces in the game. If you've done that, simply go to the bit at the end with all the pipes, then fall down onto the coloured '!' blocks...



5 ... But make sure that you've got hold of a Koopa shell beforehand, or that you're wearing the cape, because unfortunately you won't be able to get the key out of the '?' block otherwise.



6 Star World 5 is the nastiest to complete in the normal way, but it's easier via the keyhole. It's based on a 'P' block-triggered guidable block trail like in the Ghost House last month. Here's how NOT to do it...



7 To complete the world normally, guide it to the point where there's a little three-block platform beneath it, then wait for the trail to turn into coins and drop through.



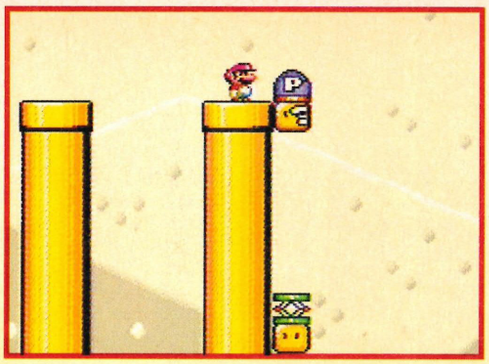
8 To get the keyhole, get the cape, build a trail and fly up and right to the secret area. To negotiate its passages, run fast towards them then duck and slide through.



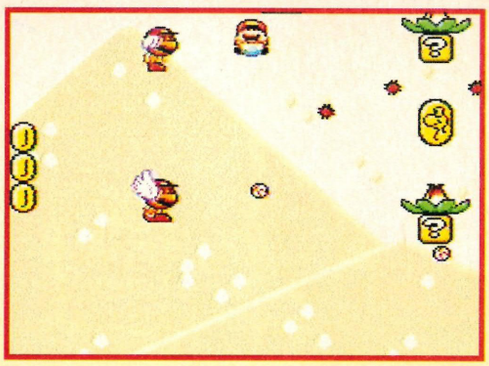
9 Once you've completed Star World 5, you're then able to progress to the Star Road, which in the fullness of time will lead you to... The Special World!



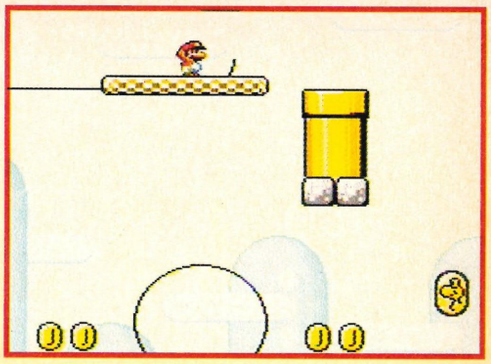
10 The first Special World, is easy, so we'll skip it (if you leave the controls alone on the map screen for a couple of minutes, you'll get a sonic surprise) and move on to...



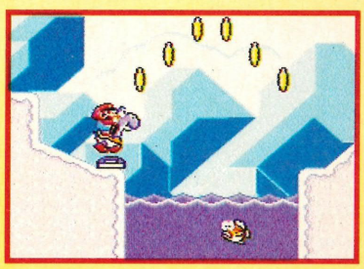
11 Tubular! This is, quite possibly, the nastiest level in the entire game. First of all, make absolutely sure that you have the cape – without it you've got absolutely no chance. Run along as normal until you get to the 'P' block. Trigger it, then fall down onto the spring, headbutt the '?' and collect the balloon. Now float along carefully until you can headbutt the block near the top of the



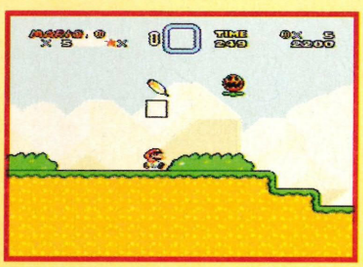
screen with the second balloon. *Don't collect it yet!* Follow the balloon closely until you're about to run out of air from the first one (you'll know when this is about to happen), *then* grab the second one. Keep going right as fast as you can, and stay near the top of the screen. When the air runs out again, float down to the right with the aid of your cape, and you'll *just* make it.



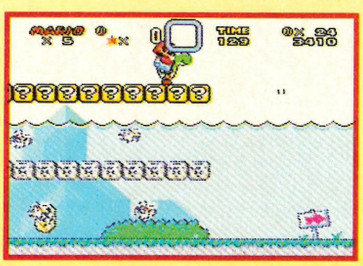
12 Way Cool – this is easy stuff again (what a relief!). Hit the switches so that they go, in order from the start, ON, ON, OFF, ON. This should lead you comfortably to a yellow pipe, which you should go down to find Yoshi. Come out again, headbutt the first block you find, and you'll reveal wings which will allow you to fly off and complete the level.



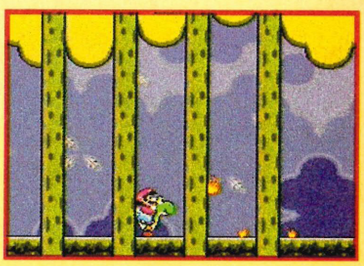
13 Awesome, the next level, is evil, due to the icy floor. Avoid it by keeping hold of Blue Yoshi from Way Cool, gobbling Koopas and flying straight to the end. It'll help if you have a cape, in case you part company with your dinosaur buddy near the end.



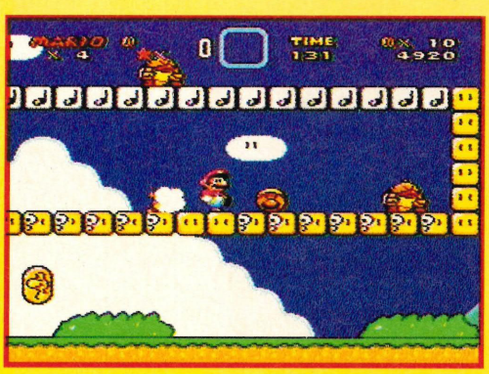
14 Groovy is a very, very very easy world indeed *(what exactly are you trying to say? – Steve)*. Just get hold of the invincibility star from the mystery block near the start, then simply leg it at top speed to the end, collecting masses of 1UPs as you go.



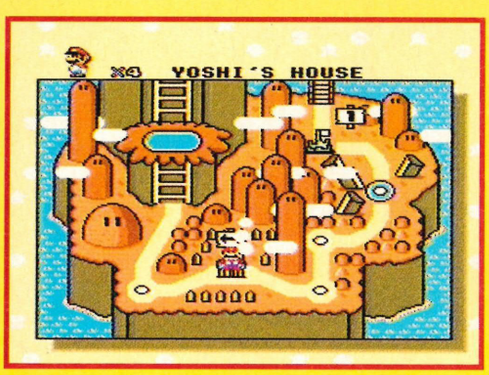
15 Nearly there! Mondo features a rising and falling water level with a strong current, so keep hold of Yoshi (to munch any troublesome fishies and protect you against dangerous floor plants), and stay on the highest ground you can until the water subsides.



16 Outrageous is full of cannons and jumping flames. Yoshi can eat the flames, so all you have to worry about are the cannons. When you get to the first spring, pick it up in Yoshi's mouth and keep it until you're past the cannons, then jump the big gap and spit it out to get past the huge pipe.



17 The final level is Funky. It's full of Hammer Brothers creating paths of flame, and the time limit's very tight, so go like the clappers. This is the only awkward bit – use a Koopa shell to kill the middle Hammer Brother and knock a path through the far wall. The last note block contains an invincibility star which makes it easier.



18 Completing the Special World leads you to – hang on a minute, this is Yoshi's House. But what's happened to all the colours? And what's happened to all the Koopas? Look, stop complaining and get on with it. You can now finish the game as normal, and with the chance to get the maximum number of worlds. Go and do it!



19 And this is what you should end up with – a screen showing all 96 levels of the game completed. If you don't see a screen exactly like this one, you must have missed something out – you'll just have to go back and do it all again until you get it right!

TOTAL!

And that's it! The player's guide to beat all player's guides finally draws to an end, and our epic, nay mythic journey through SMB4 fades into the sunset. But don't forget that every single sweat-drenched episode of our arduous quest is still available via back issues, page 148.

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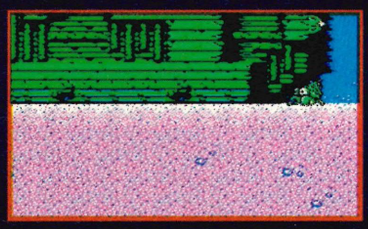
THE DREAM MASTER

Wake up to the second and, indeed, final part of our Little Nemo player's guide. If, by some horrible oversight, you missed last month's instalment, page 144 is the place to order back issues.

LEVEL FOUR: The Night Sea



1 The first key in the Night Sea is easy to get. Just swim along right, then turn into the hermit crab, jump up into the air and dive into the sand.



2 Press the 'A' button and go down and right to make him burrow. Go to the stern of the shipwreck, collect the key and then burrow down until...



3 ... You reach here. Kill the thingy for an extra life and go right. You'll reappear inside the wrecked ship. Change into Nemo and swim up and right...



4 ... And in the fullness of time you'll come across this chubby little fish. Change into him and continue swimming right. Bloop!



5 Swim to here and enter the tunnel. Take the lower fork for a first aid kit, then take the upper fork to find an extra life, a first aid kit and a key.



6 Just continue swimming towards the right and you'll eventually find yourself back at this fork. Now go back out into the sea.



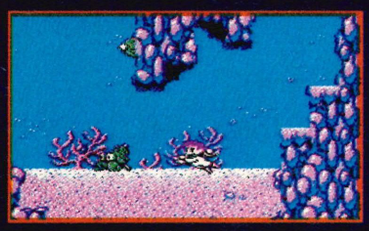
7 Swim upwards and then enter this channel, making sure you dodge the spitting limpet-thingy which is lurking just inside the entrance.



8 Leave the water and turn into the frog. Go right to the wall with the spikes. Press right and tap the jump button until you reach the ledge.



9 Continue to the right to get hold of a first aid kit, then change back into Nemo. Now swim to the right, negotiating your way through the spikes by moving right and gently pressing down.



10 When you're through the spikes, swim right, past the limpets, and go down to a crab. Turn into the crab and get the key buried in the sand. Come out of the sand, turn into Nemo, and swim up and right.



11 Go over the corals and wait here until the flappers fly up. Do a long jump over the coral that sticks out of the water and continue right, past the flying fish and over the last bit of water, to finish the level.

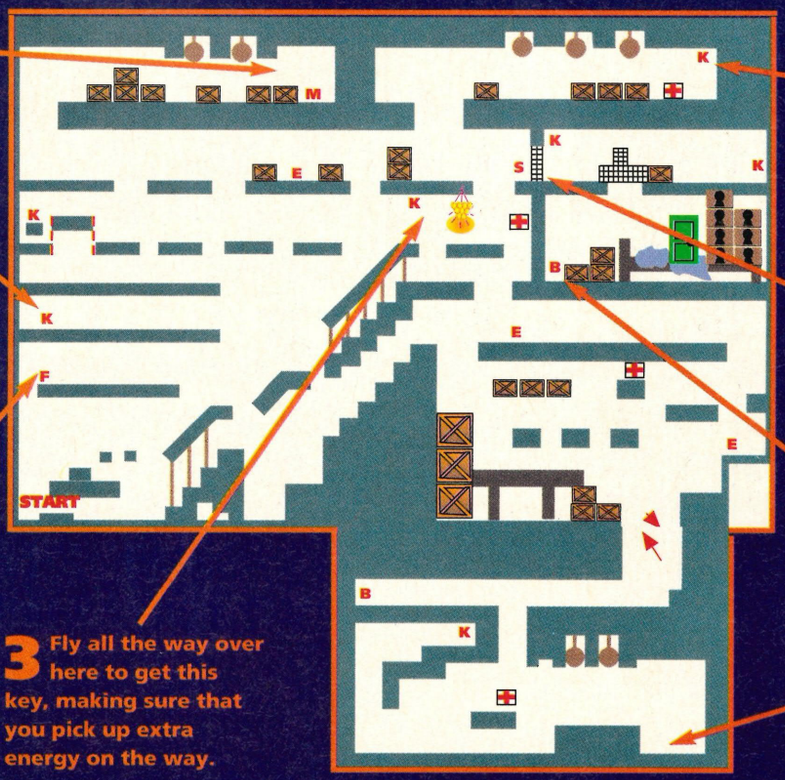
Key

- G Gorilla
- L Lizard
- E Energy
- F Frog
- B Bee
- M Mouse
- K Key
- Medicine



Position of level exit and number of keys needed to open door

LEVEL FIVE: Nemo's House



6 You'll need the mouse now, so fly here and turn into him.

5 Fly to here and fetch the key and the first aid. Then zip across to the other side of the house.

4 Fly here for this key, then scoot up to get the one above it.

7 Run across to here as the mouse and bash in this wall, then bash the blocks above the exit.

1 Nip up here, turn into the frog and go to the basement.

8 Drop down here, change to the bee, fly up to collect the last two keys, and go to the exit to finish the level

3 Fly all the way over here to get this key, making sure that you pick up extra energy on the way.

2 Change from the frog to the lizard, get the key and then climb up and change to the bee.

LEVEL SIX: Cloud Ruins



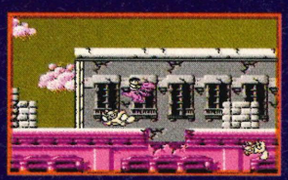
1 Head right, go onto the cloud and jump straight up to the top one – that's the one that moves diagonally.



2 Turn into bee. Fly over the bell tower. Go up and right, then up from cloud to cloud as the screen scrolls up.



3 Keep going up until you reach a big cloud. From there, fly up and to the right until you get to this point.



4 Turn into lizard. Go left to here, right, over hole, then down hole onto wall and right over clouds to platform.



5 Go right, turn into Nemo and jump all the way down to here. Go right across roof to find keys and exit.

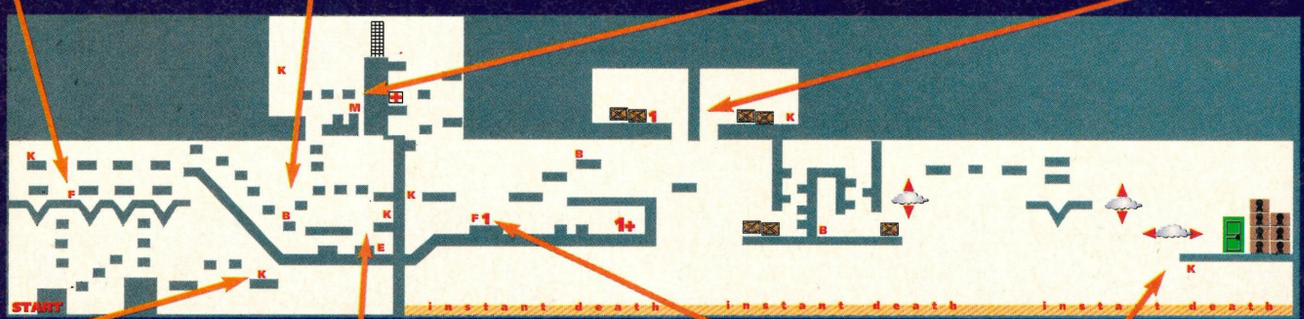
LEVEL SEVEN: Topsy Turvy

2 Change into the frog, get the key above it and head right.

4 Change to the bee, fly up through the ceiling and get the key.

5 Change to the mouse, go up and smash the wall. Drop all the way down on the other side.

7 Fly up to here and get the key. Then fly down, through the uppy-downy bit and across the clouds to the right.



1 Jump across to this point and get the key. Now, go back left and up.

3 Go right to here, and grab the key and energy. Now go up and left.

6 Change to the frog and use him to reach the bee. Fly the bee left to get the key and then go right.

8 Hop over the clouds, then fly under this platform to get the last key and get to the exit.

LEVEL EIGHT: Nightmare Land

STAGE 1



1 At the start of the Nightmare Land, head right, turn into a lizard and keep going right. When you get here, wait for the fire to spurt from all three lava pits, then jump across to the ledge on the right.



2 Go right to the second lava section, jumping across as soon as the flames have passed. Once across, switch to Nemo, and press select and fire to use the Morning Star you got at the start of the level.



3 Go right to King Penguin's chamber, and take him on with your Morning Star. Charge it up by holding down the 'B' button until 'Beam' lights up, take out the dinky penguins and then blow him away.

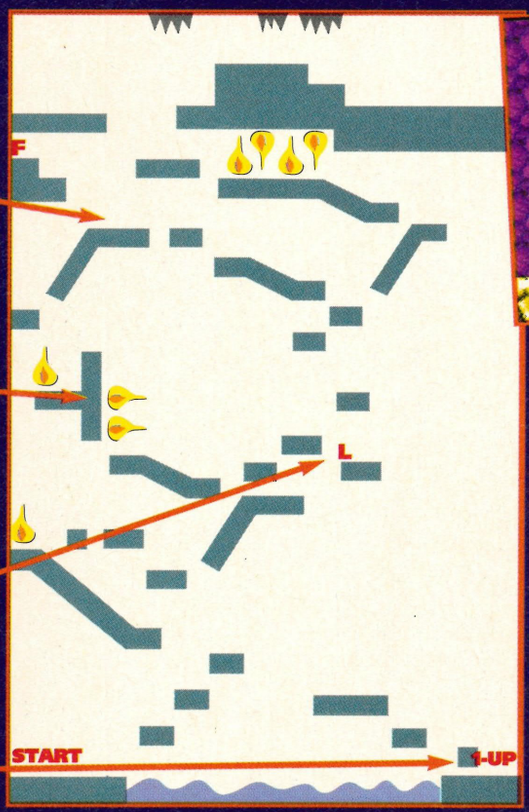
STAGE 2

4 Head right along here. Go through the nasty flames and over to the frog. Then get up to the top and along to the exit.

3 Climb up here with the lizard, moving up as the flames just die down.

2 Jump all the way up to here and change into the lizard. Now, go along left and up the flaming wall.

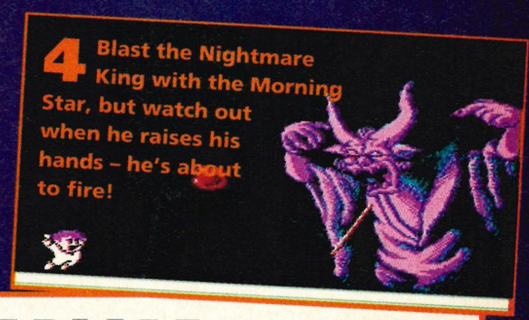
1 Nip over to here to get an extra life before you take on the *really* nasty stuff



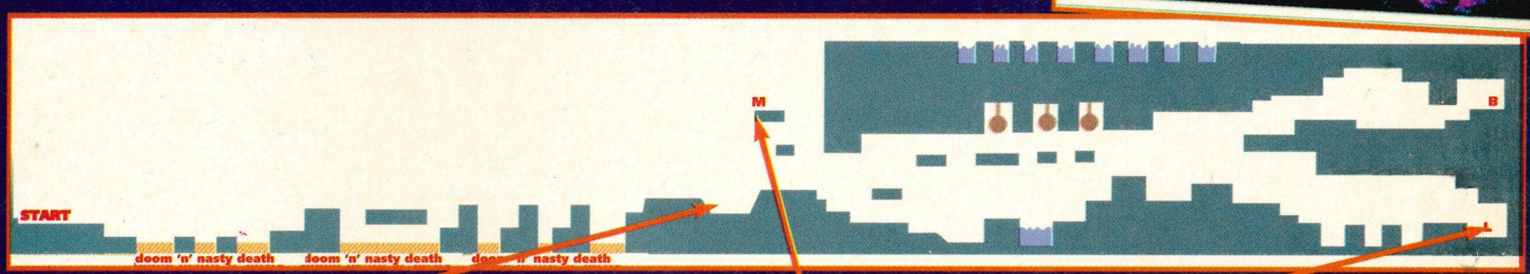


5 To defeat the Manta, blast him with your Star beam as he flies on slowly. Wait in the middle, and when he appears go to the opposite side of the screen and shoot, When he zooms on the screen randomly, just dodge out of the way.

4 Blast the Nightmare King with the Morning Star, but watch out when he raises his hands – he's about to fire!



STAGE 3



1 The final level's easy at first – just toddle along to here and go into the cave.

3 Fly as the bee to here and change to the mouse. Go up the wall and across the eight lava pits to reach the Nightmare King's lair.

2 Change into the lizard and climb up and around to get to the bee. Change into it.

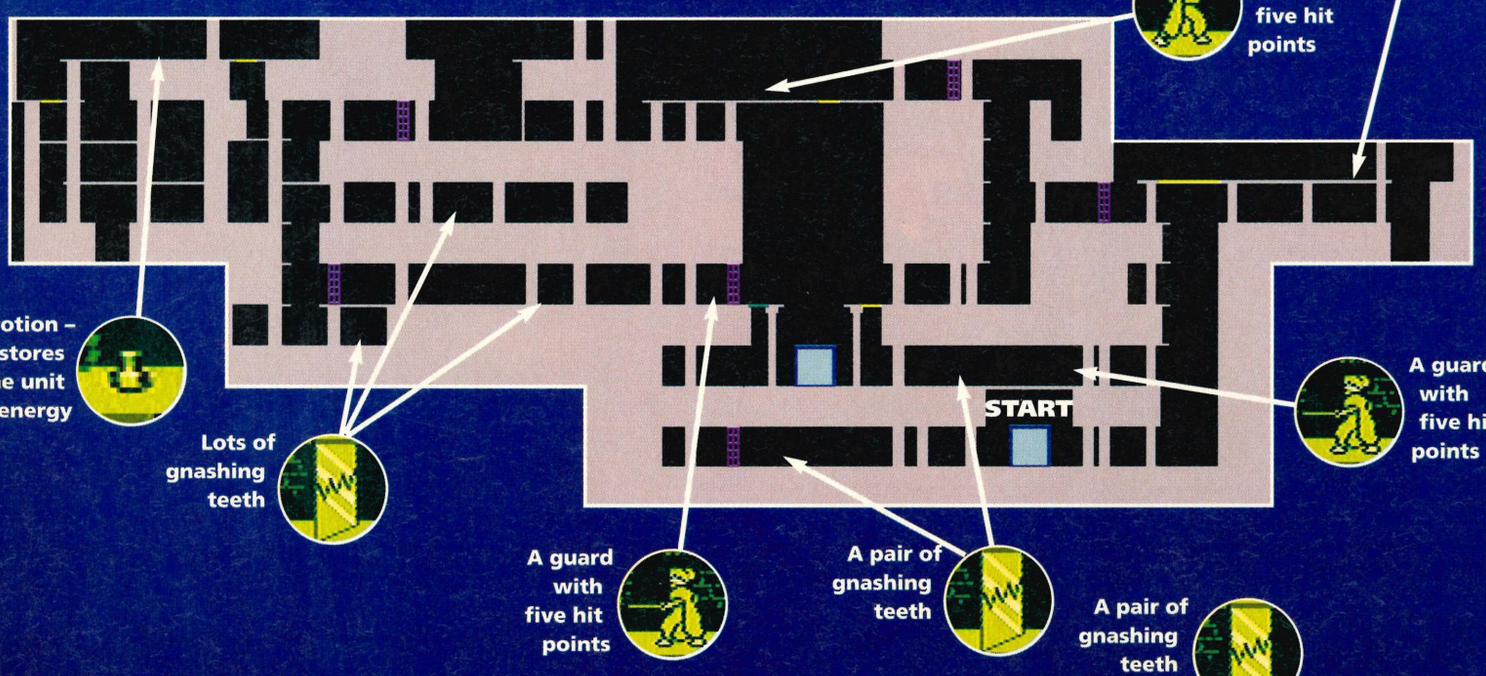
TOTAL!

PRINCE OF PERSIA

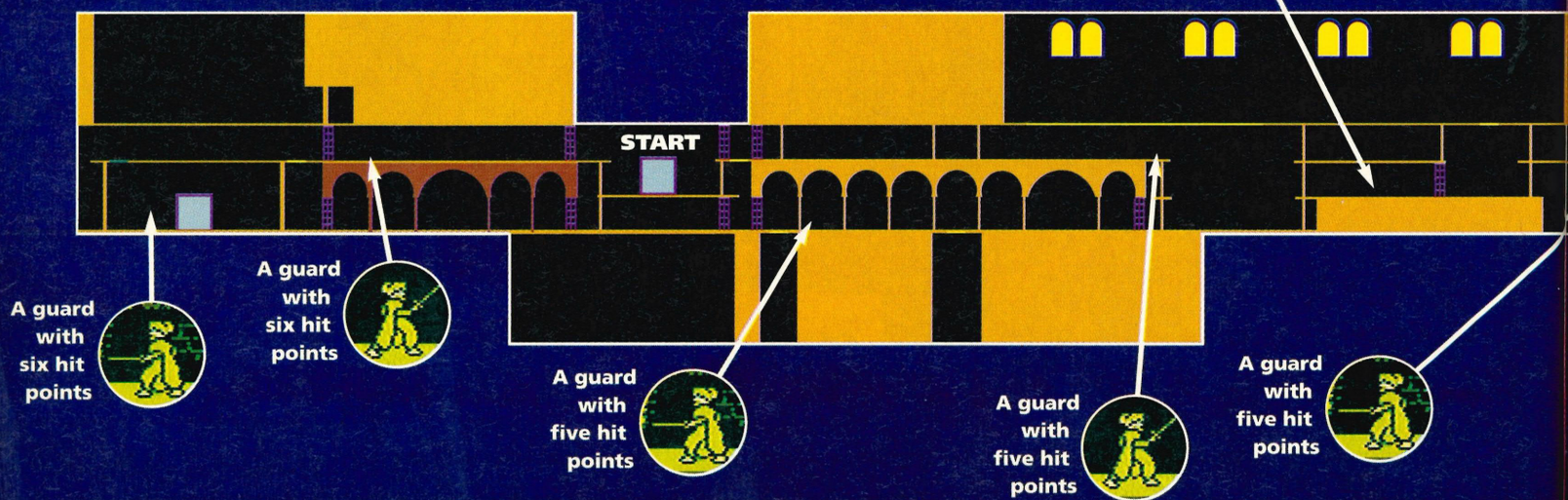
GB TACTIC

It's the third and final part of our POP player's guide, and the end is in sight for everyone's fave sword-swinging Middle Eastern toff. Will Prince be reconciled with his princess? It's down to you now!

LEVEL NINE

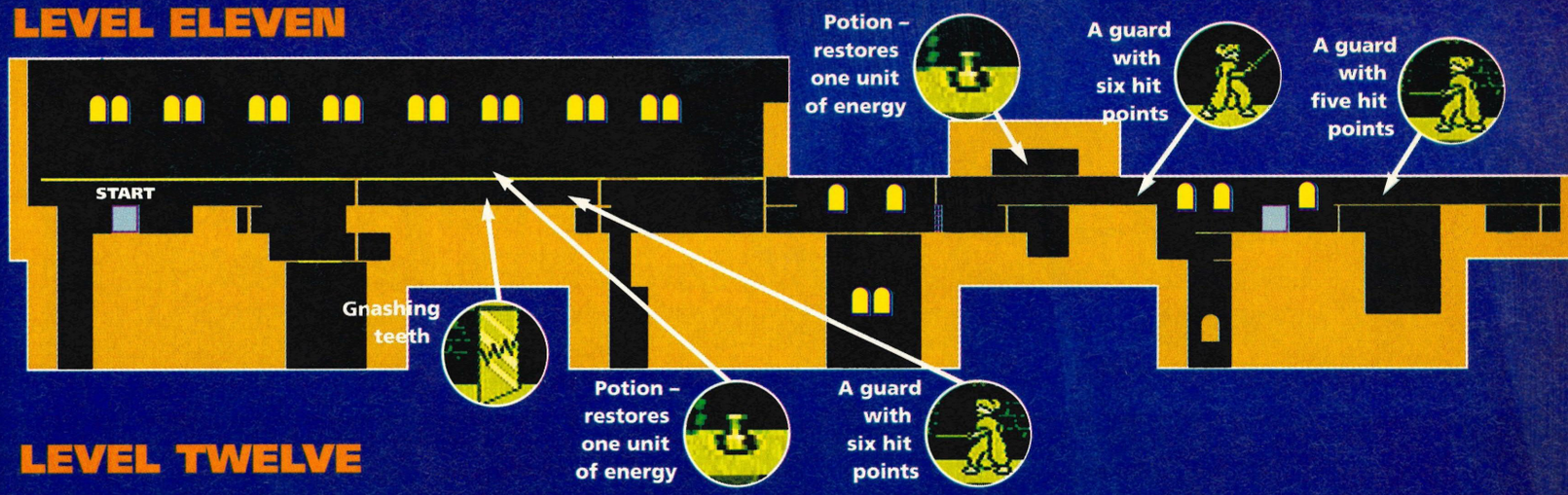


LEVEL TEN

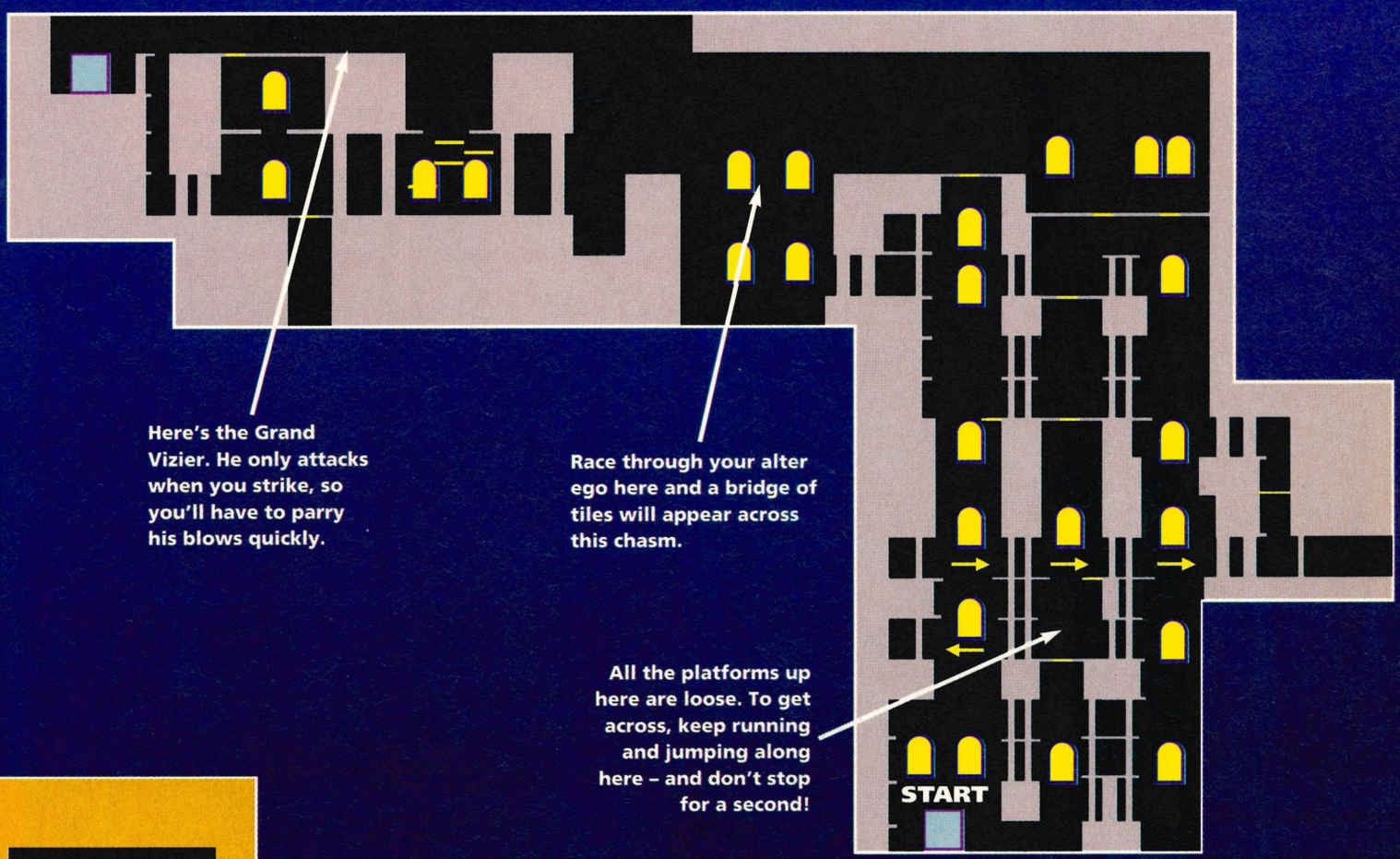


If you've missed either of the previous two parts of the only Prince Of Persia guide, back issues are being flogged down page 148 way.

LEVEL ELEVEN



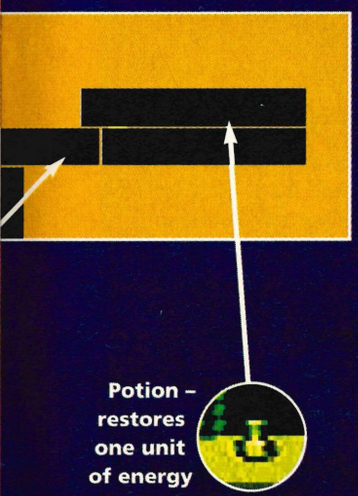
LEVEL TWELVE



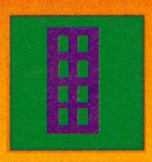
Here's the Grand Vizier. He only attacks when you strike, so you'll have to parry his blows quickly.

Race through your alter ego here and a bridge of tiles will appear across this chasm.

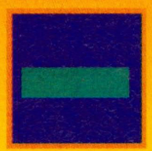
All the platforms up here are loose. To get across, keep running and jumping along here – and don't stop for a second!



Key: Unlock the secrets of the dungeon...



These are doors. Open them with the floor plates that are either on the same screen or the one next to it.



This is the exit door switch. Trip it and you can make it to the next level and that bit closer to the Princess.



These are loose floor tiles. Some are deadly, others let you get to extra potions and hidden rooms.



You can recognise the pop-up floor spikes by the tiny holes in the surface of the floor. To stop Prince from ruining his new slippers, just take small steps up to them and they'll spring up. Then just step through them and run off.



The nasty gnashing teeth are tougher than the spikes. Step carefully up to them and as they snap shut press jump to go through. With more than one set of teeth run fast through the first one, then press jump to get through the rest.



Swashbuckling time! Beating the guards is a lot easier than it looks. Move towards your enemy, and as your swords meet and are lowered, press fire and you'll run him through. Stick to this method and you'll have no problems.

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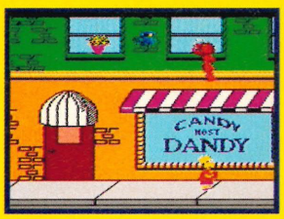
THE SIMPSONS

BART vs THE SPACE MUTANTS

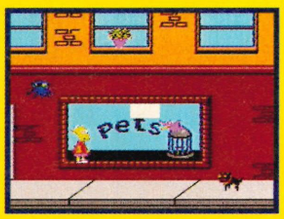
NES TACTIC

Hey dudes. Bart's in tons of games now, but if you're still yelling 'Ay Caramba' at the first Simpsons game, here's our complete solution.

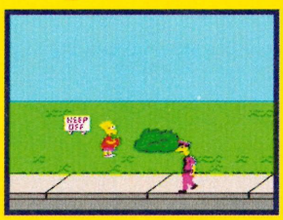
LEVEL ONE – The Streets of Springfield (see the full level guide in ish 2)



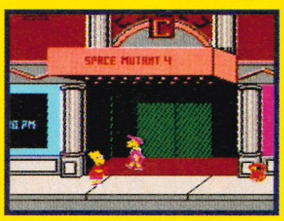
1 Walk into the red ball and then jump onto it. It'll fly up and spill the paint onto the canopy.



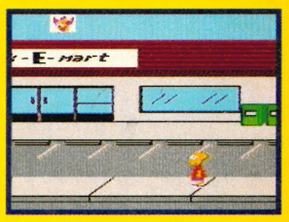
2 To scare the bird, let off a cherry bomb. But stand on the ledge or the dog will get you!



3 If you stand on the grass, purple parkie appears. Spray him, but get ready to run away.

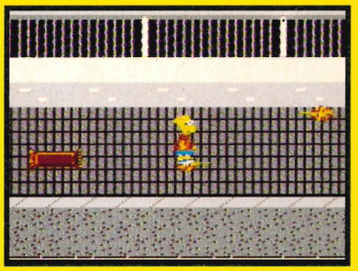


4 This purple-clad kiddie appears from the cinema when the clock hits 400 and 200.



5 Fire a rocket at the big 'E' in 'Kwik-E-Mart'. Then catch Krusty for loads of lives!

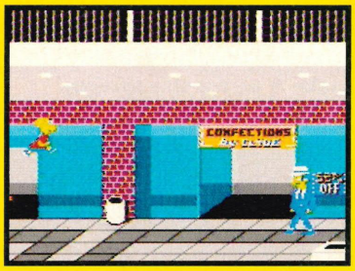
LEVEL TWO – The Shopping Mall



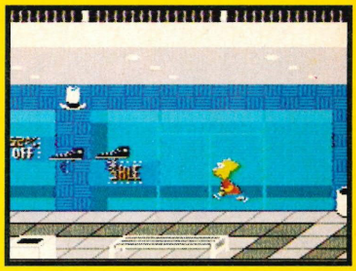
1 Go right, grabbing hats and dodging doughnuts, and then jump across the choc bars. Jump onto these lollipops when the stick's pointing up.



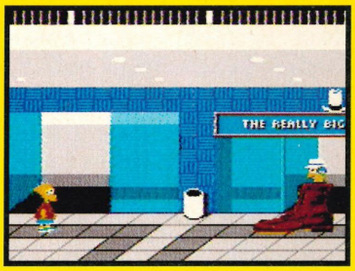
2 Keep going right to here. Walk under the first stick, jump the second, run under the third, do a big jump over the fourth and walk under the last.



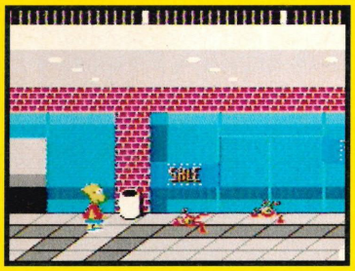
3 To defeat the first guardian, stand back and wait for him to fire. Then do a large jump at his head. Do this three times to finish him off.



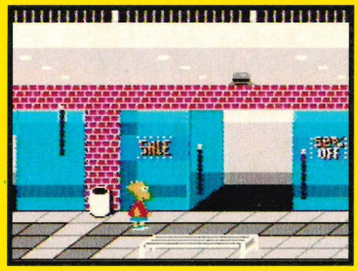
4 To get past the bouncy feet, walk directly at them and when they start to come down keep on walking and do a large jump forwards.



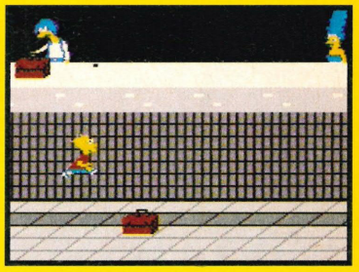
5 Mr Shoes is easy. Jump on his head three times. To do this without taking any hits, jump on his head as he lands.



6 This wastepaper bin hides three coins and a 1UP. You must jump on the bin to make each object appear in turn.



7 Go past the wands and get the bin bonuses. Beat the next boss by jumping on him when he teleports onscreen.



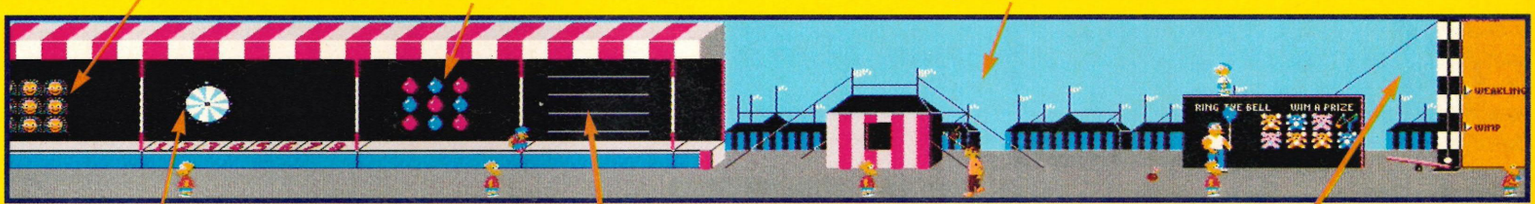
8 Once Bart has all the hats, go up the escalator to face the guardian. Hit him by chucking his cases back at him.

LEVEL THREE – Krustyland Amusement Park

Faces – use Bart's jumps and push up 'n' fire to take out a row of three.

Balloons – you'll need to have mastered Bart's jumps to hit a diagonal line of three here.

Run right to dodge the bombs dropped by the kid. Grab the catapult and shoot the bomber.



Wheel of Fortune – sadly, it's random so just keep going till you win. Sorry.

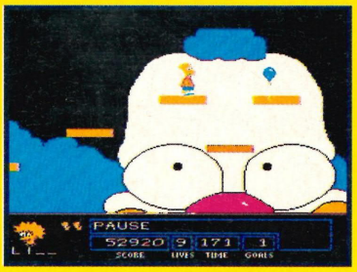
Shooting Gallery – aim at the targets with the crosshair and go for the higher scoring red ducks

Climb the ladder, shoot the kid and jump off to the left onto the 'test your strength' thingy. Grab the goodies and go right.

LEVEL THREE (cont.)



1 Go into the Funhouse. Ride the air spurts and platforms across to the right and go onto the giant-sized Krusty.



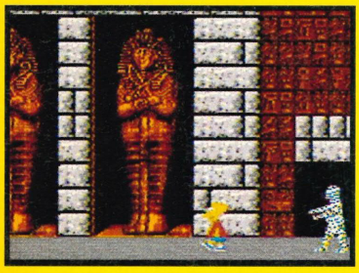
2 Drop on the red platform. Get a life from the mouth. Go right and beat the guardian by jumping on his giant feet.



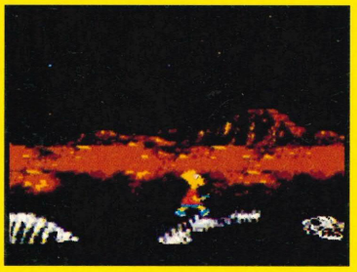
3 Shoot this monkey, go right and shoot the Venus Fly Trap to stun it. Then jump on its head lots to finish it off.



4 In the Egyptian part of the museum, keep jumping from red block to red block to make it across this section.

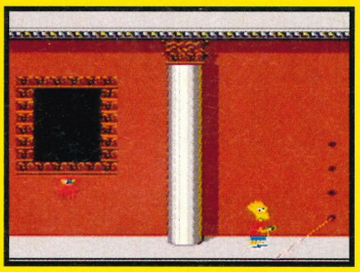


7 Jump on the big platform and go right to the end-of-level nasty – a mummy! Three hits on his head and he's gone.



8 Use the floating rocks to cross the river and use the bits of this skeleton to make it safely across the tar pit.

LEVEL FOUR – Springfield Museum



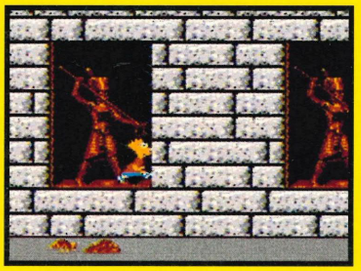
1 Collect the museum's exit signs using a big jump. To get past the lasers, wait till the gap is about to appear then run.



2 Go from tree to tree in the forest and when you get here ride over the water on the croc's heads, dodging coconuts.



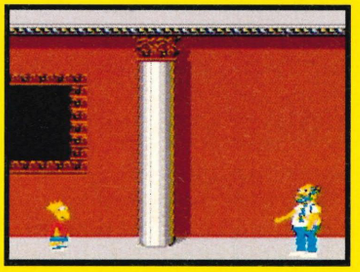
5 Here, go on the stones that jut out from the wall to make it to the right. Once over, jump the snakes and spikes.



6 Jump on the right statue, then the left one, the middle, left, right and middle. Get the ankhs that pop out.



9 To beat the dinosaur, jump on the rocks to reach his head, and jump on it three times when he's not spitting.



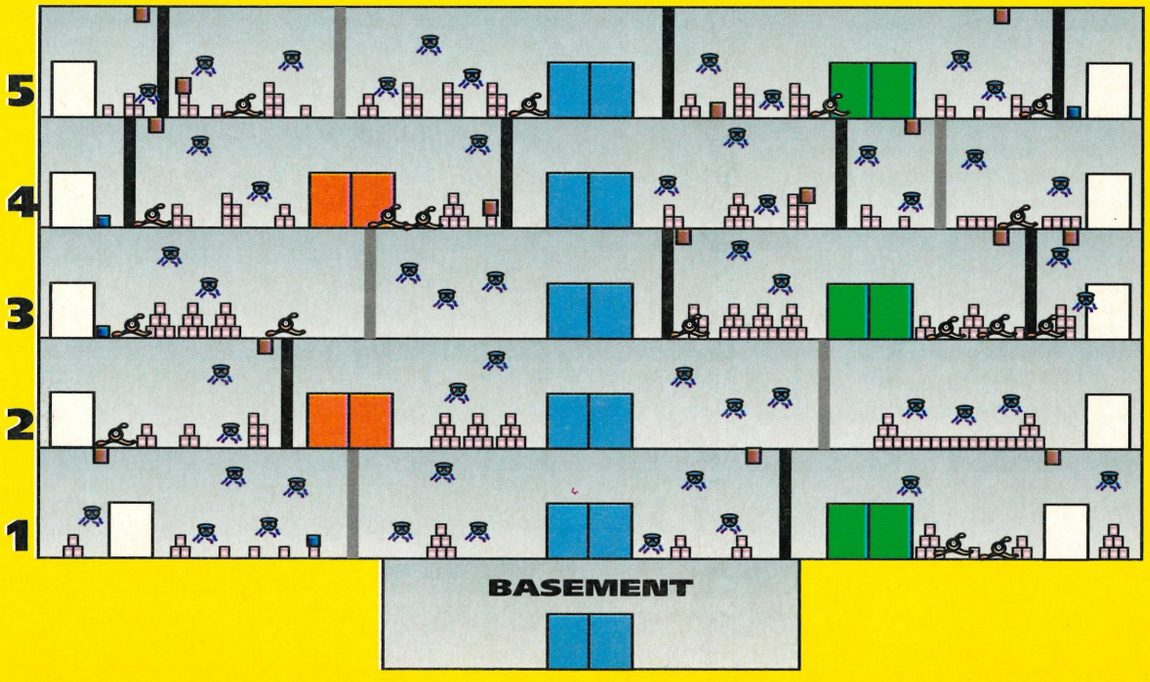
10 Back in the museum, the last guardian is dead easy. Just avoid his thingies and jump onto his head.

LEVEL FIVE – Springfield Power Plant

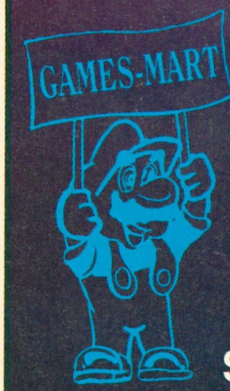
KEY

Side to side	Door
Up and down	Central lift
Solid wall	Liftshaft
Passcode door	Liftshaft
Doughnuts	Nuclear rods

To stop the mutants building their machine, collect all the nuclear rods and plonk 'em in the basement. To get through the doors on the levels you'll have to get passcodes from Bart's sister, Lisa. Once you've collected all the rods that you can find, go to Marge and she'll give you the last of them. Stick that one in the basement and Springfield is safe again!



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CHEAT CART CODES



GAME GENIE CODES

To use these codes you'll first have to get yourself a Game Genie, and then enter them when you switch on your NES. Game Genie owners can also get codes from Mark on the Game Genie Hotline which is open until 7pm every weekday. The number is 0843 231088.

STAR WARS
IOAIOA – Most enemies gone

ADVENTURE ISLAND 2
SXNLOKVK – Infinite lives
AAKSEYZA – No energy loss from hitting objects
XTAINS – Invulnerability

BLADES OF STEEL
EAOSSAAX – Super fast players

PROBOTECTOR
EKGGGG – 1UP for every enemy killed

PUNCH OUT
AAVETLGE – Knockout with one hit
SYVALPAX – Never lose energy

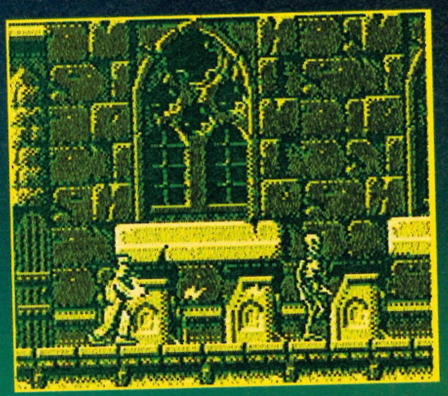
THE FLINTSTONES
YEXVLZIA – 15 coins on pick up
SZKVKVK and **SXXAOVK** – Infinite energy

GAME BOY ACTION REPLAY CODES

CASTLEVANIA 2
080C89CC – Infinite energy

THE PUNISHER
089FD6FF – Infinite energy

DR FRANKEN
08D02BC8 – Infinite energy



If you're having a few trubbs with Frankie, check out the Action Replay code to give you infinite energy. Er, but you'll need an Action Replay first.

MEGAMAN
0898A3DF – Infinite energy

SNES ACTION REPLAY CODES

WWF WRESTLE-MANIA
7E06EC30 – Unlimited energy

SUPER OFF ROAD
7E061B06 – Infinite nitros
7E062706 – Full speed-ups

PITFIGHTER
7E1124A0 – Unlimited energy

All the above codes from **Joe** and **Edd Day** from Hythe in Kent. Cheers, lads!

DINOSAURS
7E16ED05 – Whenever the Action Replay switch is flipped up, your energy is recharged.

HOOK
7E1F0003 – Unlimited power



Keep those Game Genie and Action Replay codes coming in!

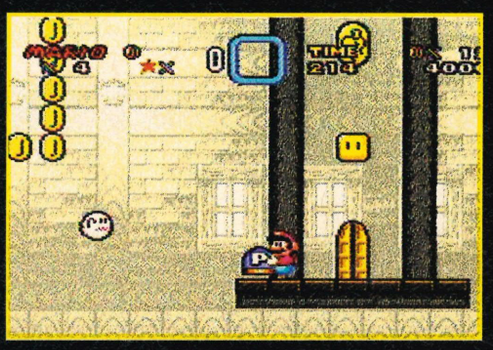
Q&A

Got any 'Q's? Well, we've got all the 'A's!

SUPER MARIO WORLD

Dear TOTAL,
Please help me. On Super Mario World I can get to the Ghost House on the Valley of Bowser but this is where I always get stuck. I'm absolutely annoyed with this now, so please help me.
Sumit Indwar, Mosley, Birmingham.

Dear Sumit,
This bit can be really tricky. What you have to do is find a P-Switch halfway through the level and run right as fast as you can to the exit. There are



Wrong way, Mazza – you've gotta go right!

five doors you can run past: the third and fourth lead to the normal exit but, if you can make it in time, the fifth leads to a room where you'll find a key in the top right corner. **CHRIS**

PILOTWINGS

Dear TOTAL,
I've just got a copy of Pilotwings on the SNES, which is absolutely fab, as you said it was, but I can't make it onto the bonus levels with the flying man. I saw a screenshot of this bit in your review and I was wondering if you could please tell me how I get there.
Dominic Hermon-Meadows, Aldenham.

Dear Dom,
To make it onto the bonus stage with the winged fella, you've got to land the hang-glider right in the centre of the target or put the rocketbelt down on the moving target. The rocketbelt is easier to do. Hover as close to the water as possible and watch for the target. Study its pattern and when you've got its timing sussed drop down onto it. It's easier to use the side-on view for this, as you only see the target flash by for a split second when using the overhead view. And it's also a lot easier on the early levels, before the wind starts shifting you all over the place. **STEVE**



Land on the platform for the bonus round.

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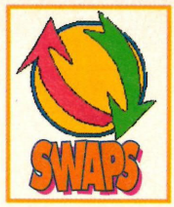
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● To friends – Paul A., James A., Sarfraz J., Jack G. and Sad Niaz.
From the best boffin in the world – Asif Johar.
● Hi to everyone at 'Highbrow'! This includes Tom Saunders and his posse – Jamie, Lee, Steve, Nick and Chris. Not forgetting Beckie, Sandra, Sarah T. and Claire D. And Natalie, Sarah, Joanne and Ruth. Catch you lot later! Kah.



● NES swap. Will swap Gremlins 2 or Double Dragon 2 for Micro Machines, Hook or Tiny Toons.
Tel: (0506) 34935
● Swap Game Boy cartridge Super Mario Land for one of these: Mega Man 2, Tiny Toons, Solomon's Club.
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● I have Mercenary Force, World Cup, Paperboy and Heiankyo Alien on GB. Will swap all four for Faceball 2000 and Solomon's Club.
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TOTAL! RECALL

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

NES

And they're off! Several hundred NES, SNES and Game Boy games, all vying for a place in the TOTAL Recall hall of fame. There's only one way to find out the real winners and losers – tune in to TOTAL Recall for full coverage!

4 PLAYER TENNIS Asmik
1-4 players **£35**
This is an okay tennis sim with a few new ideas – like the four-player option – but it's ruined by bad controls and iffy gameplay. You've got lots of different shots, but collision detection is awful and playing at the far end of the court is awkward.
52% (Issue 10)

A BOY AND HIS BLOB
Nintendo/Absolute Ent'
1 player **£35**
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
55% (Issue 2)

ADDAMS FAMILY Ocean
1 player **£43**
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but it's marred by poor collision detection, average sound 'n' piccies, and a quest you could finish within a week.
55% (Issue 7)

ADVENTURE ISLAND II
Hudson Soft
1 player **£43**
Simplistic game that needs more to do and more going on to be any fun. There are loads of levels, but they're all far too basic.
57% (Issue 9)

BATMAN Sunsoft
1 player **£45**



There are five massive levels to this tough platform game, plus over 15 different baddies to batter and loads of things to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
81% (Issue 1)

BATTLE OF OLYMPUS
Nintendo/Imagineer
1 player **£20**
This is a truly engrossing, highly playable quest which offers tremendous value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. With pretty graphics and an enthralling game world, this really is lovely stuff!
92% (Issue 1)

BAYOU BILLY Konami
1 player **£25**
An atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever created. Basically, Bayou Billy is an embarrassment
22% (Issue 4)

BLADES OF STEEL
Konami/Palcom
1-2 players **£35**
Okay, the graphics aren't so hot, and there are rather too many annoying in-betweeny screens, but if it's a highly playable two-player ice hockey simulator you're after, then Blades Of Steel will keep you going for months with its icy action.
81% (Issue 3)

BLASTER MASTER Sunsoft
1 player **£40**
Although essentially just another in the long line of platform shoot 'em up, this is definitely one of the better games of its type, with neat graphics and plenty of exploring to do. It just goes on a bit and fails to cough up any passcodes.
71% (Issue 6)

BLUE SHADOW Taito
1-2 players **£23**



This is a platform hack 'em up which has slickness forcing its way out of every pore. With amazing graphics and a huge amount of varied enemies and backdrops, it looks like a game heading for the big time. Experienced gamers will find it too easy, though.
74% (Issue 4)

BOULDER DASH First Star Software
1-2 players **£30**
24 levels of brain-busting action await you, as you try to collect loads of diamonds from underground caverns without getting squished by falling boulders. It's addictive, it's challenging and it looks better than ever.
90% (Issue 1)

BUBBLE BOBBLE Taito
1-2 players **£30**
This classic has 226 levels of the most frantic, addictive platform action your NES can chuck at you. A two-player option is the icing on the cake of an almost perfect arcade conversion.
80% (Issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT Kemco/Seika
1 player **£45**
A platform 'romp' with jerky scrolling, crap graphics, yawnsomely repetitive levels and a bonus game that awards up to 50 extra lives. Oh dear. This is a game with nothing to say for itself, apart from 'don't buy me'.
31% (Issue 4)

CAPTAIN PLANET Mindscape
1 player **£23**
The environment's having a bad time of it. Defeat the polluters using special vehicles and five superpowers in this scrolling shoot 'em up and maze exploration game with brilliant animation and a varied challenge.
70% (Issue 3)

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.
83% (Issue 1)

CASTELIAN Sales Curve
1 player **£36**



A frustrating but enjoyable platform climb 'em up. Difficult to get the hang of at first, but when you fail you just want to get back up and try again.
71% (Issue 8)

CASTLEVANIA Konami
1 player **£30**
This medieval whip 'em up is a big, fun game that's easy to get into, although the gameplay is rather repetitive and restart points are badly placed. If you can ignore these flaws, though, you'll probably get a lot of fun out of this.
71% (Issue 7)

CASTLEVANIA II Konami
1 player **£30**
Although similar in looks to the first game, Castlevania II is actually much more of an adventure game. The action is a bit repetitive, but there's a lot more to think about, and if you can keep going you'll like it.
61% (Issue 7)

CASTLEVANIA III Konami
1 player **£40**
The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit boring, though.
80% (Issue 7)

CAVEMAN NINJA Elite
1 player **£35**
This looks good but plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look scrumptious, but it's spoilt by a badly structured difficulty level and seriously repetitive gameplay.
67% (Issue 4)

CHIP 'N' DALE RESCUE RANGERS Capcom
1-2 players **£45**
You can play simultaneously with a friend (which can prove to be a help *and* a hindrance), and with great graphics, great gameplay and great guardians, it's great fun (if a bit easy).
81% (Issue 4)

DEFENDER OF THE CROWN
Palcom/Konami
1 player **£25**
You play one of six knights on a quest to become the new monarch – you have to raise armies, then use your cunning and skill to decide who to attack first. It sounds good, but it doesn't really cut the mustard.
71% (Issue 1)

DIE HARD Activision
1 player **£35**
Die Hard looks a bit tatty, but get past the graphics and you'll find a neat game hidden inside. Realistic and engrossing gameplay makes this a tense, exciting game well worth climbing 35 flights of stairs for.
78% (Issue 7)

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 of exploring to do and loads of stuff to discover, but it's deathly dull! The levels are too big and it's ultimately too frustrating to be fun.
58% (Issue 1)

DISNEY'S ADVENTURES Capcom
1 player **£43**
Mickey's no Mario in this collection of five badly-done, tiny and boring subgames with a flimsy Disney connection. It's full of glitches and too even junior gamers will find it far too basic. Well, they say mice like cheese, don't they?
44% (Issue 10)

DRAGON'S LAIR Elite
1 player **£35**
Dragon's Lair features lots of intriguing puzzle elements (unlike the laser disc arcade version). Although it's a bit straightforward, it's definitely an improvement over the coin-op, and the animation (especially on Dirk the hero) is pretty amazing.
83% (Issue 3)

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. It's fine if you get it free with the Action Set, but don't buy it separately – it's not worth it.
43% (Issue 4)

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 very playable, with good animation and groovy characters. Its main drawback is that its too lacking in originality – you've probably already got several similar games in your collection.
69% (Issue 2)

DONKEY KONG CLASSICS
Nintendo
1 player **£25**
This features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the arcade originals, but in this case that's not much of a compliment because both games are looking decidedly old now. Nostalgia value only.
40% (Issue 5)

DOUBLE DRAGON III Acclaim
1-2 players **£45**
With seriously repetitive gameplay and bad collision detection, Double Dragon III is no improvement over the first two games in the series. About the only thing going for it is that it's tough, but you'll probably get bored before you finish it.
36% (Issue 11)

ELITE Imagineer
1 player **£40**
Although it first appeared on the old BBC Micro way back in 1984, Elite is still unsurpassed in terms of sheer playability. It's a sort of shooting trade 'em up – you have to explore the universe, buying and selling goods in order to make a profit, as well as trying to simply stay alive. Huge, absorbing and tough, this is probably the best space flight sim ever!
96% (Issue 11)

F-15 STRIKE EAGLE Microprose
1-2 players **£35**
An above-average flight sim, with all the usual features. Graphics are none too spectacular, though, and neither is the sound. This won't have you leaping out of your seat.
56% (Issue 9)

FERRARI GRAND PRIX CHALLENGE Acclaim
1 player **£40**
With more control, this would be a good buy. Building your own car and a button-bashing pit stop are nice ideas, but they don't save the game.
61% (Issue 9)

THE FLINTSTONES Taito
1 player **£45**
An initially impressive platformer, with lovely cartoony graphics and clever obstacles to overcome, but bad collision detection and a too-fragile Fred will soon get on your nerves.
46% (Issue 10)

GALAXY 5000 Activision
1-2 players **£30**
Futuristic racing with the added chance to blast the other racers off the track. It's absorbing enough, but the poor control method is frustrating and limits playability.
52% (Issue 7)

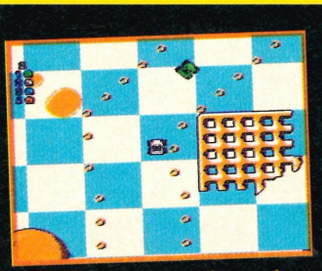
GAUNTLET II Mindscape
1-4 players **£25**
With excellent digitised speech, ultra-smooth scrolling and simultaneous four-player baddie-blasting action, Gauntlet is an almost perfect arcade conversion. And with over 100 levels, it'll last a good while!
88% (Issue 1)

Recall Top Ten – the best of NES

SUPER MARIO BROS. 3
Nintendo
1-2 players **£40**
Eat your heart out, Sonic! Even this eight-bit version of Mario's adventures puts the blue rodent to shame. With oodles of levels, there's plenty of exploring to do even when you've completed it.
98% (Issue 1)

BATTLE OF OLYMPUS
Nintendo /Imagineer
1 player **£20**
Better than a lifetime membership of the Scouts! This game's just as big as the great outdoors (but you don't get wet!) and you even get a real sword to play with! Why not give it a bash?
92% (Issue 1)

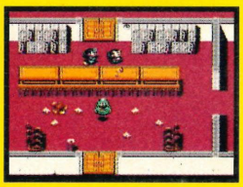
MICRO MACHINES
Code Masters/ Hornby
1-2 players **£33**
This race 'em up is probably even more fun than the real thing! Even when the novelty factor's worn off, it's still the most addictive and playable NES racer. (And it's cheap, too!)
92% (Issue 9)



Cor! Micro Machines has got one of those new-fangled carts! And the racing's not bad, too!

LOW G MAN
Nintendo Taxan Group
1player **£20**
It's the old story – the human race is living together in peace, harmony and unlimited supplies of choccy biccies, and along comes a bunch of aliens to mess things up. That's enough to ruffle the feathers of even the most tolerant NES owner, and Low G Man is payback city, man!
94% (Issue 2)

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 far too easy and goes on a bit. Buy it for your kid brother, maybe.
53% (Issue 5)

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.
39% (Issue 1)

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.
73% (Issue 5)

GUMSHOE Nintendo
1 player **£30**

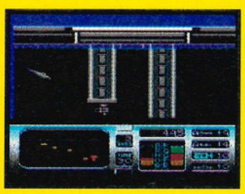


This is more like a Mario game than a Zapper one, in which you have to shoot the hero to make him leap over platforms and avoid enemies. Fairly entertaining stuff, but it's a bit *too* weird for long-term fun.
75% (Issue 4)

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 and avoid shooting any innocent civilians. Good fun but still not enough variety to keep you playing.
64% (Issue 4)

HOOK Ocean
1-2 player **£45**
This is a really neat movie licence, a bit like Star Wars in structure but much sweeter to play (could be a bit faster, though). Lovely between-scenes music, bright clear graphics, and a real feel for the characters.
84% (Issue 6)

HUNT FOR RED OCTOBER
Hi Tech Expressions
1 player **£43**



As a shoot'em up, Red October is dead in the water. There's lots of underwater weaponry to play around with and loads of enemies, but it's far too slow to be effective. All in all, pretty *sub*standard (oh dear!)
31% (Issue 7)

Good, bad or ugly? Know your enemy!

Do you know who you're up against? Well, we've put together a little test to find out if you can tell the difference between good and bad. It's easy-peasy lemon squeezy, this 'un – all you have to do is match each baddie with the right game, and then check your answers on page 145. Oh, and well done everyone who spotted last month's deliberate mistake: So Mario's a French tutor in his spare time, is he? Um... Moving swiftly along, here's the quiz...

Q1 In that chilling game (not!), Mickey's Dangerous Chase, who was the cause of all the trouble?
a) Bad Pete Big
b) Pete Big Bad
c) Big Bad Pete

Q2 Where does that distinguished member of the medical profession, Dr Wily, reside?
a) Dr Mario
b) Mega Man
c) Dr. Franken

Q3 Who has to battle it out against peddlers of the drug NUKE?
a) Robocop
b) Balloon Kid
c) Ranma

Q4 Where do you face an extremely deadly strong wind from left to right?
a) Super Mario Land
b) Rainbow Islands
c) The fifteenth hole in PGA Tour Golf

Q5 Ganon tries to put a stop to your adventuring in what game?
a) Mission Impossible
b) Operation Wolf
c) Zelda

Q6 In Tetris, what's the gitty shape that always turns up when you don't need it?
a) The long straight 'uns
b) The round 'uns
c) The triangular one

(Page 145, dudes!)

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.
72% (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Nintendo/Trade West
1-4 players **£30**
Eight dirt-tracks await you and up to three of your chums, with the tracks viewed from above. It's far too easy, but still great fun with friends.
54% (Issue 1)

JACK NICKLAUS GOLF Konami
1-4 players **£35**
Despite detailed views and loads of features, this is spoiled by inaccurate putting and the feeling that your shot depends on chance. Good but flawed.
57% (Issue 4)

KICKLE CUBICLE Nintendo/Irem
1 player **£13**



An intriguing puzzler which requires brain power and fast reactions.Great graphics and sound, but the challenges are a bit easy. Even the harder levels won't last long.
62% (Issue 4)

KICK OFF Anco
1-2 players **£36**
It's all too beautiful for words. Fast action with plenty of classic footy moves to test your goal-scoring skills to the full. Playable and challenging, this really is a remarkable game!
93% (Issue 4)

KONAMI HYPER SOCCER
Konami
1-2 players **£35**
Fast and exciting, this is a near-perfect conversion of an impressive arcade game. Simple controls make for good two-player action, although it's a bit easy once you get the hang of it.
83% (Issue 6)

LEMMINGS Ocean
1 player **£43**



The world's most sadistic brain-bender makes it onto the NES with its puzzling gameplay intact – which is more than can be said for the lemmings, as you try and guide the furry rodents to safety through a thicket of deadly obstacles. It's got fewer levels than other versions, but it looks and sounds good, and with four difficulty levels it's going to last.
85% (Issue 11)

LITTLE NEMO Capcom
1-2 players **£35**
This fun cartoony arcade adventure looks and sounds great. Don't be fooled by its cuteness, though – it's a real challenge!
77% (Issue 8)

LOW G MAN
Nintendo Taxan Group
1 player **£20**
What can we say? Low G Man has it all! It's fast 'n' furious with vast levels, beautifully drawn graphics and a frantic soundtracks. Add to that the brilliant weapons and gadgetry and youve got a real mind-blower. It's huge, it's playable and it's ingenious – swoonsome stuff!
94% (Issue 2)

MANIAC MANSION
Jaleco/Lucasfilm Games
1 player **£55**
An ancient menu-driven arcade adventure which has been revamped for the NES. The graphics are humorous, the puzzles are ingenious and you get to control several characters at once.
83% (Issue 3)

MARBLE MADNESS
Milton Bradley/Rare
1-2 players **£40**
A real shame, this – although it's an excellent graphic conversion of the ageing arcade classic, that's all it's got to offer. There are only six levels which are all pretty easy. Only real fans will enjoy this.
56% (Issue 2)

MAXIVISION 15 Maxivision
1-2 players **£60**
What a load of rubbish! 15 games in one cartridge may seem tempting, but you won't believe how bad they are. None of the games are any good, and some are simply appalling. £60 – what a rip-off!
27% (Issue 10)

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.
68% (Issue 6)

MEGA MAN 2 Capcom
1 player **£45**
Not as tough as Mega Man, and better all round. Bright and funny, with flexible gameplay, meatier monsters, and a friendlier structure.
83% (Issue 6)

MEGA MAN 3 Nintendo/Capcom
1 player **£40**
A great improvement on previous Mega Mans – the difficulty level's about right this time. Tough gameplay, smooth graphics and lots of baddies – a very playable platformer.
87% (Issue 10)

MICRO MACHINES
Code Masters/Hornby
1-2 players **£33**



This miniature racer's fun, fast and fab, with realistic gameplay, wonderfully designed tracks and brilliant handling and cornering. It may be small but it's perfectly formed!
92% (Issue 9)

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.
79% (Issue 4)

NES OPEN GOLF Nintendo
1-2 players **£35**
A brill golf sim that doesn't break any new ground, but with loads of features, testing courses and tough opponents, it's both fun *and* realistic.
86% (Issue 10)

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!
93% (Issue 5)

OPERATION WOLF Taito
1 player **£30**
A crap lightgun game that's too bad for words. The screen flashes horribly when you pull the trigger, making this intensely irritating as well as boring.
36% (Issue 10)

POWER BLADE Taito
1 player **£25**
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 about a week!
49% (Issue 2)

PROBOTECTOR Konami
1-2 players **£23**



Probotector is the NES version of the classic Contra, but with different sprites. Although it's old, it's as frantic a shooter as you could possibly wish for, with more challenges than you could wave an enormous stick at. Excellent stuff!
85% (Issue 4)

PUNCH OUT Nintendo
1 player **£30**
Based on a coin-op which had special attachments for easier punching, the joypad-driven NES version of this classic boxing sim loses some of the feel of the original. It may be one of the best NES boxing sims around – easy to get into and with nice big sprites – but it's ultimately too basic and simple to be a knockout.
74% (Issue 11)

RAD RACER Bandai
1 player **£30**
Not a bad effort, but spoiled by average graphics and a time limit which is unrealistically tight. The 3D stuff (avec shades) is an interesting idea, but the game's too hard and the gameplay too repetitive for it to be anything more than a novelty.
66% (Issue 9)

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, with near perfect gameplay and a brilliantly judged difficulty level. This is absolutely wonderful!
92% (Issue 5)

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.
48% (Issue 5)

ROAD FIGHTER Palcom/Konami
1 player **£30**
A very simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but looks awful and is far too primitive.
44% (Issue 6)

ROBOCOP Ocean
1 player **£40**



A fun stomp-and-blast 'em up with action and visuals to back it up. But it doesn't leave you wanting more – it's too easy and only the last few levels are going to present any challenge.
66% (Issue 2)

ROBOCOP 2 Ocean
1 player **£40**
A brilliant but flawed platform shooter. The gameplay's wonderful, but infinite continues mean you can finish it in a few days.
79% (Issue 10)

ROLLER GAMES Konami
1 player **£40**
21st century street sport, with a good-mixture of hazard-jumping and people-punching to keep you coming back. Not brilliant, but good fun all the same.
72% (Issue 2)

SHADOWGATE Kemco
1 player **£25**
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.
74% (Issue 2)

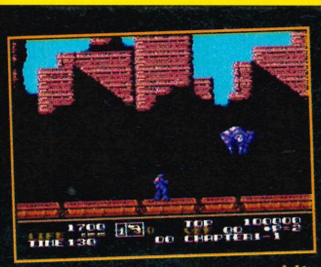
SHADOW WARRIORS Tecmo
1 player **£25**
The levels are huge and the graphics varied, so it's sad that the frustrating gameplay and awkward controls make this a beat 'em up to avoid – unless you're beat 'em up mad.
47% (Issue 3)

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.
81% (Issue 1)

SKATE OR DIE Palcom/Konami
1-2 players **£25**
You can skate, you can die, or you can do neither and spend your cash on something better. There are five sub-games, but none of them are very good, and some really stink.
52% (Issue 1)



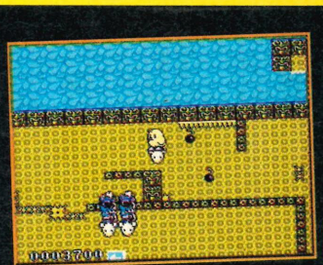
When the Gs are looking a bit on the low side, who would you call, man? You got it!

RAINBOW ISLANDS Ocean
1-2 players **£40**
Let Zippy & Bungle Tours whisk you away to the land of the immortal Rod, Jane and Freddie. Er... Actually, this game's got nothing to do with the hit children's programme, but don't worry, cos even without the singing threesome it's a superb platformer, with wonderful gameplay and a long lifespan.
92% (Issue 5)



Rainbow Peninsulars? Rainbow Promontories? No, it's Rainbow Islands.

NEW ZEALAND STORY
Ocean
1-2 players **£35**
Tiki's got to rescue all his Kiwi comrades who've been kidnapped by a manky old Walrus. This coin-op conversion is a terrific platform blaster packed to the brim with great sounds and superb cartoon graphics. It oozes so much gameplay it needs a Kleenex!
93% (Issue 5)



This is completely diferent to the Old Zealand Story. It's all rather fun, actually!

SKI OR DIE Palcom/Konami
1-2 players **£40**
Ever get a sense of déjà vu? Well, Ski Or Die is just like Skate Or Die... With more white in it. Yet more forget-table capers in five snow-capped events. Best for solo players but even then it's incredibly dull.
53% (Issue 2)

SNAKE, RATTLE 'N' ROLL
Nintendo/Rare



1-2 players **£30**
A cracking 3D, scrolly collect 'em up 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.
90% (Issue 1)

SNAKE'S REVENGE Konami
1 player **£35**
A tricky, Rambo-style mission which is quite fun to begin with, but soon becomes incredibly dull. The unorig-inal, mazey gameplay is weighed down even further by really lame combat sequences.
44% (Issue 6)

SMASH T.V. Acclaim
1-4 players **£40**



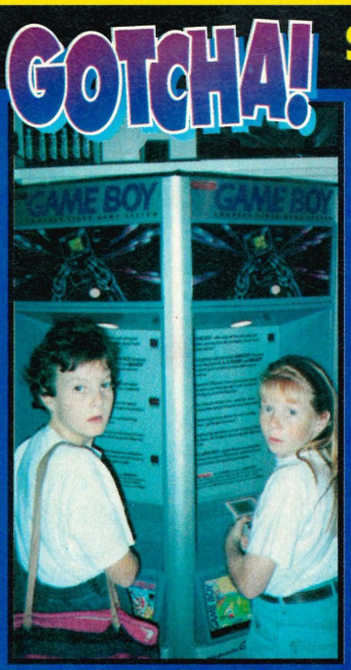
The impressive thing about this game at the arcades was the vast number of enemies on screen at once. The NES version has almost as many, making it a really frantic blaster. It might not be quite varied enough for long-term fun, though.
82% (Issue 3)

SOLAR JETMAN – HUNT FOR THE GOLDEN WARPSHIP
Nintendo/Rare
1 player **£20**



Boldly go where no man's gone before and explore 12 huge levels of alien-blasting, power-up-collecting, jetpack-thrusting action. With a massive task and a password entry system, shooting explore 'em ups don't come much better than this!
92% (Issue 1)

SOLSTICE
Nintendo/Software Creations
1 player **£20**
Gob-smacking graphics and dreamy animation combine to create a wonderful 3D fantasy world for you to explore. Over 250 different rooms (blimey!) await the attention of your heroic character, Shadax. Solstice is highly playable and is simply dripping with class!
90% (Issue 1)



Just when you've wangled a bash on the shop's Nintendo... *GOTCHA!*

Shop attack!

Fancy getting your mug in the mag? Well, 'Flasher' Beaven could be lurking with his trusty Instamatic in a games shop or arcade near you!

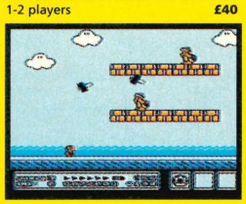
This month's victims:

Emma Trevor, Box
Owns an NES by the name of Fred and wants a Game Boy.
Sarah Trevor, Box
Another NESsie who seems to enjoy looking really shocked!

STAR WARS JVC/Lucasfilm Games
1 player **£50**
This is mainly a platform shoot 'em up with a few spaceshippy bits thrown in. The graphics are wonderful and the playability is superb (and you can play as Luke or one of his buddies).
88% (Issue 3)

SUPER MARIO BROS. 2 Nintendo
1 player **£40**
More varied than the first 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.
79% (Issue 5)

SUPER MARIO BROS. 3 Nintendo
1-2 players **£40**



If you haven't got this one yet, throw a tantrum, go mental, get a job – just do anything to get it in your collec-tion. It's flippin' gorgeous!
98% (Issue 1)

SWORDS & SERPENTS Acclaim
1-4 players **£20**
This game takes four players, and boy, does it need 'em! Choose your own party of adventurers and head off to the dungeons to slay the evil serpent. The scenery's a bit bland, but the action and animation make up for it.
82% (Issue 2)

SWORD MASTER Activision
1 player **£40**
This may not be the most boring game ever on the NES... Actually, it probably is. Although the scenery is pretty, this contains the most simplistic, repetitive gameplay you'll ever see on your NES.
22% (Issue 7)

TERMINATOR 2 LJN Ltd
1 player **£40**
A spiffy little game-of-the-film which sticks fairly closely to the plot of the movie. Mostly platform beat 'em up action, but there's also a motorcycling section to break up the boredom a bit. Good stuff!
74% (Issue 3)

TIME LORD Milton Bradley/Rare
1 player **£35**
This features five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea here but the whole game is just put together sooo badly. How shall we put it? Blinkin' awful!
43% (Issue 1)

TOM AND JERRY
Hi Tech Expression
1 player **£43**



It doesn't really matter if you're a fan of the cat-and-mouse twosome or not, because this game has very little to do with the original cartoons. Okay, it features Tom and, indeed, Jerry, but otherwise it's an ordinary platformer – not particularly inspired or innova-tive, but still enjoyable enough in its own way.
67% (Issue 11)

TOP GUN – THE SECOND MISSION Konami
1-2 players **£40**
Do you feel the need for speed? Well, Top Gun throws you into the hot seat of an F-14 Tomcat fighter for a *very* tough flight. This features amazingly fast, stomach-churning visuals but it's too hard to be much fun. And the film was crap as well.
66% (Issue 1)

TINY TOON ADVENTURES
Konami
1 player **£40**



A brilliant conversion which is even more fun than watching the cartoons on television. It's cuddly, playable and pretty, with lovely cute graphics, whizzy animation, and more variety of gameplay than you could shake a very large carrot at – what more could you ask for? Um, apart from a few more restart points, perhaps?
88% (Issue 9)

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 power-ups. This is without doubt the best Zapper game available.
82% (Issue 4)

TRACK AND FIELD II Konami
1-2 players **£35**



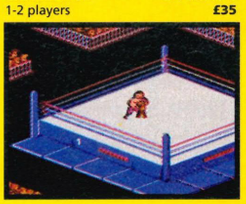
Another complicated button-bashing sports sim. If you like them, you'll like it. If you don't, you won't. There's some interesting events but otherwise the game's a bit of a non-event.
54% (Issue 9)

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. The game looks great and plays pretty well, but it's not difficult enough. Short term fun only.
67% (Issue 3)

TURBO RACING Data East
1-4 players **£30**
A nice-looking and smooth-playing racer. Good graphics and there's plenty to do to keep you interested. Customised cars are a nice extra. Although it's a bit simple, it should keep you going for a while.
81% (Issue 9)

TURTLES 2 Konami
1-2 player **£50**
A faithful copy of the coin-op, with lots of action and a few nice touches, but it's too repetitive, slow-paced and unexciting. It's more playable in two-player mode – but not for long.
66% (Issue 6)

WWF WRESTLE MANIA CHALLENGE LJN Ltd/Rare
1-2 players **£35**



Are you a Hulk Hogan fan? Then you may think that this is for you, but hang on a mo – underneath, this game's a real lightweight. It's too easy, repetitive and graphically tame. Even the most hardened WWF fan will soon get bored.
30% (Issue 6)

THE LEGEND OF ZELDA
Nintendo



1 player **£40**
In this old but challenging role-player you have to defeat Ganon and dig up the fragments of the Triforce. The quest is vast but do-able, and the task really holds your interest. Graphics and sound are looking a bit dated now, but it's a classic!
78% (Issue 2)

ZELDA 2 – THE ADVENTURE OF LINK Nintendo
1 player **£40**



Zelda I was a pretty hard act to follow, but despite its flaws Zelda II manages to be just that little bit better. The graphics could improved, but there's plenty of action and tanta-lising clues to hold your interest. There's more variety than the original Zelda, and the quest is, if anything, even deeper!
82% (Issue 2)

Stupid questions we're asked on the phone

We get quite a few phone calls every month – well, every ten minutes, to be precise! Some of you phone for a chat, others have queries about games, one or two of you are even genuinely concerned about our well-being. Unfortunately, we ocasionally get asked questions that must been devised by a higher intelligence to test us, cos we just can't see the point. Here's a collec-tion of our favourites, together with our answers for those of you who are still confused:

1 Are Japanese games harder to understand that English ones? (Not if you're Japanese!)

2 Has Vicky 'Masher' Michard got a boyfriend? (Are you kidding? Have you seen her lately?)

3 Is Sonic coming out on the Game Boy, NES or SNES? (Why would anyone want a game about hedgehogs on any console, let alone on a Nintendo? This particular phone call was cut short when the caller was dragged back to his cell after a minor scuffle.)

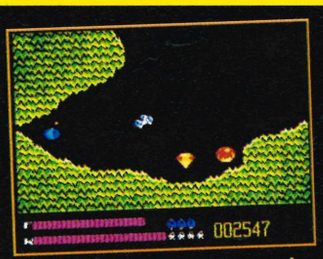
4 When is Street Fighter 2 coming out on the Game Boy? (Good as the Game Boy is, it's not quite up to the standard of a coin-op. Street Fighter 2 would look a bit naff on an LCD screen, now, wouldn't it?)

5 Why don't the TOTAL team make a game about themselves? (Oo, I feel a bit of a list coming on: because nothing interesting happens to us; because we have problems programming a video let alone a game cart; because we'd be very biased if we had to review it, because... Well, the list goes on!)

BOULDER DASH
First Star Software
1-2 players **£30**
Hard hats are the order of the day in this rock 'ard puzzling collect 'em up. Each of the 24 levels is packed with traps, hazards, and diamonds – in fact, you could say this was a *gem* of a game! This diamond could perhaps be a bit too hard for younger gamers, though.
90% (Issue 1)

KICK OFF Anco
1-2 players **£36**
Let's face it, it's getting far too dangerous playing football these days, and the chances of sustaining a serious injury are pretty high. On the other hand, a sore thumb is all you're likely to get from this excellent footy game (unless you're Gazza!), and it's great fun even if you can't stand football.
93% (Issue 4)

SOLAR JETMAN
Nintendo/Rare
1 player **£20**
Space – it may be the final fron-tier but in Solar Jetman you've only got a cack ship to conquer it with. Well, never mind, cos it makes for tougher gameplay. Your mission is to toddle around the universe in your craft collecting bits of the Golden Warpship, and it's great!
92% (Issue 1)



If you're after someone to do a bit of solar jetting, Solar Jetman's your man, man.

SNAKE, RATTLE 'N' ROLL
Nintendo/Rare
1-2 players **£30**
Direct from the reptile house at Bristol Zoo, it's a pair of celebrity worms ready to squirm their way around a graphically fab 3D landscape. The simultaneous two-player game is a real hook and the eleven hard levels are enough to put this in the top slots, but the graphics clinch it.
90% (Issue 1)

1993 IS THE YEAR SUPER NES WILL *REALLY* TAKE OFF!

HOW WILL SUPER PLAY MEET THE CHALLENGE?





1 WITH MORE PAGES

Super Play **is already the biggest Super Nintendo dedicated magazine in the UK – by a margin of at least 32 pages! – and that gap's just going to get bigger!**



2 WITH MORE OFFICIAL UK REVIEWS

Super Play **guarantees to review every new SNES game as it comes out in the UK – no one else does. As the floodgates open, official reviews demand ever more room. With us they'll get it.**



3 WITH MORE IMPORT REVIEWS

Of course, the newest, most exciting stuff is happening abroad, which is why ***Super Play*** **brings you reviews of the best from Japan and America before anyone else, and in more detail too! Read about the top games here first!**



4 WITH MORE PLAYER'S GUIDES

Because there's so much to Super NES games, you're going to need help getting the best out of them. That's why we bring you giant Player's Guides, stripping the top games of their secrets!



5 WITH MORE NEWS ON THE LATEST RELEASES

Super Play **brings you the news first, with previews of the top UK and import releases as they happen. If it's on the Super NES, you can be sure you'll read it in** ***Super Play*****.**

INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

The magazine for Super Nintendo players.
Third issue out 3 December.

SUPER NES

It's tough out there if you're a SNES owner. Those hordes of crap games are just itching to insert themselves in the slot of your beloved SNES. Arm yourself with SNES TOTAL Recall, our essential buyer's guide, and you can tell even the baddest game where to go.

THE ADDAMS FAMILY Ocean
1 player **£45**
Slick platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The tough levels are butt-clenchingly frustrating, but it's good looking and one hell of a challenge!
70% (Issue 8)

AXELAY Konami
1 player **£50 (Jap import)**
This is easily the prettiest alien-blaster of all time, with stunning Mode 7 scenery and huge bosses. Sadly, it's marred by patchy gameplay and a challenge which won't last for long. Axelay is dead smart, but not as impressive to play as it is to look at.
81% (Issue 11)

BATTLE BLAZE Sammy
1 player **£45 (import)**
A second-division slugger which looks good but isn't varied enough. Pleasant backdrops, muscley sprites and nice sounds, but a limited number of moves and opponents. Brill to beat up your mates, though!
59% (Issue 8)

BLAZEON Atlas
1 player **£45 (Jap grey import)**
A very sad sideways blaster. For long periods there's no alien in sight, and the scrolling shudders *when there's nothing happening!* Bland, Lame, Absolutely Zero Entertainment, Overpriced Nob. Yes, that's Blazeon, all right.
59% (Issue 10)

CASTLEVANIA IV Konami
1 player **£45**



Although not much of an improvement on Castlevania 3, this is a pretty fine swing 'n' slice 'em up with loads of different hazards and baddies. It looks like a dream – dark, moody and mystical with bags of atmosphere. The soundtrack's smashing too too. Gameplay is a bit samey, but it's still lots of fun.
74% (Issue 7)

DINOSAURS IREM
1 player **£45 (Jap Import)**



You know that weird TV programme called Dinosaurs? Well, this prehistoric platformer is nothing like it. It's good-looking enough and fairly playable, but despite its size it's pretty standard stuff, and continues and passcodes make it too easy to finish.
55% (Issue 11)

D-FORCE Asmik
1 player **£45 (Jap grey import)**
This standard vertical scroller looks like it was designed on Mario Paint! Apart from a crude Mode 7 feature for high- and low-level flight, it's really got nothing new to offer fire-button freaks. Still, if you're after some classic shoot 'em up action, this might keep you amused for a while.
67% (Issue 10)

DRAGON'S LAIR Elite
1-2 players **£45**
Probably the most tortuous and atmospheric game you'll ever play on the SNES. Luvverly scenery, nice slice 'n' dice action and loads to explore. The 25 levels, complete with passcodes, present a huge challenge.
93% (Issue 10)

FINAL FIGHT Capcom
1 player **£45**



If you're after a decent, varied, colourful beat 'em up, you need look no further than Final Fight. Unfortunately, there's no two-player option, which is a bit of a downer cos strollin' beat 'em ups aren't much fun on your own. Still, it does partly make up for this with some fab action and wicked backdrops.
78% (Issue 9)

F1 CIRCUS Nichitsu
1 player **£50 (Jap Import)**
F1 Circus has got all the usual features of a racing game – loads of options on the car, all the international circuits and a full championship season – but the view from the car is too confusing for you to be able to exercise any real driving skills.
64% (Issue 10)

HOLE IN ONE Hal Labs
1-4 players **£40 (Jap Import)**

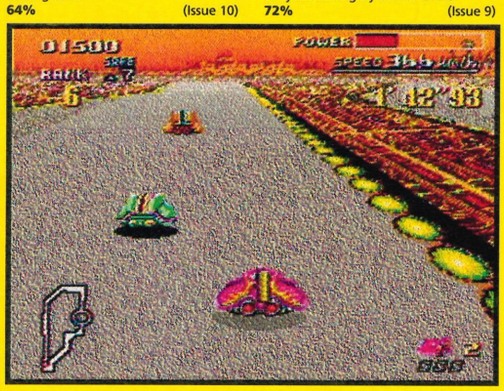


Although Hole In One has only got 18 holes and the permanent overhead viewpoint is a bit artificial, the smart Mode 7 graphics and atmospheric sounds make up for it. With more then one player you'll have a ball!
75% (Issue 11)

HOOK Sony Imagesoft
1 player **£45 (Jap Import)**
If you liked the film, you'll probably be a mite disappointed with this. It's all very pretty, with beautiful cartoony characers and some ace animation, but at the end of the day it's just a run-of-the-mill platformer which you could finish in a day or two. Unlike Peter Pan, it's not going to live for ever.
64% (Issue 11)

JACK NICKLAUS GOLF Trade West
1 player **£45 (US import)**
With simple gameplay and useful advice before each shot, this could have been the ideal game for beginners. Sadly, everything's ruined by the fact that it's all so darn *slow!* Not really up to Jack's standards.
59% (Issue 11)

JOE 'N' MAC – CAVEMAN NINJA Elite
1-2 players **£50**
A playable prehistoric platformer with some of the scrummiest backdrops and sprites that have appeared on the SNES. Characters are a bit uncontrollable and it's all too easy to complete, but the game holds some nice surprises, and it's great for showing off your little grey box of tricks.
72% (Issue 9)



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 played over three leagues and the Mode 7 graphics are just phenomenal. It's not strictly a racing simulator, but who cares when it's a heart-pounding high-speed burn up like this? If this superb adrenaline-pumping scorcher isn't in your collection, there's something wrong with you!
91% (Issue 5)

KING OF THE MONSTERS Takara
1 player **£50 (Jap Import)**
This fighting game is like a cross between Godzilla and WWF, with monsters wrestling against an urban backdrop. Sounds fun, but the monsters only have a couple of moves each and the novelty soon wears off.
41% (Issue 10)

KRUSTY'S SUPER FUN HOUSE Konami
1 player **£45**



Although a bit gloomy for a 'Fun House', this is a good-looking and spookily atmospheric game. Guide Krusty around his amusement arcade, trap the rats and try to stay alive! There's a weird mix of puzzles, pie-throwing and platforms, which makes exploring the huge rooms a real hoot!
80% (Issue 8)

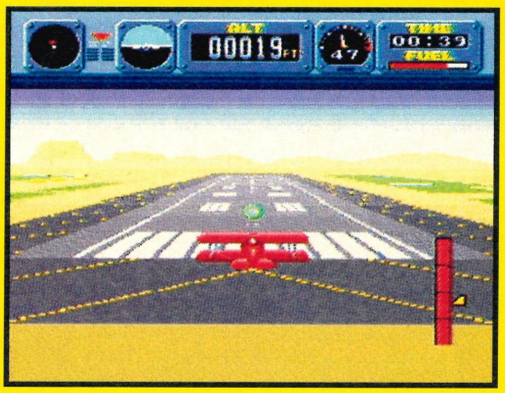
LEMMINGS Sunsoft
1 player **£50**
The squillion-year-old classic brings its rodent-rescuing gameplay to the SNES, and it's still fun, frantic, and challenging. It's marred by slow-down, though, and younger players may find the gameplay a bit too cerebral to be fun.
81% (Issue 10)

MARIO PAINT Sammy
1 player **£70 (with SNES mouse)**
Mario Paint is a very limited art and music package which, with only 16 colours and basic sounds, fails to exploit the SNES's potential. Its user-friendliness will appeal to your younger brother or sister but everyone else will be disappointed.
48% (Issue 10)

MUSYA Datam
1 player **£45 (Jap import)**
This Oriental arcade adventure has some neat touches but it's just not exciting enough. Despite attractive backgrounds, flashy bonuses and weird weapons, it's too ponderous for arcade junkies and too basic for anyone else. More of a plod 'em up than a shoot 'em up.
59% (Issue 8)

PAPERBOY 2 Mindscape
1-2 players **£40**
With confusing perspective, repetitive gameplay, and a control problem, this game's almost as bad as doing the real thing. It's definitely not going to make any headlines.
32% (Issue 10)

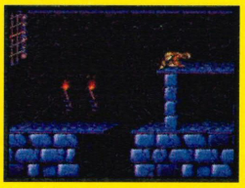
PARODIUS Konami
1 player **£54 (Jap import)**
A fun shoot 'em up with plenty to get your teeth into, but perhaps a game more for younger joypad-twiddlers. The graphics are great and the guardians are imaginative and well drawn, as is the whole game – although some of it's so cute it'll make you puke!
87% (Issue 9)



PILOTWINGS Nintendo 1 player **£40**
Take to the air in four different modes of transport – light plane, hang-glider, parachute and jet-pack – on your way to qualifying for your pilot's licence in this stunning 3D flight sim with visuals to make your peepers pop out. It won't take you for ever to finish, but it's so gorgeous that you'll keep coming back for some more cloud-busting action.
91% (Issue 11)

PGA TOUR GOLF EA
1-4 players **£50**
A nice user-friendly golf sim, with a simple layout and easy-to-use menu screens. Although a bit rough around the edges, it's a tough and playable game nonetheless, and with battery back-up and a four player option it's no one-hit wonder.
69% (Issue 11)

PRINCE OF PERSIA Masiya
1 player **£45 (import)**



One of the hardest arcade puzzlers ever devised. Lovely graphics and stunning animation on the main character make it hard to refuse, although control over Prince could be better. You've got to be tough to beat it.
84% (Issue 9)

RANMA 1/2 Masaya
1-2 players **£50**



Ranma's a nifty best-of-three-rounds beat 'em up which wins no prizes for originality but is good fun to play nonetheless. You've got a fair number of punches and kicks to choose from and some impressive secret moves to discover, but with SF2 around there's no comparison.
67% (Issue 10)

RIVAL TURF Jaleco
1-2 players **£45**



Rival Turf is an excellent two-player stroll 'n' beat 'em up, with exciting, high-speed gameplay. The fighting action doesn't really offer anything new, though – in fact, the gameplay's not a million miles from that of the ancient beat 'em up, Double Dragon. Rival Turf is great fun when you're bashing around with a friend, but unfortunately it ain't particularly thrilling when you're beating 'em up on your lonesome.
70% (Issue 9)

THE ROCKETEER IGS Corp.
1-2 players **£45 (Jap grey import)**



The Rocketeer looks fairly impressive, with cinematic backdrops and detailed sprites, but don't be deceived – underneath the flashy surface this game is simplistic, boring and generally bad in every way. The gameplay is totally lacking in variety and the series of mini-games which make up the game require no skill whatsoever – just hit 'n' hope stuff, really. This is an atrocious non-starter of a game that you'd be off your rocker to even think about buying.
28% (Issue 7)

Recall Top Ten – the best of SNES

DRAGON'S LAIR Elite
1-2 players **£45**
Dirk the Daring has never had it so good. Don't be put off by the old arcade game – or ealier debuts on the NES and GB – this version is big, tough, and has some of the best platform action seen in a long time.
93% (Issue 10)

SUPER PROBOTECTOR Konami
1-2 players **£45**
This game fires approximately 5000 rounds per minute and the pace doesn't slow up for a second. There are nasties here that you have to see to believe. (Pity about the slow-down.)
88% (Issue 9)

PILOTWINGS Nintendo
1 player **£40**
Pilotwings' mellow music makes it one of the more laid-back games on the SNES. Still, flying a biplane, skydiving, and bombing around with a jetpack strapped to your back may be great fun but it's definitely no picnic!
91% (Issue 11)

TOP GEAR Kemco/Gremlin
1-2 players **£45**
With Top Gear we're talking serious speed, nitro injections, and a chance to drive those Italian cars that we mere mortals can only dream about owning. There are racing games, and there is Top Gear. Don't get them confused – this is in a class of its own.
93% (Issue 9)

STREET FIGHTER 2 Capcom
1-2 players **£65**
So, what's all the fuss about this Street Fighter 2, then? Oh dear, here we go again. Repeat after me: SF2 is the most adictive beat 'em up ever. It's got fab graphics, fab sound and fab gameplay. And you get the chance to beat the living daylights out of your best mate.
94% (Issue 8)



SUPER GHOIULS 'N' GHOSTS Capcom 1 player **£50**
With some of the prettiest scenery you're ever likely to meet on the SNES, and a challenge to knock your socks off, this souped-up version of the classic coin-op platform shooter is rather tasty. However, the slow-down is unforgivable, and some of the gameplay is a bit *too* evil to be fun.
87% (Issue 11)

RPM RACING Interplay
1-2 players **£40 (US grey import)**
This seems to be more of a touring game than a racer – it's far too slow to get the blood rushing to your brain and your fingers twitching. Its commendable attempts to be different appear to have failed on every count. About the only interesting addition is the fact that you're able to build your own tracks.
46% (Issue 9)

SIM CITY Nintendo/Maxis
1 player **£40**
This could quite possibly be the best £40 you'll ever spend! The concept is simple and the looks are basic, but the game is huge and totally absorbing. Basically, you have to design, build and maintain an entire city. It has immense variety and bags of atmosphere. Incredibly addictive, this is one of the best games ever!
94% (Issue 7)

STREET FIGHTER 2 Capcom
1-2 players **£65**



Street Fighter 2 is simply the best coin-op conversion ever! This is an absolutely superb, action-packed beat 'em up with dozens of moves, a host of adversaries, and a vast amount of detailed animation. Sound, graphics and gameplay in perfect harmony. Although, unlike other beat 'em ups, it's pretty good fun playing on your own, it's when you play with a mate that Street Fighter 2 really comes into its own and kicks some serious butt!
94% (Issue 8)

SUPER ADVENTURE ISLAND Hudson Soft
1 player **£45**



Ignore the groovy rave-style tunes – this is a very basic platformer. Okay, the graphics are attractive, but the run 'n' jump gameplay is no different from its GB and NES counterparts.
40% (Issue 11)

SUPER MARIO KART Nintendo
1-2 players **£45 (Jap import)**



This latest star vehicle (ha!) for Mario is a highly original racing collect 'em up in which Mario and Co. go karting around a split-screen Mode 7 race-track. With a good variety of tracks, addictive gameplay, and the rather odd balloon game thrown in for good measure, this is worth a look whether you're a racing fan or not.
82% (Issue 11)

SUPER OFF ROAD Tradewest
1-2 players **£45 (US grey import)**
This is virtually identical to the NES game, except that the graphics and sounds are slightly better. However, with weedy, underpowered cars and samey tracks, it's only really any good playing head-to-head, and even then it can get pretty tedious. It hasn't really made use of the SNES's capabilities (and the NES version has a four-player option!)
53% (Issue 7)

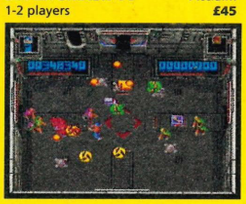
SUPER PLAY ACTION FOOTBALL Nichitsu
1-2 players **£45 (US import)**
If you find the rules of American Footie harder to understand than Einstein's Theory of Relativity (and just as tedious), Super Play Action Football is certainly not the game to change your opinion. Despite NFL backing, it's far too complex and uncontrollable for all but the most obsessed gridiron fans.
53% (Issue 11)



SUPER PROBOTECTOR Konami 1-2 players **£45**
The guy who wrote this must have been out of his face, cos the nasties in this game are definitely on the *weird* side! The graphics are unbelievable, with stunning Mode 7 effects throughout and some massive guardians, and the sound is pretty fabulous too. The action is varied and the gameplay is out of this world. Maybe it's a bit *too* hard to be fun, though!
88% (Issue 9)

SUPER R-TYPE Nintendo
1-2 players **£40**
Although let down by jerky scrolling, the graphics in Super R-Type are stunning – real arcade quality stuff – and the sound is superb. But beneath the game's good looks the gameplay is rather shallow and the action patchy. The lack of restart points is a real pain.as well. Nevertheless, hard-core zap-freaks will get off on the hi-energy action.
71% (Issue 6)

SUPER SMASH TV Acclaim
1-2 players **£45**



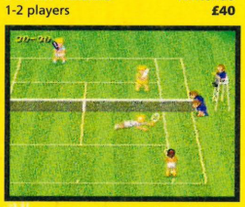
Stupendously brutal, thrilling and rock-hard! In many ways Super Smash TV is the ultimate shoot 'em up, with a superb control system and perfect replication of the coin-op's brilliant gameplay (although some of the graphics seem to be a bit smaller). Pure and magnificent, but definitely not for softies!
93% (Issue 8)

SUPER SOCCER Nintendo
1 player **£40**



Excellent 3D visuals, a choice of 16 world-class teams to challenge, and flexible controls make Super Soccer an absolute joy to play. Sadly, the laws of football seem to have been conveniently rewritten for the game, and it's more likea kick around the park where no one worries about the rules, than professional footy. Nevertheless, great fun.
80% (Issue 6)

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.
96% (Issue 5)

SUPER WWF
Acclaim
1-2 players **£50**
Even if you loathe the WWF crew you can't help but be impressed by this game. The graphics are gorgeous and the sounds effectively conjure up all the razzmatazz of a night at the wrestling. And, unlike previous wrestling games, there are plenty of moves to play around with – enough to ensure you don't get bored.
81% (Issue 6)

TOP GEAR Kemco/Gremlin
1-2 players **£45**



Fast, furious and fun, and with exceptional Mode 7 graphics, Top Gear is absolutely stunning – the best two-player racing game, like, ever! You won't find a speedier race 'em up, so you'd better get your helmet on and strap yourself in. But be warned, race sim pros – you will beat it, even on the toughest courses.
93% (Issue 9)

TRUE GOLF CLASSICS T&E Soft
1-4 players **£42 (Jap/US import)**



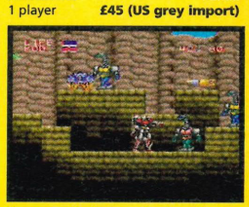
If it's realistic golf sims you're after, then you'd be well advised to have a shot at True Golf Classics. This is actually a series of games, each of which is based on a real-life course (Wailalae, Augusta and Pebble Beach). Although playability seems to have been sacrificed in favour of accuracy (and with only one course per cart it's a bit pricey), this is probably as close to the real thing as you're going to get on the SNES.
64% (Issue 11)

TURTLES IN TIME Konami
1 player **£50 (Jap grey import)**
This is good-looking and occasionally quite fun, but it's generally boring and too easy to finish. If you're one of those folk who collects every piece of Turtles stuff, you'll snap this up, but it's more cow dung than cowabunga.
63% (Issue 10)

ULTRAMAN Bandai
1 player **£45**
With poorly animated, blocky sprites, basic backgrounds, and an almost total absenc of gameplay, this sad superheroes-and-monsters beat 'em up would have the stuffing knocked out of it by Street Fighter 2. And there's no two-player mode. Oh dear.
26% (Issue 11)

UN SQUADRON Capcom
1 player **£45**
Horizontal scrollers don't come much better than this! Feast your eyes on the visuals and scorch your brain on the action – this is an intense blaster with loads of variety.
92% (Issue 10)

XARDION Asmik
1 player **£45 (US grey import)**



Um, I wonder how many times I'm allowed to use the word 'crap' in one review. Everything about this platform shoot 'em up is naff beyond belief, from the jerky graphics to the appalling sound. Put this one top of your list of 'things I must avoid'.
27% (Issue 9)

The TOTAL team's annoying habits

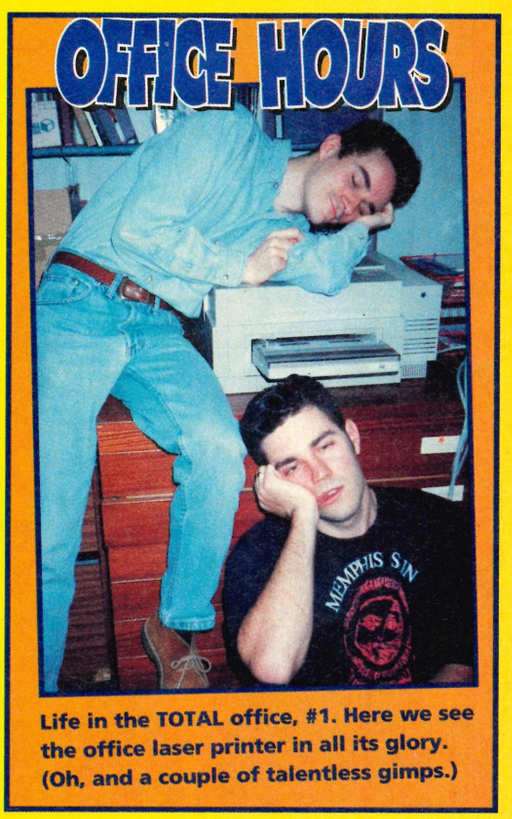
So you thought we at TOTAL were as close as anyone could get to being model citizens? Hmm. Well, actually, we must admit that the TOTAL team does have a few, how shall we put it, personal *qualities* capable of changing an apparently perfect working atmoshpere into a World War III battle zone. And here they are:

1 Steve enjoys a good sulk if his coffee isn't made correctly.

2 James moans constantly whenever he gets a cold.

3 Chris talks intellectual guff which is over everyone's head.

4 Thicky turns up in the morning – and that's enough to annoy anyone!



Life in the TOTAL office, #1. Here we see the office laser printer in all its glory. (Oh, and a couple of talentless gimps.)

SUPER SMASH TV Acclaim
1-2 players **£45**
Can you handle this total blood bath of a game? Are you nodding your head frantically? Good! Super Smash TV is one of those classic oh-mi-god blasters that makes you feel that you've wiped out an entire civilisation by the time the Game Over sign appears.
93% (Issue 8)

UN SQUADRON Capcom
1 player **£45**
Others have tried and failed to produce games like this on other consoles. For action and awesome graphics that will blow you away, you can put your trust in the UN! Become a regular Biggles of the future with firepower that is out of this world.
92% (Issue 10)

F-ZERO Nintendo
1 player **£40**
Hello, Mode 7. This is a 3D futuristic racer that every serious SNES owner should play at least once. There's no need to shout about the amazing graphics and atmoshperic sound when the gameplay is so fab. It's not what you'd expect of a racing game, but it's ace!
91% (Issue 5)

SIM CITY Nintendo/Maxis
1 player **£40**
Take control of a massive metropolis and play fire chief, town planner, tax man and everybody who does anything important. This is a top-notch strategy game which is not only very intellectually taxing (ha!) but also a whole load of fun to play.
94% (Issue 7)

PRINCE OF PERSIA Masiya
1 player **£45 (import)**
A really stunning arcade adventure with a beautifully animated hero and 20 incredibly tough platform levels packed with traps, dead ends and enemy guards. A well impressive and challenging game which makes full use of the SNES's abilities.
84% (Issue 9)

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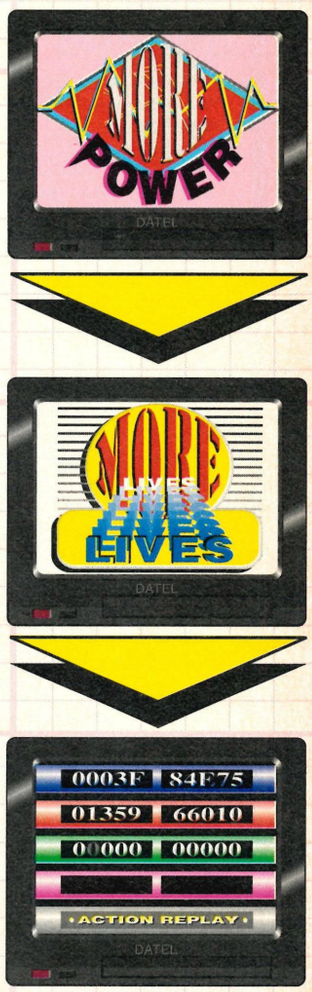
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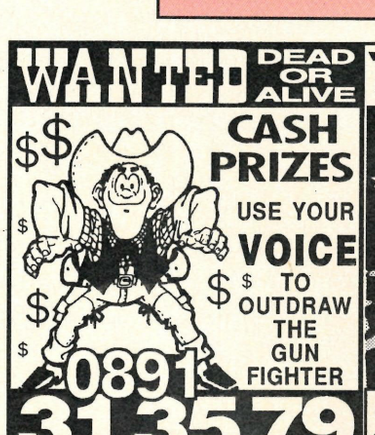
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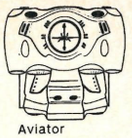
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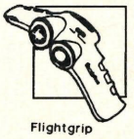
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GAME BOY

Does the perfect GB game exist? Well, we haven't found it yet, but have a gander below and you'll find a few which come pretty darn close (as well as some as near to perfection as Timbuctu is to East Grinstead!). Good or bad, you'll find them all in GB TOTAL Recall.

ADDAMS FAMILY Ocean
1 player **£25**



Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than ooky.
52% (Issue 7)

ADVENTURE ISLAND Hudson Soft
1 player **£25**
This has the potential to be a really good game – there's loads of levels and the graphics are smooth and clear. The trouble is that the gameplay is completely lame. It's not really much of an adventure.
56% (Issue 9)

ASTEROIDS Accolade
1-2 players **£22**
Those 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.
55% (Issue 5)

THE AMAZING SPIDERMAN Sunsoft
1 player **£25**



Ol' Spidey's back in town and 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 fun, especially if you're a Spidey fan.
68% (Issue 3)

BALLOON KID Sunsoft
1 player **£25**
A cutesy little adventure involving a balloon chase. Alice has to rescue her dippy bruv who's drifted off attached to the end of a string of balloons. Excellent hazard-dodging fun.
76% (Issue 3)

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!
92% (Issue 4)

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.
80% (Issue 1)

BATMAN – RETURN OF THE JOKER Sunsoft
1 player **£25**
Batty's second Game Boy adventure to hit the streets has got five levels and they're all extremely tough. Glorious graphics and fab sounds are the icing on the cake.
86% (Issue 10)

BATTLETOADS Trade West
1 player **£25**
Gameplaying extravaganza! Heaps of different games in one cart make Battletoads a real treat for Game Boy arcade fans. The Turtles' days are numbered with the arrival of this new shade of green!
90% (Issue 11)

BILL AND TED'S EXCELLENT GAMEBOY ADVENTURE Sunsoft
1 player **£25**
Okay, most bodacious gamers, we strongly recommend you rush straight out 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!
91% (Issue 3)

BLADES OF STEEL Palcom
1-2 players **£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.
60% (Issue 6)

BLUES BROTHERS Titus
1 player **£25**
A tough, maze-style platformer with big and varied levels. Although the graphics are a bit slow and confusing at times, the gameplay's strong enough to survive.
74% (Issue 10)

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.
89% (Issue 3)

BOXXLE FCI/Pony Canyon
1 player **£25**



An excellent puzzle game. It looks simple and is easy to pick up, but the 108 levels just get harder and harder. If you like puzzles, this is a tough one.
69% (Issue 9)

BOXXLE 2 FCI/Pony Canyon
1 player **£29**



Boxxle 2 may not be particularly exciting to look at, but with over 120 levels of brain-melting punishment it's sheer hell to play! The gameplay's simple but extremely engrossing – you won't find much more refined puzzle-solving than this!
79% (Issue 10)

BRAIN BENDER Electro Brain
1 player **£27**
Mirrors, lasers, bubbles – Brain Bender's got the lot! This is a fun and fiendishly frustrating puzzler with a challenge that will last a good while – if not for ever!
77% (Issue 11)

BUBBLE BOBBLE Taito
1 player **£25**
This is full of terrifically addictive coin-op platform action, with over 200 levels and clever graphics. Unfortunately, passcodes for each level make it too easy.
68% (Issue 6)

BUBBLE GHOST FCI/Pony Canyon
1 player **£25**
Blowing a bubble around the 35 rooms of a castle with a chubby little ghost as your controllable character could have been fun – but sadly it ain't. Sorry!
22% (Issue 8)

BUGS BUNNY Kemco
1 player **£20**
Bugs has got to collect all of the carrots on the 80 levels of the game in order to rescue sweetheart Hunny Bunny. Sadly, level 80 is much the same as level one.
43% (Issue 1)

BURAI FIGHTER Nintendo
1-2 players **£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.
84% (Issue 4)

BURGER TIME DELUXE Data East
1-2 players **£25**
This odd little platformer is possibly a bit too simplistic, but it's still an addictive game, and perfectly suited to the Game Boy. The passcodes and continues make it a bit easy to finish, but you'll still go back to it.
71% (Issue 8)

CASTELIAN The Sales Curve
1 player **£25**
Simple, frustrating and addictive. The just-one-more-go factor plays a big part in this game. Unless you're in the mood, though, Castelian will annoy you rather than enthrall you.
75% (Issue 8)

Oi! Get on with some work!

These are the Game Boy, NES and SNES games the TOTAL team found completely unputdownable this month. We loved 'em to death!

Steve Super Aleste (SNES)
Empire Strikes Back (NES)
Star Wars (GB)

James Super Star Wars (SNES)
Dizzy (NES)
Gradius 2 (GB)

Chris Super Aleste (SNES)
Dizzy (NES)
Bomb Jack

Andy Another World (SNES)
Dizzy (NES)
Gradius II (GB)

CASTLEVANIA ADVENTURE Konami
1 player **£25**
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready, folks, it's vampire-hunting time! Gorgeous graphics and sprite animation and detailed backdrops make this a real treat.
89% (Issue 1)

CASTLEVANIA II Konami
1 player **£25**
Um, it's the sequel to the above but with a few of the gripes ironed out. It's got massive levels, and although it's not brilliantly original, it's great fun. A classy game and no mistake!
90% (Issue 5)

CAESAR'S PALACE Ocean
1 player **£25**
With five different games included, this looks like it gives you lots to play at, but none of them requires enough skill to keep you interested for long.
60% (Issue 6)

CENTIPEDE Accolade
1-2 players **£25**
A pretty good conversion which is fun to zap away at now and again. It's pretty basic and there's not much variety, but it's tough and addictive with bags of nostalgia value.
68% (Issue 5)

CHOPLIFTER II JVC
1 player **£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.
80% (Issue 6)

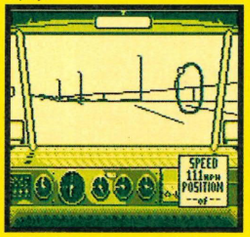
THE CHESS MASTER Software Toolworks
1-2 players **£25**



If you can find a copy, snap it up. This is the chess opponent you've always wanted. He's well-spoken (it has digitised speech) and plays a mean game. The only chess game you'll ever need!
90% (Issue 1)

DAEDALIAN OPUS Nintendo
1 player **£25**
Fitting irregular-shaped tiles into a box and doing it all against the clock is very challenging, but is it really all that interesting? Well no, not really. This game gets incredibly boring after only a short time and is one for puzzle freaks only.
45% (Issue 5)

DAYS OF THUNDER Mindscape
1 player **£25**



A huge improvement over the NES version. It features smooth(ish) vector graphics, decent sound, and winning will take lots of practice. Sadly, it ain't that fast, so only big racing fans will find much here to keep them going.
73% (Issue 4)

DOUBLE DRAGON 2 Acclaim
1-2 players **£25**
If you're bored with straightforward beat 'em ups, give this a miss. If not, it's slick enough to keep you amused. A suitably good follow-up.
77% (Issue 4)

DRAGON'S LAIR Elite
1 player **£25**



Dragon's Lair features some of the best Game Boy graphics you'll ever see, although the detail makes them hard to make out at times. This brilliant platform puzzler is incredibly hard but still dead playable.
79% (Issue 3)

DR FRANKEN Elite
1 player **£25**
Highly detailed graphics with very little blur. This beautiful platform adventure takes place in an enormous castle (over 200 screens) and it's flippin' brilliant.
91% (Issue 5)

DR MARIO Nintendo
1-2 players **£22**
Forget the Super Mario connection – he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Pretty dull, I'm afraid.
64% (Issue 1)

DUCK TALES Nintendo
1 player **£25**



Why pay the earth for NES Duck Tales, when the Game Boy version is not only better but cheaper? GB Duck Tales is a snazzy little collect 'em up, and not only is it a tougher challenge but the control method is better too!
78% (Issue 2)

DYNABLASTER Nintendo/Hudson Soft
1-2 players **£25**
This is a spanking new rendition of the million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It sounds deathly dull, but with four games in one cart it offers terrific value for money.
93% (Issue 2)

F-1 RACE Nintendo
1-4 players **£30**
Get your motor running and carry on from where Nigel Mansell left off. Loads of courses, the possibility of a four-player link-up and fast graphics make this a real cracker. You can almost see smoke billowing from your Game Boy as you engage a turbo. A real speed demon!
88% (Issue 1)

FACEBALL 2000 Bullet Proof Software
1-4 players **£25**
This 3D maze-type shoot 'em up has two different combat arenas and the option for a four player head-to-head battle. With grapjhics you could frame and addiction you could bottle, this is one cart that all Game Boy owners should never be without!!.
93% (Issue 5)

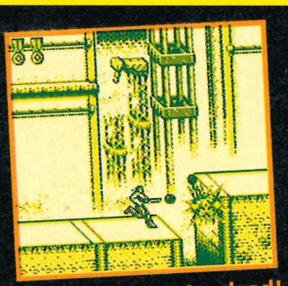
FERRARI GRAND PRIX CHALLENGE Acclaim
1 player **£25**
Another Formula One racer with all the works – 16 international tracks and 25 competitors – but it doesn't offer anything new and it's got several annoying glitches. It's also seriously lacking in challenge.
63% (Issue 11)

Recall Top Ten – the best of GB

SUPER MARIO LAND Nintendo
1 player **£25**
Well, it had to be number one, didn't it! It's easily the best-designed, most playable platformer to date!
94% (Issue 1)

TENNIS Nintendo
1-2 players **£20**
What a racquet! This is easily the best sports sim available on the GB. You'll be surprised how playable a game involving knocking an LCD ball about is!
95% (Issue 1)

PROBOTECTOR Konami
1 player **£25**
Don't even think about investing in a shoot 'em up until you've checked this out! This is a blaster and a half – buy it, play it, then mellow out with a hot choc!
92% (Issue 8)



Bang, bang, you're dead!

DYNA BLASTER Nintendo
1-2 players **£25**
Kapow! This is a game involving running around a maze dropping bombs, blowing stuff up, and knocking off baddies who are also trying to knock you off. If you think it sounds like a bit of a damp sqib, think again – it's tough and extremely playable!
93% (Issue 2)

FOOTBALL INTERNATIONAL Bandai
1–2 players **£25**
A bit of a second-division football game. The two player stuff is all right with the old Game Link, but for one player, a single tournament and match ain't gonna keep a keen footy fan happy for long!
70% (Issue 8)

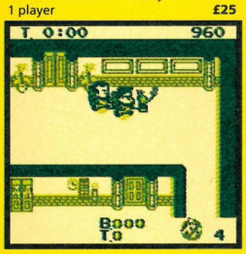
FORTIFIED ZONE Jaleco
1 player **£25**
This mazey-blaster seems entertaining at first but there are only four short levels and only the last one puts up any sort of challenge. This isn't much fun at all.
68% (Issue 4)

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 darn good, but the lack of a password option is a definite drawback, especially in a game of this size.
84% (Issue 2)

GARGOYLE'S QUEST Sunsoft
1 player **£25**
As well as nifty jumping-and-blasting gameplay, there's a role-play element here, so you have to use your brain as well as your reflexes. Variety, challenge and good looks.
76% (Issue 3)

GAUNTLET 2 Mindscape
1-2 players **£20**
This may be a pretty faithful copy of the coin-op and NES versions, but a colourless, tiny screen makes maze-wandering a right old pain in the neck. Tragic!
41% (Issue 3)

GHOSTBUSTERS 2
Activision/HAL Laboratory
1 player **£25**



You have to 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.
85% (Issue 4)

GOLF Nintendo
1-2 players **£20**
Everyone likes to play a round every now and again, and this game contains no less than 36 holes to negotiate. Everything you could ask for is here, including two-player link-up and a brilliant battery back-up so you can stop for tee.
92% (Issue 1)

GREMLINS 2 Sunsoft
1 player **£25**
Loads of fun here, as you guide Gizmo through level after level of platforms, traps and Gremlins. And the graphics are just as good as the gameplay. It's tough, but well worth the aggro.
82% (Issue 2)

HAL WRESTLING HAL America
1-2 players **£25**
Wrestling games aren't that brilliant at the best of times, but this one is truly crap – it's so bad you can't even tell the wrestlers apart. And they expect us to pay for this rubbish?
27% (Issue 10)

HARMONY Accolade
1 player **£27**
A tough game, with original puzzling gameplay that will test even hardened puzzle-freaks. With 50 levels and no passcodes it's a bit *too* hard, though.
69% (Issue 11)

HOME ALONE TIHQ Inc
1 player **£25**
Just how much fun can you have wandering around an almost empty house, bashing a burglar every half an hour? None, that's how much.
38% (Issue 4)

HOOK Ocean
1-2 players **£25**
This is almost identical to the NES version. The graphics are a bit too detailed for the Game Boy to handle, but they're fast and smooth, and the gameplay is excellent. It's lots of fun, and there's a two-player mode too.
88% (Issue 7)

HUDSON HAWK Sony Imagesoft
1 player **£29**
First the film was a flop, and now it looks like the game's going to go the same way. The gameplay's just boring run from left to right stuff, with hardly any action. It looks nice but it won't last for more than an hour.
35% (Issue 10)

HUNT FOR RED OCTOBER High Tech Expressions
1-2 players **£25**
There are loads of levels in this underwater shoot 'em up, but they're all similar and bear very little resemblance to the film.
40% (Issue 5)

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.
84% (Issue 2)

ISHIDO Nexoft
1-2 players **£20**
A tarted-up Game Boy version of an ancient and puzzling board game. The tile-placing gameplay is fun to begin with, but there's not enough variety to keep you amused for long.
68% (Issue 5)

JORDAN VS BIRD EA
1 player **£25**
A three-in-one basketball sim which allows you to challenge two of the greatest players in the slam dunk, one-on-one and 3-point competitions. Sometimes annoying, but once you get the hang of it it's good fun.
71% (Issue 11)

KID ICARUS Nintendo
1 player **£25**
Kid Icarus features a winged boy flapping around a maze in search of his girlfriend. It's an engaging little platformer, but it's all a bit samey. There's battery back-up, but you'll get bored before you get stuck.
68% (Issue 11)

KILLER TOMATOES T.HQ Inc.
1 player **£25**



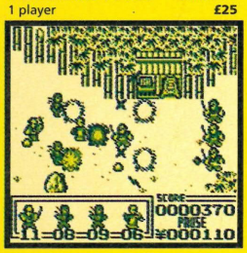
A silly scenario but quite a fab game. The levels are big, with loads of hidden secret rooms, oodles of action, and a last boss that will have you pulling your hair out. The slow-down is a problem, though.
79% (Issue 9)

KING OF THE ZOO Nintendo
1-2 players **£20**
This whacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. It's simple but loads of fun.
87% (Issue 1)

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.
78% (Issue 1)

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 one for you, but it's really showing its age quite badly now.
31% (Issue 4)

MERCENARY FORCE Nintendo
1 player **£25**



A tough but rather tedious scrolly lefty righty sort of game. Controlling a whole band of fighters is nice and different idea, but unfortunately they all provide too big a target for the baddies gunning for you.
54% (Issue 9)

METROID 2 Nintendo
1 player **£26**
Basically this is a small game that's become bloated. It's too big and bland for most gamers to enjoy, but if you like the idea of wandering around for ages doing nothing much at all then this one, avec battery back-up, is worth a look.
66% (Issue 8)

MICKEY'S DANGEROUS CHASE Capcom
1 player **£25**
A non-eventful, sad excuse for a platformer. Bland early stages and it only becomes worth playing towards the end. You'd have expected more from a star like Mickey.
38% (Issue 9)

MISSILE COMMAND Accolade
1-2 players **£25**
This could have been a big hit on the little yellow screen, but a poor control method and lame visuals ensure that the Game Boy version of Missile Command falls a long way short of the target.
49% (Issue 7)

MOTOCROSS MANIACS Palcom
1-2 players **£20**
Fast 'n' furious action with loads of obstacle-packed courses make this race 'em up totally addictive. Although the graphics could be a bit meatier, this is a perfect game for your little hand-held.
91% (Issue 7)

MR DO Ocean
1 player **£22**
An almost perfect conversion of a game from the old arcade and eight bit era. If you're unfamiliar with this classic, it's a highly adictive maze-muncher which calls for all the stategic gameplay that the old grey matter can muster.
80% (Issue 10)

Get smart – only TOTAL has the answers

Hey! Stop peeking at the answers! Go to page 133 first and answer the questions in our Nintendo quiz properly! Ah, you've already done that, have you? Hrummph! Okay, for every correct answer give yourself ten points, then tot up your marks and see what category you belong in:

1 c) 2 b) 3 a) 4 c) 5 c) 6 a)

0 – 20 points: No, no, you've got it all wrong! You're the good guy, see. You know, the one who gets replaced by a Game Over screen after about three goes? *(Jim, what ARE you on about? – Steve).* Oh, never mind. Keep trying!

30 – 50 points: Ah ha, you do actually know who some of the baddies are. Even so, steer clear of adventure games for the time being and keep hacking away on the beat 'em ups.

60 points: Okay, you're pretty hot on this questionnaire lark. You're one of these people that have been there, played the game and probably bought the T-shirt as well. We'll catch you out next month!

MYSTERIUM First Star
1 player **£30**
Mysterium is all about alchemists (no, nothing to do with Boots!). It's an adventure-cum-maze game with added shooting, which against all the odds works well on the Game Boy. A long-term challenge.
79% (Issue 11)

NAIL 'N' SCALE Data East
1 player **£26**
An extremely tedious puzzle game about throwing nails and then using them to climb up walls. It's more annoying than challenging – certainly worthy of a double yuk.
32% (Issue 10)

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, and the characters are big and bold.
79% (Issue 2)

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 one to your collection immediately.
92% (Issue 2)

NINTENDO WORLD CUP Nintendo
1-2 players **£20**
More oddball than football. The graphics are, er, interesting but the gameplay is sadly lacking in the excitement of the real thing. If you're after a footie sim, you'd be better off buying Kick Off instead.
64% (Issue 1)

OTHELLO Nintendo
1-2 players **£20**
Fans of this strategic board game need never plead for partners again, cos this cart's got four players inside (bit of a squeeze!). Othello wipes the dust of this thousand plus-year-old game and brings it slap bang up to date. It's a real classic!
92% (Issue 2)

PACMAN Namco
1-2 players **£25**
The grandaddy of video games is definitely showing its age now. With basic gameplay, only a single maze to chomp your way around and fiddly control at high speeds, this is one strictly for nostalgia freaks.
51% (Issue 7)

PAPERBOY Nintendo
1-2 players **£20**
Deliver your papers by dodging angry customers, loony skateboarders etc. This game picks up a lot of fans – dunno why, cos it's as dull as the Sunday Times.
77% (Issue 3)

PAPERBOY 2 Mindscape
1 player **£25**
There's nothing strikingly wrong about this game, but on the other hand, there's nothing strikingly brilliant about it either. Virtually identical to the first one and just as lame!
50% (Issue 10)

PARASOL STARS Ocean
1 player **£25**
Bub's back! First it was Bubble Bobble, then came Rainbow Islands, and now Parasol Stars is the last word in cute! Don't let the dreamy looks fool you – this is a tough and very playable arcader, with loads of levels and fun gameplay. If you love fabby arcader games you should snap up a copy of Parasol Stars this very minute!
92% (Issue 11)

PARODIUS Palcom
1-2 players **£25**
This whacky parody of Gradius is a standard shooter at heart, but it looks fab and it's plenty of fun. It's a shame about the infinite continues but this cute'em up is a real blast.
83% (Issue 10)

PIT FIGHTER T.HQ
1 player **£30**
Hmm. This has a massive five oponents and a grand total of three pitfighters to choose from, who all look as rubbishy as one another.
56% (Issue 9)

PRINCE OF PERSIA Virgin
1 player **£29**
This game's a bit superficial, really – nice to look at but not a lot beneath the surface. Still, with ace animation and big, beautifully designed levels, it's great fun to play.
83% (Issue 8)

PROBOTECTOR Konami
1 player £30
Would-be Arnies won't find a better blaster on the Game Boy. Two styles of gunplay and some meaty enemies make this game an absolute smasher.
92% (Issue 8)

PROPHECY GameTek
1 player **£25**
Prophecy is a very big and fairly varied platform game, but with patchy action, a too-tough difficulty level, and very basic sword-slashing gameplay, it's not a whole lot of fun.
51% (Issue 11)

Q*BERT Jaleco
1 player **£25**
An oldie but definitely a goodie. It's basically a platform puzzler, but the gameplay is timeless and incredibly addictive, and.with the neat little extras that have been added this will delight Game Boy owners everywhere.
80% (Issue 7)

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.
81% (Issue 1)

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.
53% (Issue 3)

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!
55% (Issue 2)

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'.
85% (Issue 1)

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.
74% (Issue 1)

ROBOCOP 2 Ocean
1 player **£25**
Robocop's return to the Game Boy isn't particularly original, but with pretty graphics, great tunes and nifty sub-games, it's still enjoyable to play. With infinite continues you could finish it too quickly, though.
86% (Issue 10)

R-TYPE Nintendo/Irem
1 player **£20**
One of the all-time classic shoot 'em ups. Plenty of frantic blasting and power-up collecting, and even though it's nothing new, it's still superb.
86% (Issue 1)

SIDE POCKET Data East
1-2 players **£25**
Anyone who's into real pool will be miffed about this. With two players it's okay, but American rules and the lack of an opponent make it a bit disappointing. Not really pool.
59% (Issue 1)



Blast those Dynas!

NEMESIS Konami
1 player **£25**
This game's is all about action, and it doesn't let up for a second – it's no use pleading, 'please leave me alone, I can't take it any more'. (They could've at least put something nice in it, like a kind old lady who just wants a chat over a cup of tea!)
92% (Issue 2)



Power up and get blasting!

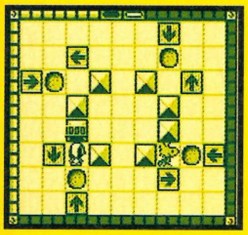
PARASOL STARS Ocean
1 player **£25**
A cute little chap, an umbrella, and stuff to collect all join together to make a stonking little platformer? With loads of levels, this is going to last and it'll be winging its way into the charts pretty soon. Better get a copy before they're all sold out!
92% (Issue 11)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim
1 player **£25**
The Bart Man faces a real challenge in this game. The gameplay is tough and the challenge keeps on going until you're begging for mercy. This game really is deadly!
92% (Issue 4)

SKATE OR DIE (BAD 'N' RAD) Konami
1 player **£25**
'Oh no, not that boring old NES game!' Well, no, because for once the Game Boy version is actually sufficientiy different to the original to make it a rather fab game.
76% (Issue 2)

SNEAKY SNAKES Tradewest
1-2 players **£25**
This is the 2D version of Snake Rattle 'n' Roll on the NES. Unfortunately, the lack of a third dimension makes this one really dull and not a little frustrating as well.
58% (Issue 4)

SNOOPY'S MAGIC SHOW 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.
71% (Issue 7)

SOCCER MANIA Sony Imagesoft
1 player **£25**
The Yanks once again show their total ineptitude at our national sport. This is a very sad attempt at a soccer sim – the control method is appalling and you can't tell the players apart.
13% (Issue 11)

SOLAR STRIKER Nintendo
1 player **£20**
Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's good fun. A playable shooter, but let down by crude visuals.
72% (Issue 1)

SOLOMON'S CLUB Tecmo
1 player **£25**
Stunning puzzle game featuring the best elements of a variety of game styles. Brainboxes and arcade fans alike will go wild. Join the 'Club'!
93% (Issue 7)

STAR SAVER Taito
1 player **£25**
Dull, dull, dull. A tedious little game with weedy visuals, formulaic gameplay, and a lifespan bordering on the nonexistent. Don't waste your money.
34% (Issue 7)

STAR TREK Ultra Games
1 player **£29**
This has the makings of being a good game – there's loads of levels and the graphics are smooth 'n' clear. The trouble is that the gameplay is completely lame. It's not really much of an adventure.
56% (Issue 9)

SUPER HUNCHBACK Ocean
1 player **£29**
A brilliantly animated platformer with dreamy gameplay, great tunes and loads of clever extras. This is just fabbo in every way – exactly what your Game Boy was made for!
90% (Issue 7)

SUPER KICK OFF Anco
1 player **£25**
This is quite simply the best footy game available for the Game Boy. Although the omission of a two-player mode was incredibly short-sighted, the computer is a tough opponent, and the pace of play is quite amazing.
77% (Issue 6)

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.
87% (Issue 1)

SUPER MARIO LAND Nintendo
1 player **£20**



Well, what can we say about the Game Boy game which puts almost every other in the shade. Basically, Super Mario Land is an absolutely cracking play, with all the secrets, hidden goodies, playabitilty and sheer class of its full-size counterparts on the NES.
94% (Issue 1)

TAIL 'GATOR Natsume
1 player **£25**
Tail 'Gator is a brilliant little arcade platformer – exactly the sort of thing that excels on the Game Boy. It's got varied levels and look smashin'!
86% (Issue 11)

TENNIS Nintendo
1-2 players **£20**
If you enjoy tennis, then this is the gamepak for you. Control is superb, with a range of shots made with a flick of the joypad. The graphics are perfect for the game and it plays so well you may never want to pick up a racquet again. It's one of the best Gamelink games available too. Ace!
95% (Issue 1)

TERMINATOR 2 Acclaim
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!
80% (Issue 3)

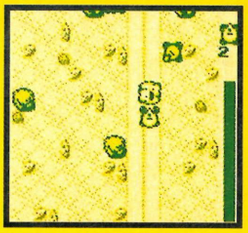
TINY TOON ADVENTURES Konami
1 player **£28**



Some of the cutest graphics and animation you'll ever have the privilege of seeing on the Game Boy. This adventure is an extremely playable bounce 'n' bash platformer, but the wordy bits slow the flow down. It's still smashing, though!
89% (Issue 9)

TRACK MEET Interplay
1 player **£28**
A well designed athletics simulation which has nothing really new to offer but is still fun to play. Be warned, though – with all the frantic button bashing, your Game Boy may get knackered before you do!
64% (Issue 10)

TRAX HAL Labs
1 player **£22**



In Trax you play a cuddly little tank who can rotate his gun in eight different directions, move vertically and horizontally, and fire it. You have to blast your way through four levels, picking up weapons and killing guardians. Sadly, it's almost completely devoid of action!
32% (Issue 10)

TURTLES (FALL OF THE FOOT CLAN) Konami
1 player **£25**
This is a cracking beat 'em up, especially for Turtles fans. An option 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.
91% (Issue 1)

TURTLES 2 (BACK FROM THE SEWERS) Konami
1 player **£25**
A fine sequel to the very playable first Turtles game, with the same frantic action but with more variety and a tougher mission. Well worth buying.
84% (Issue 7)

TURRICAN Accolade
1 player **£25**
This is a massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen of the NES but it suffers a bit on the Game Boy. It's still pretty slick though, and definitely worth a bash.
79% (Issue 5)

WORLD CIRCUIT SERIES Konami
1-4 players **£25**
A good, playable Grand Prix sim, but it's just a bit too hard. Sunday drivers should stick to the country roads, but prospective kings of the road might be foolhardy enough to go for a burn on the fiendishly difficult Formula One tracks.
75% (Issue 9)

WWF SUPERSTARS Ljn Ltd
1-2 players **£25**



Big and beautiful graphics and heaps of really neat wrestling moves, but like the NES version it's too easy to beat. Wrestling fans will 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 won't thrill you.
49% (Issue 4)

WWF SUPERSTARS II LJN
1 player **£25**
More wrestling action featuring the men with egos even bigger than their biceps. This has nothing new to offer and is still ridiculously uncontrollable on the 'Boy. Still, it'll do incredibly well whatever anyone says about it.
44% (Issue 11)

Mystic Jim's Horoscopes – life, love and Nintendo gaming for the month ahead

AQUARIUS

YOU: Avoid things that start with the letter M today. I don't know why, but there's a lot of them about! CHUMS: Keep clear of the one with the beard and the balaclava, he'll get you into trouble! BEST DAY: Er, Christmas Day? FAVE GAME: Hunt For Red October.



LEO

YOU: Roar, oh you big love lion, you. How do you do it? You're irresistible. Ha, no you're not, I was lying! CHUMS: One friend in particular is demanding too much from you, stop them or they'll ruin your life! BEST DAY: Yesterday, man! FAVE GAME: Snap.

PISCES

YOU: Cheer up, you miserable old goat! Why don't you spend the entire month pressing wild flowers? It's kind of fun. CHUMS: Oh dear, you really shouldn't have called them that! That Arian's probably going to give you some stick this month. BEST DAY: You ain't gonna have one! FAVE GAME: Godzilla.

VIRGO

YOU: Have some fun on the weekend, work hard during the week, and plan for Easter early. CHUMS: Yes, they're still there – even the Pisceans. Why not bake one of them a cake? BEST DAY: Bargain day at Tesco's. FAVE GAME: Burger Time Deluxe.

ARIES:

YOU: Somebody's really gonna bug you this month – probably a Piscean. CHUMS: Yep, it's definitely that Piscean git. Hassle him and show him who's boss. BEST DAY: Definitely when you catch up with that Piscean. FAVE GAME: Terminator 2.

LIBRA

YOU: Bored? Lonely? Well, so you should be after hassling all those poor Leos. C'mon, give 'em a break! CHUMS: Someone somewhere is thinking of you. The question is, are they nice thoughts? Who knows? BEST DAY: Bed making day. FAVE GAME: Prince Of Persia.

TAURUS

YOU: You think everything's really beautiful. You love everyone and everyone loves you. CHUMS: They've all chilled out and are giving the Pisceans a hard time. BEST DAY: Every day's a mellow day to you now! FAVE GAME: Parodius.

SCORPIO

YOU: You're in a playful mood. Why? I suppose it's just one of the many unexplainable mysteries of the cosmos. CHUMS: It's time to return a favour – or is it a fiver you owe someone? BEST DAY: Future Entertainment Show day. Yippee! FAVE GAME: Tail 'Gator, of course.

GEMINI

YOU: Are you lonely? That's because all your friends are Pisceans. CHUMS: Er, I think you had better start looking for some new ones – the old ones have all served their purpose. BEST DAY: Dunky egg and soldiers day. FAVE GAME: Bart's Nightmare

SAGITTARIUS

YOU: Venus is doing something funny to you right now. If all else fails, contact your local zoo. CHUMS: If you change your image, rest assured, your friends won't like it. BEST DAY: Looks like they're all gonna be bad! Never mind! FAVE GAME: Track Meet.

CANCER

YOU: You seem to have got it in for anyone who doesn't like Pisceans at the moment. CHUMS: Ah... Er... Umm... Yeah, well it's er... No, I'm sorry, the images are fading. BEST DAY: Any day with the letter X in it. FAVE GAME: Rainbow Islands.

CAPRICORN

YOU: Who am I? That's the question on your mind right now. But who cares? CHUMS: Don't do anyone any favours – they don't deserve it. You can have your cake and eat it... 'Cos it's yours, innit? BEST DAY: Umm... Today? FAVE GAME: Anything to do with goats.

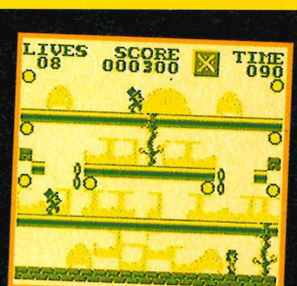
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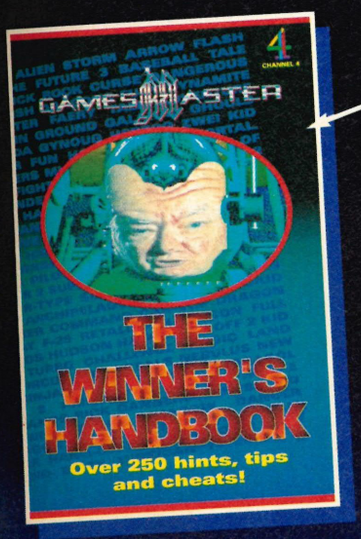


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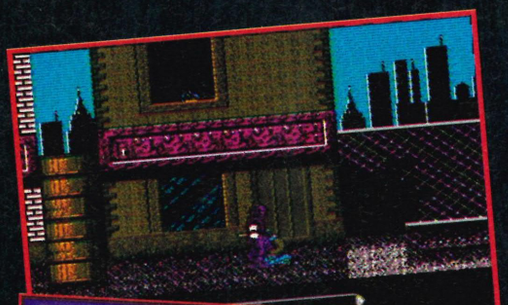
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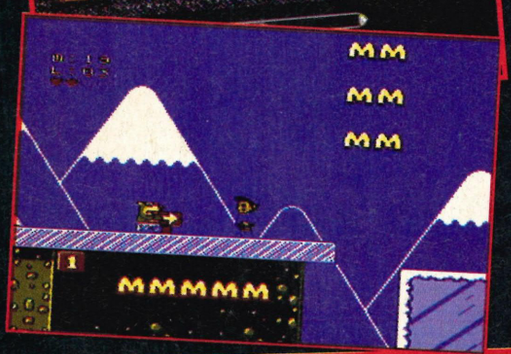
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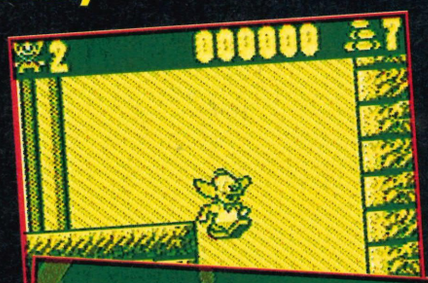
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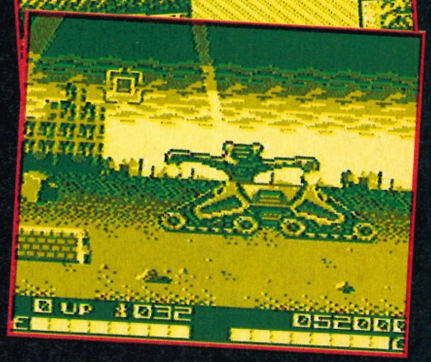




... On Game Boy

Terminator 2 (the coin-op) will be back, we'll be taking a stroll round Krusty's Fun House, Spiderman 2 will be putting in a late appearance (honest) and we slam-dunk Tip Off.





... And on the NES

There's a new range of cheap(ish) software in town and we review the lot – all 24 of 'em. And we'll have MacDonaldland, Spider-Man and, hopefully, Talespin.





... Also on the SNES

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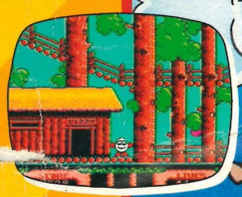
The Fantastic Adventures of DIZZY



Cloud Castle



Blackhearts Pirate Ship



Treehouse Village



Award Winner!

"Best N.E.S. Graphic Adventure Game 1991"
Game Players

"Lots of fun with great graphics and an engaging storyline"
Game Players

"You'll never get bored"
N-Force

91% N-FORCE

absolutely BRILLIANT!

- MORE ADVENTURE
- MORE CHARACTERS
- MORE ACTION
- OVER 100 HOURS OF DYNAMIC GAMEPLAY

PLUG THRU™

This game uses the Codemasters Plug - Thru system. Requires game deck and one regular game cartridge for use.

Code Masters™ CODEMASTERS

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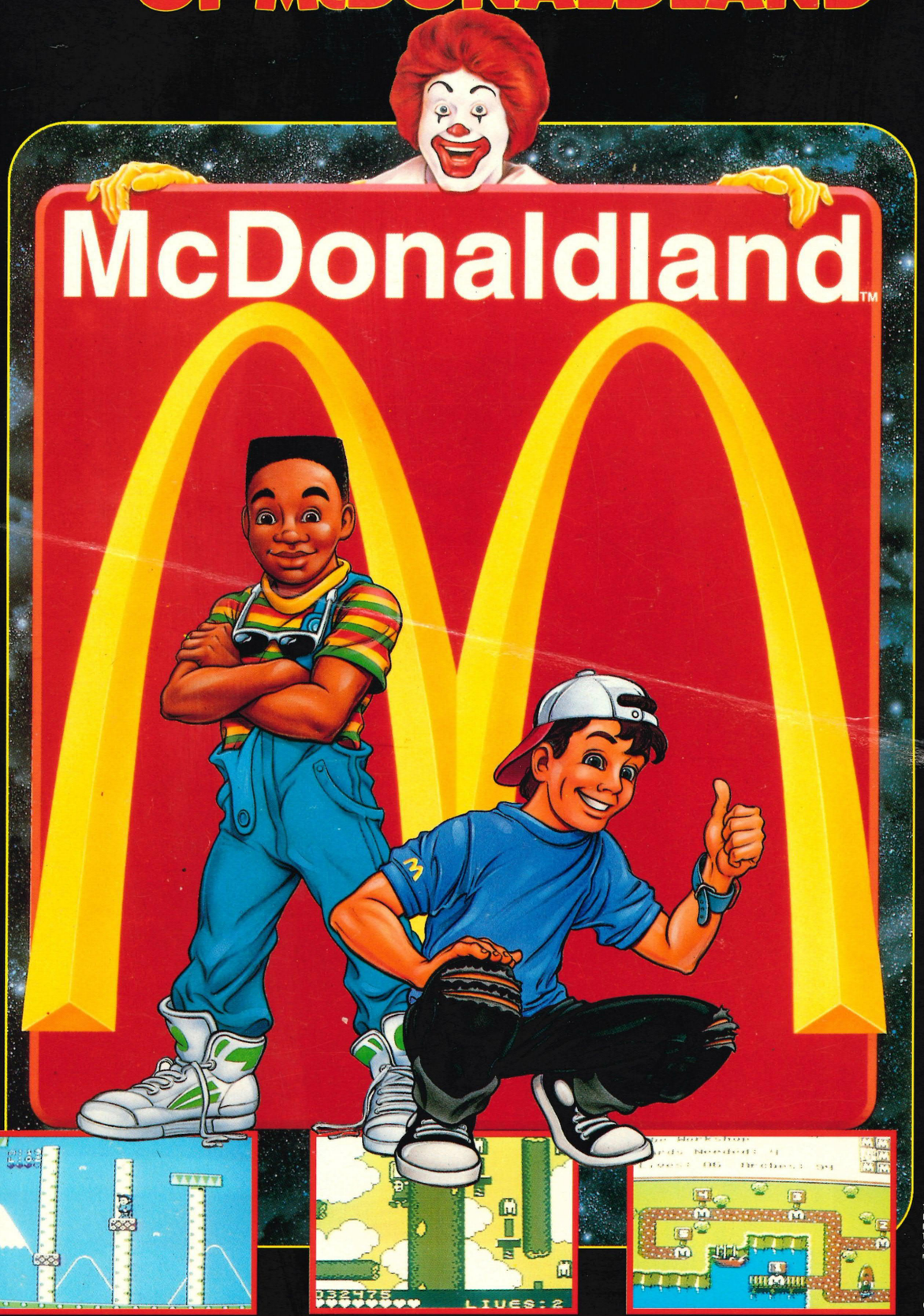
FOR THE 8 BIT ENTERTAINMENT SYSTEM MANUFACTURED/MARKETED FOR AND ON BEHALF OF NINTENDO Co., LIMITED OF JAPAN

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Nintendo ENTERTAINMENT SYSTEM™

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ONE COOL GAME - TWO COOL KIDS.

Meet Mick and Mack - the coolest kids in McDonaldland. Now that Hamburglar has run off with Ronald's magic bag, the M.C. Kids need your help to find him. You'll need to move pretty fast to dodge creatures like Goferit and I.Psycho, solve tricky puzzles and explore the secret levels of McDonaldland. If you're going to help the M.C. Kids track down Hamburglar, you're going to have to make some totally fresh moves of your own.
Oh yeah - once you've figured out how to play this game right side up - try it upside down!

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