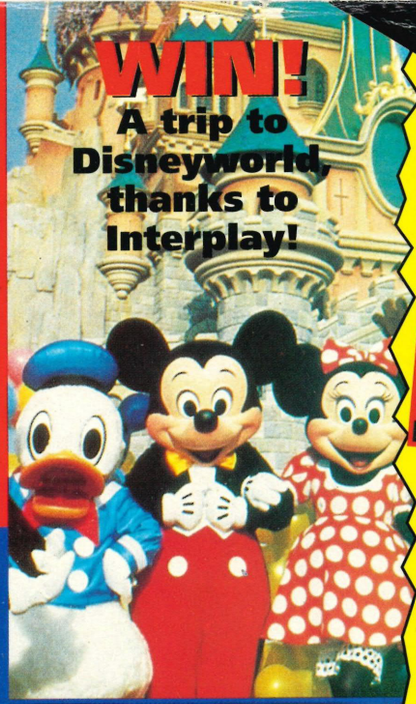
TOTAL!

100% FOR PLAYERS OF NINTENDO

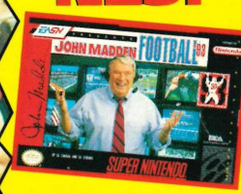
- Super NES
- Game Boy
- NES



WIN! A trip to Disneyworld, thanks to Interplay!

PLUS!

SUPER NES!



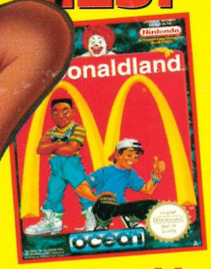
John Madden Football '93
Pushover
Desert Strike

GAME BOY!



Loony Toons
Terminator 2
Xenon 2
Spiderman 2
Krusty's Fun House

NES!



McDonald Land
Dyna Blaster
Parasol Stars
WWF 3

The independent Nintendo mag from Future Publishing

January 1993 Issue 13 £1.95

STARRING MICKEY MOUSE!

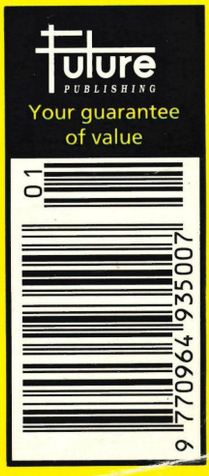
Capcom work some Disney magic on the Super NES. Live the quest on page 30!

© Disney

50 Reviews! More than any other mag!

Possibly the best magazine beginning with 'T'

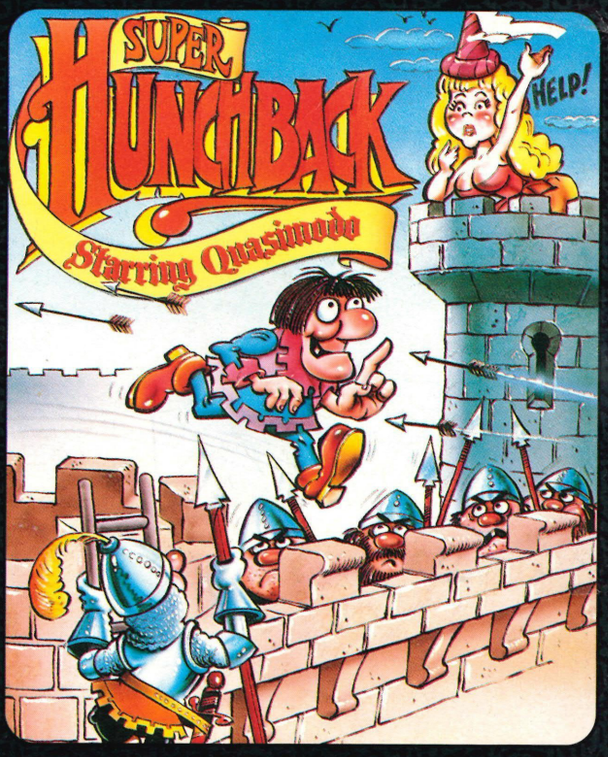
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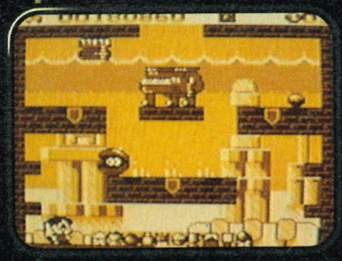
SUPER NINTENDO
ENTERTAINMENT SYSTEM
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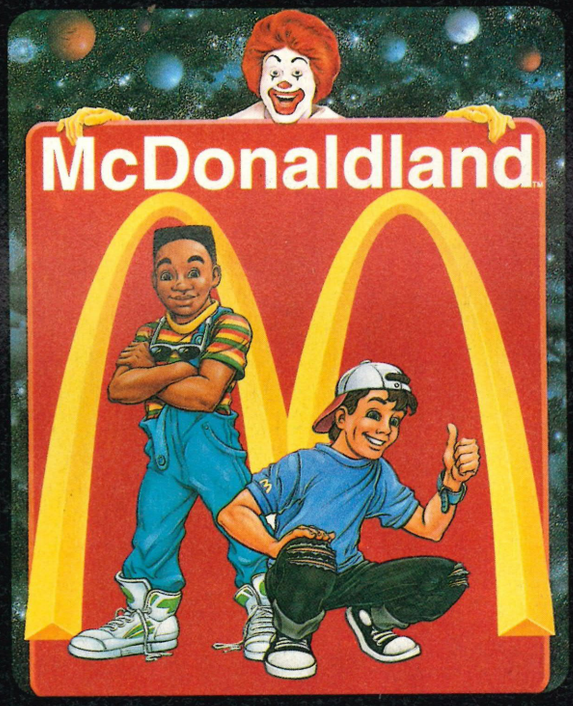
Nintendo®
ENTERTAINMENT SYSTEM™



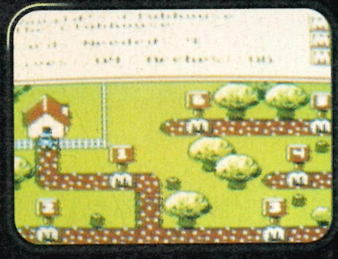




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TOTAL!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

Issue 13 January 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month: 80,227
ABC Jan – June 1992

CON



WIN a coin-op! Full details inside!

FREE! TOTAL 1993 Diary!

Packed with over 365 days, overflowing with useful reminders of when Christmas and Easter are and full of spaces to write all your goings on in, the TOTAL 1993 diary is everything a good diary should be. AND it's got the final part of our amazing coin-op compo!

23 Letters

Read the bits of the mag you write, win yourself some Philips Moving Sound gear and find out who that Marc Almond lookalike really is.



Fast find!

- News 6
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CONTACTS
Editorial
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW.
Telephone (0225) 442244
Subscriptions
The Old Barn, Somerton,
Somerset TA11 7PY
Telephone (0458) 74011

6 News

BONG! Future Entertainment Show a roaring success. *BONG!* Beverly Hills 90210 star caught playing with small 'Boy. *BONG!* New SNES coin-op to appear in arcades. BONG! Tiny bit of screenshot to star in competition. *BONG!* Er... Staff writer horribly beaten for taking the same joke too far. *BON–erk!*

The Future Entertainment Show

10 Charts

Alright pop-pickers it's time to check out the carts that chart as we go from ten down to one to find the nation's top-selling Nintendo games. Not arf, mates, let's rock, it's all so Nintendo-tastic, we're completely bonkers.

16 Previews

Nintendo wannabees this month include NHLPA Hockey, Prince Valiant, McDonaldland, Joe and Mac, Universal Soldier, Bubsy, Road Runner, F1 Challenge, Battleships and the totally fab Probotector 2.

We're just mad about Mickey!

Not only have we got three pages on Capcom's gorgeous new Mickey Mouse game, but those lovely folks at Interplay are giving away a trip for two to Disneyland in Florida. See page 14, *now!*



30





CONTENTS

Cheap NES Carts

74 Are you completely mad? What's that? You ARE! Okay, well, I don't suppose you'd want to read our jam-packed round up of the biggest bargains on the NES this century.



What is the best Nintendo cart of all time? Part two of the special 12 page feature Pg 61

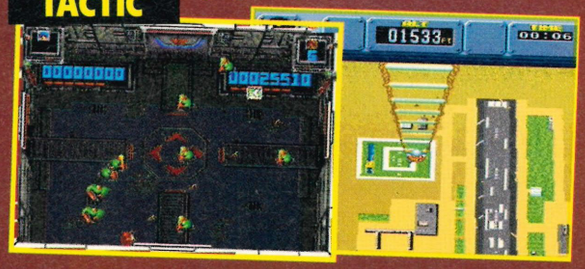
50 NINTENDO GAMES REVIEWED 'N' RATED! PLUS OVER 200 GAMES REVIEWED IN TOTAL RECALL PAGE 114!

93 TOTAL Tactix

Stuck on a game? Can't reach that next level? TOTAL Tactix is for you!

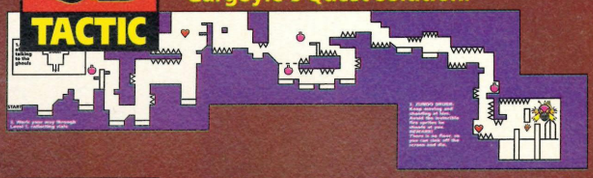
SNES TACTIC

You want SNES tips – you got 'em. Pilotwings, Lemmings, Super Smash TV, Krusty, yet more Street Fighter 2 codes and a complete player's guide to Super Smash TV!



GB TACTIC

Check out cheats 'n' codes for Star Trek, Adventure Island, Dig Dug, Swamp Thing and Xenon 2. And there's part one of our complete Gargoyle's Quest solution.



NES TACTIC

For NES owners there's the start of our immense Rainbow Islands guide and cheats for Battletoads, Captain Skyhawk, Batman 2, Double Dragon 3, Bad Dudes, Gumshoe, Probotector and more!

The TOTAL reviews – get the best for your Nintendo!

If you only buy one cart this month, we reckon it should be one of these three. Then check out the full list of reviews below...



DESERT STRIKE **34**

The only decent Mega Drive title gets a new lease of life on the SNES, plus...

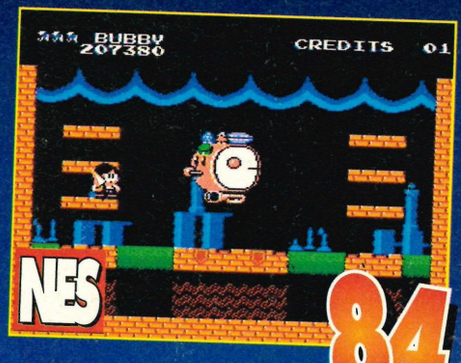
Mickey Mouse Page 30
John Madden Page 42
Push Over Page 36
Spider-Man And The X-Men Page 40



KRUSTY'S FUN HOUSE **55**

Bart's biggest hero continues his rat-squashing escapades on the GB, plus...

Looney Tunes Page 48
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Spider-Man 2 Page 54
Terminator 2 Page 57



PARASOL STARS **84**

We rate the stunning sequel to Rainbow Islands, plus...

McDonaldland Page 81
Dynablaster Page 83
WWF Steel Cage Challenge Page 86
Robocop 3 Page 88

TOTAL TALK

Shows, games, competitions and the odd bit of newsy stuff. If it's even vaguely Nintendo-related, you'll find it here!

Future Entertainment Show

Apart from a few irate queues and bit of a squeeze inside, the Future Entertainment Show at Earls Court was a roaring success. Over 55,000 people attended during the four-day event making it the biggest event of its kind (that weekend).

Stars of the show were Street Fighter 2 (of course), Sonic 2 (gawd knows why), the laser-shooty thing inside a bouncy castle, Hacksaw Jim Duggan (and his bit of wood) plus the finals of the National Computer Games Championship.

By Sunday the eight championship hopefuls had been whittled down to two final video gladiators, Alan Brett of Nottingham and Tony Eaton of Stafford.

In what can only be described as a 'thrilling' climax, they sequelled it out on Street Fighter 2, Lemmings 2 and Sonic 2. After hours and hours of pixelated combatitive exploits, Alan, bruised and exhausted, emerged victorious with £10,000 for his troubles (while poor old Tony got a measly £4,000).

But they weren't the only winners: the bigger companies showed off their games and wowed the punters, the smaller companies shifted thousands of pound's worth of kit, and everybody had a thoroughly rattling good time.

Plans are already afoot for next year's FES2 which is at the slightly later time of November 11 to the 15. The venue has moved from Earls Court to Olympia so It'll be bigger, brighter and badder. See you there!



'Wow! I've always wanted to meet you!' Says Jim Duggan to Steve.



This is what you didn't miss – massive queues of people all waiting to get into Earls Court.



And this is what you missed – tens of thousands of people all milling around in a daze. (With Eddie 'The Eagle' Edwards in the middle.)





The winnnaahhhs! (top) Victorious Alan Brett clutches his cheque for ten grand while (bottom) Tony Eaton has to make do with just four Gs. Huh. Jammy gits.



If you get tired of hitting Koopas, try flippers instead!

SNIPPETS!

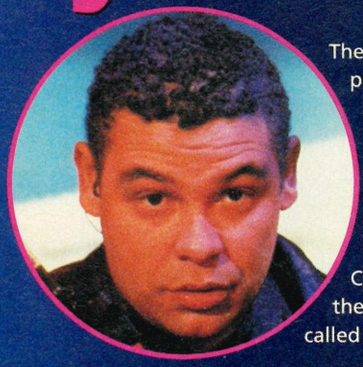
SUPER COIN-OPS

Fanatical Mario followers should seek out the new Super Mario pinball table, called Mushroom World. But then, if roll-overs, flippers and flashing lights isn't your thing, you might be tempted to shove your pennies in Brent Leisure's new Nintendo Super System. Built around a Super NES PCB, this coin-op lets you play Super Mario World, F-Zero and Super Tennis – in ear-blowing stereo and on a huge 25" screen! Just the thing if you want to play SNES games but are short on dosh. Look out for more games later in the year.

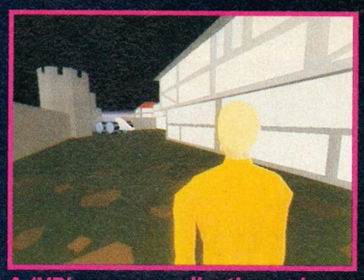
NINTENDO PROFITS

Once again, while the whole world spirals down the economic bog, Nintendo rakes in yet another almighty profit. Now the third biggest company in Japan after Toyota and Nippon Telegraph and Telephone, Nintendo's sales recently peaked at ¥ 277.4 billion (£1.46 billion) with a profit of ¥80.25 billion (£0.42 billion). Now tell us you can't afford to drop your prices a bit.

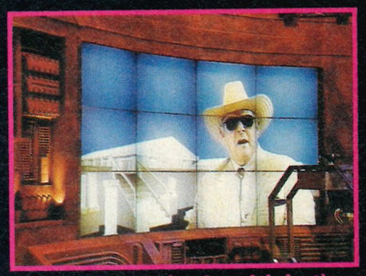
Cyberzone Cut



The world's first virtual reality programme is all set to hit your TV screens. Played like Knightmare, Cyberzone involves humans contestants playing games in computer-generated 3D playing arena. The show, which debuts on BBC2, Monday, January 4 stars Craig Charles (Red Dwarf's Lister, the chap on the left) and a computer mega-brain called 'Thesp'. Should be good.



A 'VR' person walks through a 'VR' village towards a 'VR' car.



'Thesp' (mega-brain with hat) looks down from his video wall.

Mini Compo! Mini Compo!

We've got music, we've got rhythm – but we don't want 'em. We have the Super Mario Land CD (well, two actually), Playing With The Boy CD and 12" remix (white label) plus Tetris single and CD to give away.



But if you want to win this dross, you've got to send us yours. The person to send us the *worst* cassette or CD that they own wins all four discs. Post your vile entry to: **Spin On This Compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Yo! Nintendo rave cuts in your face. Party on, etc. Er... Win some discs. Dude.

NOTE: You won't get your tapes or CDs back, no matter how many self-addressed envelopes you include, so check with your parents before you send the crap! (*And Jazz doesn't count – Steve.*)

GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamer Number 10 Shannen Doherty (Brenda from Beverly Hills 57389. Ah! No that's my phone number, it's 90210 so I'm told.)

Yes, t'would appear that Shannen likes nothing more than grabbing the odd Game Boy and playing around for a couple of hours.

Brenda enjoys the occasional solo game but find that the trauma of a serious head-to-head is too distressing. 'I can't deal with this right now,' she'll say.

If we'd managed to get through to her on the phone, she'd probably admit that her favourite games are Barbie and... Er... We can't think of anymore.



You'd have done well to miss this – Jim (and other mag plebs) 'entertain' the punters on stage.

WIN A CART! WIN A CART! WIN A CART!



TOTAL TEASER!

Well, it had to happen didn't it? Yes, even though we tried hard to disguise it, **Danielle Pollitt** spotted the tell-tale signs of NES Dizzy last issue. The cart is on its way, Dani.

With a new year comin' up and everything, this is the *last* TOTAL Teaser, ever, so we've made it as hard as possible.

Sure, it's from a GB game (*or is it?*) but it could be any one of them in the issue. Once you've spotted which game you think it is, write the title down on a postcard (with your name and address) and send it all to: **TOTAL Teaser, 30 Monmouth Street, Bath, Avon BA1 2BW.** If your card is pulled from the box, you'll win that (slightly soiled) cartridge.

SNES GAME GENIE

Good new for gamers: the Game Boy Game Genie is finished and ready to hit the shops, and we've just seen a working US SNES version. Both have improved 'front ends' (oo-er) for easy code-entering and look all set to improve your life. (And energy and jumps and invincibility and ability to walk through solid objects and...)



DINOCARTS

The license to the movie version of Michael Crichton's dinosaur novel, Jurassic Park, has been snapped up by Ocean. Steven Spielberg's (reportedly) $100 million movie, was almost ruined when the massive set on the Hawaiian island of Kauai was wasted by Hurricane Iniki. Luckily filming had more or less 'wrapped', so game and movie should appear mid-93.

RING ON ROM

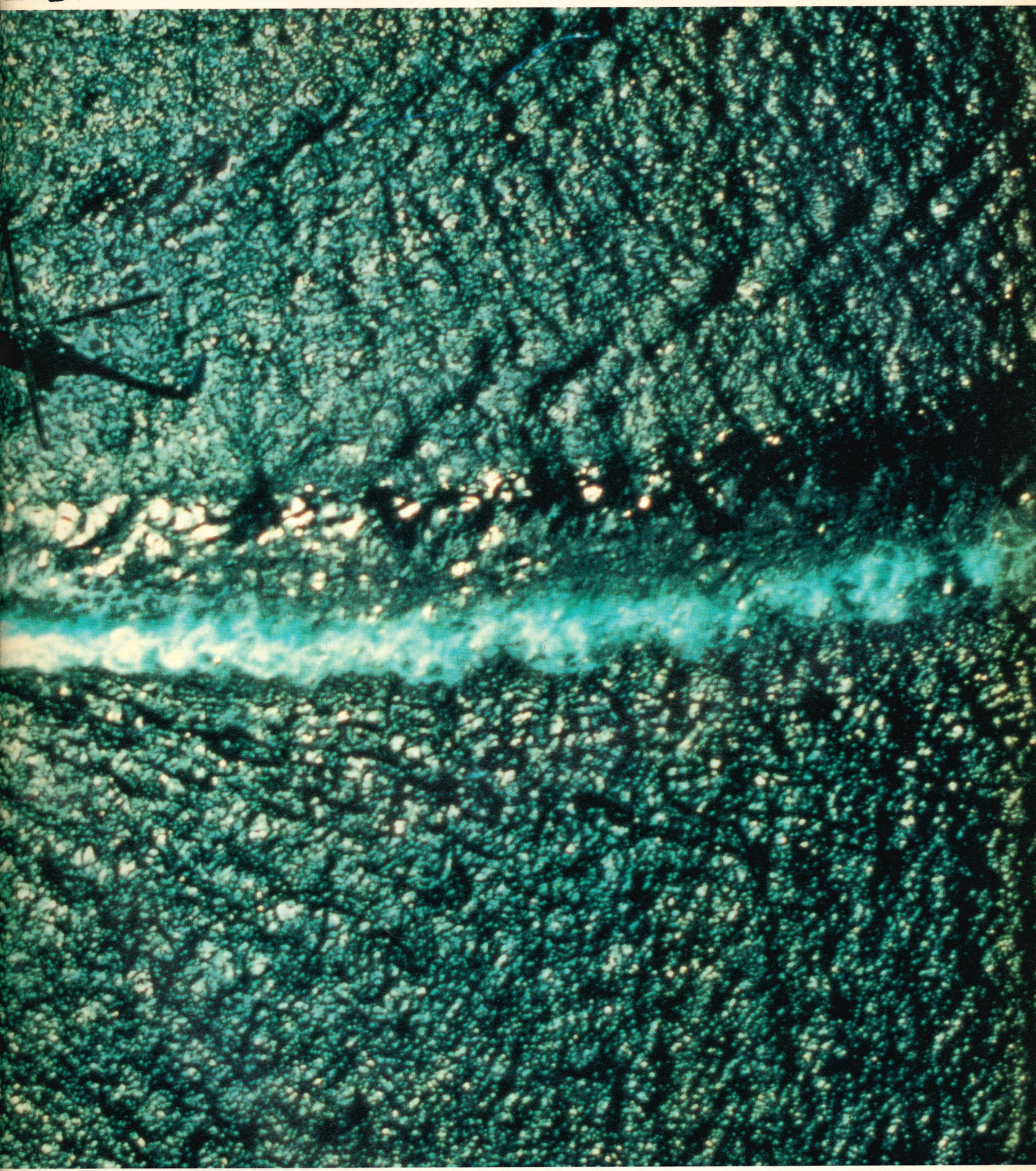
Interplay are currently beavering away on the SNES version of Lord Of The Rings, a 'light' RPG. A CD ROM version will also follow containing 20 minutes of video footage from the Ralph Bakshi animated movie. Keep 'em peeled around June time next year!

THERE'LL COME A DAY WHEN YOU'V



GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

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THE CHARTS

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

NES

1 ▲ TMH Turtles
Hurrah! Pizza time! Your choice of toppings.
TOTAL rating: 66%

2 ▲ Rescue Rangers
Up up up! Climbing the tree!
TOTAL rating: 81%

3 ▲ Castlevania
Y-frontal mania!
TOTAL rating: 71%

4 ▼ California Games
Hang ten, dudes. In fact hang 'em all.
TOTAL rating: Not reviewed

5 ★ Kung Fu
New Fu? Cor phew. (Oh poo.)
TOTAL rating: Not reviewed

6 ▼ Terminator 2
Going down. Hasta la vista, baby.
TOTAL rating: 74%

7 ▲ Donkey Kong Classics
Kick some ass and go ape.
TOTAL rating: 40%

8 ★ Kickle Cubicle
What kind of cubicle is that, hmm? (Ouch)
TOTAL rating: 62%

9 ▼ Mega Man 3
Mega drop.
TOTAL rating: 87

10 ▼ WWF Wrestlemania
More ridiculous costumes. Pants-mania.
TOTAL rating: 37%

GAME BOY

1 ● Super Mario Land
The best GB cart in the world?
TOTAL rating: 94%

2 ▲ Terminator 2
Not quite as good as the movie, but what is?
TOTAL rating: 92%

3 ▼ Dr Franken
A frank exploration.
TOTAL rating: 91%

4 ● Motocross Maniacs
Vroom, squelch, dubba dubba, oof!
TOTAL rating: 91%

5 ★ Asteroids
An easy way to get rocks in your head.
TOTAL rating: 55%

6 ▼ Golf
Cut up rough with this game of, well, golf.
TOTAL rating: 92%

7 ▲ Bart: Camp Deadly
Don't leave me here mom!
TOTAL rating: 92%

8 ▼ Blades Of Steel
The name on the worlds finest blades.
TOTAL rating: 60%

9 ▲ Tiny Toon Adventures
As many tunes as toons. Bouncy fun.
TOTAL rating: 89%

10 ★ Bart Vs The Juggernauts
Later, juggernautical dudes.
TOTAL rating: 45%

SNES

1 ★ Street Fighter 2
Whacky Wobbly Fighters?
TOTAL rating: 94%

2 ▲ Zelda 3 – Link To The Past
Another magic mission from big Z.
TOTAL rating: 93%

3 ▼ Super WWF Wrestlemania
Great canvas-slapping high jinks.
TOTAL rating: 81%

4 ★ Joe 'n' Mac
Ugga bugga wugga. Prehistoric gits.
TOTAL rating: 72%

5 ★ F1 Exhaust Heat
Well don't stand so close to the back, then!
TOTAL rating: 59%

6 ▼ Top Gear
No, it's not the Clothes Show! Twit.
TOTAL rating: 93%

7 ▲ TMH Turtles
Four turtle pizzas, and make it snappy.
TOTAL rating: 63%

8 ▼ Super Soccer
Ah, the great sound of boot on bladder.
TOTAL rating: 80%

9 ★ Pilotwings
Plummet for fun.
TOTAL rating: 91%

10 ★ Super Mario World
Super Moustache Man. Pass the pasta.
TOTAL rating: 98%

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

THE INDIE CHARTS

Thanks to Whizz Kid for compiling these Indie Charts

Game Boy

1 Super Mario Land
TOTAL rating: 94%

2 WWF Superstars
TOTAL rating: 49%

3 Batman – Return Of the Joker
TOTAL rating: 86%

4 Terminator 2
TOTAL rating: 80%

5 Turn And Burn
TOTAL rating: Not reviewed

6 Looney Toons
TOTAL rating: Not reviewed

7 Spiderman 2
TOTAL rating: Not reviewed%

8 Ultra Golf
TOTAL rating: Not reviewed

9 Star Trek
TOTAL rating: 56%

10 Bart Vs The Juggernauts
TOTAL rating: 45%

Super NES

1 Street Fighter 2
TOTAL rating: 94%

2 Axelay
TOTAL rating: 81%

3 Bart's Nightmare
TOTAL rating: 53%

4 Desert Strike
TOTAL rating: 88%

5 F1 – Race Of Champions
TOTAL rating: Not reviewed

6 Hook
TOTAL rating: 64

7 Super Double Dragon
TOTAL rating: 61%

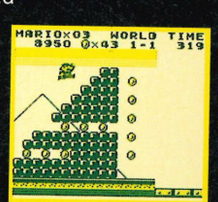
8 Wings 2
TOTAL rating: 42%

9 Irem Skins
TOTAL rating: ??%

10 Robocop 3
TOTAL rating: 37%



Oi! Come back here and fight, Fatso.



Will Mario ever be toppled? Nah.

Top Ten

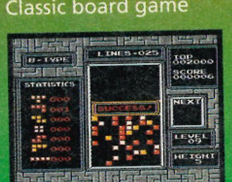
And who says we're ignoring the NES? This month we've got the latest US NES charts for you.

1 Tecmo Superbowl
Yank football sim

2 Might And Magic
Dungeony exploring

3 Dragon Warrior III
Popular series in US

4 Monopoly
Classic board game



5 Super Mario Bros. 3
TOTAL Rating: 98%

6 Tetris
Russkie puzzler

7 Teenage Turtles 3
More pizza anyone?

8 Super Mario Bros. 2
TOTAL Rating: 79%

9 Zelda 2
TOTAL Rating: 82%

10 Contra Force
Third in the series

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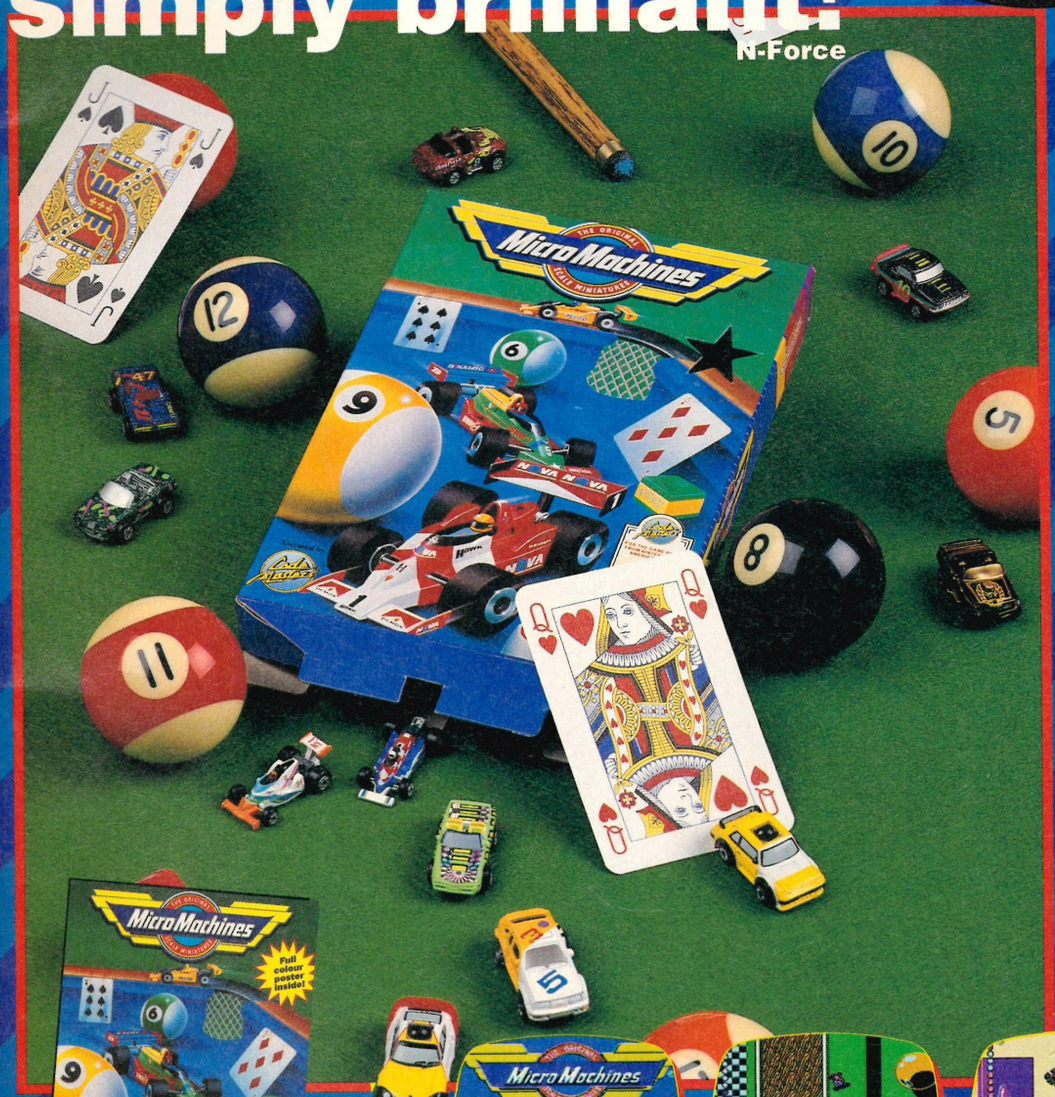
simply brilliant!

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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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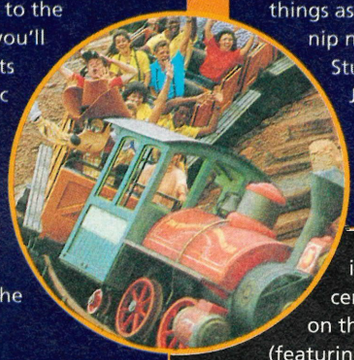
WIN! A trip to Disneyworld!

thanks to Interplay™

Interplay take you to Another World on the SNES, and now they want to take you to another world in real life! Yes indeedy, to celebrate the release of their fabby adventure game, Interplay will be sending one lucky TOTAL reader (and a chum) to Disneyworld in Florida!

Ever fancied visiting Disneyworld? Well, Interplay are about to send two people on the trip of a lifetime to the sunshine state of Florida. Here you'll spend a week enjoying the sights and sounds of the most fantastic resort on Earth!

You'll stay in Orlando and will have a week's pass to Disneyworld – the premier theme park on the planet. Explore the Magic Kingdom, ride the massive monorail into the futuristic EPCOT centre, take a thrilling journey through Space Mountain, cross cutlasses with the Pirates Of The Caribbean and take a trip down the Splash Mountain log flume (plus about a zillion other things as well!). Of course, you can always nip next door to the Disney-MGM Studios Theme Park for the Indiana Jones show, the Great Movie Ride, and the utterly, *utterly* gob-smacking Star Tours ride (battle against the Empire with Luke Skywalker and his chums).



Back in Orlando you can pop into the Universal Studios centre for the trip of your life on the Back To The Future ride (featuring the most expensive special effects ever made!)

Interested? To enter all you have to do is look at the sequence of screenshots from Interplay's SNES game, Another World. Follow the plot and then put in your own end-screen with caption (don't worry if you mess it up, you can always send us a photocopy or something as long as it's the same size). Fill in the other details and send it all in an envelope to: **Disneycomp, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**. Get your entry to us by Monday 11th January.



RULEY-TYPE THINGS

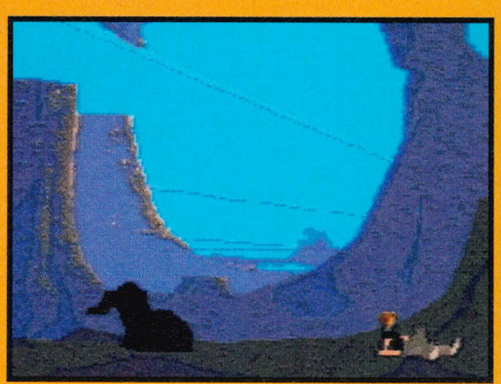
The holiday must be taken before June 93 but not during the Easter holidays. The holiday is for two people, one of whom must be 18 or over. The Ed's decision is final.

Visit Another World...

Follow the sequence of pictures from Interplay's SNES game, Another World, and then tell us what happens to hero-dude Lester. Draw the last panel and fill in the caption. Send it to us and the cleverest or funniest entry wins the compo. Simple, innit? Right, off we jolly well go...



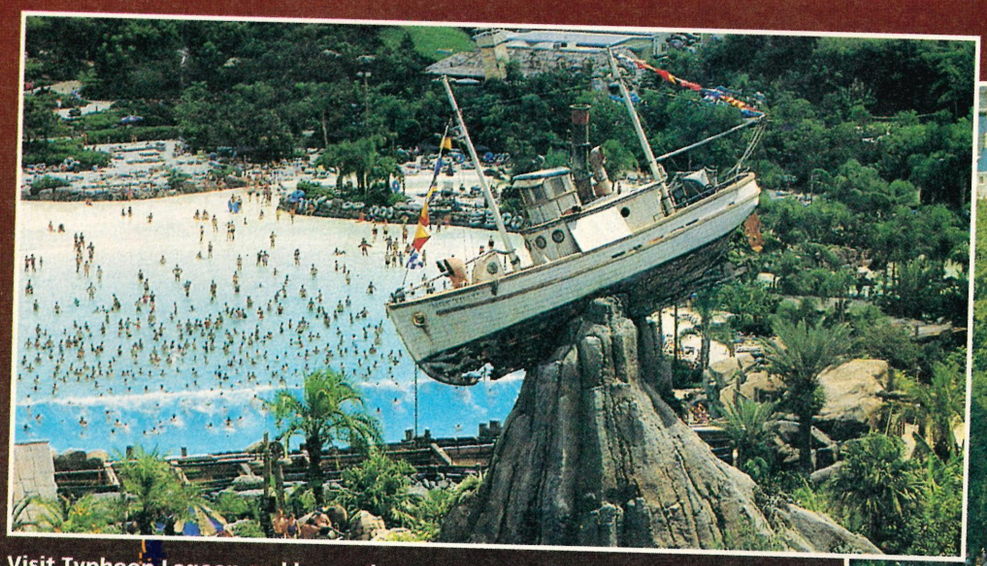
1 After a brief swim, our hero, Lester, climbs out of the pool. 'Hold on, this isn't Florida!' says he. 'It's far too purple!'



2 'Hmm... Mind you, this place isn't too bad after all,' Sez Les doing some sunbathing. 'And look, there's an elephant!'



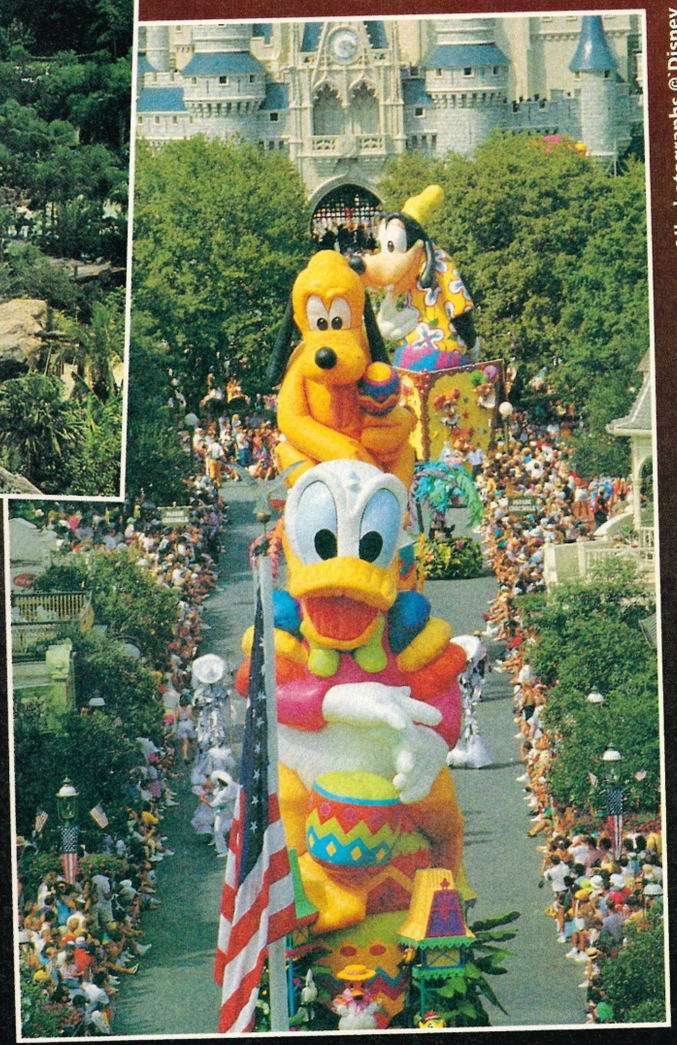
3 'Hello Mister Elephphfffflippin' 'eck! You're not a large-eared African mammal at all, are you!?' Exclaims Lester.



Visit Typhoon Lagoon and brave the artificial four-foot waves! Then stare in wonder at the, erm, 'beached' boat stuck up a mountain. Crazy, huh?



Win our compo and you'll be able to see for yourself the dazzling 'IllumiNations' light 'n' laser display. What are you waiting for?



To celebrate 20 years of Disney magic, every afternoon you can see the Surprise Celebration Parade in the Magic Kingdom Park. Gasp in awe as four-storey balloons of your favourite characters glide down Main Street!

All photographs © Disney



4 'I know, I'll escape by using this swinging vine!' Sadly, Les chooses the only vine in existence which doesn't swing.

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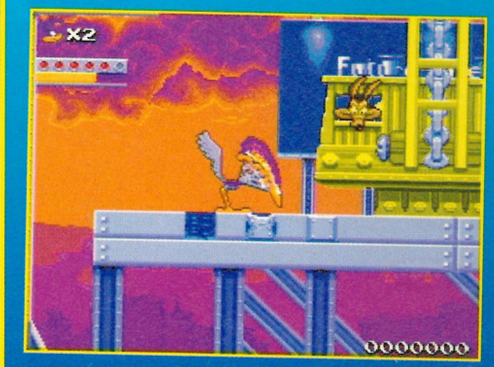
TELEPHONE.....

PREVIEWS

Step into the TOTAL TARDIS as we journey through time to the future of Nintendo games.

ROAD RUNNER

For SNES From Sunsoft When Early 1993

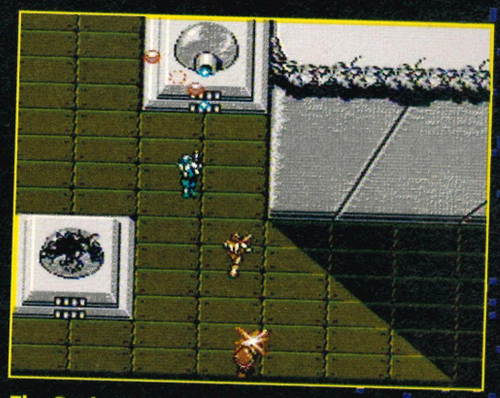




If this game is anything like the cartoons expect to see Wile E. Coyote trying to catch the Road Runner with loads of rubbishy Acme gadgets. You get to be road Runner, speeding along some platforms and going 'Meep, meep' a lot.

PROBOTECTOR 2

For NES From Konami When January 1993



The Probotector series hasn't turned out a duff game ever and this one looks like yet another wonderful platform blaster.

Q*BERT

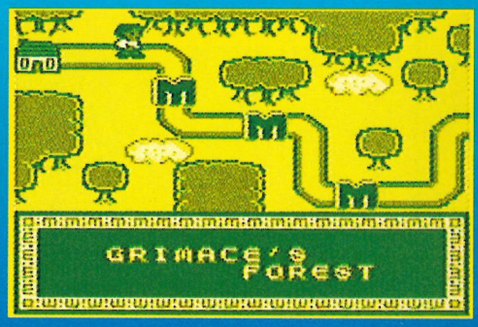
For SNES From NTVIC When January 1993

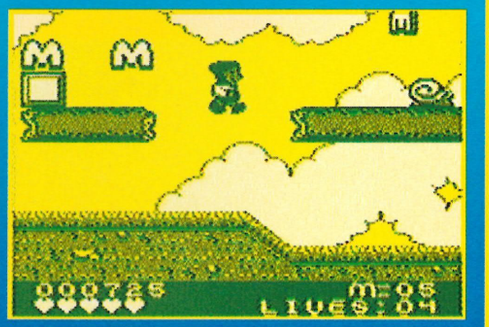


The arcade crumbly Q*Bert, who's even older than our Steve, will be soon avaiable for your SNES. Looks nice but is it too old?

McDONALDLAND

For Game Boy From Ocean When January 1993



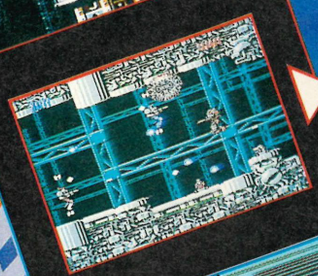


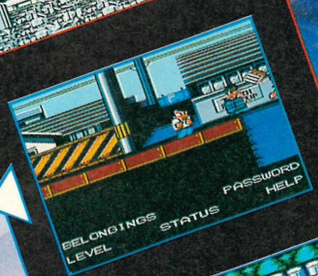
Fresh from their Nintendo debut on the NES the MC Kids, Mick and Mack, are going to run 'n' jump on to the Game Boy. The story's something to do with helping Ronald McDonald save the land from Hamburglar, but we won't hold it against them. This Mario-esque platform game looks to be full of bonuses, secret bits, end-of-level baddies and it all looks pretty spiffy if you ask us. Review in next month's ish.

WILL YOU SURVIVE STATESIDE?

The answer's in your hands. If you're up to the challenge, maybe you'll live to fight another day...but be warned, when the action's this fast and furious, only the toughest survive.

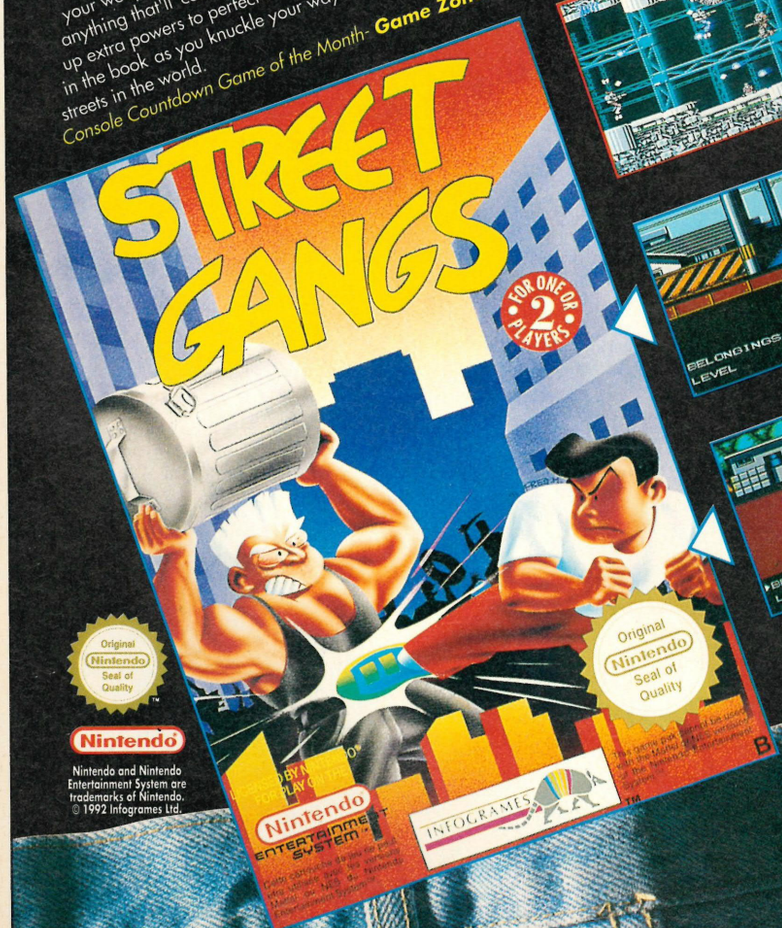








STREET GANGS
Yo Dudes! Do YOU have what it takes to mix it good style with the meanest gangland boss around? Choose your weapons - trash cans, worn motor cycle wires, anything that'll cause some serious damage - and pick up extra powers to perfect every lethal combat technique in the book as you knuckle your way through the toughest streets in the world.
Console Countdown Game of the Month- **Game Zone**



ACTION IN NEW YORK
It's the 21st Century and our planet's in BIG trouble. An alien force is poised to blow us all to hell. Now the final showdown is about to begin as part-human part-machine warriors battle to save the world. Master the mind blowing weaponry and wipe out the weirdest enemies you've ever laid eyes on... the survival of the world is in your hands!
"A very fine shoot 'em up. One of the best I've seen on the NES" **Game Zone.**

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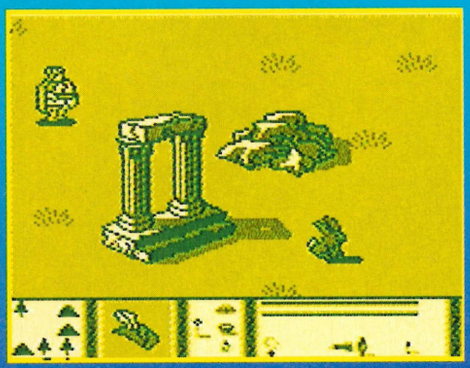
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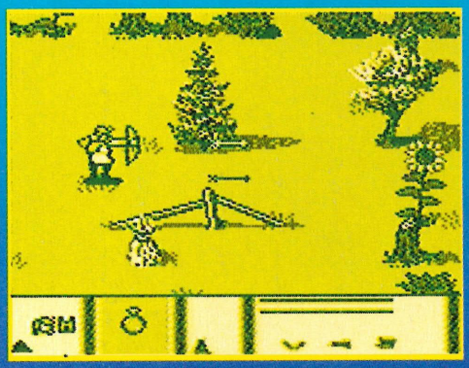
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SUPER NINTENDO ENTERTAINMENT SYSTEM

PRINCE VALIANT

For Game Boy From Ocean When January 1993

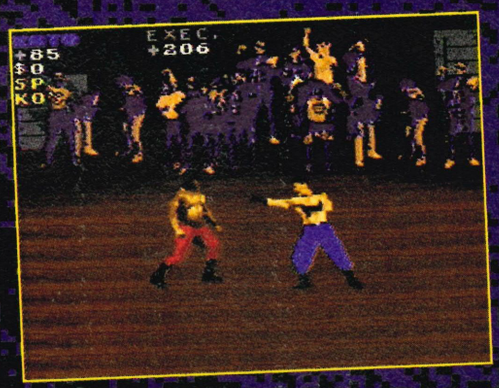




The GB version of Valiant is a strategic arcade game. Confused? Well, the game's set in a massive kingdom, and you've got to guide your set of characters around the place fighting the enemy and capturing castles. Sounds odd but looks great fun.

PITFIGHTER

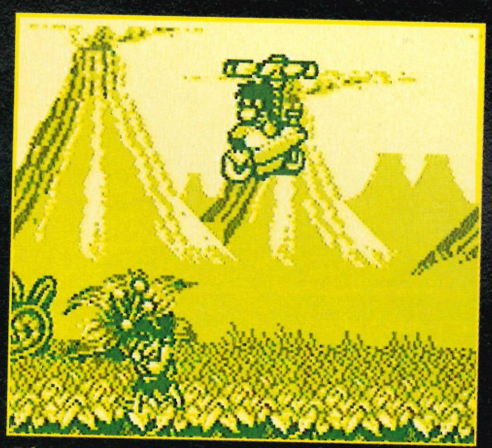
For SNES From THQ When December



Game Boy Pitfighter was, well, how can we put it – not exactly fab. Will the SNES version turn out to be a Street Fighter 2 beater? Erm, try not holding your breath...

JOE & MAC

For Game Boy From Elite When Early 1993



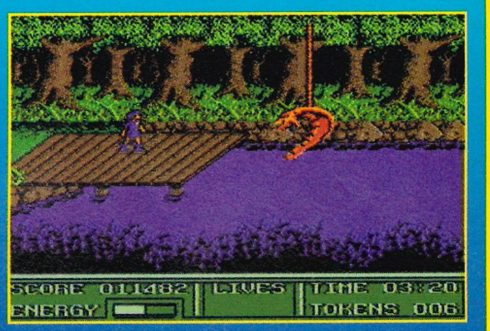
Dig out yer loincloth as this prehistoric platformer will soon be on your Boy.

PRINCE VALIANT

For NES From Ocean When January 1993



Prince Valiant's apparently an ancient legend from somewhere or other, but most people just know the new cartoon. Which is lucky, really, cos Ocean's new game is a very cartoony platformer and no mistake.



Race through the forest fighting archers, javelin throwers, and maybe the odd shot-putter – and that's on just the first level. Grab your green tights, slap yer thighs and read the review in next month's TOTAL.

N.H.L.P.A HOCKEY

For SNES From Electronic Arts When Early 1993



This sequel to EA Hockey has been a stormer of a success on the Mega Drive and it's easy to see why. Endorsed by the (take a deep breath) National Hockey League Players



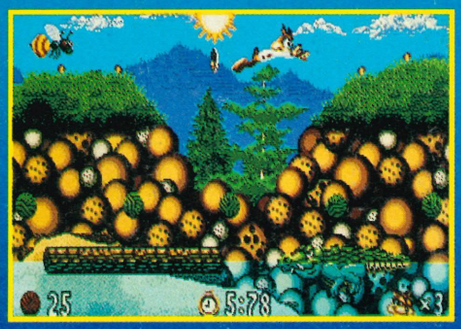
Association it's got stats for all the major teams and players in US ice hockey. It's got all the stuff you'd find in the real thing – fights, face-offs, some tacky organ music

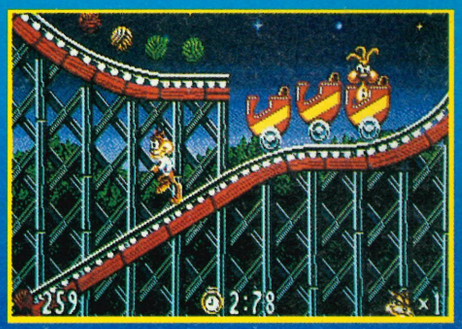


and more ice than you can shake a bent stick at. Impressive with two players and bursting with playability, we had to hide the cart from Chris to stop him playing it.

BUBSY

For SNES From Accolade/Ballistic When March 1993

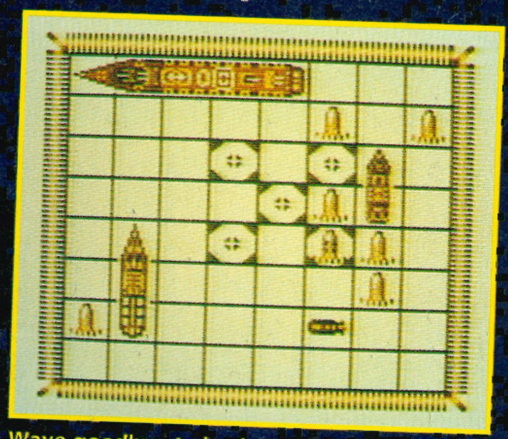




Also called Clawed Encounters Of The Furred Kind, this great looking game stars Bubsy the cat. This cartoony platformer promises lots of digitized speech, 16 enormous levels and the cart will probably be 16 megabit – as big as Street Fighter 2.

BATTLESHIPS

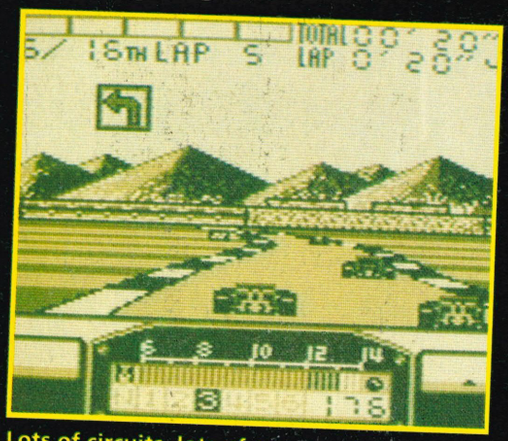
For Game Boy When Early 93 From Mindscape



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F1 CHALLENGE

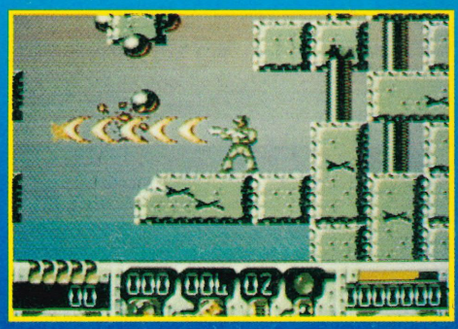
For Game Boy From Elite When Spring 1993



Lots of circuits, lots of opponents, yep, F1 Challenge is going to have lots of that Formula One stuff. But no Murray Walker.

UNIVERSAL SOLDIER

For SNES From Accolade/Ballistic When January 1993





Based on the Jean-Claude Van Damme and Dolph Lundgren film of the same name, this game is, surprise, surprise, a frantic shoot-em-up. It's a platform blaster with 11 monster packed levels, lots of power-ups and some sound effects taken straight from the film itself. There's more than a hint of the Amiga blaster Turrican in this game, and that can be no bad thing considering how stonky that game was.

MIGHT AND MAGIC 2

For SNES From ELITE When Spring 1993



If you're after a meaty role-playing adventure to sink your chops into Might and Magic 2 should have plenty for you.

STRIKER

For SNES From Elite When Spring 1993



From the look of it, Striker could be THE football game for the SNES. The viewpoint is similar to Super Soccer but we'll have to wait till next year to find out how it plays.

PREVIEWS

That's all for previews this month and for 1992. Next month we'll be whipping out the old crystal ball, crossing our palms with silver and looking forward to what's planned for all three Nintendo machines in 1993.

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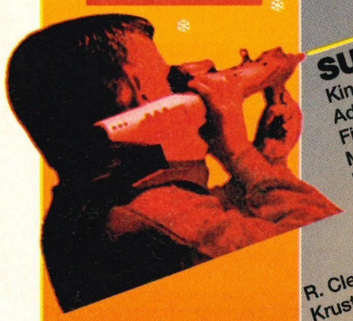
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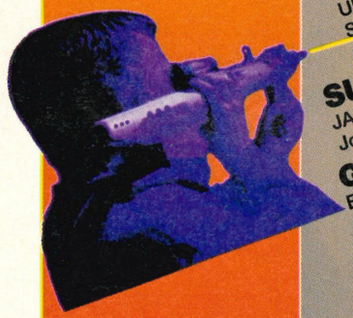
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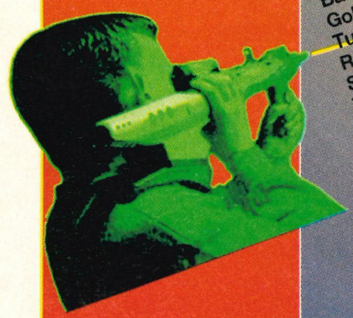
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LETTERS!

Our letters section wouldn't be the same without your input. In fact, it would be about three pages shorter. So why not write to us at: TOTAL!, 30 Monmouth Street, Bath BA1 2BW

Torpedo TOTAL!

Dear TOTAL,

Before I start, I'd just like to briefly congratulate you on a decent, quality publication that blows any other console mag clean out of the water (*Cheers – SJ, AD, CB & JB*).

You keep asking about when you should review games. I personally think that you are doing very well as it is – other magazines claim exclusive reviews, but these are hastily written and therefore unreliable. However, I also think that if most other console mags are reviewing a certain game, import or not, and giving it rave reviews, then you should also review it. I'm sure many people regard your reviews as the last word – I certainly do.

Also, I think that you should include another mini-round-up section each month for any import games that have since become available and see whether any alterations have been made; a brief synopsis of the original review and the overall mark should suffice.

Another thing I think you should have is a Japanese or American correspondent – you could do this a lot better than other magazines. Then you could give us your opinion on all the latest gadgets as they become available to the world.

Richard O'Neill, Ballymena

Dear Dick,

You've got a few good ideas there. I'm looking to get an American correspondent (dunno about a Japanese one though!) so if anyone out there has chums in the States (or even Japan) who could do the biz, drop us a

Prize Letter

WRITE ON!

This dudes won some fab STUFF!



WIN! WIN! WIN! WIN!

PHILIPS MOVING SOUND

Write to TOTAL and win some Philips 'Moving Sound' goodies!

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! If you want to be read make it short and to the point!

Dear TOTAL,

I have heard rumours that Atari are bringing out a 64-bit console and Sega a 32-bit. Will Nintendo produce a 32-bit or 64-bit console in the near future?

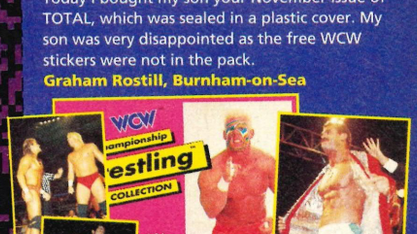
Andrew Barrie, Lanarkshire

Everyone seems to be getting on the big-bit bandwagon and Nintendo are no different. The long-awaited CD ROM system will probably have a 32-bit processor inside, but we'll just have to wait and see. **STEVE**

Dear TOTAL,

Today I bought my son your November issue of TOTAL, which was sealed in a plastic cover. My son was very disappointed as the free WCW stickers were not in the pack.

Graham Rostill, Burnham-on-Sea

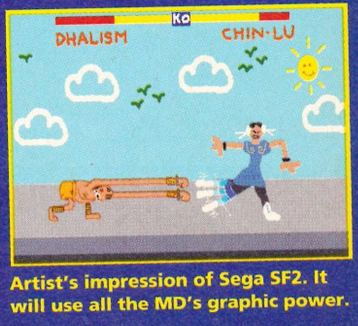


The flippin' WCW stickers that mucked us about.

He's not the only one. We were pretty distressed to hear that the company providing the stickers were, in fact, NOT providing the stickers. Still, they would have been free so you haven't actually lost anything. We'll make it up to you, honest! **STEVE**

Dear TOTAL,

I'm scared of only one thing: that Sega will lead in the Street Fighter 2 business (*NOTE: The Mega Drive SF2 game is due out between January and March '93 – SJ*). Okay, so you



Artist's impression of Sega SF2. It will use all the MD's graphic power.

Unfortunately, we can't reply to every single letter. Thanks to all these people for writing in as well: James Sugrue, Killarney, County Kerry; Donald Fraser, Inverness; Ashley Golding, London; Peter Markland, Birmingham; Liam McEldowney, County Derry; Timothy Sherwin, East Horsley; Angeline Adams, Holywood, County Down; Robert Green, Bristol; Andrew Hillman, Leicester; Kevin Brunton, Berkshire; Jason Collins, Tottenham; Patrick Maguire, Croydon; Helen Heard, Burry; Aaron Hannip, North Shields; Paul Goldsmith, Knaresborough; Sean Martin, London; Simon Holden, Tenbury Wells; Niall O'Connor, Perivale, Middx.; Ogras Mrogla.

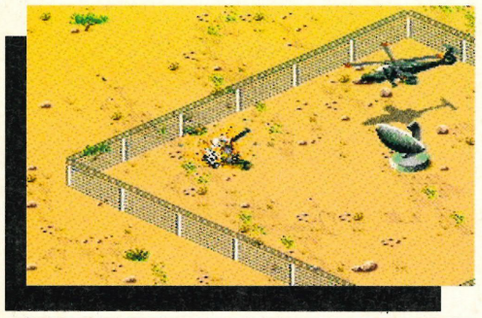
DOLLAR $OFTWARE

If you do not see the game you require below, please call as we may have it in stock. If you like, we can order virtually any game on any format direct from the USA - it will usually arrive in two or three days. Just call and ask!

★ ★ ★ SNES (US) ★ ★ ★

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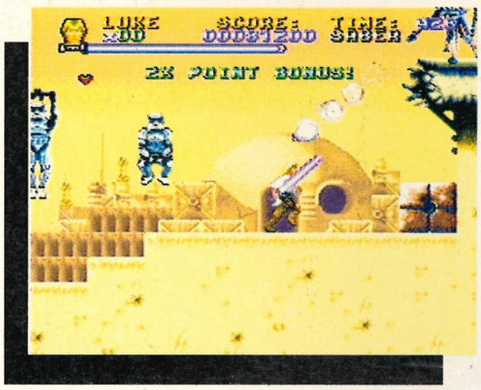


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★ ★ ★ NES (US) ★ ★ ★

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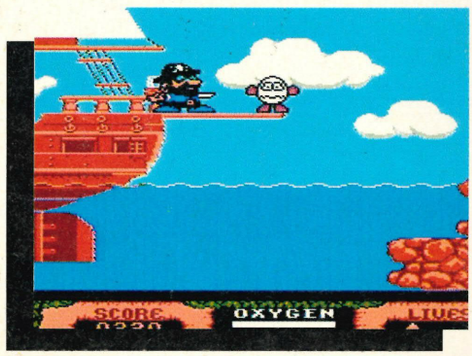


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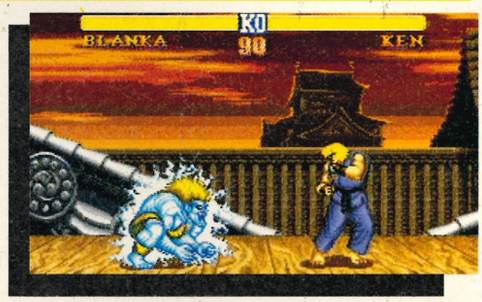
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★ ★ ★ SNES (US) ★ ★ ★

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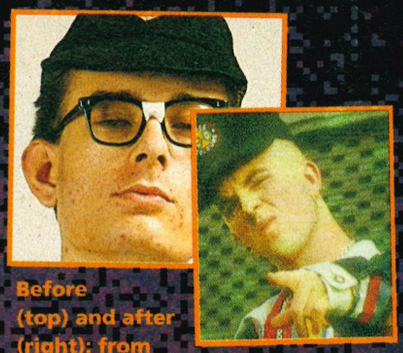
line. Hopefully, our coverage of import titles and news from overseas will get better over the coming months (when I get someone else to do it). **STEVE**

Entering the special code...

Dear TOTAL,
Could you please tell me how I can get some information on careers in computers, making and designing games? I've thought about it and I'm sure this is what I want to get involved in when I leave school.
Jenny Mason (14), Middlesex

Jen-baby,
Well, for starters you'd better decide what exactly you want to do. If you want to write them, you're going to have to learn to program (you can either use a computer at home and teach yourself or enroll in a course at your local school or college). If you want to be an artist or musician, you'd be wise to get yourself a good computer (like the new 32-bit Amiga) and a decent art or music package. You can also get programs like AMOS which let you design and write your own games.

Once you've got a complete game design, rolling demo or slide show of your artwork, take it to a software house. If it's good enough, they might offer you some money to complete the game or maybe even a full-time job. But be warned: there are lots of programmers and games designers but only a few successful ones. **STEVE**



Before (top) and after (right): from normally adjusted, street-wise gaming kid... To programmer. You have been warned.

The Controller Purple

Dear TOTOIL,
Howdie doodie, how's it going? Keep up the good work with the great mag – it's going good. Here's a couple of questions:

1 Can I buy an American purple Super Nintendo joypad for my British Super? If so, where from?



2 Is McDonaldland coming out on the SNES and when will we be seeing that review?

3 Is there any chance of a Super Castlevania 5 on the SNES and if so, when can we see that review?

4 Is there any chance of a large preview or review of Super Battletoads in the near future?
Kit (Save the World) McKay, East Molesey

Well Kit, (can I call you Save?)

1 The only place you'll be able to get them from is an importer. You could always get an American magazine (there are quite a few on sale over here now) and contact one of the mail order companies in the States directly. (Though they're *exactly* the same as the UK ones.)

2 Ocean have no plans to produce McDonaldland on the SNES – *yet.*

3 Konami reckon you might see one towards the end of '93. However, they *are* working on Turtles 5!

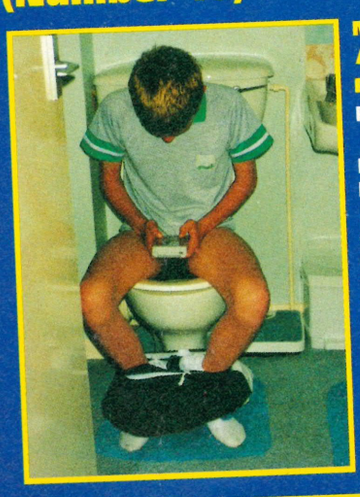
4 Next time you see SNES Battletoads it'll be in a full (and probably fab) review sometime in the next few months.
STEVE

Show me the way to go home

Dear TOTAL,
The Future Entertainment Show turned out to be the biggest disappointment show. I was one of the thousands of ticket-holders turned away at the doors of Earls Court. We arrived at 11:30 and joined the queue. At 12:15 an official came outside and said we were not allowed in until 3pm at the earliest, giving us little time to look around this vast exhibition. Tempers were getting frayed in the queue and for safety reasons we decided to leave. Apparently, people were being treated for heat exhaustion inside the

Weird Places I've Played My Game Boy

(Number 10)



NAME Michael Alderidge
AGE 14 years
FROM Welsh pool
Powys, Wales

Win a GAME BOY cart!

Hoo! This is a corker! Poor old Michael has been caught 'in the act' by his mum. However, Mikey doesn't know that there was film in the camera and that his devious mum sent the picture to us here at TOTAL. But what's he playing? Could be Turtles 2– Back From The Sewer, or Mr Do, or maybe even Bogger Time Deluxe. Anyway, Michael's street cred and chance of getting a smart girlfriend have just gone down the (ahem) toilet.

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. Or, if you prefer, a new roll of Andrex toilet roll – in *pink!*

haven't see it yet on the Mega Drive, but I've seen it in the US and it's the Championship Edition, with some more special moves. This ruins the ad: 'Street Fighter 2 – only on SNES', and will make the SNES version less popular. Will Nintendo create a new version?'
Alex Malthy, Amsterdam
I shouldn't be at all surprised to find a proper Championship Edition of SF2 appear over the next year or so. However, don't forget that while the Mega Drive is faster, their version won't look as nice (fewer colours), sound as nice (crap sound chip) and it won't be able to do the perspective scrolling on the floor (no Mode 7). **STEVE**

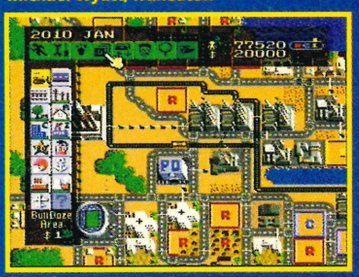
Dear TOTAL,
A couple of months ago I bought a Universal Adaptor and several games manufactured in the Far East. When I tried them on my NES, all I got was a constant flashing of the screen and also on the power light, indicating it was not loading. I was told that lack of memory in the console was the cause of this problem, and it can be solved by increasing the memory. Can you help?
Peter Wu, Tonbridge
Er... no. That flashing is the NES's way of saying 'I can't run this cart'. You can't alter the amount of memory inside the NES (it would be pointless anyway) and the NES is notorious for not running carts from different parts of the world – whether you've got an adaptor or not. Sorry, I think you're, er, stuffed. **STEVE**

Dear TOTAL,
Whatever happened to Baghead?
Nicholas Colley, London



The scabby old crayon-wielder is now head art-person on GamesMaster (the mag). In his place is the lovely Vicky 'masher' Mitchard. A cutie and no mistake (well, cuter than Baggie anyway). **STEVE**

Dear Steve,
My dad and I have been looking for Sim City for months and we still can't find it in any shops. Do you know where we might find it?
Michael Wyatt, Nuneaton



SNES SIm City – have you seen this cart? Call Cart Watch...

I'm surprised you can't find it – I've seen it all over the place. Still, try Toys R Us, Beatties (the toy store), John Menzies and branches of HMV and Our Price. Or why not send off for it from one of the mail order companies that advertise in TOTAL? **STEVE**

Dear TOTAL,
On the front cover of issue 10 I noticed that you would be reviewing Monster In My Pocket. Seeing this, I immediately bought your magazine, only to find that there was no review of the game. Could you please tell me what page it is on.
Philip Kennedy, Clayhall, Essex
Well, there we were, all ready to review this neat game from Konami. But at the last minute we found out that it wouldn't be

London; Michael Abramson, Harrow; Shaun Cox, Merseyside; Scott Saunders, London; Neil Rowland, Surrey; Adrian Dyka, Horsham; Steven Teale, Hayes; Steven Andrew, Liverpool; Ben Hallows; Melton Mowbray; James Fry, High Wycombe; James Fox, Abingdon; Michael Custance, Cambridge; Andrew Scott, Oldham; Keith Fielder, Harrow; Hakim Harmuch, Gosport; James Sheen, Southampton; David South, Newport Pagnell; Lee Pobson, Gateshead; Mark Boultwood, Chorleywood; Sean Irvine, London; Gareth Ogden, Rochdale; David Gibson, Northumberland; Rom Hughes, Hatfield; Nick Simons, Welwyn Garden City; Michael Watt, Edinburgh;

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Game COMMANDER

That's enough of that greediNES

Dear TOTAL,
In issue 5 you loudly proclaimed the official release of the Super NES. There was a small paragraph in the news pages headed 'Don't worry' which reassured all the NES and Game Boy owners that the Super NES would not overrun the whole magazine. Yet in issue 11 there were 14 SNES reviews and a measly five NES reviews.

Your magazine isn't bad and we find the reviews mostly accurate, but if there aren't any new NES games worth reviewing then bung in a couple of oldies each month as there are probably some classics kicking around waiting to be reviewed. After all, if we have just sent away £22.95 in subscriptions to receive five NES reviews and a few cheats each month then I think we've been diddled. You could, of course, review more NES games or otherwise send us a Super NES to keep us happy!
Robert Green, Bristol

Oh blimey! And there's more...
Dear TOTAL,
I don't suppose that I am your average gameplayer – I'm definitely over 21 (+19 years!).

I have bought every issue of TOTAL and up until recently have thoroughly enjoyed your mag. However, being a single mum with very limited means, I have no plans to purchase a SNES, much as I might like to. Could you please tell me why TOTAL has suddenly gone almost totally SNES?

Previously I could look forward to page after page of reviews, tips, cheats etc., all devoted to me and my NES. Whilst I appreciate SNES owners also need this service, surely not *every NES* owner in the country has suddenly acquired a SNES? Too many times I have seen a perfectly good product more or less discontinued because a 'newer', 'better' (and more expensive) model has hit the market.

Please don't desert NES owners. We were the ones who got your mag off the ground, after all, and there must be far more of us than SNES owners.

Whilst there may be thousands of people whose hearts would like a SNES, some of our pockets can't support it!
Marion Makin, Barnsley

Dear Rob and Mario (sorry, Marion),
Well, Rob, there were six NES reviews, not five – and there were only five full-size SNES reviews. Still, the plain truth is that there are just more Super NES titles appearing than NES ones.

Just for you Marion (and the other 65,000 loyal NES owners) we've put things right this issue by having no fewer than 29 NES reviews. And that's a lot more than you'll find in other Nintendo magazines we could mention (but won't). **STEVE**

halls due to the sheer volume of people. We wasted our money on advance tickets, rail tickets and we also wasted our time. I was bitterly disappointed as this was something I was looking forward to.
Adam Singleton (14), East Grinstead

Dear Adam,
Ooh blimey! Over to our troubleshooter, TOTAL's Publisher Steve Carey: "The organisers would like to apologise to you and to anyone else who experienced problems at the show. If just 1% of people had any kind of difficulty, that's 1% too many.

"Much as we planned for it to be a success, we simply didn't expect so many thousands of people to turn up at the same time late on Saturday morning. It's no consolation to you to know that on Sunday we were able to avoid all of the problems, and everyone who had a ticket got in without having to queue for an unacceptable time. By the way, I don't know where you heard about people being treated for heat exhaustion inside the show: it's the first I've heard about it.

"I've arranged for a refund to be sent to you immediately, and Steve is also sending you a few bits and pieces. Next year we have booked Olympia for the show, which is bigger and better able to cope with the crowds we expect."

If anyone else missed out on the FES action, flip back to page 6 where we've got a show report. It was good this year; next year it'll be immense! **STEVE**

Write to us!

Want a question answered? Want to win yourself a portable stereo? Got a burning desire to get your name in print? Then write in to Steve (he's the Editor, you know) at TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. And do it *now!*

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30 Monmouth Street, Bath BA1 2BW
Telephone
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Subscriptions
The Old Barn, Somerton, Somerset, TA11 7PY
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This has been an 'On-Time' production

released until some time in '93 (if ever), so we shelved the review until nearer its release date. **STEVE**



Monster In my Pocket – no release, so no review.

Dear TOTAL,
I am writing to you for some advice. Sadly I used to be the owner of a Master System which I did not enjoy at all. But I now own an NES which I think is much better. However, I only own three games (Turtles, Donkey Kong and Donkey Kong Jr.) and a few friends have advised me to buy a SNES. Should I stick with my NES or opt for the SNES?
Dean Simpson, Redditch



It depends. At the moment, while everyone is flogging their NES machines and buying Super NES games, there's a real killing to be made on the NES market. Look around and you can pick up some real second-hand bargains, not to mention the new cheap range of games like Solar Jetman for just £20! Why not hang on to your NES for another six months and see how it goes. If you don't enjoy the games and think you'll be happier with SNES carts that cost twice as much, then get yourself a SNES for the summer. **STEVE**

Hillier, Wrexham; Brandon Nock Kidderminster; Nick North, Dewsbury; Matthew Morrow, Mark Richardson, Northampton; Robert Hyland, Coventry; and that's all for this month!

Dear TOTAL,
It is really getting on my nerves because my friends tell me that one Sega magazine has a picture of Sonic The Hedgehog peeing on Mario, and they put on a badge saying 'Mario Sucks'. Even if I have a Game Gear I think that the Sega magazine is crap. I reckon you should kick Sonic's ass and be proud.
Alex, Summwear



Er... Yes, me too. **Steve.**

Llanelli; Andrew Hogg, Nottingham; George Atkinson, Buckley, Clwyd; Phil Piggott, Horsham; Paul Crodden (?), Ryton; David Mckale, Newcastle u. Tyne;

Dear TOTAL,
My friend says that the Neo Geo and the PC Engine GT hand-held are better than the Super NES and the Game Boy. Is this true?
Mark Tully (age 12), Co. Donegal, Ireland
The Neo Geo (which costs loads of dosh) isn't that much better than the Super NES (which doesn't cost loads of dosh). The PC Engine GT is a better machine than the GB, but it's hardly a hand-held – the thing's massive! *And* the batteries only last a few hours. **STEVE**

Dear TOTAL,
After Christmas I intend buying a Super NES. Which pack do you think is the best value – the SMB4 pack for £130, or the SF2 for £160?
Chris Hooper, Chingford, London
Depends which games you like, really. SMB4 is brill, but SF2 is briller. SMB4 costs £45 in the shops so that means you're getting the SNES for £85. SF2 costs £65 so you pay £95 for the SNES. Either way, don't touch the expensive and massively nob Super Scope pack. **STEVE**

Dear TOTAL,
You say Pro Action Replay is a great buy, but if you type a code in does the function (like extra lives) stay on the cartridge?
Matthew Dean, Holland
The Pro AR is utterly, incredibly, deadly useful. We wouldn't try to make a magazine without one! But don't worry the code stays in the AR, it doesn't permanently alter your precious carts. **STEVE**

Thoms Price, Cardiff; Andy Anand, Greenford; Fred Double, Bournemouth; James Farrell, Dublin; Ian Caul, Avonhill; Colin Campbell, Louth, Lincs; C.D. Young, Nelyn, Gwynedd; Robert E. Banfield, Liskeard; Stephen

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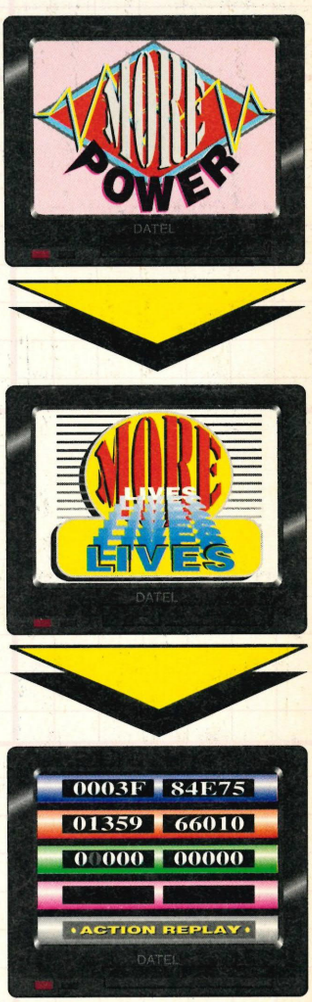
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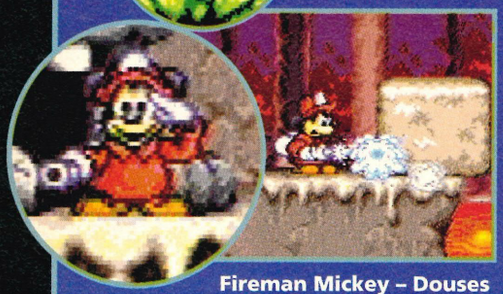
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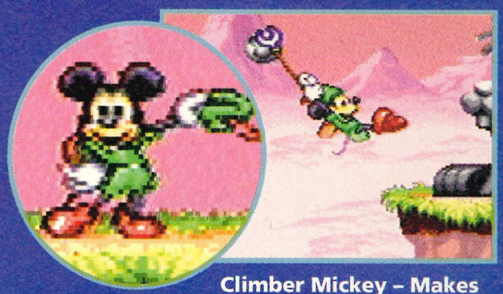


Mickey – a mouse of many parts...

There's more to Mick than big ears and a squeaky voice. He's a quick-change artist too!



Fireman Mickey – Douses hot baddies and pushes blocks along.



Climber Mickey – Makes like Bionic Commando to climb and swing!



Magician Mickey – Casts magic missiles and activates flying carpets.



Magical Mickey takes the patented el-leaf-ator (ger-roan) down to the forest floor.



The only thing that's saving Mick from a spikey plant up the bum is a particularly stiff cloud!



Since that spikey roof is about to become a spikey floor, Mick better shift those blocks pronto.



By now, you'll recognise the 'spikey death' motif which appears throughout the game.

This is a sign of the times that Mario is known to more kiddies in America than Mickey Mouse. The cute, big-eared rodent hasn't been a *major* movie star since the fifties, but now he's found a new, smaller screen to star on – and if this stunning SNES game is anything to go by, he's all set to give Mario a run for his money!

Mickey's come-back really took off when he appeared in Castle Of Illusion on the Mega Drive – for my money, still one of the best games on the sad black box (mine's up for sale by the way if anyone wants it). Sadly, the sequel Fantasia was pretty dire (more of a Rambo II than a First Blood).

Thankfully Mickey's debut on the SNES is a stormer – certainly one of the prettiest games I've seen on the Super. As expected, Mickey is brilliantly animated and with three different uniforms can perform all manner of stunts.

As he moves through the quest, he collects a magician's outfit so he can hurl magic missiles; he changes into a fireman's uniform, spurting water from a hose;

The Magical Quest Starring MICKEY MOUSE



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

Taking the Mickey (through Pete's castle)

Let's take a stroll through Emperor Pete's castle with fireman Mickey...





As if you couldn't work it out for yourself, here's 'the map'. This pops up in between levels to show where Mickey is in his magical quest.

and dons some mountain-climbing gear which gives him a Bionic Commando-style grappling hook.

Once he's picked up his new clothes, Mickey can change at will. Of course, this is a family game, so he covers his modesty behind a red curtain momentarily before reappearing as Mickey the magician/fireman/climber. As you can guess, you'll need to use Mickey's different talents to overcome various hazards during the quest, and this is what elevates it from standard platformer to, er, platformer with, um, other bits in. Yes.

Mickey's quest takes place against a backdrop pretty enough to take pictures of, shove in a frame and flog dahn the market... er... If you wanted to. Basically, this is one hell of a good lookin' game. I could witter on about just how wonderful

EARS

Stunning graphics – it almost couldn't have been done better. Mickey's new talents are great (and cute!). It's ideal for young kids, challenging their intellect and their joypad skills



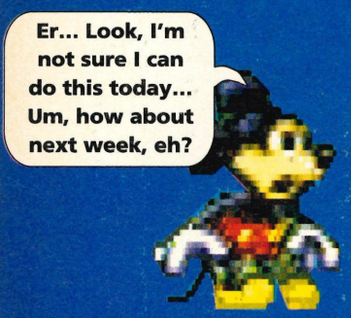
Here's a totally gratuitous picture of Pete's castle cos it's a bit nice, innit? Next month: Pete's lean-to.

TOTAL! TACTIX

Mickey can't jump up to the next platform, but don't mess about trying to use the yellow spinny bricks which fly (like I did). Jump across, kill the cannon-blokey and then push the grey block into a useable position with your water. Ha!

There's more than one way to skin a mouse...

The animation on Mickey is superb – especially in the huge variety of ways that he pops his clogs!





This is yer bog-standard 'touching a fatal enemy and leaping backwards in extreme pain' death.



Hang around on rapidly elevating platforms and suffer the 'pointy things through the bonce' death.



Occasionally you can experience the full horror of the 'nasty item up the bottom' death.



Fail to notice rapidly descending blocks and you'll get the 'squashy black rodent' death.



I dunno what Mickey's smiling about. This enormous monster doesn't take too kindly to having bits of his body stolen!



It's the nasty rotating Mode 7 skater Boss! (Top tip: don't be fooled into using fireman Mickey – use your magic firepower instead.)



This arachnid Boss has a nasty habit of squirting web fluid onto you... From his *bottom*! Huh, some family show this is!

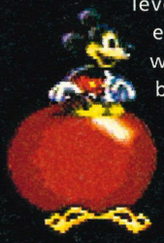
they are but to save my typing finger (index, right hand), I took lots of pictures instead (the square, colourful things on this very page).

True, The Magical Quest doesn't contain the most original gameplay ever: big scrolly platform levels, mid- and end-of-level guardians, with lots of bouncing on things in between. (That Italian plumber has a lot to answer for, y'know.)

But it's the way it all hangs together that makes the game such a treat to play. There's enough variety in the things to do and things to look at, and there's also a heap of little secret bits to discover. So even when you've finished the game (which you'll probably do on the first day) you can go back in and hunt around to find all the hidden rooms 'n' stuff.

FEARS

The only real problem (sadly, a great big one) is the lastability: hard level is tough to beat but infinite continues are a one-way ticket to completion. Later levels aren't very big



The only thing that stops this game sailing through the 90% mark is that Capcom, in their infinite wisdom, have included an 'easy' mode AND infinite continues. Now this is fine for young kiddies and inept gamers (*like you? – Chris, Andy & Jim*), but everyone else will meet 'n' defeat Emperor Pete in a couple of hours, tops. The only thing I can suggest is that when you turn the game on, head straight for the options screen, put it on 'hard' and leave it there.

If you do finish it on 'easy' I still think that it's such a gorgeous game, you won't mind playing through the game on a harder level. Either way, don't say you weren't warned! **STEVE** TOTAL!



And, in the spirit of giving the entire game away, here's the final Boss – bad Pete! getting here's easy(ish); killing him isn't!

TOTAL! TEK-SPEX

Game	Mickey Mouse
Levels	15+
Difficulty	Selectable
Continues	Infinite
Release date	Now: import

The Magical Quest Starring MICKEY MOUSE

Looks

■ Truly beautiful scenery and loin-warmingly lovely animation throughout

Sounds

■ Wonderful orchestral soundtrack in true Disney style and the effects are bang on

Gameplay

■ Vast platformer with loads of variety and secrets. Unoriginal, but lovely to play!

Life span

■ Go for 'hard', limit your continues and it'll last ages... But you won't will you?

This could be the start of something big for Mickey and chums. It's just like playing a cartoon – but, like all the best cartoons, it's over too quickly



Final rating

81 Percent

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NOT !



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"A fine game with long term appeal. A bit of a classic!"
- Game Zone.

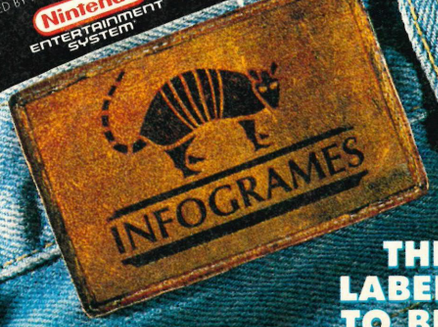


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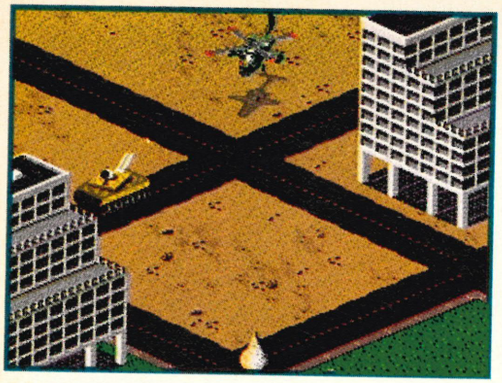
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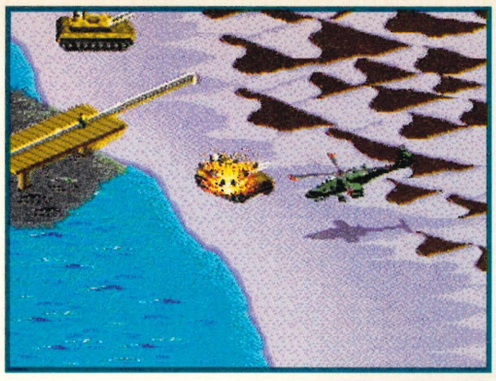
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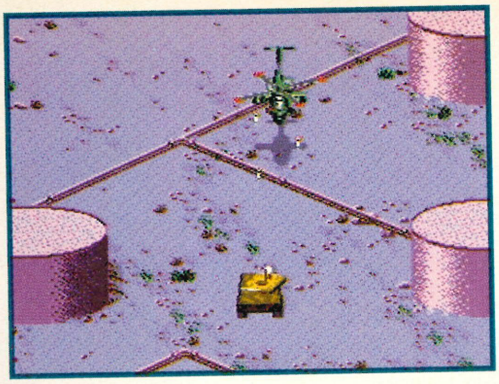
GAMES WELL WORTH SHELLING OUT FOR



One of the more important missions is airlifting Sonia to the opening of a new shopping mall in the middle of a war zone.



Hovering above the purple sands, Archie 'armaments' Atkinson takes out a small family along with deckchair and windbreak.



After a while, writing captions about a chopper attacking tanks gets a little tricky. And so, I don't think I'll even bother trying.

Life can be full of nasty surprises. Like the discovery that you're adopted, or the realisation that Santa Claus doesn't in fact exist, or maybe finding years later that the kids you thought were really cool at schoool have turned out to be complete jerks. But one of the biggest shocks to the system must be the unexpected horror of discovering that a half decent game actually exists on the Sega Mega Drive.

But before you start to get slightly worried and fear for my sanity, you'll be glad to know that the game in question, Desert Strike, has now been converted to the Super NES and is as fabulous as ever. Phew!

It's a sort of shoot 'em up with slight strategic and simulation aspects to it. You play the part of a helicopter pilot on a series of missions in the Gulf. These missions can be as simple as toddling off to a nearby command centre, rattling off a few missiles towards Johnny Radar Dish then heading home for tea and crumpets. But as you progress, the missions get more complex and difficult. For a start, the enemy encampments get increasingly more heavily guarded by missile launchers and gun emplacements. What's more, you have to not only destroy buildings but also capture enemy commanders, who can then reveal the locations of secret agents who then also have to be located and captured. Add to this the

APACHES

Great mix of blasting and strategy. Wonderfully graded difficulty curve – you'll get further each game. It plays so well, you won't be able to leave it alone

For SNES (1 player) **From Electronic Arts** **Price £45**

'Well, it needs a new gearbox, and it could do with a respray, but I mean, it's a runner and for 40 quid you can't really go wrong, can you?'

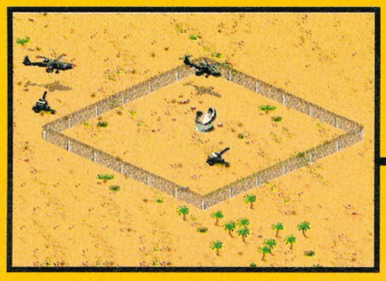


DESERT ST

Your mission, should you decide to accept it...

... Is to enter a war torn desert area, filled with many destructive enemy weapons. (Er... I'll think I'll give it a miss, actually.)

The first mission on level one involves entering a perimeter fence, getting seven shades of shrapnel blown out of you, then destroying a radar dish before popping back to your landing point.





This is where you start each level from, and also where you have to get back to get back to after a hard day's killing. Curiously, you can crash into this carrier without suffering any damage to you helicopter.

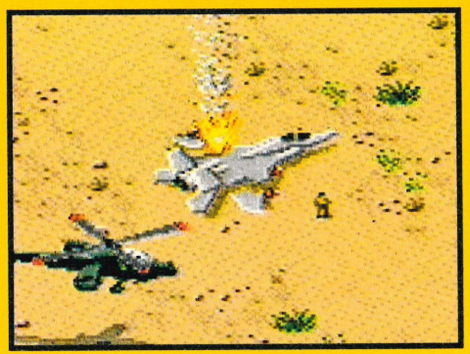


Desert strife! Jake gets totalled

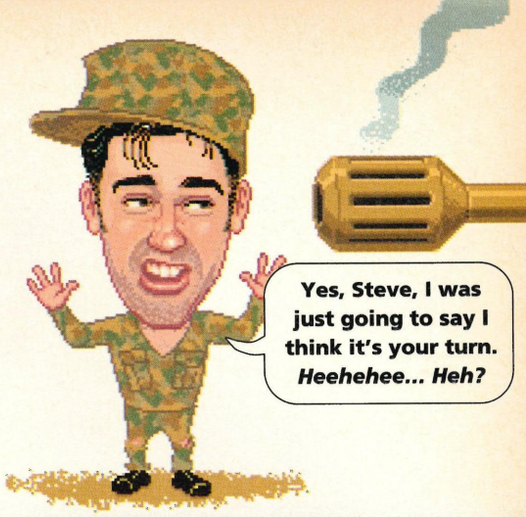
Occasionally one of your chums stupidly gets shot down. Should you help him? Mm...



Apparently your old mate Carlos 'Jake' Valdez is a bit tasty with a gun. So why was he shot down in the first place, eh?



Still, I might as well go and rescue him anyway. We'll find a use for him onboard the ship. He can make the tea perhaps.





In between missions, the troops relax by watching re-runs of old episodes of 'Some Mothers Do 'Ave 'Em'. Er, I think... Um.

constant need to keep an eye on your ammo levels and fuel supply, and we're looking at a game that plays simply but has more depth than you can wave a slightly damp flannel at. Much of the challenge comes from having to gauge how far you can go or how long you can keep fighting before you have to restock your supplies. When you do need to, you can access the map screen, locate ammo and fuel, then go and get it. However this in itself can be just as hazardous as some of the missions.

HUEYS

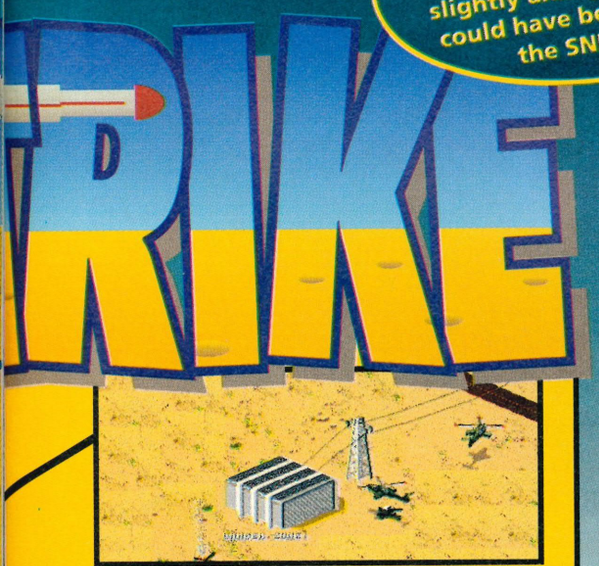
It does slow down in places – not often, but still often enough to be slightly annoying. The graphics could have been better, this is the SNES, after all

Although the game runs a bit slower than its Mega Drive counterpart, the difference isn't all that noticeable, and at times of heavy fire it's almost a blessing. And besides, the graphics are ever-so-slightly more polished than the Sega Jobby. No, let's not get all Sega Vs Nintendo about this. All credit to it, Desert Strike was a hugely entertaining game on the Mega Drive and all the playability as been retained here. If you fancy a shoot 'em up that requires a little thought but is easy to play and yet contains enough depth and challenge to keep you riveted for weeks, this is it. Excellent stuff! **ANDY**

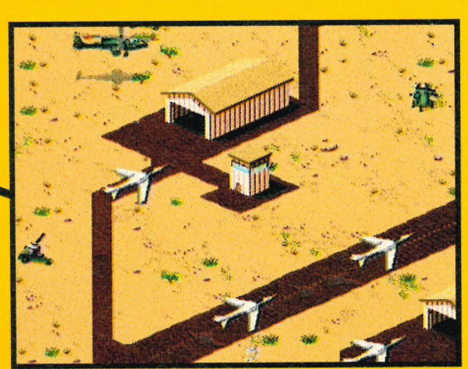
TOTAL!

TOTAL! TEK-SPEX

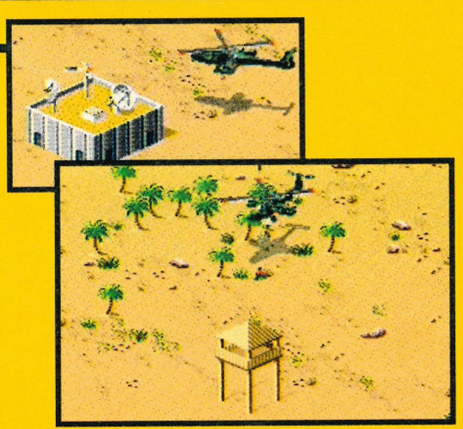
Game	Desert Strike
Levels	26
Difficulty	Hard
Continues	None
Release date	February



Destroy the power station and, if you wish, take a pop at the pylons too.



One of the tougher missions on level one is taking out the airstrips, totally.



At the end of level one you have to destroy the HQ and capture an enemy agent.

DESERT STRIKE

Looks

■ Some nice visuals and the 3D works well enough, but it's nothing brilliant

Sounds

■ Fairly average soundtrack but the realistic sound effects make up for it

Gameplay

■ A brilliant mix of strategy and shoot 'em up action. Nice difficulty curve, too

Life span

■ Get through this in less than a week and I'll personally shake you by the hand

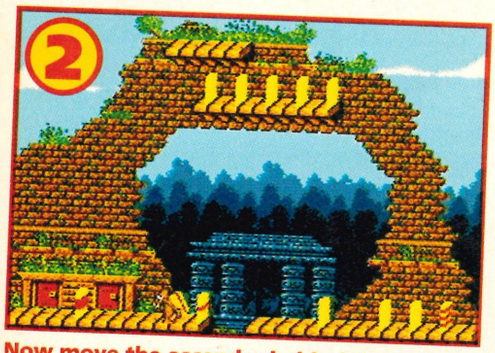




To start this level, shift the tumbler with the big red stripe out the way.

PUSH OVER

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



Now move the ascender behind the bridging domino and under the platforms.

Push Over, Push Over. Hmmm, a game all about starting fights outside pubs? Or p'r'aps it's something to do with those funny Bavarian dances where they slap each others bottoms? Oh, I dunno, what do you *really* have to do in Push Over?

Well it's obvious isn't it, you have to push over all the dominoes – making sure that the stripy trigger domino is the last to fall. But all is not well in Dominoland as you can't just walk up to the first domino and push it. You have to shift a few of the things about so that with one push they all fall down and the trigger is the last to go.

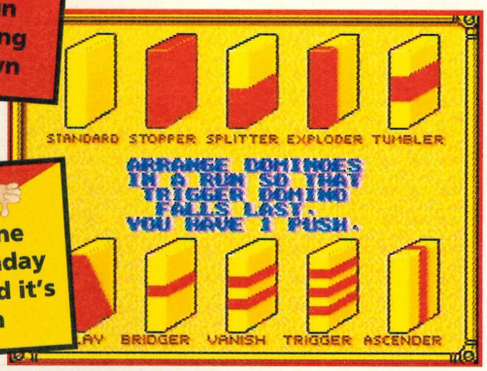
The problems in Push Over are all logical – sometimes there will be a gap in the floor and you'll need to use a bridging domino to cross it, tumbling dominoes are used to roll a long distance and so on. With each level you just have to figure out which special dominoes need going where, place 'em there and set them rolling before a time limit runs out – quite Lemmingsy really.

The levels take a fair bit of working out, but they're more infuriating than they are challenging.

DOMIYESES
Clever game with some tricky puzzles. It's fun and satisfying knocking all the dominoes down

DOMINOES
It's more suited to the back pages of the Sunday Times than a SNES, and it's not *that* much fun

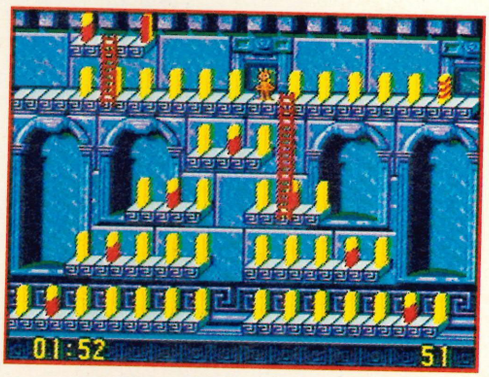
Tricky puzzles are all very well but this game just isn't any fun. There's some satisfaction to be gained from finishing a tricky level but there's very very little excitement in the game, and once you've completed a level, I doubt you'll want to go back to it. **CHRIS** TOTAL!



Here are all the different dominoes that crop up in the game. Vanishers vanish, splitters split, stoppers stop and the rest of them all do just what you'd expect them to.



Set 'em off. The ascender rises and the tumbler uses the bridger to cross the gap.



If you thought Push Over was gonna be a push over just take a look at this later level!



The ascender sets off the dominoes at the top and the end one falls to the ground.

TOTAL! TEK-SPEX

Game	Push Over
Levels	100
Difficulty	Hard
Continues	Passwords
Release date	Out now



The falling domino sets off the last few and when the trigger's hit, the exit door opens.

PUSH OVER

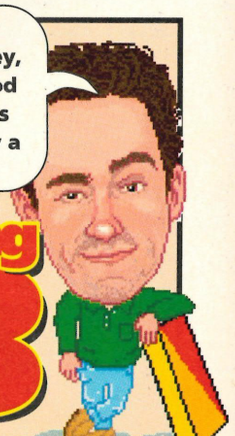
Looks
- Only single screens but they look nice and the dominoes are very, er, tumbley

Sounds
- The music's pretty average and the sound effects hardly get you going

Gameplay
- Well designed and tricky puzzles but it's not really *that* much fun to play

Life span
- 100 levels but frustration – or boredom – may get the better of you first

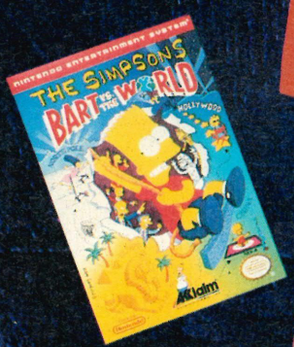
Tricky problem-solver that's not half as arcadey, or as much fun as a good puzzler needs to be. It's not really what you buy a SNES for...



Final rating
68 Percent

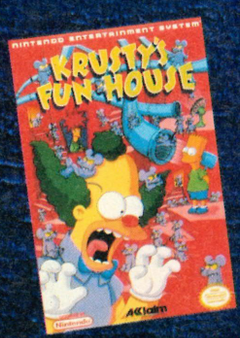

WHO'S MAMA
WE'RE THE
BADDEST

Get The iNTO Your















They're Back

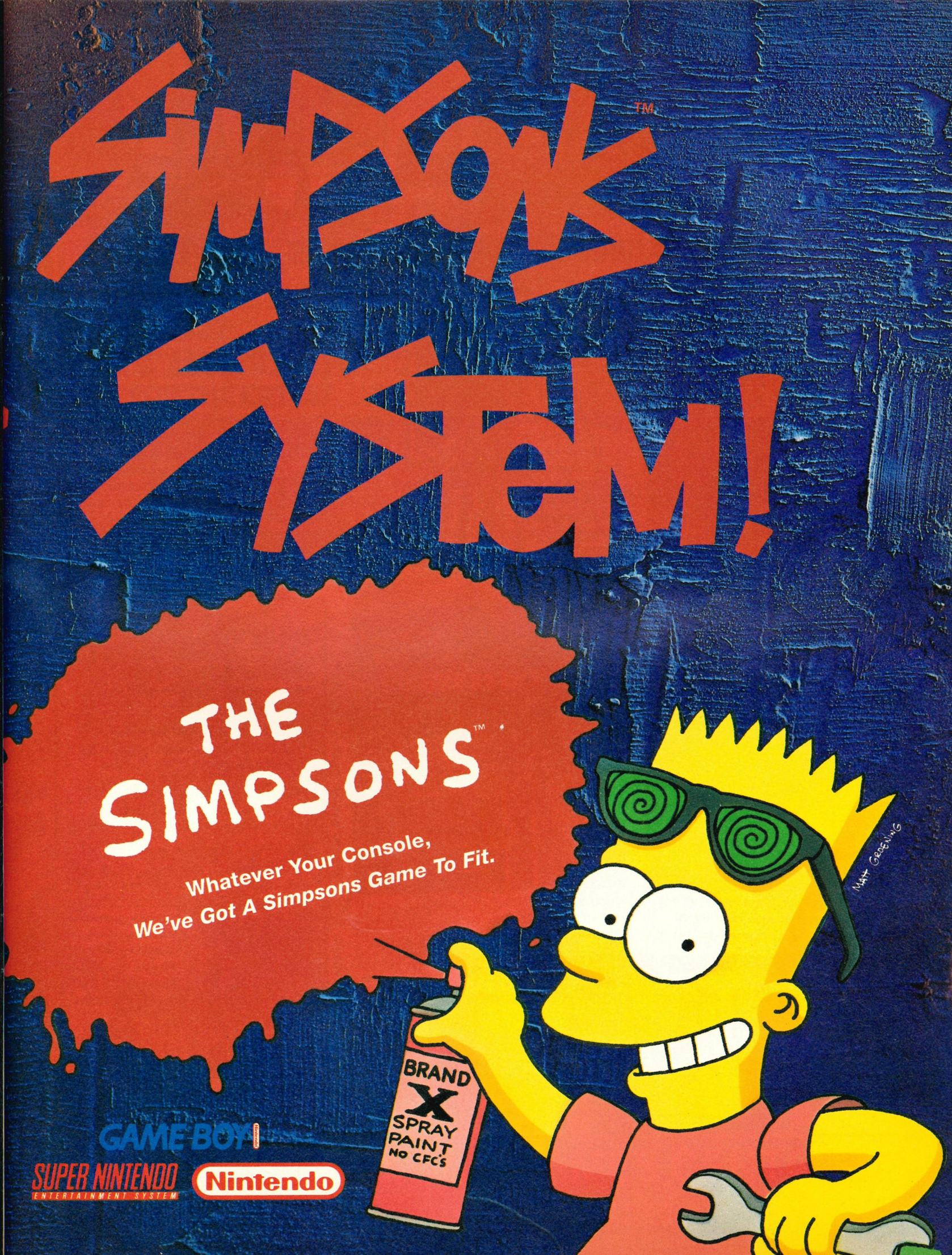
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SPIDER-MAN

AND THE X-MEN IN ARCADE'S REVENGE

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

Almost everyone must have read a Marvel comic at one time or another. And even if they haven't they will have seen films or cartoons based on the characters. The comic books are brilliant, so with such a backlog of imagination and adventure, you'd think that games programmers would be able to come up with a decent game based on these heroes. Sadly, this has never happened. Without exception, all previous attempts to base a game around the wonderful world of Marvel has failed miserably, and tragically, this Super NES game is no exception.

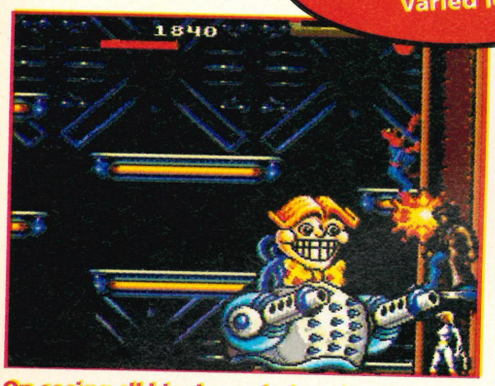
MUTANTS
Fans can enjoy all their fave characters. Red-hot music and varied levels

The programmers couldn't have chosen a more exciting pairing than Spider-Man and The X-Men. Spidey is a law unto himself, and characters such as the psychotic Wolverine, the mysterious Storm and powerful Cyclops are just gagging to appear in a fab game.

MUCUS
The graphics are more NES than Super. It's just a teensy bit dull, too

However, bits of this one are frustratingly difficult with no way of avoiding injury. Most annoying of all is that the programmers have only done the minimum with the characters available. They all move the same with the only difference being a boringly implemented super power. Cyclops shoots rays from his eyes, Wolverine swipes his claws... For some reason it doesn't conjure up the excitement of the comics.

So what we have is an average platformer, slightly lifted by the ability to play five different characters. Even the most devoted Marvel fans should think twice. **JAMES** TOTAL!



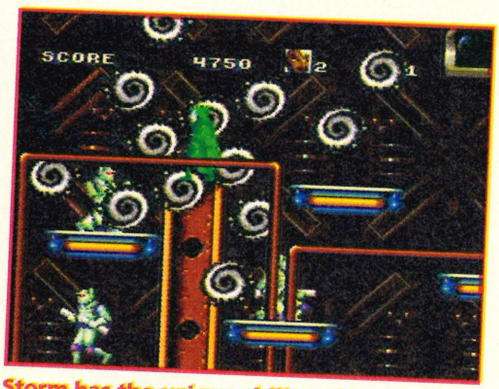
On seeing all his chums being slaughtered at the hands of Captain Grin, Spidey makes the heroic move of 'bogging off sharpish'.

TOTAL! TEK-SPEX

Game	Spider-Man
Levels	10+
Difficulty	Hard
Continues	Save game
Release date	Out now



Huge clowns with oversized revolvers are no match for a blokey with razor sharp claws. Wolverine does his psychotic thang.



Storm has the unique ability of instantly preparing and launching Viennese whirls at her opponents. Give 'em a good pastry-ing.

SPIDER-MAN

Looks
■ Characters are recognisable and backdrops varied but it's all fairly poor quality

Sounds
■ Flippin fab. Some soundtracks are dodgy but most are brilliant. FX are great too

Gameplay
■ Wavers between frustrating and just plain dull. Not a great deal of excitement

Life span
■ A decent amount of levels and plenty of challenge. But can you be bothered?



Average game based on great characters – a tragic waste of the brilliant Marvel comics heroes. Fans will be annoyed, other will just get bored.

Final rating
67 Percent

The odd squad. It's the mutants


Cyclops. Crap shades ahoy!


Gambit. Ex-Duran Duran.


Spider-Man. Wimp by day.


Storm. Erm, blind as a bat.


Wolverine. Angry bloke.

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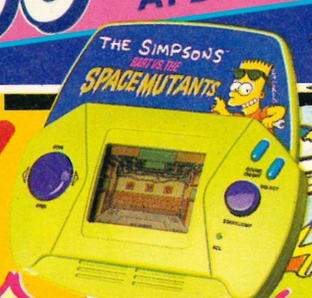
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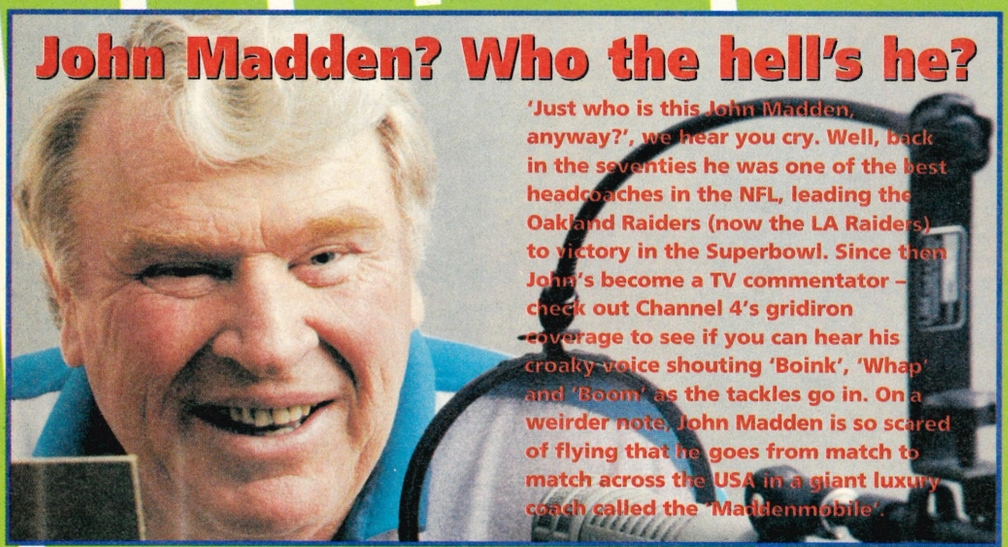
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JOHN MADDEN '93

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

GREY IMPORT

John Madden? Who the hell's he?



'Just who is this John Madden, anyway?', we hear you cry. Well, back in the seventies he was one of the best headcoaches in the NFL, leading the Oakland Raiders (now the LA Raiders) to victory in the Superbowl. Since then John's become a TV commentator – check out Channel 4's gridiron coverage to see if you can hear his croaky voice shouting 'Boink', 'Whap' and 'Boom' as the tackles go in. On a weirder note, John Madden is so scared of flying that he goes from match to match across the USA in a giant luxury coach called the 'Maddenmobile'.



'Look, I don't care if all the other players got snowed in, you two guys are just going to have to spread out a little. Look busy.'

This game is as American as wieners, twinkies and something else that sounds a bit rude, it's been around for years, and it is, apparently, even better than the real thing. John Madden Football, now into its third version on the Mug-o-Drive and one of the few games that's any good on that machine, has now made it onto the SNES as John Madden '93, but does it manage to live up to all that hype?

I MADDENS! Superb sim which blends complex plays with instinctive controls. Detailed and full of gameplay

All the other SNES US Footie games I've seen have failed completely, both as simulations of the sport and as video games. Either the control system has been too complex or it's been impossible to see what's going on. Well, I'm absolutely chuffed to bits to say that John Madden gets around these problems easily, packs in some clever extras, and then charges right into the end zone and does a stupid strut.

I BAD 'UNS! The graphics could be better and the whole game is really only for fans of American Football

The control system in Madden is a bit confusing at first, but in no time at all snaps, passes and kicks become second nature. The viewpoint taken by the game – behind the teams, straight up the pitch for 40 yards – is ideal for playing and lets you see just what's going on across the field. When the quarterback goes to make a pass, three screens pop up at the top showing the possible receivers, and when a receiver is open he waves to the quarterback.

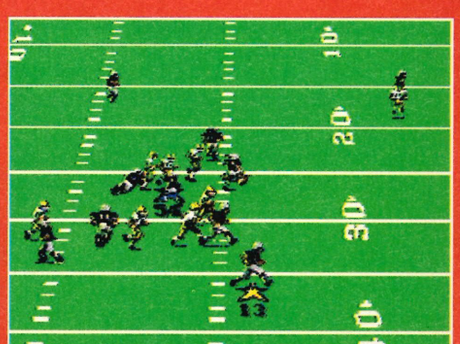
To complement the excellent basic game structure, John Madden '93 has a lot of very impressive features. There's a massive number of plays for both offense and defense to choose from, including standard running and passing plays, blitzes, flea-flickers, Hail Marys, some bone-crunching tackles and no-huddle offenses. All the NFL teams are there and each player is based on the real player in

He shoots, he scores! (Oh rats, wrong game)

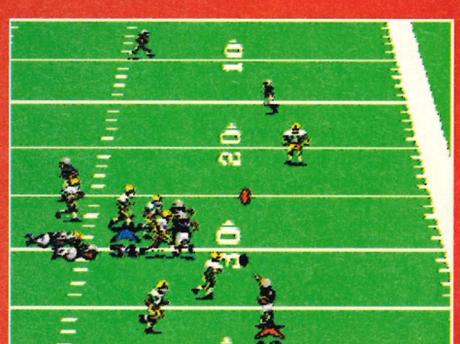
John Madden's action replay function lets you look at a play again to see where you went wrong (or right).



1 It's first and ten and the ball is on Green Bay's 28-yard line. The center snaps the ball back to the Raiders' quarterback and he gets set up for a pass.



2 The poor old Raiders' offensive line collapses and Green Bay linebackers race after the quarterback, who's already making a dash out to the right.

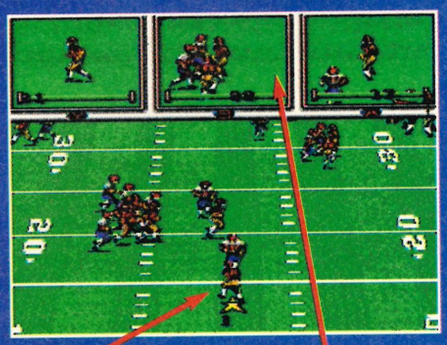


3 Before the Green Bay sackpack can reach him, Number 13 pumps the pigskin downfield to a wide open receiver loitering on the ten-yard line.

Thanks to Thornley Distribution, Overens House, Overens Road, Oldham for providing our copy of John Madden '93

So, what's on the menu, then?

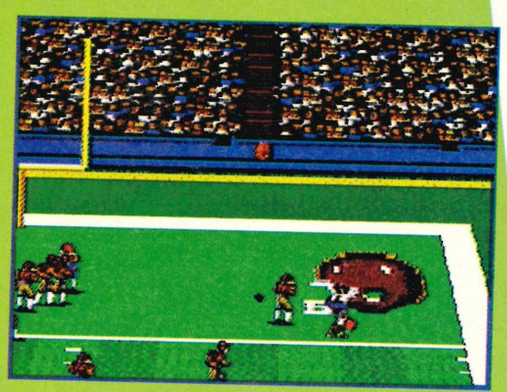
Madden's full of menus and boxes to help the game run smoothly. Like these:



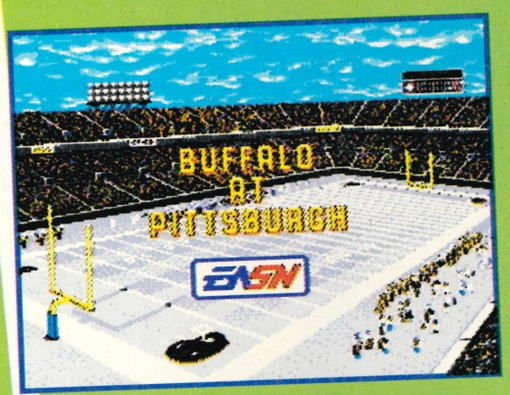
Here's the quarterback. Press the 'B' button and three windows pop up... ... Each with a receiver in. Just push Y, B or A to pass to one of 'em.



Here's where the defense select their next bone-crunching play... ... And by a strange coincidence, the offense choose a play from here.



You don't get Gary Lineker doing that when he scores – he goes for a snog with Gazza.



John Madden lets you play in all sorts of weather, even in snow-bound Pittsburgh.

that team. There are eight all-time great teams to play, such as the 1985 Chicago Bears and the 1976 Oakland Raiders, and you match these teams against each other in a knockout competition.

Unfortunately, despite all this great stuff, John Madden '93 is let down by its graphics – the animation of the players is jerky and they're a messy-looking lot when they're huddled together in the middle of the pitch. Although SNES Madden isn't as pretty as the Mega Drive game it does run slightly faster. This makes the game tougher to play and less easy for novices to pick up, but don't let that put you off it. It may be a different game to the Mega Drive version but John Madden '93 is still extremely playable, and if you're a gridiron fan this is by a long way the best American Football game you'll find for the Super NES. **CHRIS**

TOTAL!

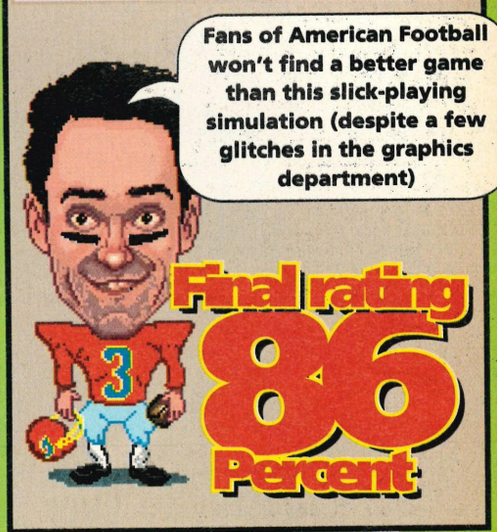
JOHN MADDEN '93

Looks
- Excellent view of the action, but it's let down by messy, jerkily animated players

Sounds
- Good TV-style tunes, smashing tackles and the odd bit of commentary

Gameplay
- Great simulation that manages to be both very realistic and very playable

Life span
- Masses of teams to play against, and the two-player game is great fun



TOTAL! TEK-SPEX

Game	John Madden '93
Levels	Knockout tournament
Difficulty	Average
Continues	Save Game
Release date	Now: import

Um... Touchdown (or something)



4 The ball spirals to Number 29, straight over the defender who was fooled by the Raiders' cunning 'Oh no, here comes another sack' ploy...



5 ... And Number 29 leaps athletically over a tackle to make it into the end zone for a touchdown. Cue lots of silly walks and some dubious thrusting.



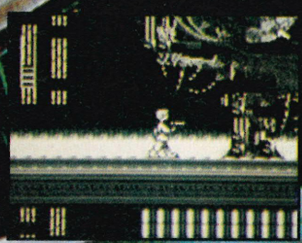
6 After ten minutes of a-whooping and a-hollering the Raiders finally calm down enough to bring on their kicker and go for the extra point.

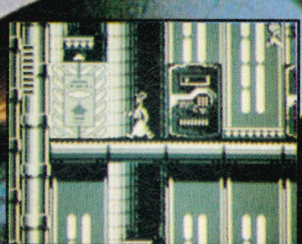
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SUPER NES ROUND-UP

Okay, some of these SNES games may be huge gobbling turkeys, but even turkeys have their uses (especially after they've had a good roasting!).



See... It's not big or clever to eat a whole tin of beans and then mess about with a box of matches. Just wait till your dad sees what you've done to his new patio – he'll probably explode!



As Captain Sküljagger looks on, our hero charges towards the Ninja pirate oblivious of the fiendish grape trap set for him. Gosh!

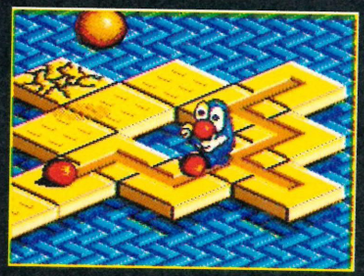
KA-BLOOEY

For SNES (1 player)
From Kemco
Price £45

Hmm... This isn't really Ka-Blooey, is it? Well, no. In fact it's Bombuzal – an ancient puzzle game which initially came out about five years ago on the Commodore 64 computer, and since then has appeared on virtually every machine known to man, including the legendary Kenwood Chefette version.

'Tis a puzzle game, in which you have to move around, setting off bombs and trying your best *not* to blow yourself up in the process. Finish a level and you'll find the next one is bigger, more complex and harder to complete.

As puzzlers go, this is a real brain-bender, but it's no different to the original Commodore 64 version (there's even a level which spells ZZAP! 64, after my old mag!). It fails to use any of the SNES's snazzy hardware and really isn't up to the price tag. **STEVE**



Beware of the big bouncy beasty bibble blobble blub. Er...

KA-BLOOEY

Looks
If it wasn't for the jerky scrolling and naff animation, they'd be, er, average

Sounds
Weird title tune, strange sampled speech and a few nice explodey sounds

Gameplay
Very clever puzzler, but it's more Game Boy fodder than SNES fun

Life span
If you buy it, and *if* you like it, you'll keep plugging away for ages

Final rating
69 Percent

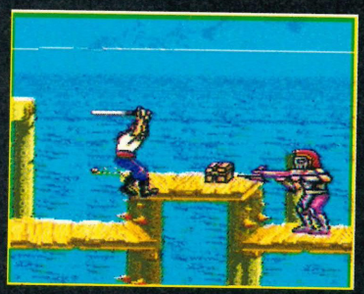
SKÜLJAGGER
Revolt Of The Westicans

For SNES (1 player)
From American Software Corporation
Price £45

This is novel. Well, actually, it's a novel – Sküljagger comes with its own 80-page story book telling the story of the game. Read between the lines and you'll find clues to hidden levels and secret items to collect.

So, armed with an imaginationful of slicing blades and mysterious goings-on, you enter the world of Westica... Only to find a lacklustre platform hack 'em up. The scenery is bland, the animation basic and the action more bog-standard than a lorry-load of Armitage Shanks' finest.

Still, if you can live with the graphics, the action isn't too bad – and at least you get a lot of game for your money. **ANDY**



That was lucky – the bullet went right between his legs.

SKÜLJAGGER

Looks
Could be described as somewhere between 'cartoony' and 'crap'

Sounds
Nice array of noises and the soundtrack consists of some funky tunes

Gameplay
Run, jump, slash – seen it all before, but it's playable and the levels are huge

Life span
Appealing enough so that you'll stick with it till the end. (Just about)

Final rating
61 Percent

THE IREM SKINS GAME

For SNES (1-4 players)
From Irem
Price £42

This latest addition to the booming SNES golf sim market needs to have something special in order to be worth adding to your collection.

Ah. Special... Hmm... Well, the 3D bit where your golfer stands is very nice, with rotatey Mode 7 stuff. Very nice. Pfhhhh... You can play for money? Erm...

No, sorry. It's just a golf game! There's only one course and it isn't *that* difficult or exciting. Unless you enjoy winning thousands of pretend dollars you may as well go for Hole In One (good, simple golfing fun), or PGA Tour Golf (snazzy 3D views) or one of the True Golf series (slow but authentic), or... **JAMES**



Hold, on... Where's all this skin business then? I thought we'd get to see some naughties. What's the goon with the C&A wardrobe doing in the sandpit. This is golf, isn't it? Oh, what a let-down.

THE SKINS GAME

Looks
Lovely 3D tee shot, slick in betweeny screens, crap putting sequence

Sounds
Mindless muzak plus the usual 'swish', 'thwack' and 'plonk' noises

Gameplay
Control isn't as intuitive as it could be. Too straightforward (and a bit easy)

Life span
Good enough to warrant a bash with chums every now and again

Final rating 64 Percent

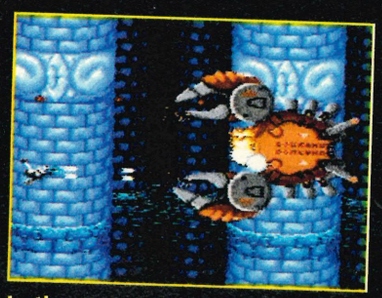
PHALANX

For SNES (1 player)
From Kemco
Price £39

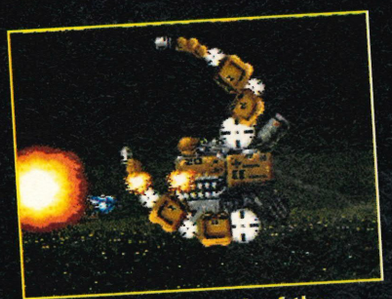
Don't let the banjo-strumming good ol' boy on the packaging fool you. Phalanx isn't based on the Beverly Hillbillies or Southern Comfort. It's a 'traditional' horizontally scrolling shoot 'em up.

And by traditional I mean everything you've come to expect from a shoot 'em up: parallax scrolling, power-ups, enemy waves and end-of-level-guardians... Nothing more. But while it's pretty enough and has the requisite amount of action, it suffers from Nemesisitis – that horrible complaint where a single bullet can suddenly rob you of all your weaponry, leaving you struggling to survive against some ruddy great mutie.

No, if you want the best, fastest, most potent horizontal scroller around, buy Super Aleste and just tip your telly on its side. **CHRIS**



In the watery level, fly near the top or bottom of the screen to enter bonus bits (piccy). Shoot Mister Lobster for power-ups.



Aargh! It's the attack of the Thorntons Selection Monster – an evil combination of white and milk chocolates. Crivens!

PHALANX

Looks
Smart, spooky scenery, but the aliens are all flat and a bit unimaginative

Sounds
Typical Japanese synth-stomp soundtrack. The effects could be meatier

Gameplay
The action is patchy and losing your weapons is doom city. It's a bit tedious

life span
Seven big levels should keep the keener shooting freaks on the button

Final rating 59 Percent

HOME ALONE 2

Lost In New York

For SNES (1 player)
From TH•Q
Price £43

Before we've had a chance to tell you how crap Home Alone is, Home Alone 2 appears on grey import. This time around, Macaulay 'I don't care if I've got no friends cos I'm stinking rich' Culkin is lost in New York (hardly, 'home alone' then, is he? 'Stuck in the busiest city in the world'?). Here he has to avoid, well, *everybody* (no one likes a smart-ass kid) as he runs and jumps about, collecting weapons, coins, that sort of thing. Nothing new, basically.

The scenery contains digitised people and furniture, but it's all a bit big and empty – rather like the game itself. If it's a sprawling platformer you're after, there are much better ones about. **STEVE**



Hmmm... This looks a bit dubious. Kevin corners some poor hotel maid who tries to beat him off with her plump pillows. Er...

HOME ALONE 2

Looks
Lovely digitised furniture, drab backdrops, nob animation throughout

Sounds
Jolly movie-style music and the spot effects do their job well enough

Gameplay
Nothing new: jump over baddies, shoot things, run around a bit

Life span
It'll only take a few goes for you to see all that you really want to

Final rating 53 Percent

Thanks to Thornley Distribution, Overens Street, Oldham, Lancashire, OL4 1LA, for providing our copies of Home Alone 2 and Skuljagger.

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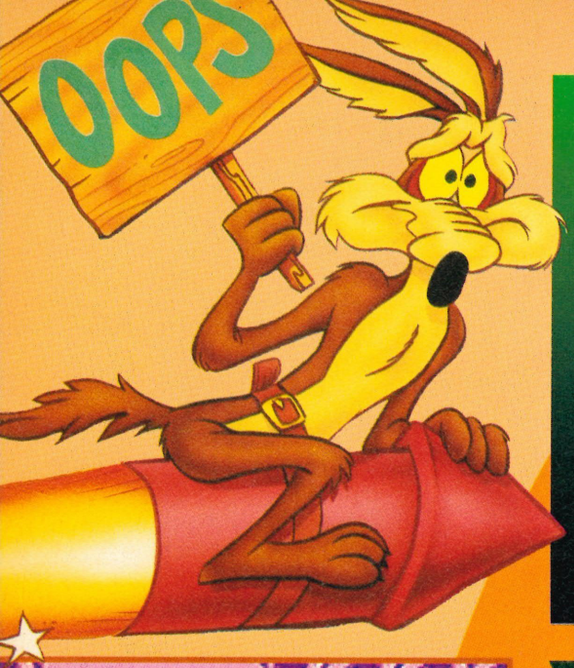
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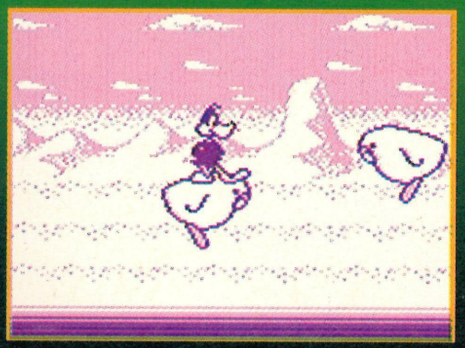
TOTAL! TACTIX

Don't shoot, duck!

Just don't go through the game blasting everything you see!



1 If you shoot this big bird, he shoots back and is tricky to kill. But...



2 ... Actually, you don't need to! Use the big birds to jump across the gap.

Duckin' and divin' on level one



Yeeahah! Cartoon capers look absolutely brilliant on the Game Boy, and Looney Tunes is no exception to the rule. All the characters from Saturday morning TV have been bundled in to make what looks like a brilliant new platformer.

Looney Tunes is made up of seven levels. That sounds good, doesn't it? The trouble is, of those seven, one is a short bonus level and three are semi-fast scrollers with little challenge until you get to the end-of-level guardian. This game doesn't fall into any one category cos it's a bit of a mixture. There's a whole wodge of platform action, some scrolly running stuff, and some scrolly shoot 'em up stuff.

DAFFYS
Fantastic animation. Really nice platform action with tough bosses, lots to pick up and plenty to do. Fab sounds top it off

DUFFYS
Needs more levels like the first. Gameplay is more annoying than fun on a couple of the scrolling levels

Level one, starring Daffy Duck, is dead impressive. There's loads of pick-up prizes, power-ups, and oogly-googly baddies (*Eh!? – Steve*) to slow you down. The first guardian is incredibly tough to beat, so you won't find yourself charging to the end of the game straight away. Also you have to get past this guy for the infinite continues to take effect.

The later levels are slightly disappointing after such a fantastic start. The Tazmanian Devil bonus stage is a complete waste of time cos the next stage is guaranteed to wipe you out. So it's cheerio Mr Highscore!

When I first started playing, I was ready to rant and rave about this game being one of the best cartoon platformers about. Then it all went horribly wrong and things didn't liven up again until Speedy Gonzales whizzed onto the scene on level five.

If all the levels played like the first, then this would be a stunning game. It's let down quite a bit

TOTAL! TEK-SPEX

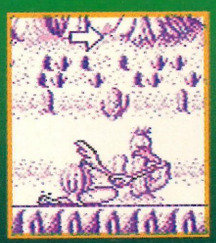
Game	Looney Tunes
Levels	7
Difficulty	Above average
Continues	Infinite
Release date	Now: import

GREY IMPORT

LOONEY

This game has loads of character!

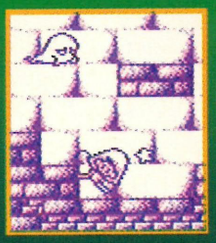
It wouldn't be Looney Tunes without the gang, and thankfully they're all here...



Here's the Road Runner, doing his blurry-legs speeding-along-the-road business. Er... Meep meep.



That tiny blob in the middle of the screen is Tweety Pie. And, as ever, he's being chased by Sylvester.



Speedy Gonzales doesn't move so fast when he's been spooked by one of the spirits on level five!



Daffy Duck is in deep water as he paddles up stream to defeat the first end-of-level fish-type boss.



by the scrolling levels which are far from being hard, but border on the uncontrollable. The end bosses are incredibly tough, as they should be, so without the infinite continues chronic frustration would be the order of the day.

Putting all the moaning aside, I did actually enjoy playing the game thanks to the variety of things to do and the well animated characters. Just because it's got infinite continues, it doesn't mean that Looney Tunes will be propping up a corner of the kitchen table after an hour's play. It's a tough challenge and ideally suited to the Game Boy. Well, that's all folks!

TOTAL! JAMES

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

LOONEY TUNES

Looks

■ Cartoon animation has been used to good effect. And parallax scrolling! Wow!

Sounds

■ The age of the GB bleep-bleep is over. The tunes and effects here are superb!

Gameplay

■ Starts off good, but grows patchy. With more consistency this would excellent

Life span

■ The bosses are tough, so even with infy continues, you won't crack it right away

Great to see all the characters, although some of them get a raw deal on the gameplay stakes. Despite that, it's a good laugh!



Final rating 80 Percent

These hermit crabs scuttle up and down the walls and leap out sideways. So watch it!

TUNES

TOTAL! TACTIX



To get the extra life without losing one, swim towards it and then turn around. Glide in backwards, get the 1-Up and swim out safely.

Big fish, three hits later.

Hold on, what's Yosemite Sam doing this far underwater?

An extra life heart thing. Pick it up, anyway.

XENON 2



Uh oh... We're in level two and we've only got a poxy little side-cannon to blast these bugs-like thingies with. We're doomed.



Fancy a screen full of destruction? Well you get it with the 'Z' smart bomb weapon. Sadly, the action's too slow to need it.



It's... A giant shrimp from hell! The most noticeable thing about the bosses, however, is their lack of staying power. Wimps.

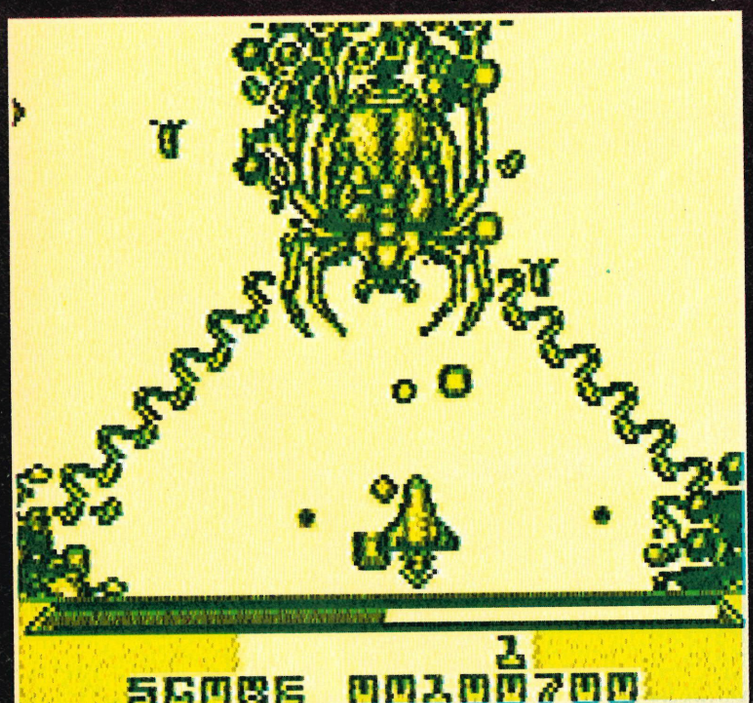
For Game Boy (1 player) **From Mindscape** **Price £25**

Anyone heard of Xenon 2? You should have, it's appeared on just about every computer and console known to man (*Eh?... It's not on my Speak And Spell – Thicky*). Er... As I was saying, Xenon 2's certainly been around, but it's fair to say that it's less well known on the consoles. This is mostly down to it's age – coders The Bitmap Brothers may have impressed us three years ago but they don't create quite such a stir nowadays...

Xenon 2's main asset was always it's beautiful graphics – they were proof that miracles could be performed in only 16 colours. Consequently, the thought of all those weird and wonderful alien backdrops reduced to just four shades of grey filled me with dread. Luckily the conversion was made by programmers who cared about the end product and I'm glad to say it's all turned out rather spiffing.

LASERS

A top class conversion of a really popular shoot 'em up. It really hits the mark in the graphics and sound dept's. Big end-of-level bosses



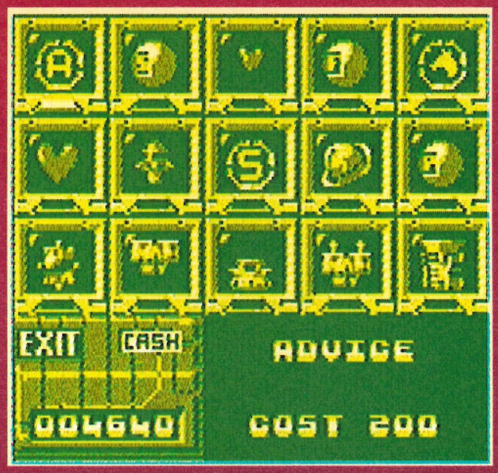
This 'orrible nasty spider boss disappears after a few shots. It's true – it just vanishes into thin air (rather like my salary on Saturdays).



The best things only last for about ten seconds er... In Xenon 2 I mean. Nashwan power is the business – and it's cheap too.



Players get the chance to sell and purchase weapons at two points in each level. The only thing missing here is the speech.



Cor it's like being in a newsagent, the only difference being the exciting stuff is on the bottom shelf. (*Sorry about that folks – SJ.*)

Almost every single frame of animation seems to have been kept and the backdrops have been expertly drawn and shaded. The scrolling's just as slow as the original and while it lacks parallax, it's smooth which is more important.

Sonics are impressive but I'm sorry, the days of the same old tune repeating over and over again on every level are well and truly behind us. At first, the famous Megablast tune is bearable but by level two it's truly intolerable. Luckily, there's a music-off option included.

On a lighter note, the best aspect of the original, the weapons shop, has been perfectly retained (apart from the silly alien speech of course), and choosing the right weapon is almost as important as in the original. Keeping in line with the original, Xenon 2 is slow and predictable and the plodding nature of the game rather scuppers the action.

LOSERS

Out-moded gameplay which is a bit lacking in the action stakes. That 'famous' in-game tune will eventually drive you round the bend

The bosses are perhaps the biggest disappointment – they blow up easily with the most wimpy explosions.

Having said that, it's hard to recommend Xenon 2. It's a doddle for the first four levels but some bits are incredibly tedious and the last level is just plain frustrating. It's slick and enjoyable at first but I fail to see why even fans of the original would be that interested in this GB version. **ANDY** TOTAL!

TOTAL! TEK-SPEX

Game	Xenon 2
Levels	5
Difficulty	Selectable
Continues	None
Release date	Out now

XENON 2

Looks

■ Brill backgrounds, sprites and smooth scrolling – very close to the original

Sounds

■ Good rendition of the Megablast tune that unfortunately repeats all the time

Gameplay

■ Strategic use of weapons but plodding shooting action for the first four levels

Life span

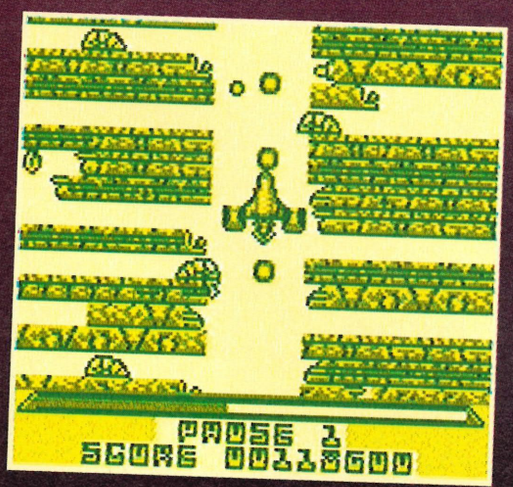
■ Levels one to four are far too easy – the bosses are wimps. Level five is tough



Polished and well-programmed conversion. Unfortunately, the gameplay is out-dated and for most people Xenon fever's a thing of the past

Final rating

69 Percent



Level three includes the slugs that crawl along these passages. Not for long though if you've got the side shot weapon.

Make it to this quiet bit and you can reach down and change the tape in your stereo.

Manoeuvre your craft through this tricky bit and it's all plain sailing from here.

The legendary copyright sign of Walt Disney.

Here's your little ship about to fly straight into a marauding giant acorn. *Hmmm...*

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TIP OFF

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

So what's all this, then? An exciting exposé of a four-month-long police investigation prompted by anonymous information from a concerned citizen? No, it's a game about basketball, of course. Hence, er, the name.

However, before you can get into the basketbally action you have to wade through the optiony bits, using the icons on the main menu. Actually, before you do that you have to work out what the heck the icons are supposed to be without looking at the manual, because everyone knows only big girl's blouses look at the manual. Eventually you get to choose a country to play for. Here's a tip: choose the United States, because they're so good that any games you lose you can put down to bad luck.

Flip a coin to decide which end you're playing from and you're finally into the game. And what a great game it is, too.

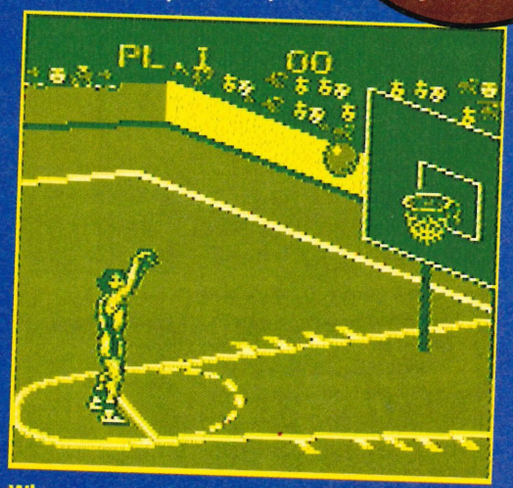
The court, viewed from above, is six or seven screens large and scrolls around like a mad thing. The player currently under control is swapped with a jab of the B button and you shoot with the A button – it's as simple as that. If you're a Dyer of the first order you can try shooting from the opposite end of the court, but it's usually best to get a tad closer to the basket first. When you get tired of the normal game, you can practise some penalty shots instead, or try out tactics with just your own team on the court.

BASKETS
The graphics are no slouch and they're well animated too. Lots of action and features to keep you going

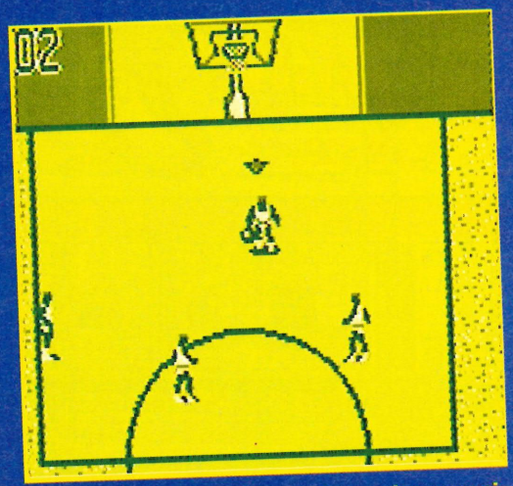
BALLS
It can get rather dull after two or three hundred games. A bit of a dead loss if you don't like basketball



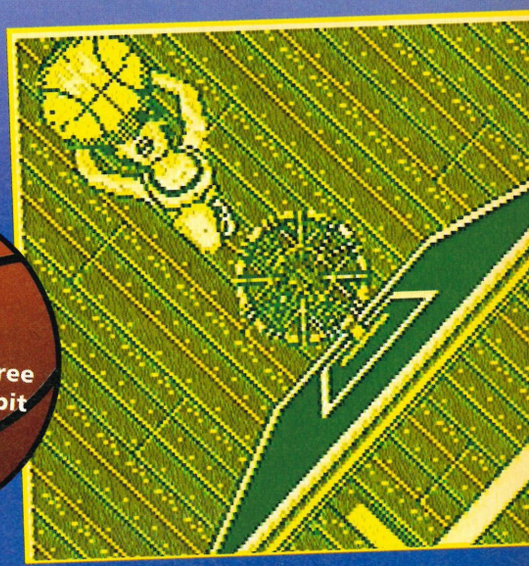
It was almost there! No, really, that was the closest basket you've ever not seen! People were talking about it for days.



When you get fed up with losing to absolutely everyone, you can practise baskets before an invited audience. And still fail.



Now here's a good idea. Cut out the opposition altogether and play with just your own team. Should he really be *carrying* the ball?



This poor bloke would probably be doing okay if someone hadn't stapled the ball to his head. (Oh dear. Sorry about that gag.)

Tip Off is not only a realistic basketball sim but a first-rate game all round. It's got stormingly fast graphics, loads of action and intuitive gameplay. Okay, it's not *quite* as much fun as watching the Dream Team thrash everyone else into the ground at the real thing, but then, what is? Tip Off manages to come a pretty close second. **CHRIS**

TOTAL! TEK-SPEX

Game	**Tip Off**
Levels	Tournament
Difficulty	5 settings
Continues	None
Release date	Out now

TIP OFF

Looks
■ Not much on court but it zips around at a brisk rate. Nice menu screens, too

Sounds
■ A majestic crescendo of sound which builds into something, um, quite good

Gameplay
■ Well, it's basketball, innit? What can go wrong? Well, there's no two-player mode

Life span
■ It all depends on how much you like basketball and how tired you feel

A basketball sim which does the job nicely. Not all that original or involved, but it's a great game for quick ten-minute blasts



Final rating 78 Percent

SPIDER-MAN 2

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

Oh no! Spider-Man's wanted for armed robbery. What can he do to clear this vile stain from his character? (Has he tried Vanish?) Well, it might seem obvious but as no-one knows who Spidey really is why doesn't he just get a new costume and call himself Arachnid-Boy, or Creepy-Crawly-Bloke or Captain-Eight-Legs? Who'd be any the wiser?

Still, this stunning leap of imagination was obviously way beyond Spidey's tiny brain and he decided to take on the criminal underworld to prove his innocence. Natural enough response, I suppose.

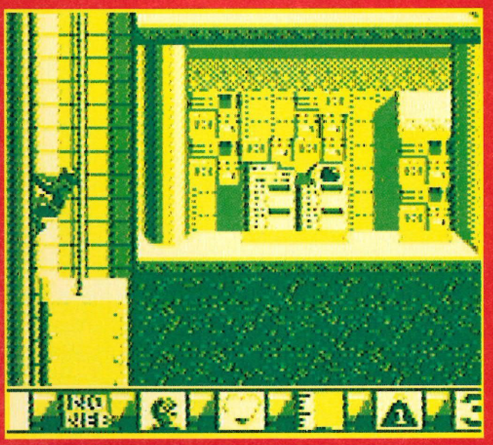
Having decided on this course of action, Spidey has six missions to complete to clear his name, and in each of them he has to tear about a load of platforms, finding keys, getting into new buildings full of platforms, picking up the odd special object and then taking on the end-of-level supervillain.

HEROES
Spider-Man has some great moves and he's very nicely animated. It's non-stop action and a tough challenge

VILLAINS
Despite the wall-walking action and general Spidey-ness, it's only an average platform game with nothing new

Game Boy Spidey has all the powers of the comic book character. He can crawl up walls, swing on webs, trap enemy thugs inside his webs and he's got his amazing spider sense – which, if you ask me, looks like a load of tadpoles swimming out the top of his head. All of these different moves are cleverly handled by the two A and B buttons, but it can get a bit hectic at times. Spidey will let off his web just when you don't him too and it can be awkward getting a punch when you want one. (Thicky's never found this a problem, mind.)

Apart from the occasionally niggly controls the only other problem with Spider-Man 2 is that at the end of the day it's just another platform game. It's got the usual baddies wandering about each level, the 'pick this object up and use it somewhere else'-type problems, and some hard end-of-level baddies, which to me is just like those nob competitions where you have to answer a 'tie-breaker'. It's all very well done and the graphics for Spidey's moves are quite impressive, but Spider-Man 2 just doesn't do enough new things to make it stand out from the rest of the crowd. A playable little platform romp but not really a superhero. **STEVE**



If there's one thing that Spider-Man hates about his job it's the daily search for his own bodyweight in juicy bluebottles.

TOTAL! TEK-SPEX

Game	Spider-Man 2
Levels	6
Difficulty	Hard
Continues	None
Release date	Out now

SPIDER-MAN 2

Looks
■ Spidey's got some decent animation and the scenery is generally quite tidy

Sounds
■ Noisy soundtrack full of cymbal crashes and some average spot FX

Gameplay
■ Some running about, plenty of punch-ups and lots of derring-do on platforms

Life span
■ Six levels and after the first one they get tougher than Spidey's web fluid

Playable, but it's just another platform game and hasn't got the sticking power to go with the costume. Still, it'll drive you up the wall!

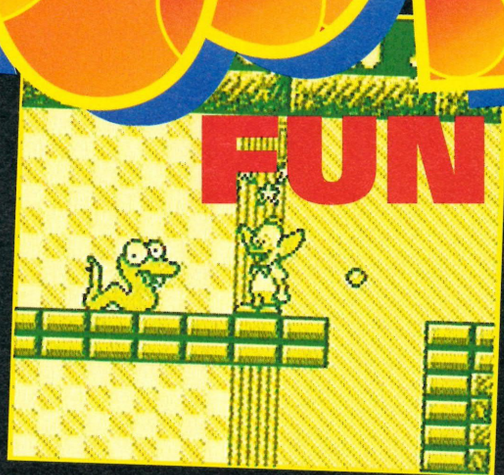


Final rating 74 Percent

KRUSTY'S FUN HOUSE



'Here you go, little mousey. There's a big piece of cheese at the end of this pipe.' *Hee!*



From the look on that snake's face, Krusty is as crap a joke-teller as he is a rat-catcher.



This is where the clever rat ducks and Krusty gets a face-full of boxing glove.

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

Why doesn't Bart Simpson just grow up and get a real job, the little, er, darling? Yes, this is another game about The Simpsons, or at least Krusty the clown, who's vaguely connected with the Simps.

The prob is that Krusty's house is overrun with rats. Instead of calling in the exterminators, Krusty opts to bound around and lure the rats into the Krusteriser in each room. You have to clear the way for the rats so they blunder into the Krusteriser and do themselves in (sort of like Lemmings in reverse).

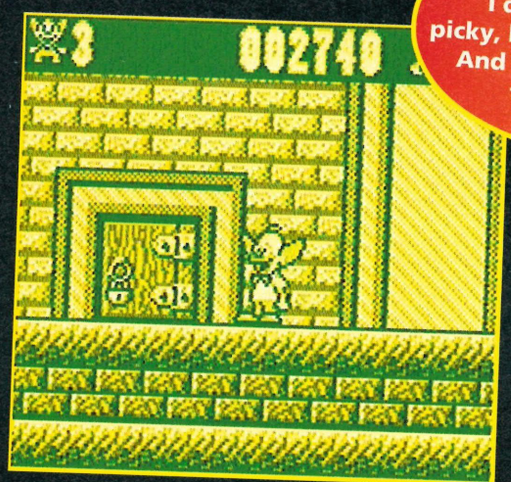
In each room there are pipes which suck the rats up and deposit them elsewhere, springs which send them boinging into the air, and blocks which disappear when you step on them. The idea is to collect hidden blocks and put them in the rats' way so they get to the right place. The rats can't harm you, but there are other nasties which will, although they can be killed with a blob to the head. You start with ten blobs but can pick others up.

BLOCKS
Simply designed puzzle game with tons of gameplay, lots to do and some great graphical touches

KNOCKS
I don't want to be picky, but... It is a tad easy. And Lemmings did get there first (as always)

Krusty's Fun House is pretty darn good fun. Each room is large and a hefty challenge, and you need to plan out your course of action carefully. There are five or six rooms in each level, but you can do these in any order so it's hard to get stuck for long. Even if you can't stand The Simpsons, Krusty's Fun House will keep you at it for hours. It's possibly a little too easy, but it's still great stuff. **JAMES**

TOTAL!



De-rat a room and Krusty padlocks the door, secure in the knowledge of a job well done.

TOTAL! TEK-SPEX

Game	**Krusty's Fun House**
Levels	Loads
Difficulty	Easy/Medium
Continues	3
Release date	Out now

KRUSTY'S

Looks
■ Great comic turns from Krusty, and large sprites all round. Most chucklesome

Sounds
■ Starts off with a sample and carries on quite bearably. Not quite hummable

Gameplay
■ Neat Lemmingsy idea, twisted for more malicious players. Easy to get into

Life span
■ Simple to start with but there are loads of rooms so it will take a while to finish



For once, a great game comes from a licence deal. No complex ideas just a playable and well presented puzzly thing. Worth looking into

Final rating
84 Percent

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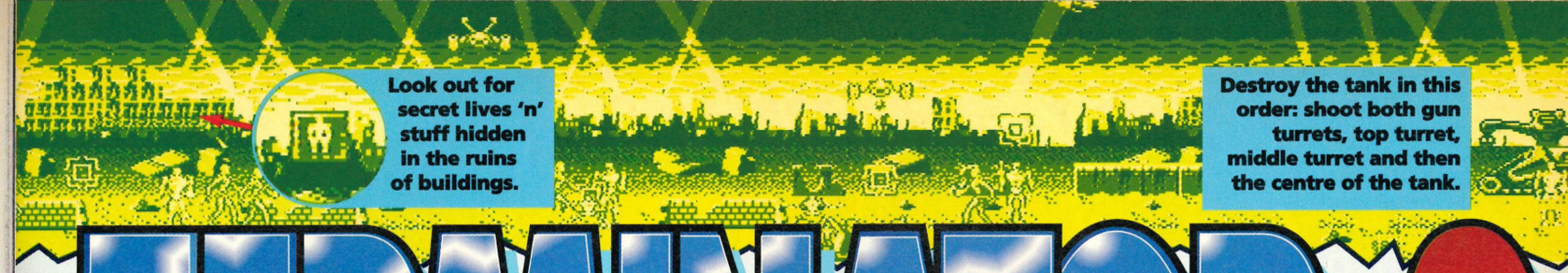
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TERMINATOR 2

THE ARCADE GAME

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

When Arnie said, 'Arll be back', he really meant it, dinnee? Not only have we had to duff up Terminator 2 on the NES and Game Boy, with the Super NES version coming soon, but now we have to battle through the T2 coin-op as well! (Sigh, it's a hard life being a games player.)

If you haven't played the T2 coin-op in an arcade, it's basically Operation Wolf (Uzi an' all) with some startlingly fab digitised piccies of big Terminator cyborgs running riot.

TERMIES
Moody, detailed backdrops with well animated Terminator sprites. The action is thick, fast and decidedly gooey!

Now, your GB can't really compete with the coin-op's graphics, and it'd look pretty silly with a life-sized Uzi machine gun sellotaped to the front, but everyone's favourite hand-held certainly manages to cope with the high body-count action.

WORMIES
'Variety' isn't this game's middle name. Sound fails to match the quality of the visuals. It's not *really* the film we love

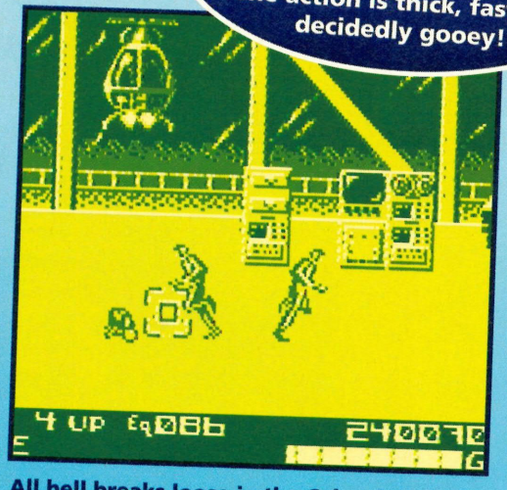
You're never short of things to shoot at, and that includes Terminators, Exoskeletons, Hunter-Killer war machines, walls, buildings, packing cases and, later, a tanker full of liquid nitrogen!

It's actually quite satisfying blowing the, er, cement out of stationary objects – in fact, you have to blast the scenery because that's where a lot of the secret goodies – extra lives, spare ammo, increased energy – are hidden.

And this is where The Punisher (*also* from LJN, *also* by Beam Software and available on import) fails miserably, and T2 succeeds pretty well. The action comes thick and fast, the enemy characters are big and nicely animated and there are loads of things to blast into smithereens (or even jonesereens).

It certainly won't strain your grey cells (or your ears come to that), and I doubt if it'll keep you glued to the LCD screen for more than a few weeks, but your trigger finger might soon need a vacation.

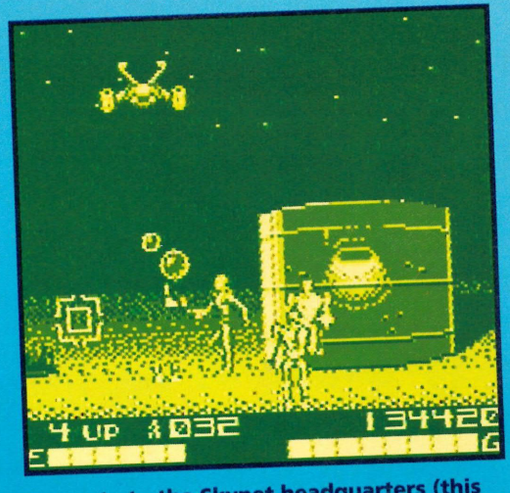
STEVE



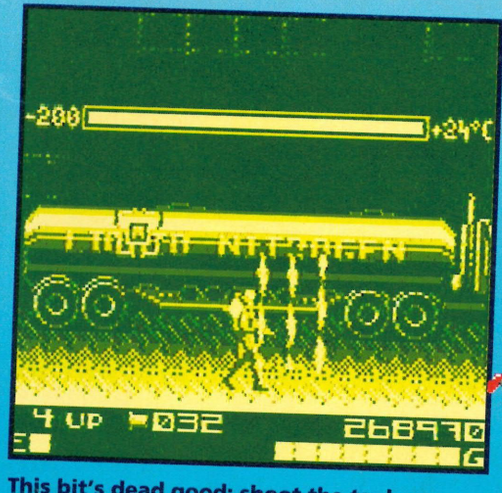
All hell breaks loose in the Cyberdyne labs, with helicopters redecorating the place and SWAT teams running relay races.

TOTAL! TEK-SPEX

Game	T2 – The Arcade Game
Levels	7
Difficulty	Hard
Continues	3
Release date	January



En route to the Skynet headquarters (this bit wasn't in the movie) and you launch an assault on the Termie's outdoor toilet.



This bit's dead good: shoot the tanker so that streams of liquid nitrogen fall onto the T1000. Freeze him and it's hasta la vista.

TERMINATOR 2

Looks
■ Detailed and as atmospheric as you're gonna get. Well animated terminators, too

Sounds
■ Ah... This is where it all falls down. The blasting effects and tunes are awful

Gameplay
■ Simple shooty stuff, but it's the amount of damage you can do that makes it fun

Life span
■ Like most coin-op convo's, it's doubtful you'll still be playing in a month's time



A frantic slaughterfest, with bullets and bodies flying everywhere! You granny wouldn't like it, but you'll love this actio packed mayhem!

Final rating
71 Percent

GB ROUND-UP

A Game Boy's only as good as the software you shove into it. So, to avoid disappointment, we round-up the also-rans for you to read about.



A heart-stopping, adrenaline-pumping almost-impossible-to-write-a-caption-about screenshot of Hit The Ice. Well, it's *ice hockey*.

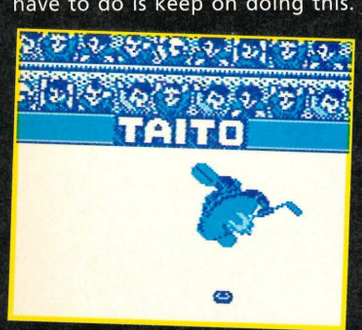
HIT THE ICE

For Game Boy
From Taito
Price £25

Yawn, yawn, and I'll say it again – yawn.

To look at it there's nothing outstandingly awful about this Yankee ice hockey game. The problem is simply that it's deathly dull. Every single game is identical. Skate up to the opposition, hit 'em, steal the puck, go to their goal, wind up for a super shot and let it rip.

You'll score at least half of the time, so to win any game all you have to do is keep on doing this.



Unbelievably, this is a shot of one of the opposition going for a somersaulting goal shot.

Winning the tournament is easy, as there are only four computer teams to play against, and they all play in exactly the same way.

There are some (sort of) special screens which appear when you perform a great shot or if two players have a barney, but they add nothing to the game. And unless you know a mate with a copy of this cart – you can play via a Game Link lead – you'll be bored with it in no time. **CHRIS**

HIT THE ICE

Looks
■ Nice little hockey players, and the odd close-up of the action

Sounds
■ Good in-game tune, but organ solos are just as annoying as in real games

Gameplay
■ Not too many thrills in sight. The match 'action' gets very repetitive

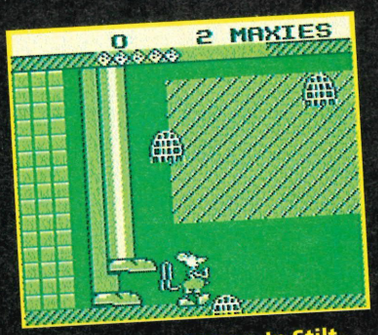
Life span
■ Puts up no struggle and will soon shimmy its way back into the box

Final rating 50 Percent

MOUSETRAP HOTEL

For Game Boy
From Milton Bradley
Price £25

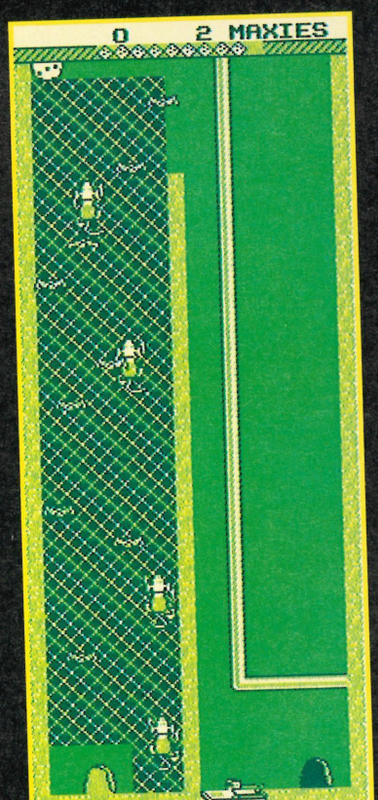
Why oh why oh why oh why oh why oh *(edited for reasons of space – Steve)* why did I get to review this one, Steve? It's just so mediocrely mediocre in all its mediocrity. Y'see it's a platform game. There are six levels of a hotel to go through, but they are all a bit rubbish so I'm afraid I can't remember any of them. There's the occasional secret bit to find and a main character with a nice line in uncontrollability – he doesn't jump where you want him to and he has the amazing ability to fall off platforms at will.



Hmm... 'Green Mouse In Stilt-walking Shuttlecock Horror'? Uh... Maybe not.

The graphics aren't going to give your retinas anything to slaver over, the sound won't get you jumping in the middle of your bedroom and the gameplay is as repetitive as watching an entire 24-hour cucumber-eating marathon.

If you don't want this duff platformer to terrorise the rest of your Game Boy collection, steer well clear of Mousetrap Hotel. **CHRIS**



Here you can see the bewildering range and variety of detailed scenery in Mousetrap Hotel. (Well, squint a bit then.)

MOUSETRAP HOTEL

Looks
■ What's there is okay, I suppose, but it's all just sooooo basic

Sounds
■ Beepy ditties and a tail-swipey noise that's not really very tail-swipey

Gameplay
■ Pedestrian platformer with a wobbly control system and little variety

Life span
■ No continues make it a pain to play. No incentive to get any further

Final rating 47 Percent

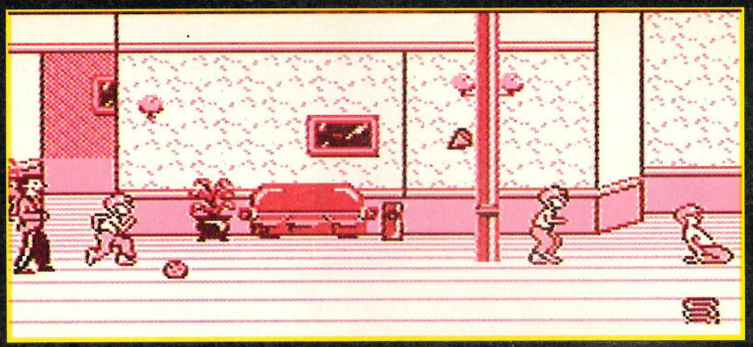
Thanks to Thornley Distribution, Overens House, Overens Street, Oldham, Lancashire OL4 1LA, for providing our copies of Home Alone 2, Mousetrap Hotel, Rocky And Bullwinkle and Hit The Ice.

HOME ALONE 2
Lost in New York

For Game Boy
From T•HQ
Price £25



'Ha! Take that, fat bloke.' Kevin sees off the game's portly figure of authority with a well-placed belly shot.



Having escaped from the hotel's doorman, Kev defeats the jumping suit-holders with his patented knee-slide. Don't try this at home.

Well, I've got no idea what the actual movie sequel is about, but I'll bet Macaulay Culkin's annual wage that it isn't about some little brat jumping over living suitcases and shooting fat policemen with a boxing boxing glove rifle.

While the Super NES version benefited from snazzy(ish) graphics, the Game Boy game (which is near enough identical) has to rely more on the gameplay. To be honest, it's not *that* bad – the Game Boy version is a bit more pleasant to play than the one on the SNES. The trouble is, it's too easy – I breezed through level one at my first attempt and there are only four levels in the game. Not exactly a 'must buy', I'm sure you'd agree. Still, it's a damn sight better than Home Alone 1! **STEVE**

HOME ALONE 2

Looks
■ A bit plain and simple, but at least you're able to see what's going on

Sounds
■ Pretty basic stuff, really. The main theme is brain-numbingly repetitive

Gameplay
■ Platform shooty action which is sparse on the 'new ideas' front

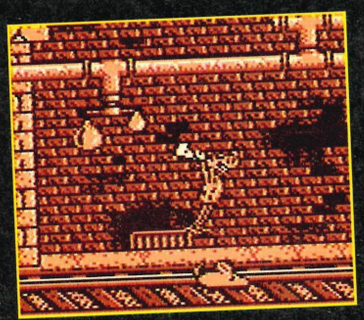
Life span
■ The levels are big, but hardened gamers will soon finish it off

Final rating 57 Percent

THE ADVENTURES OF ROCKY AND BULLWINKLE AND FRIENDS

For Game Boy
From TH•Q
Price £20

GREY IMPORT

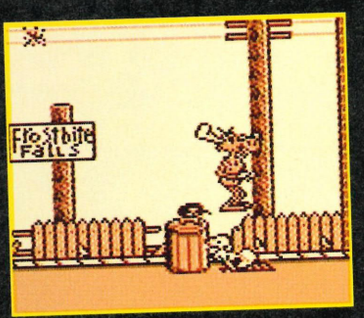


It's fast, it's furious, it's slightly crap. Bullwinkle jumps over a clockwork rat. Wowser.

Remember the crappy Rocky And Bullwinkle cartoon series on TV? Well, now you can play the crappy Game Boy R 'n' B game too! Yes, join the inept moose and rather crap flying squirrel in one of the naffest platform collect 'em ups ever seen on the Game Boy.

I can't vouch for Rocky (I couldn't get far enough to meet him) but Bullwinkle is an uncontrollable little git. Progress through the game is slow, ponderous and fantastically annoying, as the antlered one fails to avoid yet another missile heading inexorably towards him. Excitement level, low; frustration level, high.

There are zillions of Game Boy platformers available, so you really have no excuse for adding this piece of guff to your collection. **ANDY**



Bullwinkle jumps over a dustbin to avoid the dreaded poodle of despair. *Oh gawd...*

ROCK 'N' BULL

Looks
■ It's all cartoony enough, but that just means there's not much detail

Sounds
■ Repetitive buzzy tunes plus some 'bang' and 'boing' effects

Gameplay
■ Original, innovative, exciting – no, it's absolutely none of the above

Life span
■ Tedious to play, with crap restart points and only three levels!

Final rating 39 Percent

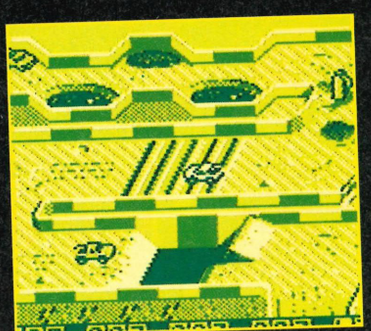
SUPER OFF ROAD

For Game Boy
From Tradewest
Price £22

This four-player coin-op conversion never really did the business on the NES or the Super NES, so it really should come as no surprise to find that the Game Boy version of the off-road racer is the weakest of the bunch. Not only is there no multi-player option, but the controls are vague and it's s-o-o-o-o-o s-l-o-o-ow! After having only a few races I had just about had enough.



Toon up. Earn BIG money, so you can buy neat stuff for your motor. Or in this case, don't.



Vroom, screech, crash. It's a man's life in off-road racing. Er... Unless you're a woman.

There was never an awful lot of point to the game anyway, so after all these new and interesting flaws have been added to it, you can imagine that Game Boy Super Off Road is a complete woofer (of the enormous, shaggy dog variety). You'd probably have a lot more fun playing with an old tyre (off-road, of course). **STEVE**

SUPER OFF ROAD

Looks
■ Detailed tracks and cute lil' cars. Shame it doesn't move a bit faster

Sounds
■ Pathetically weedy soundtrack with what sounds like an exploding wheel

Gameplay
■ No, it doesn't have any. It's slow, uncontrollable, frustrating and pointless

Life span
■ Sorry, but if you play this for longer than an hour you're certifiably mad

Final rating 16 Percent

TOTAL! Special 1993

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- Game Boy
- NES

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- Game Boy
- NES

ALL-TIME GREATS

In part one we whittled down the contenders to present the nine best games for Game Boy, NES and Super NES. Now we're gonna break 'em down even further to find THE best game ever for your Nintendo...

Special 12-page pull-out section

What makes a great cart the best?

Last month, we found the nine best games on NES, SNES, and Game Boy. Here, in part two, we're going to rip those 27 games apart to find the best game on each format.

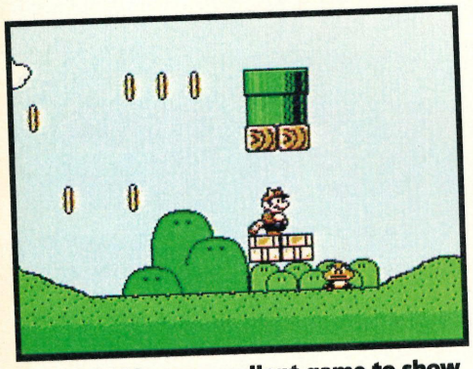
How do you go about finding the best Nintendo game? After we had chosen the 27 best Nintendo games last month, surely all the games seemed as good as each other? Well, the TOTAL team sat and argued it out. We eventually came up with the nine different elements which we thought were essential for any good game, regardless of what type of game it was. By judging each game in terms of these criteria we were able to pick the winners.

On these two pages we outline the nine categories, giving the lowdown on exactly what we were looking for in each game. The next two pages give some examples of the games we chose in part one and we take a look at them in terms of each of the categories.

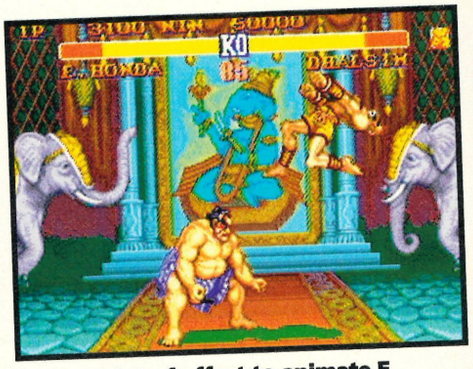
That's followed by the team's opinions on the best game in each category. We then retreat for yet more arguing and finally (ta-daah!) announce the first, second, and third best games for each Nintendo console at the end of this feature.

Animation

Erm, this sort of means cartooniness – otherwise known as how the graphics move. If a game is poorly animated the sprites jerk around all over the place and, oh, it's all a terrible mess. Animation can be taken to extremes, though. If a game is over-animated the whole thing will slow down and the gameplay goes straight out of the window. Slow-down is also encountered when the programmers try to have too much going on at once. Although a scene may look nice, if it's crawling along the excitement factor tends to wear off. Basically, for a game to have good animation the main sprite must move smoothly, realistically, and at a decent pace.

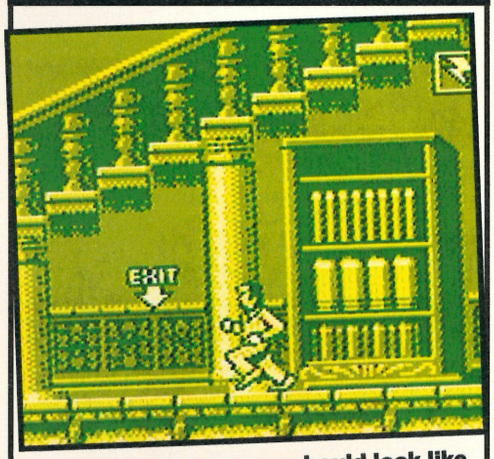


This would be an excellent game to show you animation, only Maz ain't moving.



It takes a lot of effort to animate E. Honda cos he's such a fat lump of lard.

Scenery



Yes!This is what scenery should look like – complete with an 18th century exit sign.

A-ha. So, you don't think all that scenery stuff is important, eh? Well, it is, so there! Okay, so the scenery may not affect the actual gameplay an awful lot, but it's great for making the game look all nice and pretty and therefore enhancing your enjoyment. Even if a game had the best gameplay in the world, your sprite would look a bit naked standing in the middle of an empty screen, wouldn't it? Some nice mountains or fluffy clouds or something in the background will always do the trick. However, the thing to watch out for is that if the scenery contains too much detail your sprite can get lost in amongst it all. (Sadly, this is most apparent on the Game Boy.)

Two players

Andy? Get back here! I was only warming up that time, and my joypad's got something wrong with it!



Micro Machines is a fab simultaneous two player game – that's a long word meaning two people on the same screen!

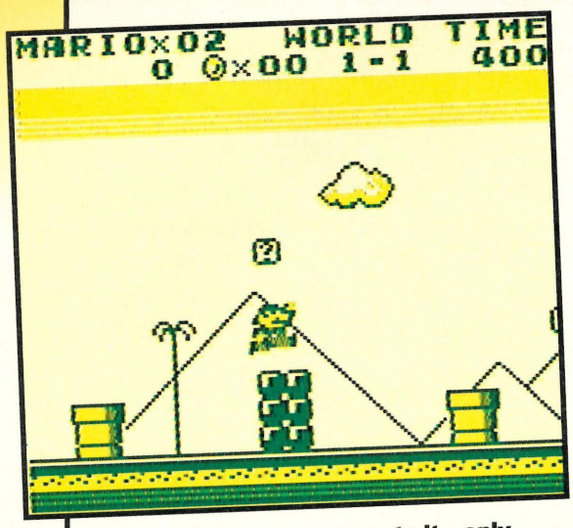
What makes a good two-player game? Um, how about two joypad sockets, a two-player option, and, of course, a willing chum?

There are three different types of two-player mode: one after the other; simultaneous; and simultaneous split-screen. Playing one after the other ain't much cop – especially if you have to wait ages for your go and then it lasts about two seconds. A split-screen game, as you can imagine, tends to squish everything up. It's still bearable, but not as good as simultaneous play, with both characters on the same screen at the same time. You can't beat it.



That's cos you keep belting me with it! I knew it was a mistake playing Micro Machines with you!

Soundtrack



This game's got a nice tune to it – only you can't hear it right now. But... If... You... Concentrate... Real... Hard...

Let's face it, it's really off-putting if you're forced to reach for the volume control when you're only five minutes into a game. And without sound a game doesn't half sound dull. Some games give you the 'kill music' option, leaving only the zaps and kabooms, but without the soundtrack the game loses a lot of its atmosphere.

And it's no good sticking any old tune on as an afterthought. The music should be relevant to the game, and just as much a part of it as the graphics or gameplay.

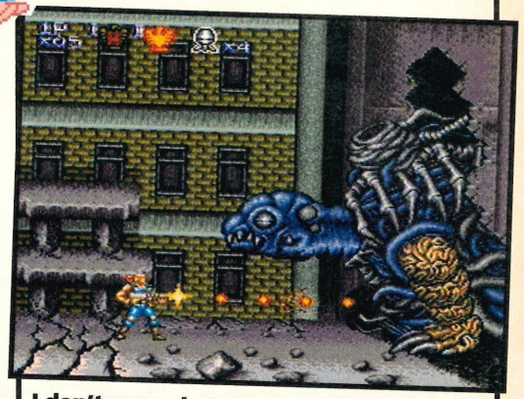


I shall now perform the music from Dragon's Lair using my trusty comb and a bit of bog paper!

Sound effects

Synthesised speech, huuuge explosions, digital worm war-cries, they all come under the heading of sound effects.

These effects brighten up the game – it's surprising what difference the occasional *sproing* makes to an otherwise lifeless game. Now, don't go thinking that the Game boy's going take to take a back seat here. It's not! 99% of the time, it's programmed within its capabilities and the little phlerbles it produces are like, well, real phlerbles. However, there are no prizes for guessing that the Super NES is the dog's dinner when it has to stand up and make a noise.



I don't care what strange noises you do, you're not getting any more lettuce.

Gameplay



Split-screen options may look like the TV's not tuned in, but they work well.

This is understandably the most important category when talking about games. Because we've already weeded out the games with really rough gameplay in part one, all the games in this section score very high on the gameplay scale. We'll therefore be looking at more specific aspects, like: game action, character control, flow, and most importantly, whether what you've got to do is fun or not.

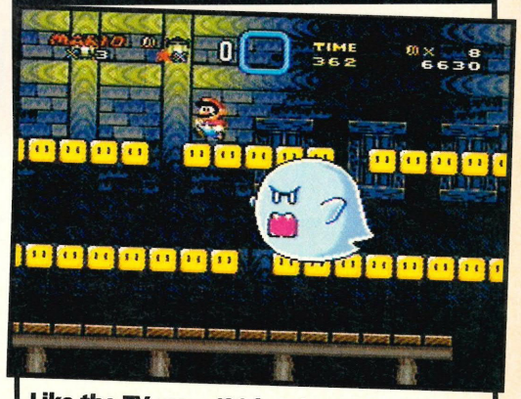
Difficulty



There's a lot of hard levels on Lemmings. Er, but this ain't one of them!

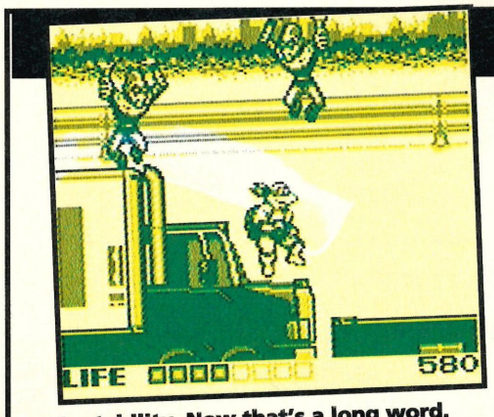
Some say that games are too hard. But the fact is, a game needs to have some sort of a challenge to give you value for money. Even if you're not the world's hottest gamester, you're still likely to bash away at a game that's got you baffled until you've cracked it. Ideally, the difficulty should rise throughout the game as you get more familiar with it, but this doesn't happen very often in the real world.

Game size



Like the TV says: '96 levels – will you ever reach the end?' Erm... Actually, yes!

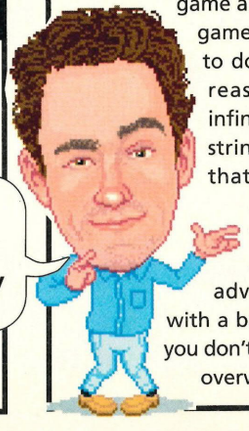
Whoever said size isn't important obviously hadn't splashed out 50 quid on a game and completed it in a day. A game should have lots of things to do, and if it does there's no reason why it shouldn't be infinitely longer than a piece of string. However, a long game that's severely lacking in the action department could test the patience of a saint. A lot of games, especially adventures, are now coming with a battery back-up. This means you don't lose your place in games of overwhelming, er, longiness.



Lastability. Now that's a long word.

Lastability

If a game isn't big or interesting and doesn't contain much in the way of gameplay, the chances are it isn't going to last you very long. Of course, we've already picked the top 27 games, and we wouldn't have chosen them if they didn't have good scores on the old life span scale, so this category will take into account things like two-player mode which contribute to a game's lastability.



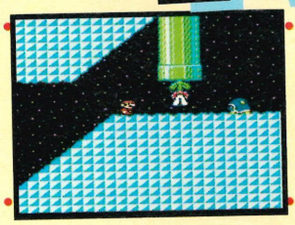
Lastability? That's what I look for whenever I buy a new pair of corduroy trousers, of course!

How to read this table

Below, we've listed the nine components which we think determine how good a game is. Along the top are the three Nintendo machines. Read down the list for a quick run-down of how your console performs in each category.

NES

ANIMATION



The NES is very prone to sprite flicker. **Lemmings** handles this problem especially well, as do the **Super Mario Bros.** games.

SCENERY

Parallax scrolling is almost impossible to achieve on the NES, and backgrounds usually go to pot. Scenery on this format is invariably put in the foreground, like in **New Zealand Story** and **Turtles 2.**

SOUND EFFECTS

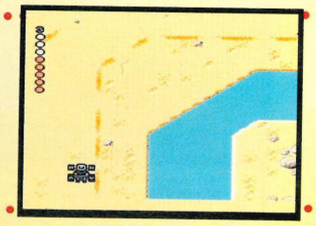
Synthesised speech on the NES can really drive you mad. **Smash TV**, despite the speech, puts the NES through its paces with some tidy little explosions, and **Micro Machines'** screeches are a nice touch.

SOUNDTRACK

There really is no excuse for a crap soundtrack on a game. Although the NES may not produce CD-quality sound, games like **Lemmings** and **Super Mario Bros. 3** use what there is to good effect.

TWO PLAYER

NES games are blessed when it comes to simultaneous two player games. **Micro Machines** and **Smash TV** are prime examples.



GAMEPLAY



All the games reaching the final in part one got there because they played well. Now it's down to the team's individual choices.

DIFFICULTY

A game's got to be reasonably tough to provide value for money. Some of the NES games include a difficulty setting on the set-up screen, for example, **Lemmings** and **Probotector.**

GAME SIZE



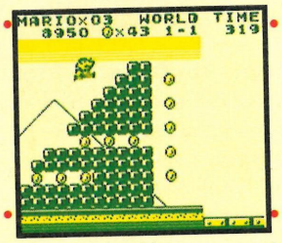
If it's a lengthy game you're after, the NES does quite well on this score. **Super Mario Bros. 3, New Zealand Story** and **Elite** are all big, big, big.

LASTABILITY

The games that are most likely to last are either two-player games, like **Micro Machines**, or sport sims, like the brilliant **NES Open.**

GB

The Game Boy, like the NES, can be prone to jerky graphics. Blur is usually a bigger problem here, but games like **Tennis**, **Dr Franken** and **Nemesis 2** cope with these Game Boy characteristics admirably.



If any Game Boy game contains too much scenery, the sprite is too easily lost. **Super Mario Land** copes with this perfectly.

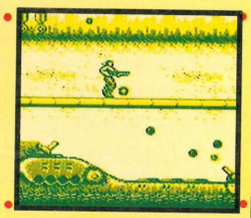
Sound effects on the Game Boy are limited, to say the least. However, **Probotector** certainly boasts some smashing explosions and gun fire, whilst **RC Pro Am** knocks out some decent race-sim noises.

Eight-bit sound capabilities aren't that hot, so it's always down to the programmers to come up with a decent tune which suits the game. **Super Mario Land** and **Dr Franken** are prime examples.

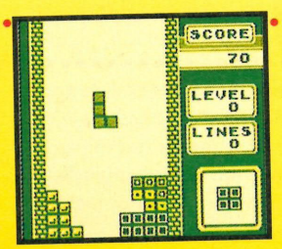
The Game Link is basically a good idea, apart from the fact that both players have to own the game. **Tetris** is a good Game Link game, although that's mainly because everyone gets it free with the GB.

As with the NES, there are nine games for the team to choose from. All have got where they are because they're the best games about. They're basically the most fun games to play in each genre.

Game Boy games have also been cropping up with difficulty settings recently. **Nemesis 2** and **Probotector** support these options.



The poor old GB hasn't got a great deal of memory at its disposal, so games like **Dr Franken** and **Dyna Blaster** are about the biggest you're going to get. But the harder they are, the bigger they seem.

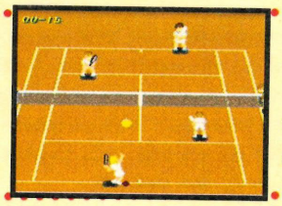


Puzzle and adventurey games usually outlast other types of game. **Tetris** and **Dr Franken** will definitely stand the test of time.

SNES

There is absolutely no excuse for a SNES game to be poorly animated. A well animated game here should have several frames making up each move. **Super Mario World's** spin-jumps are a good example.

Super Probotector goes a bit over the top on the scenery front. It looks great, but the poor old processor can't cope and Dr Slow-down rears his ugly head. **Pilotwings** is one of the sweeter ones.



Pick any game on the SNES and you're invariably in for a feast of speech, bangs, and generally fab digitised sound effects.

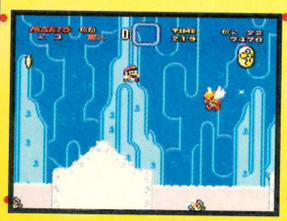
Well, on the SNES the capabilities are there for virtually anything. Once again it's all down to the programmers.



Top Gear, Super Tennis, Street Fighter 2, Super Probotector – they're all brill at the two-player thang.

The SNES games are going to be the hardest to mark in this category. This is mainly because when you get good games on this machine the gameplay scores are all pretty similar.

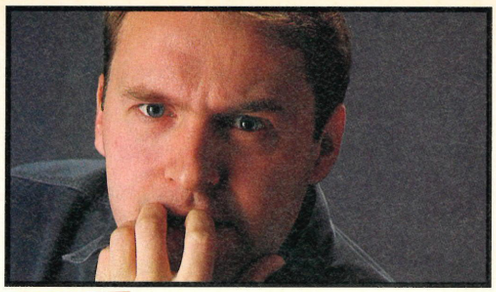
Some SNES games fall into the trap of trying to look nice and letting the difficulty fall by the wayside. Forget the easy mode and you're in for a good time with **Super Probotector**, **U.N. Squadron** and **SF2**.

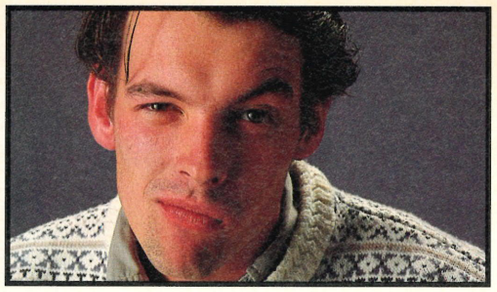


Talk about game size on this 'un and you can't help mentioning **Super Mario World**, **Zelda 3** and **U.N. Squadron**.

Pilotwings, **Street Fighter 2**, **Zelda 3**, **Super Tennis** – they're all built to last. Every one of them has got some little thing that will have you coming back for more. They're absolutely great!

NES





ANIMATION



The animation on **Smash TV**'s grunts is quite impressive (for about six pixels). **Super Mario** is always a good mover, too. But I think my vote goes for **Elite** with all those smooth-moving 3D spaceships. Yum!

The NES isn't exactly a Disney workstation when it comes to animation, but the **Super Mario Bros** games always look good and move well. However, for realism and detail I don't think you can beat Shadax from **Solstice**. The little guy leaps and scurries about in a most believable fashion and also dies quite nicely!

SCENERY

SMB3 is a bit too plain, **Lemmings** a bit to samey. **New Zealand Story** is pretty with lots of colour and detail, but I think I'm going to plump for **Micro Machines** because the background graphics are just superb, from the waffle on the breakfast table to the soapy bath.

It's easy drawing flat, scrolly backdrops. A few blocks of colour and off you go. With games like **SMB3** and **New Zealand Story** the NES doesn't even break into a sweat! We want scenery, not wallpaper, so my vote goes for **Solstice**. Lovely 3D rooms, with tons of detail and atmosphere.



SOUND EFFECTS

There's one sound effect that always stands out for me and that's the death-cry of the little chappie out of **Solstice**. It's a weird '*wrarargh*!' like a cat being run over (or something) and I think it's great! Er, sorry, but that's it.

Naah, I couldn't have **Solstice** again, good death scream or not. For me **Smash TV** is the winner in sound effects department, with sampled speech and loads of action-packed shooty and explodey effects.

SOUNDTRACK

Sad character that I am, I found myself humming the **Super Mario 3** music for ages when we reviewed it a year ago. There's a brilliant kettle drum sound inside the final fortress which is really quite impressive for the NES sound chip.

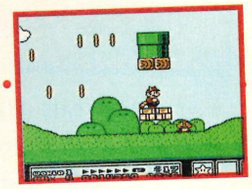
Loathed though I am to agree with Misery Guts over there, **SMB3** really does have the best music on the NES. The best test of a soundtrack is humability, and SMB3's have taken up permanent residence in my head! The only one that comes close is **NES Open** with that strange 'clunk, wheee' tune. Er...

TWO PLAYER



Golf games are always good for a laugh, so **NES Open** scores highly here. **SMB3** is a real laugh playing with a Luigi on your team, too. While **Micro Machines** is a real two-player hoot, my vote goes for **Smash TV** which is great with a chum!

Two-player scrollers like **Probotector** never work too well, cos one player always gets scrolled off the edge of the screen. But then, with **Micro Machines**, that's exactly what you have to do! Chuck in some speedy action and you have a corking two-player cart.

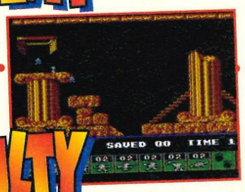


GAMEPLAY

Here we go again! It really depends what sort of games you enjoy – and all nine games here are goodies – but in my case it has to be the legendary **Super Mario Bros 3**. When me and Andy reviewed it in issue 1 we played it solidly for a whole day and took over 100 screen shots! It's a truly wonderful game.

Blimey, this is a tough 'un to judge. I love **SMB3**, and **Solstice** is a very playable adventure. But not only does **Micro Machines** have a great two-player mode, it's also one of the funnest solo games on the NES. So that's the one I'm going to pick.

DIFFICULTY



Some people can finish **SMB3** really quickly, so I can't include that. **Lemmings** and **New Zealand Story** have lots of tough levels, so they're both prize contenders. But one of the toughest, most challenging NES titles has to be **Solstice**. Big, mean and very unforgiving – a real killer.

Most of these games are on the tricky side – that's what makes them challenging. I agree with the grouch – **Solstice** is incredibly tough, but only cos you have to finish the whole game in one go: individual rooms aren't *that* difficult. I reckon **Lemmings** is the one to beat, cos the later levels are absolutely vile!

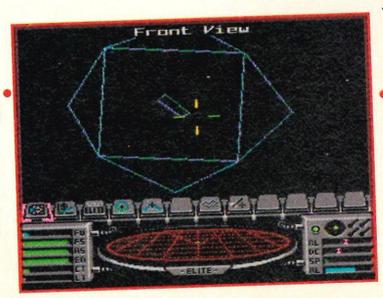
GAME SIZE

Easy or not, **SMB3** is her-yuuuuge – you certainly can't complain about a lack of levels and hidden bits! **Solstice** is similarly massive, but neither of them can compare with **Elite** which has thousands of planets to visit spread over several galaxies!

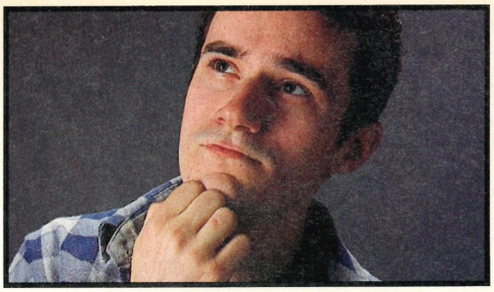
There are plenty of big games on the NES, like **Solstice** and **SMB3**. **Lemmings** is pretty huge, too, with 80 or so levels. But if it's massive you want, look no further than **Elite** – this game is absolutely vast with it's own NES Universe to explore. I mean, how big do you want it?

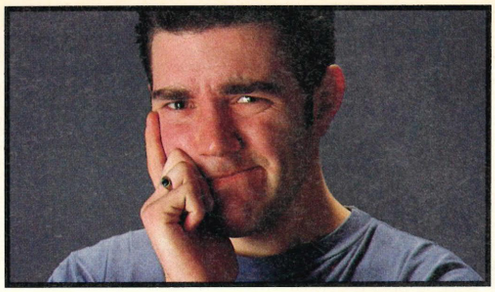
LASTABILITY

Eventually, you can finish even the toughest platform or adventure games, but with **Elite** there's no real ending – you can just go on and on! The only games that come close are **SMB3** and **NES Open**.



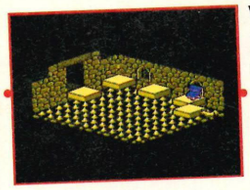
Well, with stunning gameplay, zillions of different levels AND entry passcodes, **Lemmings** gets my vote for lastability. If you like the game, you can keep playing for months and months (and months). Erm... That's about it really.





Winning Game!

Solstice impressed me no end when I saw it (and it took me back to when I used to play Knight Lore on my Speccy), but **Elite** (another Speccy fave) is better still with some incredible 3D graphics for all the ships zooming through deep space.



Elite

This is a serious game with some serious animation. It ain't Roger Rabbit, but the 3D vectors are smooth and realistic

It doesn't matter to me how many people have completed it, I still crank up the old NES and have a good wander around in **Super Mario Bros 3**. The Programmers knew exactly what the machine could do and it shows. The animation in this game is easily the best I've seen on the NES!

I couldn't believe it when I first saw **New Zealand Story** on the NES, it looks superb, the excellent graphics are an almost perfect copy of the arcade – it creams the Amiga version.



I reckon the scenery in **New Zealand Story** is tops. It's like... Well, everywhere really. Oh, and it looks good as well. Yup, the wibble's really flowing now. Hi Mum, and all that. Right then, next!

New Zealand Story

Games on the NES won't come much better looking than this

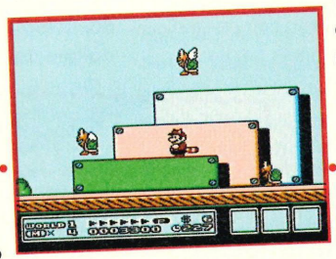
Effects on the NES usually sound like someone with a very bad cough, but **Micro Machines** has the perfect sounds to go with its hyper race action. The cars screech noisily around the corners, the choppers buzz through the aspidistras and all the engine revs sound as realistic as you can get on the NES.

The NES isn't a talkative fellow at the best of times, and when it does decide to have a whitter, it's usually pretty crap! However, **Smash TV** contains some quite bearable speech and a whole host of delicious explosions. So yippee and hurrah, Smash TV me up, babe.

Smash TV

This one took a while to sort out, but we got there in the end. It's got some fab sampled speech and loads of bangs

Hmmm, **Lemmings** has some good ditties. **Elite** does The Blue Danube really well. So what should I pick? I'll go for **New Zealand Story** – all the tunes from the original are there and they show that the NES can do more than beep out tinny rubbish.



The tunes in **Lemmings** were pretty darn smashin' but they got a bit repetitive after a while. I also liked the **Smash TV** music, but once again, there ain't much to it. **Super Mario Bros 3**, though, yes, yes, yes!

Super Mario Bros. 3

Well, it had to be in there somewhere, didn't it?

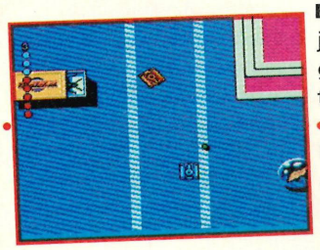
Smash TV? It's good, and with four controllers, two can really let rip. **Micro Machines**? It's amazing, one of the best two player games on any machine anywhere – all the guys at MEGA magazine love it. The two player mode is totally different to the main game too.

I found **Smash TV** dead confusing on two player mode, and **Probotector** I spend most of my time playing the other guy. Of course, that might just be me being stupid, but put me down for **Micro Machines** anyway cos it's fab and I love it!

Micro Machines

Yeah, the best two player game of all time. We love it!

Gawd blimey guvnor, strike a light and knock me down wiv a feather – I'm not going to pick **Super Mario Bros 3**. I'm feeling alright, I just reckon that there's no game more fun on the NES than **Micro Machines**.



Ahh, which one shall I pick? Hang on, I'll go and consult my lucky pot of hair-styling wax... Nope, that was no use whatsoever. I've got it, I've got it! **Super Mario Bros 3** again. And why? Because it knocks the socks off all the other games, Mario or otherwise, I've played on the NES! Next!

Super Mario Bros 3

Hello? Here's the little plumber chap again, but only just

Lemmings and **Smash TV** are both hard – and both produce the most exotic profanities you've ever heard from me 'n' Steve. But I'll go for **Solstice** as you have to tax the old grey matter as well as the joypads.

I like games that don't have a tweakable difficulty setting. They're for big scaredy cat cheats who run to their mummies when the going gets to tough. Me, I pop the Game Genie on instead. Still, putting aside all my principles, **Probotector** is a smasher! I'm afraid I've lost interest in **Solstice** since last issue.

Solstice

Adventure games on the NES are always tough, but this one's playable with it. Erm, it wouldn't be here otherwise

If there's one thing that scares me it's the thought of walking down a dark alley and being attacked by a huge game wielding thousands of levels and no continues. Lucky for me that the enormous **Elite** is so friendly – eight galaxies with over 250 planets and it's got a built-in save option to store loads of pilots.

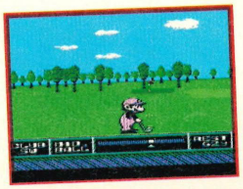
When someone mentions the word big, I can't help but think of **Lemmings**, **Super Mario Bros 3**, and the girl I met on holiday last year. But if we're talking massive, then **Elite** is the one that sets all the alarm bells ringing. I haven't played it for as long as Chris, but hey, that doesn't make me a bad person.

Elite

The NES is blessed with some of the biggest games about, but this one takes the biscuit! It's limited only by space itself

Two player **Micro Machines** is always great fun – it's the Street Fighter 2 of the NES. **Elite** has to be the winner, though, as I just love playing it and I still haven't got beyond the third galaxy. Even when you reach the rank of Elite there are still tons of new things to discover and secret missions to take on.

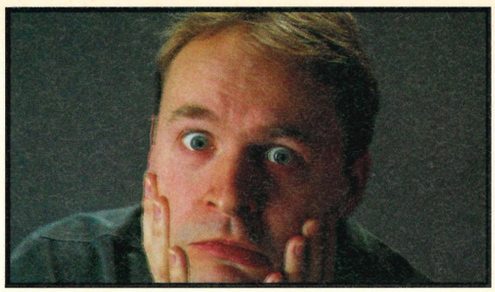
Purely because of it's two player mode, **Micro Machines** is the one that's going to spend the longest in my NES. Although, **NES Open** pops out every now and then.



Elite

Because this game's so big, there's months of fun built into this cart. It's a flippin' good job there's a battery back-up

GAME BOY





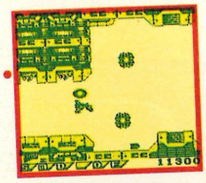
ANIMATION



The little players in **Tennis** move well, but head of the animation department has to be Franky from **Dr Franken**. The second-hand-part monster moves really nicely.

The brand new **Nemesis 2** moves really well but it doesn't touch **Dr Franken**. I was well and truly gobs-macked when I first saw this game back in issue five and I've seen nothing to touch it since then. Frank's runny-abouty stuff looks great and the baddies strut their funky stuff too. Roll on Franken 2.

SCENERY



No competition: **Dr Franken** wins hands down here. And not only have Elite squeezed in the most detailed, moody gothic scenery, but by sacrificing smooth scrolling it's pretty much blur-free so you can actually see what's going on.

Oh no, this is getting horribly predictable, it's **Dr Franken** again. Because of the clever scrolling you can see everything in detail and it's all just so completely gorgeous. Yep, Frank's the winner. Good old, Frank. Frankety, Frankety, Frank. Frankly, my dear, I don't (*Oh, shut up Andy – SJ*).

SOUND EFFECTS

The GB's sound chip may not be the best ever, but it's how you use it that counts. **Super Mario Land** has some nice arcadey sound effects, and Probotector uses a lot of meaty bangs 'n' booms. But for my money **RC Pro- Am** uses them the best, with roaring radio-controlled cars and screeching tyres. Good stuff!

Nemesis 2 has some great noises for all it's gruesome baddies but it's nothing compared to the sound effects buzzing away behind **Probotector**. Everything that appears in the game seems to have it's own special effect burbling away in time to it. But don't just listen to me, check out Chris's gushing prose about it too.

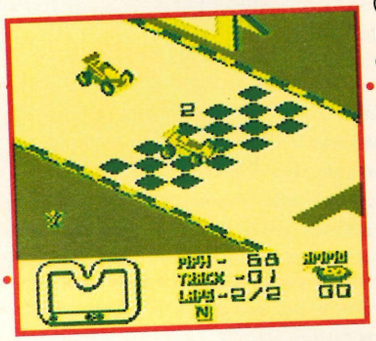
SOUNDTRACK

This has to be a toss-up between **Tennis**, **Nemesis 2** and **Probotector**. They all use good stereo effects and the tunes are suited to the gameplay: Tennis has fast, jaunty melodies while Probotector and Nemesis 2 bash out heavy-duty sound-tracks. Yeah, I think Nemesis 2 just nips it.

Do, do-bee, do, do-bee, do, do-bee, do, do-bee-do, bee-do, bee-do-bee. Do, bee-do, do-bee-do, bee-do, do-bee-do, bee-do, bee-do-bee. Nur, nurr, nur, nurr (have you guessed what it is yet?), nur, nurr, nur, nurr, nurr. Oh, why do I bother, it's **Tetris**, okay!?

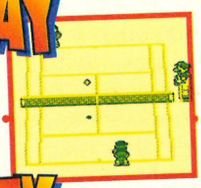
TWO PLAYER

With so many good link-up carts, this is tough to judge, but from the nine games chosen it's between **Tennis**, **RC Pro-Am**, **Dyna Blaster** and **Tetris**. Oh, decisions, decision. Um... I think I'll go for Tennis cos it really is a pure one-on-one game.



Two player **Tetris** is a great laugh but I'd go for **Tennis**. It's quite a simple little game but so darn playable that it kept us going right down to the final tiebreak. Brilliant stuff!

GAMEPLAY



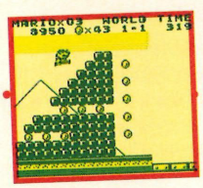
All these games are strong on gameplay (with the possible exception of Turtles) but we're talking portable gaming here: a quick pick up 'n' play. So it's down to **Tennis** and **Tetris** – and of the two, it's Tetris that I've played the most. So Tetris it is!

Tetris is my fave Game Boy cart and I don't care who knows it. The basic game is a terrific idea – simple, playable and very addictive. The GB version is the best Tetris around and I can play this one until my hands drop off. FUDUMPF! FUDUMPF! (*Well that's that then – SJ.*)

DIFFICULTY

In the difficulty stakes games like, **Turtles**, **Tennis** and **Super Mario Land** all fall at the first hurdle. If you want *real* rock hard-ness, you have to go for shooters like **Nemesis 2** or **Probotector**. They're both absolute killers, but Nemesis 2 is bad even on 'easy' mode!

I never got round to finishing **Super Mario Land** but that's because I couldn't find the time to play it. **Nemesis 2** is a real nasty piece of work, though, very tough. The first one was bad enough but this version's had me totally absorbed for hours on end.

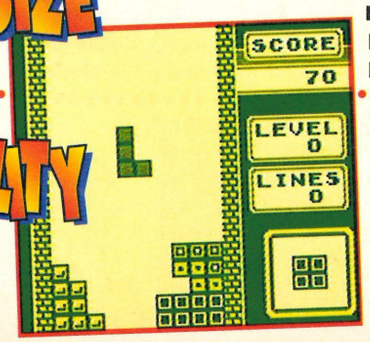


GAME SIZE

Well, that's **Tennis** and **Tetris** out for starters. **RC Pro-Am**'s hardly massive either. **Super Mario World** is a bit bigger than **Probotector**, **Nemesis 2** and **Turtles**. **Dyna Blaster** has *loads* of levels, but for sheer massiveness, we have to be talking **Dr Franken**.

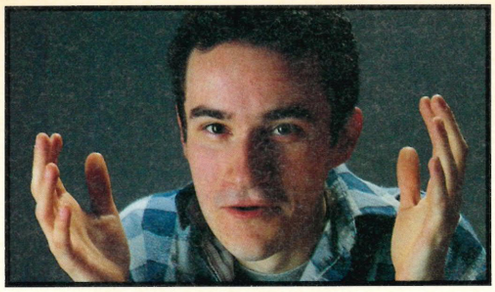
Most of the games we've picked have got a decent amount of levels. **Dr Franken** is one of the best things around and it's a big adventure to boot. If there's one game that'll take you ages to explore it's Dr Franken. And it has it's own map to help you out too.

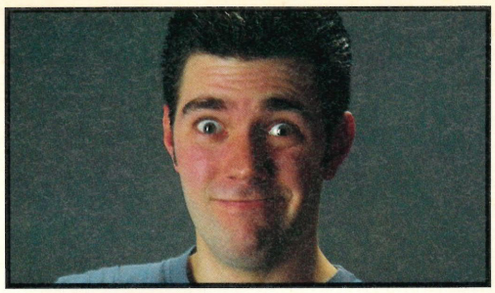
LASTABILITY



Well, like I said before the game that drags me back time and time again has to be **Tetris**. I like playing **Super Mario World** occasionally but the Russian puzzler never ends!

Erm, well, it's got to be my old favourite **Tetris**. It may not have the looks of a great game but all that fab playability is enough to make me come back to it time and time again. It doesn't seem to matter how many other Game Boy games I play, there just isn't anything that gets close to Tetris. It's perfection in a cart.





Winning Game!

I reckon this category's a straight fight between **Dr Franken** and **Probotector**. Probotector shifts some mighty big baddies around, and there's lots going on in the background, but Dr Franken just pips it with it's very pretty lead character and lots of nasties.



It can't really be anything else but **Dr Franken**, can it? Absolutely stunning graphics for every nook and cranny of the castle, and it's pretty much blur-free, too.

After a hard night on the town, my eyes are usually so blurred that I can't even find the START button on my Game Boy, let alone admire the animation of a game. Still, after a quick swill with Optrex (*Get on with it you wibbling buffoon! – SJ*). Ah, yes, well my vote goes to the slick-moving **Dr Franken**. So there.

Dr Franken

Is there a doctor in the house? Yep, there most certainly is, and he's a right little smooth-moving dude

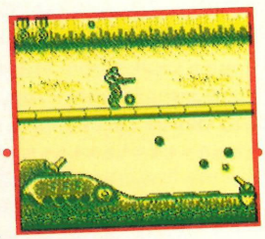
Yep, **Dr Franken** is a smashing looker of a game. It was love from the first moment we met, and we've been getting on great ever since. I have it on good authority that many English stately homes do actually look like this inside. However, the game could've been made much more spooky by using scenes from my bedroom.

Dr Franken

Is there a doctor in the house? Oh, hang on, we've already done that one. Doc wins in the scenery stakes, too

RC Pro Am has some good screeches but **Probotector** is miles ahead of everything in the sound FX department. Wailing sirens, loads of different gunfire sounds, some great explosions and special noises for submarines, tanks and all the other giant enemy vehicles. Gimme those headphones!

I don't rate the soundtrack much on **Probotector**, but the sound effects, well, they're absolutely fab! Admittedly, they do sound better through headphones, though.



Probotector

It's no wonder this superb platform blaster won. Have you heard it? Gunshots, explosions, the works

Super Mario Land and **Tetris** may have made it into the charts but I thought both of them were a bit beepy on the Boy. if you ask me, the winner in the music wars is the symphonically superb **Probotector**. As well as all the stunning sound FX it has great tunes for every level and tunes for every end-of-level guardian. Great stuff.

There's absolutely no competition here. It's **Super Mario Land** without a doubt. The closing tune was so fab I had to put a good 20 minutes of it on tape. Now I don't have to play the game for half an hour to listen to it. Hurrah!

Probotector

If you can actually hear the soundtrack over the noises of World War 3 breaking out, it's definitely grooveworthy

Tetris is great for two players, and you'll always get a game 'cos it comes free with the Game Boy. **RC Pro Am** is good but soon gets a bit dull. **Dynablaster**'s better than both of these, but **Tennis** is just brilliant. The game gives you all the right moves and just lets the two of you get on with trying to outsmart each other.

Two-player on a Game Boy? Yeah, very funny. Even though I love the little fella, the Game Link business was a crap idea. I mean, if your chum's got a Game Boy, you don't go out and buy the same games, you get different ones and swop. I reckon **Tetris** is great on two player and of course, everyone's got it!

Tennis

Give a guy a Game Link and what happens? Oh, he finds someone else with a copy of Tennis for a quick game

This is a real toughie so I've decided to go for the game that I love playing the most, **Probotector**. It's got great variety – all the levels play differently – and it's still one hell of a reaction test getting through any of them. Every time I play this game I love it even more.



The one that takes the top slot for gameplay is also the all-time greatest platform game – what else could it be other than **Super Mario Land**. Well, it could be **Nemesis 2** or **Probotector**, but it's not! As much as I adore them, **Super Mario Land** is a clear winner.

Tetris

Not only is this game completely free, it oozes gameplay out of every plastic orifice!

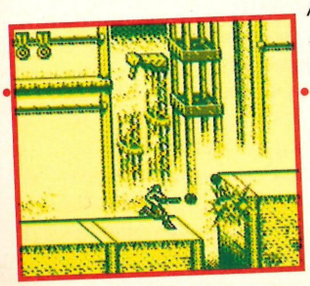
Wimp that I am, **Tetris** game B, level 9 has still got me beat. **Nemesis 2** is as hard as Arnold Schwarzenegger with a baseball bat, though, and there isn't anything that I can think of that's going to be more of a challenge than this one.

Nemesis 2 and **Probotector** are on a bit of an even par here. Nemesis 2 is made a bit easier by the level select practise mode, which allows you to try your hand at four out of the five levels. So it looks like it'll have to be Probotector, cos I still can't crack the sod.

Nemesis 2

Despite its visual and aural qualities, this game is the toughest one we've played on the Game Boy

Dr Franken is a huge game for the Game Boy. I can spend ages wandering around the castle and it's got maps to make the whole thing that bit more friendly. And... Er... I can't think of anything else to write, hmmmm, hmm, hmmm...



Yeah, like ditto Chris me old chumity-chum-chum. **Dr Franken**'s big and involves a lot of wandering about. I now also have the problem of filling a rather large gap with useless wibble. Luckily, I have this picture on the left to help me out.



Dr Franken

Eee-yup! Franky's back. And is it any wonder – it's flippin' miles long, this game. Carry on Doctor

I just luuuurve playing **Probotector** although **Tetris** outlasts it – game A can go on forever and game B is always going to keep you coming back just to see the rocket.

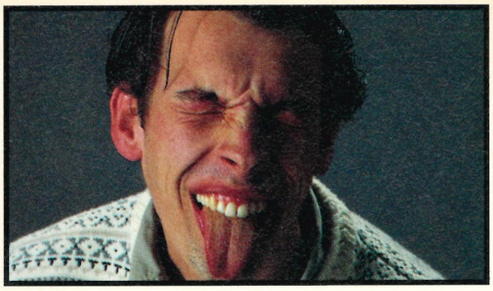
Come on, there's only one game that everyone goes back to... That's right, there's nothing like a game of hide-and-seek. Oh, I don't believe it! I've just been incredibly stupid again. I'd better redeem myself and shout **Tetris** really loudly. Why? Cos it's timeless, that's why.

Tetris

Nintendo made a darn good choice when they wrapped this Russki puzzler one up with the Game Boy

SNES





ANIMATION



Super Tennis's players move well and the 3D update on **Top Gear**'s racing cars is pretty smart. But I think **Street Fighter 2** scores the highest in the animation stakes, with loads of frames for each character. Dead lush it is.

For real give-me-a-break animation, I think **Street Fighter 2**'s the only real contender. Despite not having won a single bout since we got an copy of the game, I still reckon it's one of the smoothest movers out on the SNES. Oh, and that Chun-Li's a real hot chick! She's definitely my fave.

SCENERY

Ah, a doddle. Forget the whizzy stuff in **Super Probotector**; ignore the pastel skies of **Super Mario World**. If it's stunning scenery you want it *has* to be **Pilotwings**! This 3D flight-trainer-sim-thing is just eye-boggling. It's all so detailed, and it moves so smoothly and realistically. Aah, it's just gob-smacking.

Modesty forced me to drop the title of *Flying Ace* from my name, but if you're good at something it's best to let the world know. In **U.N. Squadron**, there's nothing I enjoy more than sitting back, letting the cannons cool down, and gaze around at that lovely scenery. It's nicer than a stroll in the local park, if you ask me.

SOUND EFFECTS

Hmmm... Tough 'un. The whistling wind from **Pilotwings** is superb, but then so are the ball sounds from **Super Tennis**. Erm, and then we've got the thumping sounds from **SF2**. And not to mention the brilliant array of noises from **Super Mario World**. Oh I dunno...

I did rather enjoy the sound of Mario's stomach rumbling, until realised it was a fault with my TV. Since then I've fallen hook, line and sinker for the awesome sound effects of **Super Probotector**. All that blowing up, massive monsters growling at you, and your gun blasting. Wow!



SOUNDTRACK

Easy – the first time I heard this music I thought, 'Yeah, that's absolutely bang on that is.' It's meaty, atmospheric and totally suited to the game. So which one am I on about? **Super Probotector**, that's what.

None of the soundtracks I've heard can even come close to the timeless melodies of the Nolan Sisters – which upsets me no end! But to name a game that gets me strutting, I'd have to say **Lemmings.**

TWO PLAYER

It's really weird that the SNES came straight in with a whole host of really great two-player games: **Super Tennis**, **Top Gear**, **Super Probotector** and, of course, the ultimate head-to-head, **Street Fighter 2**. I've never played a game that causes more arguments and off-screen scraps!

What else could I possibly choose other than the infamous **Street Fighter 2**. It's fab, it's funky, and you can fling your friends around. When it comes to the crunch, and there are plenty of them in this game, you ain't gonna find a better two-player game than this one.

GAMEPLAY

Oh, come on! How the hell am I supposed to do this? James? Can you, er... Oh. Chris? Are you busy? Ah. Andy – oh, he's gone home. *Sigh*... Well, I guess the one game that's given me the most sleepless nights and kept me glued to the screen longer than any other is **Super Mario World**. And I *still* go back to it.

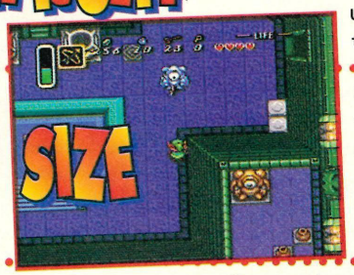
In my books it's the only decent puzzle game on the SNES and it's absolutely brimming with gameplay. I'm talking about **Lemmings**: loads of little green-haired rodents running around, getting themselves killed at one twiddle of my joypad. Why on earth that appeals to me, I'm not entirely sure but the game's dead good.

DIFFICULTY

This has to be a toss-up between **U.N. Squadron** and **Super Probotector**. They're both tough blasters but I think Super Probotector is *annoyingly* hard. U.N. Squadron is just as difficult, but because you can build up your powers and buy new planes, it's that bit more challenging.

Mmm... **Lemmings** here again I fear. Of course, **Super Probotector** had me completely stumped until I put the Pro Action Replay on it and found out how to do everything. Now, I'm not one to brag, but I can walk through it all without a care in the world. It's a pity I can't use the Action Replay on Lemmings!

GAME SIZE



Super Mario World is a massive game – whether you can complete it quickly or not. But for sheer long-term wander-round-ability, it has to be **Zelda III**. Just watching someone else play it makes me break out into a sweat.

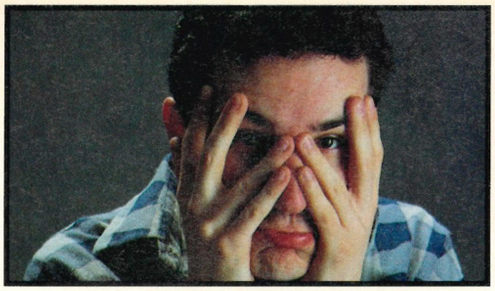
That little Link character has had me wandering around for days on end, so I'd say that **Zelda 3** is the biggest game I've seen on the SNES. It's a complete git of an adventure, and there's no way I'm going to complete it until we print the solution.

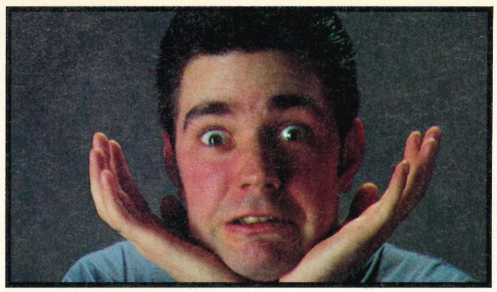


LASTABILITY

I'm growing a bit bored of **SF2** already, and you need a partner for **Super Tennis**. No, the one single game that I've played more than other has to be **Pilotwings**. I dunno how many times I've finished it, but it's great to go back to for the sheer thrill of whizzing around in a hang glider. I love it to bits.

Yes, yes, yes! My last chance in this feature to mention that completely brrrrilliant game, **Lemmings**. Right then, that's it. I'm off down the Kebab House now for a quick celebration Doner and a pint! (*Ah. For a change – Steve.*)





Winning Game!

The SNES animates things better than Baron Frankenstein at a mortuary, and the most stunning of all is the fabulicious **Street Fighter 2**. It's got umpteen frames for every move of every character and it's all incredibly smooth.



I think **Pilotwings** looks amazing but there are only a few different areas. The well loopy **Super Probotector** has it all – ugly aliens, awesome backgrounds and lots of Mode 7 stuff.

I'd better just look animation up a second. Ah, that's no problem at all – **Super Mario World**... Or maybe **Street Fighter 2**... Oh, maybe **Pilotwings**. Oops, got a bit of a prob here, the SNES seems to be rather good at this animation lark. But if I've got to make a decision, I guess it'll have to be **Street Fighter 2**.

Street Fighter 2

Pretty much unanimous: SF2 is a real mean mover

Pilotwings was a bit bare for me, and **Super Mario World** looks a bit plain and stuff after a while. **Super Probotector**, on the other hand, never ceases to amaze me. The graphics are enough to make even the toughest art critics drool – we are talking a regular postcard from downtown alien-filled Earth.

Super Probotector

Super Probo just pips Pilotwings to the scenery vote

Super Probotector has dakka-dakkas and boom-bang-a-bangs all over the shop but the most ear-crunching FX around have to be in **Street Fighter 2**. Gruesome noises rupture from every hit, the ground judders when someone gets thrown and then there's the speech. All together now – 'Ya tai!', 'Sho Ryu Ken!', etc, etc, etc...

Sound effects are going to be a tough one to sort out. I mean, every game on the SNES has got some sort of sound effect in it. But for smooth sampled speech and digitised effects, I reckon **Street Fighter 2** has to come out tops in the end.



Street Fighter 2

And with a bone-crunching sound, SF2 takes the FX prize

SNES music can be wonderful at times and there's no better tunesmith than Mario. **Super Mario World**'s sounds even beat Steve crooning along to Barry Manilow's greatest hits in the office. I love the banjo tune when you finish a level, and then there are the levels where the tune goes all echoey in a cave. Fab!

I was amazed I didn't get narked off with the **Zelda 3** tune, considering how long the game takes to complete – but that's not to say I liked it. I think **Super Mario World**'s got it licked on the music front. I'll have that.

Super Mario World

Musical Mario steals the soundtrack show

Street Fighter 2, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**, **Street Fighter 2**. (*Hang on, Chris, I used that one last month – Steve.*) Erm, I do enjoy **Super Tennis** but there isn't a two player game to match SF2. It's the one that we keep on playing in the office.



A-ha! There's no beating around the bush on this one. You can't faff around with a load of waffle, avoiding making a choice, when a choice has got to be made. You've just got to pick one and be done with it, cos being vague is out of the question. At the end of the day, you have to name the... Oh, **Street Fighter 2**.

Street Fighter 2

One-on-one and head-to-head, there's just no competition

Oh gawd, this is the worst one yet. They're all terrific, what the hell am I supposed to go for? S'pose it's got to be **Super Mario World**. I still go back to it, pick any level and, er, fail miserably to finish it as usual.

This could get a little one-sided by the bottom of the page. I'm gonna have to put down **Street Fighter 2** again. Call me boring, call me stupid, call me a strange old duffer with no respect for personal hygiene, but I won't change my mind. Not for no-one never, so there!

Super Mario World

When gameplay is everything, Super Mario World is king

I found **Super Mario World** really tough (but then I'm one of the world's most useless gamers). **Zelda 3** is pretty tricky but it's possible if you stick at it. **U.N. Squadron** caused me the most probs though, it took me ages to get past the second level. Duh.



Zelda 3 is without doubt the toughest, hardest, and loads of other words ending in 'est', game that I've ever played. It's a good job I've got nerves of steel to cope with the task!

Zelda III

Link To The Past

Zelda – the A to Z of massive challenges (well, Z to A)

In the sheer hugeness category it's a straight bunfight between **Zelda 3** and **Super Mario World**. Mario's 96 stages take some beating but the vast game world of Zelda pips it. You can go anywhere, anytime – just so long as you've got the right thingy or talked to Malcolm's mum or something.

Haven't you been listening? What did I just say about the wonderful **Zelda** 3, no more than two centimetres ago in an upward direction? Ah, yes, it didn't make an awful lot of sense, but the thought was there. So, Zelda 3 is the main man on the bigness front.

Zelda III

Link To The Past

Zelda III – we're talking, vast, huge, mammoth and big

Maybe it's the wonderful graphics. Maybe it's the enormous amount of moves. Maybe it's because it's the most amazing two player game ever. Maybe it's cos I'm a 7-stone weakling more timid than a mouse in a home for stray cats. Or maybe... Er, it's no use I've lost my thread now. **Street Fighter 2** outlasts the lot of 'em.

The trouble with platformers and adventures is, no matter how bad a player you are, sooner or later you'll complete them. A decent two player game, on the other hand, will last for yonks. **Street Fighter 2** is the best of 'em cos even on one player it's tough to beat, and when you do there's still the two player mode.

Street Fighter 2

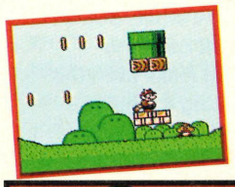
The never-ending story: Capcom's brill beat 'em up

THE WINNERS!

At last! It took loads of effort, plenty of playing and not a small amount of violence, but TOTAL is proud to present its all-time top Nintendo games on NES, Game Boy and Super NES!

NES

Bit of a surprise with Elite taking top slot. Mario takes the runner-up slot with Micro Machines in third.







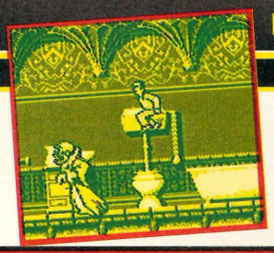
1. Elite
2. SMB 3
3. Micro Machines

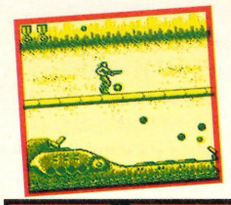


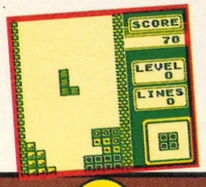
Well, I'm glad the lads saw things my way in the end...

GB

The closest of the lot, with three stonking games. Fabulous Frank just pips Probotector and old Tetris.







1. Dr Franken
2. Probotector
3. Tetris



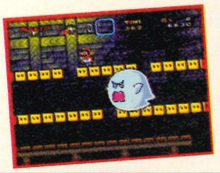
Did we 'eck! We took a fair vote once the moany git went home!

SNES

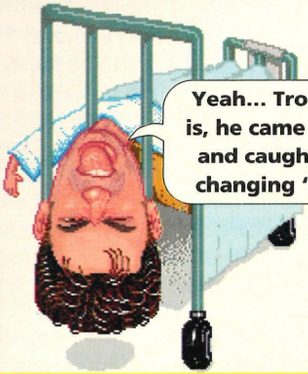
SF2 is a unanimous number 1. Zelda III is a surprise showing at number 2, and good old Mazza brings up the rear at 3.







1. Street Fighter 2
2. Zelda III
3. SMB4



Yeah... Trouble is, he came back and caught us changing 'em!

And there it is – TOTAL's top carts. And we'll do it all again next year!



Bleah! I wonder if Woman's Weekly want a staff writer?

WHAT!? We've got to go through all this hell again!? Warrgh!

So, after much arguing and a few bouts of fisticuffs, we finally settled on our fave games. Now it's your turn: send us a list of your top three Nintendo carts and we'll do a TOTAL reader's faves feature. The address is: Top Cart, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.



YERS OF NINTENDO



# of Nintendo best of TOTAL!

SMB 3, Mario Land, SMWIV and Street Fighter 2 TOTALLY solved!

NES ROUND-UP



Loads of NES carts have been reduced in price, just in time for Christmas. Here's our round-up of all the cheapies, including some that have never been reviewed in TOTAL.

POWER BLADE

From Taito **Price** £25

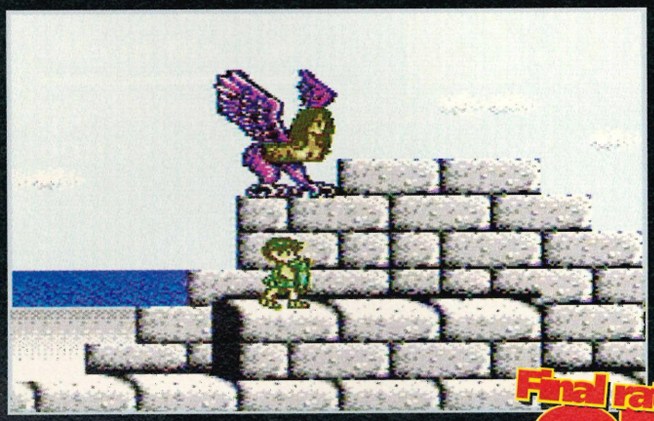


Platform blaster with some collecting thrown in. It looks really smart in places but this game lacks any lasting challenge and you'll be through it in no time. Not worth the wonga.

Final rating 49 Percent

BATTLE OF OLYMPUS

From Nintendo/Imagineer **Price** £20



Set in Ancient Greece, this massive arcade adventure is full of beautiful graphics. There's plenty of action to go with the puzzles in this superb quest, but be warned it's *very* tough.

Final rating 92 Percent

SHADOWGATE

From Kemco **Price** £25



Plodding role-playing game that's a bit too difficult for it's own good. The exploring is trial-and-error stuff and you'll wind up dying over and over again. For strategy fans only.

Final rating 74 Percent

CAPTAIN SKYHAWK

From Nintendo/Rare **Price** £23



Colourful, great looking shoot 'em up with three different styles of blasting. The action's fast, the sound FX are brill, the levels are huge and the whole thing's really playable.

Final rating 83 Percent

BLUE SHADOW

From Taito **Price £23**

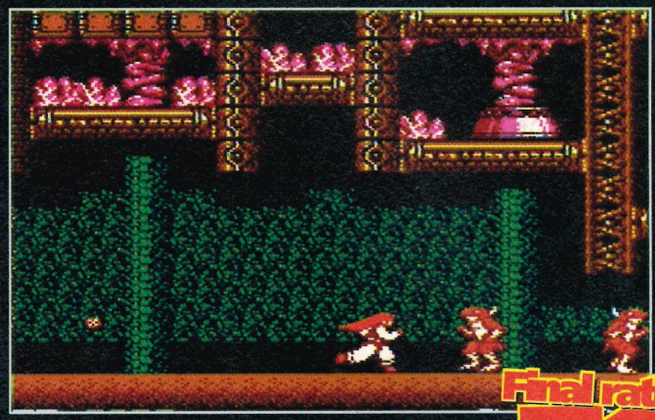


This ninja shoot 'em, slash 'em and bash 'em up looks terrific. As well as stunning graphics, there's a great two player mode, but the platform action is, sadly, just a little too easy.

Final rating 74 Percent

KABUKI QUANTUM FIGHTER

From Nintendo **Price £20**



This platformer is very similar to Blue Shadow – noisy, beat 'em up-style gameplay with nifty graphics. But the levels aren't well designed and it's almost impossible in places. Average.

Final rating 71 Percent

IRON SWORD

From Acclaim **Price £25**



Otherwise known as Wizards And Warriors 2, this platform adventure has the best animation we've seen on the NES, but the game's let down a bit by some frustrating gameplay.

Final rating 79 Percent

BIONIC COMMANDO

From Capcom **Price £25**

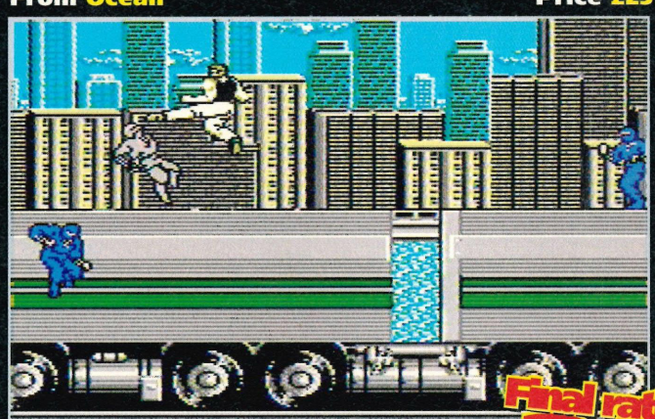


Bionic Commando was a great arcade platform blaster but the NES version doesn't have the speed or slick playability of the original. It's not awful but it should have been fab.

Final rating 63 Percent

BAD DUDES

From Ocean **Price £25**

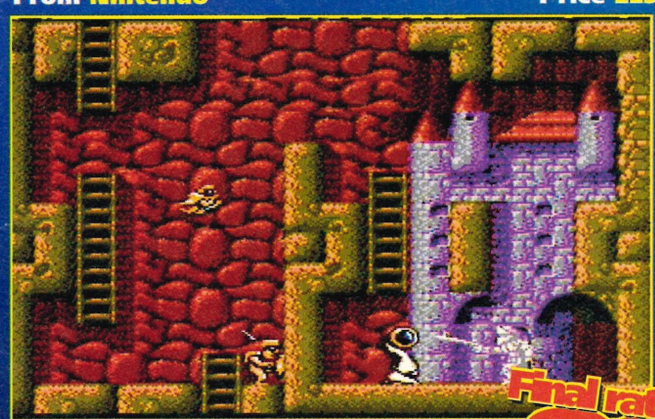


Bad Dudes is a platform beat 'em up, very similar to Double Dragon except that's it's absolutely terrible. Bad animation, bad gameplay, bad sounds – Bad Dudes is bad all over.

Final rating 39 Percent

FAXANADU

From Nintendo **Price £23**



Enormous adventure in the Zelda mould, full of tough puzzles and little blokes telling you where to go. Great to look at, even better to play, it's a big challenge for all adventurers.

Final rating 88 Percent

GAUNTLET 2

From Mindscape **Price £25**

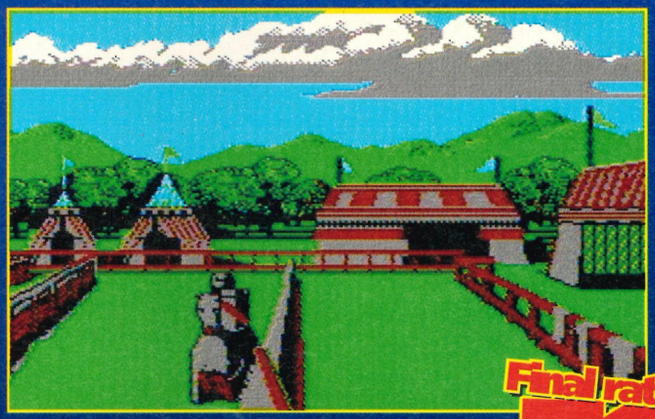


As close to the arcade as you'll get, this is a superb monster bash with over 100 maze levels to explore. Pretty and playable and four can play at once with the Four Score adaptor.

Final rating 88 Percent

DEFENDER OF THE CROWN

From Konami **Price £25**

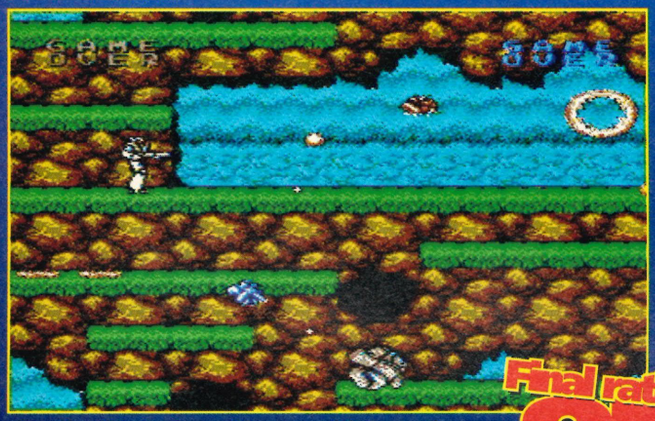


Medieval wargame full of different subgames – besieging castles, jousting and fighting battles. It's very nice but let down by some poor animation and the lack of difficulty.

Final rating 71 Percent

PROBOTECTOR

From Konami **Price £23**

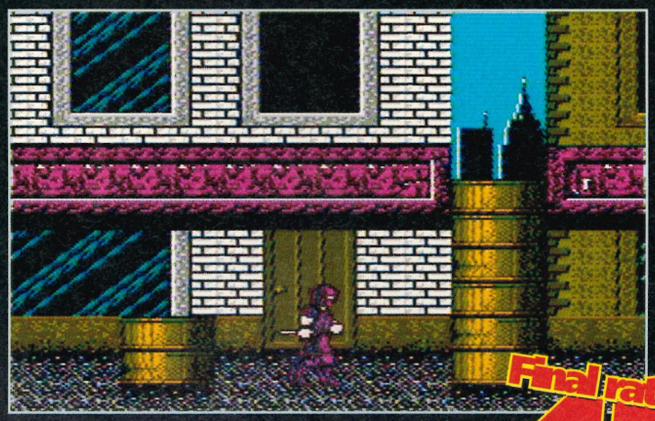


Classic old platform blaster with lots of variety from level to level. Two game styles, 10 levels, tons of weaponry to pick up and it's a real challenge. One of the best around.

Final rating 85 Percent

WRATH OF THE BLACK MANTA

From Taito **Price £23**



Platform fighting game that's got some fairly pretty graphics but it's so unplayable that I can't see anyone enjoying it. The hero, Manta, dies if he just *looks* at a bad guy. It's stupid.

Final rating 42 Percent

SWORDS AND SERPENTS

From Acclaim **Price £20**



Bland backgrounds, gorgeous characters and a four player option make Swords And Serpents an atmospheric dungeon-bash that's nothing too taxing but great fun for a crowd to play.

Final rating 82 Percent

SOLAR JETMAN

From Nintendo/Rare **Price £20**



Stunning graphics and a huge, brilliantly playable game. Your ship flies in realistic gravity, thrusting about massive caves searching for parts of the Golden Warpship.

Final rating 92 Percent

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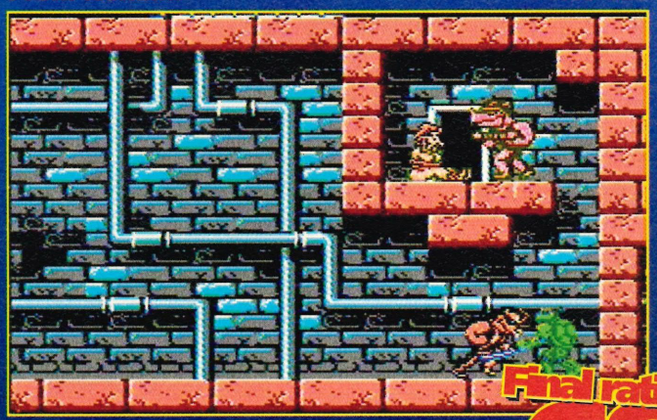
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TURTLES

From Konami **Price £20**



It may not look like the bees knees but Turtles is fairly playable. The Turtles have several different missions to complete, they're all a mixture of big maps and platform bashers.

Final rating 68 Percent

KICKLE CUBICLE

From Irem **Price £13**



Arcade-style puzzler bubbling over with cute graphics. Freeze baddies and use 'em to build bridges to reach the exit. Great fun puzzler but way too easy and full of continues.

Final rating 62 Percent

LOW G MAN

From Nintendo **Price £20**



Fast, frantic shoot 'em up with ace graphics. Well thought out difficulty, 14 hugely playable vast level, passwords, massive baddies, extra weapons and totally addictive gameplay. Amazing!

Final rating 94 Percent

SOLSTICE

From Nintendo **Price £20**



Brilliant arcade adventure with over 250 rooms to explore. Full of tricky puzzles, wonderful graphics and game-play hot enough to roast a turkey. Gets TOTAL's vote as bargain of the year.

Final rating 90 Percent

KUNG-FU

From Nintendo **Price £13**



Tedious beat 'em up based on an old and very boring coin-op. Walk along, kick a bad guy, walk along, punch a bad guy, swear at the naff controls, and wish you'd never bought the thing.

Final rating 36 Percent

SHADOW WARRIORS

From Tecmo **Price £25**



Quite basic and very frustrating beat 'em up. Sounds great, looks okay but it's only a run-of-the-mill platform fighter and it's ruined by unforgiving and, at times, really unfair gameplay.

Final rating 47 Percent

DAYS OF THUNDER

From Mindscape **Price £25**



Racing game based on the movie that's based on American NASCAR racing. Clever view of the track but all the races are very boring and there's not much excitement to be had in this one.

Final rating 61 Percent

BAYOU BILLY

From Konami **Price £23**



Dreadful, horrendous, abysmal game for the Zapper light gun. A mish-mash of game styles, all of them really bad. Graphics, gameplay, you name it, it's rubbish in Bayou Billy. AVOID!

Final rating 22 Percent

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McDONALDLAND

For NES (1-2 players) **From Ocean** **Price £40**

Look, what's going on here? On the box this is called McDonaldland by Ocean, but when you actually load it up it's called MC Kids by Virgin. Doesn't exactly fill you with confidence at the start, does it? But never mind, eh?

So what have we got? Ooh, surprise, it's a scrolling platform game a bit like Mario, with lots of picking-up, chucking-around, jumping-across and all that kind of palaver. But wait – McDonaldland is different! How exactly? Well, what McDonaldland's got that no other run-of-the-mill NES platformer has is... Upside-down bits!

McNUGGETS
Pretty imaginative for a platform game. It's a bit like Mario – which is no bad thing really



What's that, then? A spider? Some kind of brush? One of those funny Australian hats with corks on? Beats the heck out of me...

Yes, many of McDonaldland's 30-odd levels (divided across six levels of the usual sort of platform terrain) feature funny little wheel things at the end of some of their platforms. Run across one at top speed and you'll get whipped round the wheel to land on the underside of the platform. From here on (until you run across another wheel, anyway), the bottom of platforms acts as the top and vice versa, ie everything's upside-down. This is a really neat idea, and the game makes good use of it, hiding objects in places which appear unreachable until you flip over and approach them from the other side.

Sadly, the game suffers from the same problem as Super Mario Land 2 – the screen is too close on the action, so you don't see enough of the play area to know what's happening. The result is that you have to make leaps into thin air, with no way of telling whether you're going to land somewhere or plummet down a bottomless pit. You'll learn the layout of the platforms eventually, and it helps to make the game a bit longer-lasting.

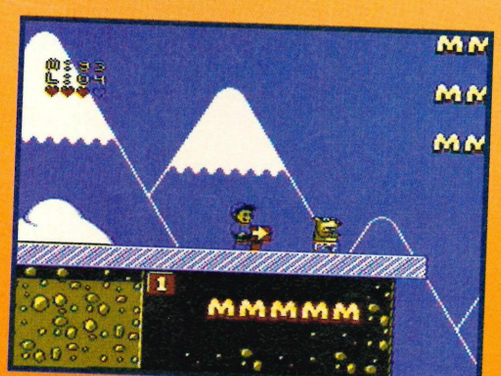
GHERKINS
You've seen it all before, except the upside-down stuff. It's got that nerd Ronald McDonald in it



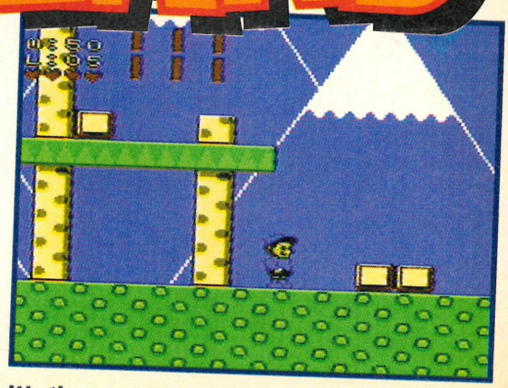
Well, it's the map screen, really, isn't it? Interesting features include the paths, the grass, the, um, trees and, er, that's it.



Clouds floating in the sky – nothing unusual in that. Clouds floating in the sky that you can stand on – *hang on a minute...*



If anyone knows how to get into that bit at the bottom where the 1-Up is, could you write in and tell us, please? Thanks.



It's the world famous Picasso painting – Giraffe Against Mountain Range. (Y'know, writing captions is tougher than it looks.)

This is actually a fine little game. If we hadn't seen it a hundred times before we'd have liked it more, but that shouldn't distract you from the groovy gameplay. If you really must have another one of these games, McDonaldland wouldn't be the worst choice you could make.

CHRIS

TOTAL! TEK-SPEX

Game	McDonaldland
Levels	30+
Difficulty	Average
Continues	Yes
Release date	Out now

McDONALDLAND

Looks
■ Not much going on, but solid and brightly-coloured and, well, okay really

Sounds
■ Deeply unpleasant tune and the usual beeps and twiddles that say 'NES'

Gameplay
■ Quite involved, and the upside-down stuff is a really neat innovation

Life span
■ Not all that big and not all that tough, but these things are relative, aren't they?



Not a particularly original platformer, but no less playable for that. A little more interesting than most of the bog-standard stuff we see

Final rating
77 Percent

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DYNABLASTER

For NES (1-3 players) **From Hudson Soft** **Price £40**

You may recall this game being reviewed on the Game Boy in issue 2, where it got a top write-up, largely on the basis of being the best two-player link-up game we'd ever seen. Now Dynablaster can be played by up to three people at the same time, with a Four Score adaptor and two friends.

Playing Dynablaster by yourself isn't up to much. You start off with poor weaponry, few baddies, and sluggish pace. By the time it gets going you'll have so many power-ups that there's hardly any challenge left. The NES game lacks one of the one-player modes of the Game Boy version, and sadly the one it's missing is the better one.

Everybody's got friends, and even if you haven't, invite some people round to play Dynablaster and you soon will have.

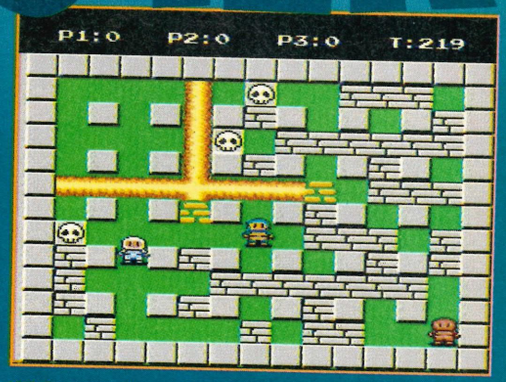
There's a choice of two game types. The first is for one or two players, where you start off with some power-ups and a single-screen maze to battle through. Battle Mode allows you to have three players in the same maze, without the free power-ups, but with exploding wall blocks that reveal mystery hardware. In both game types the last player left alive on the screen is the winner.

It's a very simple concept, but the emotions aroused when you're actually playing it have to be felt to be believed. If two players are playing it in a room, it's irresistible to pick up a pad and join in, as many people passing through the office this week have found out.

I think that just about does it. The only other thing I've got to say about Dynablaster is go and buy it. **ANDY**

BOOMS
Very probably the best multi-player game ever invented in the history of anything. Ever. Looks nice, too

DOOMS
A bit slow and dull in one-player mode, to be honest. Quite a bit of slow-down when there's a lot of sprites



With two chums in the bomb-dropping arena things *really* start hotting up! It's a great way to make friends (or lose 'em!).

TOTAL! TEK-SPEX

Game	Dynablaster
Levels	40+
Difficulty	Average
Continues	Passcodes
Release date	January



Pick up a few icons and you can start dropping several bombs at the same time. This makes killing baddies (and yourself) easy.

DYNABLASTER

Looks
■ Clean and sharp. Practically identical to every other version in existence

Sounds
■ Lots of great loud music and good, throaty explosions to beef up the play

Gameplay
■ A bit lacking in solo mode, but brilliant with two or more players on board

Life span
■ If you've got any friends, you'll never get tired of battling it out in the arena

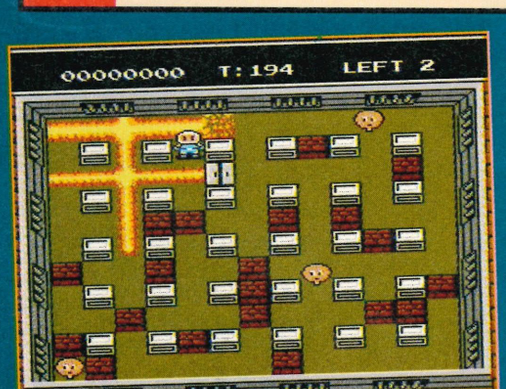
Everybody's got at least one friend, haven't they? In that case, this is completely unmissable. (Shame about the one-player mode, though)

Final rating 90 Percent

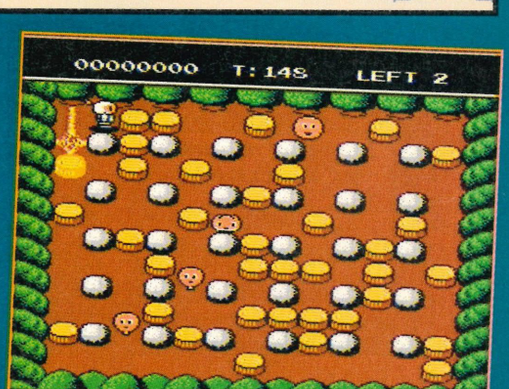




Errmm... Well, this screen's a bit on the jungley side, as you can see by the, er, green stuff. (*Yes, incisive as ever – Steve.*)



That little grey door is your exit. However, you can only make like a banana and split, once the pink enemies are bomb-fodder.



Well, here we are... The last screenshot, and we still haven't had a funny caption. Still, I think you get a good idea of the gameplay.

PARASOL S



In Forest World the level's bigger. So big in fact that they don't fit on one screen, so here's one of the big uns in all it's glory. On these later levels the platforms get tougher, the generators harder to hit and the droplets are more dangerous to reach. It ain't gonna be easy.



Here are all the worlds in Parasol Stars and there's Bub floating to Music World.

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

What are the big questions in life? Where did we all come from? Does Philip Schofield know that he can't sing? Who on Earth does Steve Jarratt's hair? *(Watch it, Beaven – SJ)* And why is this weird game called Parasol Stars?

Well, the 'Parasol' bit comes from the fact that your character, Bub, is a chubby little chap who fights off baddies by brandishing his brolly at them. The 'Stars' bit... Well, p'raps it's because he flits from planet to planet, gradually ridding the galaxy of monsters. Anyway, Parasol Stars is a platform arcade romp set over more levels than you could shake a wet umbrella at. Most are single-screen jobs, but some just scroll that itsy-witsy bit for that extra-spacious feeling.

BROLLYS
It's easy to pick up, fun to play, looks fab and is a challenge too. My fave platformer for ages

The idea of the game? Well, on each level there are lots of nasty creatures which scamper around and kill you if they touch you. Fortunately, if you're quick enough you can spear them on the tip of your umbrella and fling them across

NES Raindrops keep falling on my head...

Problems, problems. You can't reach the triangles cos you're too fat *and* it's started raining...

TACTIC



1 Level five looks very tricky at first, but it introduces Bub to one of the essential thingies in the game – Mega-drops.



2 The problem with this level is that there's no way to get at the whirling triangles to spike them with your parasol.



3 You have to do is collect the droplets that fall onto the screen until they build up into a huge blob of water.

ARS

Stars in your eyes

Feast your eyes on this to see what's going on in Music World...





What this thing called? Clive, Julian or perhaps even Tony. Oh, I dunno.



Over in Forest World, the generator is a big tree stump, and Bub's got to take it out.



I told Jim that I didn't want to get my hair wet and he said which one. I wonder what he could have meant?

TOTAL! TEK-SPEX

Game	Parasol Stars
Levels	8 worlds
Difficulty	Hard
Continues	1
Release date	Out now

the screen, preferably at other baddies. Dispose of a nasty in this way and it'll turn into a cake, some fruit, a bar of chocolate or some other tasty morsel.

Look hard enough on a level and you'll spot the nasty who's larger and nastier than all the rest. He's the generator and until you wipe him out he'll keep chucking out nasties.

Once you've wiped out all the baddies on one screen, Bub is transported to the next level by his magic parasol to face trickier platforms and tougher nasties. You start off in Music World, which is full of petulant pianos and troublesome trumpets, and then move on to Forest World and so on until the Universe is safe once more. At the end of each world there's a Big Boss to wipe out, just to make it tougher (and a bit more varied).

I love Parasol Stars, it's such a perfect little platformer. The early levels are dead easy but as you go on the difficulty creeps up, making it a big challenge. Give this game a bash and you'll be glued to your telly screen for weeks – it's blinkin' brolly brilliant.

JAMES

TOTAL!

WALLYS

No passwords make it tough on weedy gamers. You may not want yet another platform game

PARASOL STARS

Looks

■ Cartoony graphics with bags of colour and loads of incredibly cute characters

Sounds

■ Jolly bingly-bongly noises and suitably sproingy tunes. Nothing special, though

Gameplay

■ More addictive than Mars bars dipped in warm custard (you've never tried it?)

Life span

■ Well graded difficulty and tons of levels. It'll keep you platforming for ages!



4 Once Bub's built up a massive drop, let it flush through the platforms taking out the triangles on the way down.



5 If the Mega-Drop misses one or two, just grab some more droplets and let another loose. That should clear 'em up.

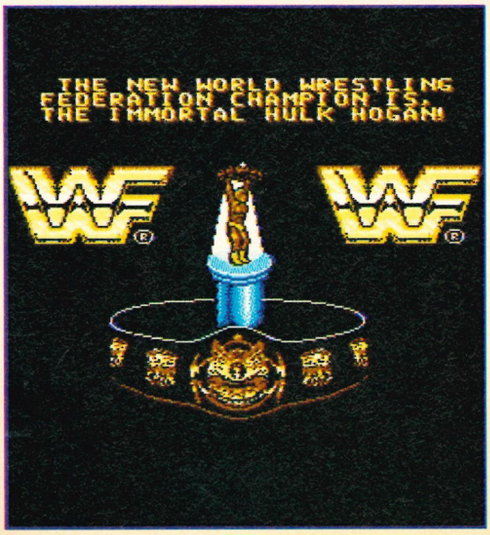


Parasol Stars is a great arcade game that'll have you hooked from the minute you bash your first baddy with a brolly. Wonderful stuff!

Final rating

91 Percent

WWF STEEL CAGE CHALLENGE



In true Bullseye tradition, let's look at what you could have won. Hmm, stunning. Still, they say the best things in life are free.

For NES **From Acclaim** **Price £40**

TOTAL! TEK-SPEX

Game	WWF Challenge
Levels	3
Difficulty	Very easy
Continues	None
Release date	Out now

WWF

Looks

■ Two rings (one with trellis work), ten guys and, erm, not much else actually

Sounds

■ A pretty abysmal tune and some terrible sound FX. Basically, not very good

Gameplay

■ Push a couple of buttons very quickly. And again, and again and...

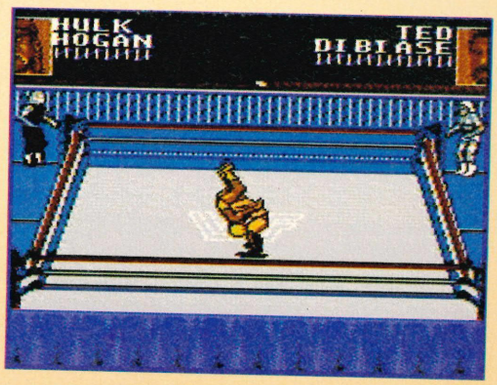
Life span

■ It's easy, it's monotonous and I can't see anyone playing it for long



There's a steel cage in it, and WWF wrestlers, but the challenge and any sort of gameplay seems to have got lost somewhere on the way.

Final rating 40 Percent



Hulk Hogan's getting on a bit now. He's losing his hair, getting paunchy... Hang on, it's Steve isn't it? (*You're sacked, Chris – SJ.*)



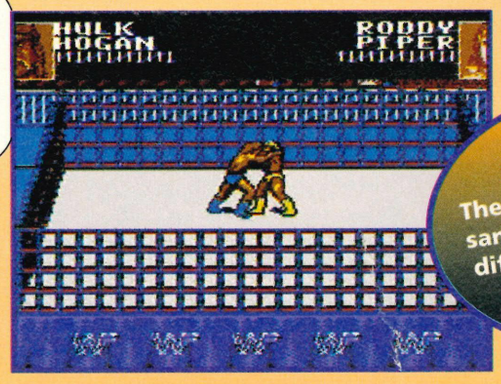
Look, Steve, I didn't mean it. You don't look like Hulk Hogan at all. Put down the red hot poker, Steve, please, I won't do it again. Ever, ever, ever, ever...

Take ten grown men with ridiculous pants, bouffant hairdos and stupid nicknames. Sprinkle in one wrestling ring, a steel cage and two or three crap moves. Add a lifespan shorter than Steve's list of Christmas Carol singers he's invited into his flat for a slap-up mince pie and sherry binge and you've got WWF Wrestlemania Steel Cage Challenge. But hang on, this is the season of goodwill after all so I'd better give it a fair crack of the whip. (Smack! Yow!)

MUSCLES
There are ten of your all-time favourite WWF wrestlers in it... Um and they wrestle. A lot

The game has ten wrestlers to choose from, although they all have exactly the same tiny repertoire of moves and it doesn't seem to make a blind bit of difference which of them you pick.

Apart from the basic bout there are options to play in a steel cage, as part of a tag team or in a championship for the WWF belt, but none of these add any variety to the gameplay – this is just so very, very boring. All the opponents fight identically and the bouts are very easy to win – just keep on bashing a button and the other guy walks right into your punches or throws or whatever. It's just dull, dull, dull!



Are you sure that's a steel cage? It looks like something that's escaped from Sainsbury's Homebase if you ask me.

COCKLES
The bouts are all the same and there's no difference between any of the wrestlers

There is a two-player option, tag team or one-on-one, but this doesn't up the excitement much. I doubt if the most fanatical WWF fans could work up a sweat about this cart. I'd rather queue for Hulk Hogan's pension each week behind lots of grannies rather than have to play this tedious game anymore. **CHRIS**

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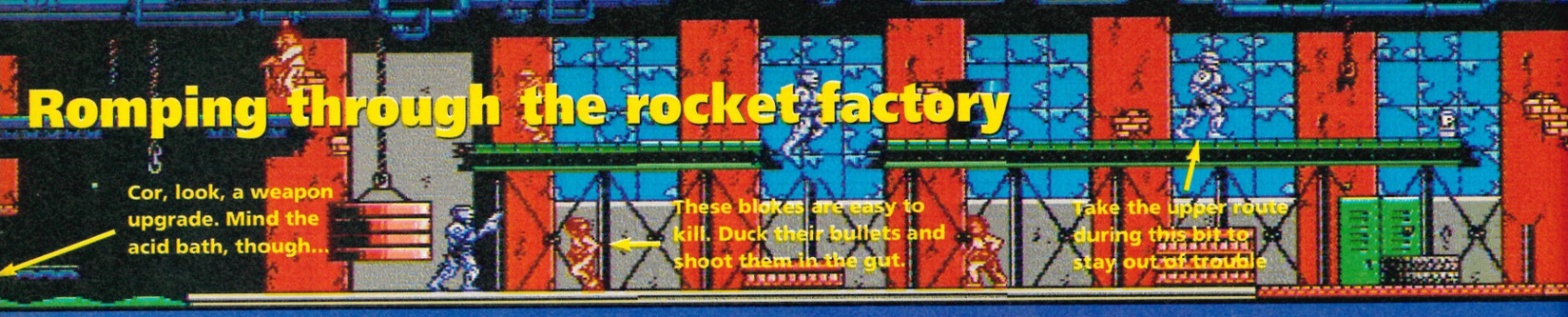
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ROBOCOP 3

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

You have five seconds to comply... *(Duh! that's ED-209 – James.)* Er, anyway, it's more like five seconds to *live*, never mind comply. Just how *do* you play this thing? Let's see now... If you push down, then fire, then diagonally up... No. Fire and down? No. Blimmin' 'eck, dead again!

If you've played a Robocop game before, you'll know how it works. If you haven't, be prepared to see your man of steel turned into a cheese grater by those rotten splatterpunks (who've kidnapped some of your mates, by the way).

Until, that is, you get the hang of those controls. The joypad moves you left and right, while button A makes you jump. Button B fires your weapon (you have a choice of two, via the SELECT button). To crouch down (useful for dodging bullets and tying your shoelaces), push down on the joypad. Doesn't sound very complicated, does it? That's because there's more. You can also fire diagonally up and down. To do this, press button B to fire, *then* push up or down on the joypad. Tricky stuff.

FORCES
This game is hard as steel. Requires caution, judgement, timing and skill – it's definitely not just mindless blasting!

You'll find out just how tricky as you try to cross Cadillac Heights at dusk to rescue your trapped comrades. You might think that a bloke with a steel body could walk just about anywhere – not so. Our hero can't take too much punishment – every time you get hit your efficiency rating drops, and you might also sustain damage in your legs, body, arms and head.

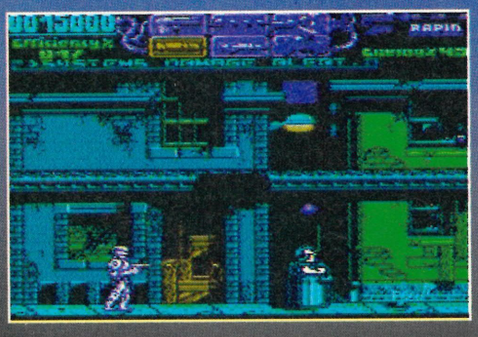
However, you can pick up power-ups which improve your efficiency and weapons. Survive a



'How much?' Robo gets an estimate in the repair shop. (You should have avoided all those bullets.)

Making all the right moves

Old Robo's pretty agile for a bloke who weighs half a ton and has iron underpants. (He's also pretty handy with a gun.)



Just hit the fire button to shoot horizontally in whichever direction you're facing. Just what the other guy will be doing...



Watch out for cowardly snipers lurking in windows. You shoot diagonally upwards by pushing up on the pad then firing.



Villains lurking about on the ground are easy meat from above. Push down and fire to shoot diagonally downwards.





Time for a pick-me-up...

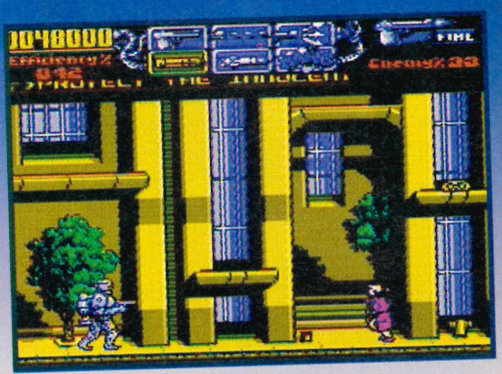
Look out for power-ups. You'll find one every few screens and most are easy to reach.



The 'P' bonus increases your efficiency and comes in useful in the repair shop.



A weapons upgrade. These turn your weedy gun into something meatier.



Watch out for this old gimmer in a dressing gown – you haven't seen what's underneath it! (A gun, you fool, a gun!)

scrap at the end of level one and you go to the repair depot to get fixed up. There you can use your power-up token to put right any damage you've sustained. Then it's back on the beat...

Basically, Robocop 3 starts off nasty and just gets nastier. It looks like a bit of a duff game at first, until you realise that there's a lot more to the gamethan just marching in with guns blazing and hoping the other guy dies before you do. There's actually a bit of science to it.

Add to that the platform element, timing problems and some rather well-judged difficulty and in Robocop 3 you have a rather good film licence. If you liked the original game you'll like this – it's more of the same. The graphics are great, the sound is good and the gameplay is tough but fair. Just like old Robo himself. **STEVE**

FARCES
A bit tinny. It's frustrating – there are no passwords and you often can't avoid taking hits, even when you know what's coming

TOTAL! TEK-SPEX

Game	Robocop 3
Levels	6
Difficulty	Hard
Continues	2
Release date	Out now

ROBOCOP 3

Looks
Lots of detail, nice sprites and it all moves at a good pace. No flicker, either

Sounds
Robo clanks around convincingly, the FX are good and the title tune is decent

Gameplay
Can be a bit of a frustrating plod sometimes, but basically rather good

Life span
It's tough, but you'll finish it before too long. Or throw the cart on a bonfire



This is a tough but intelligent game – brute force and ignorance is *not* a good tactic! The controls are a bit fiddly at first, but you'll get used to it

Final rating 88 Percent



You can jump and shoot too! Not sure you should be going round shooting people in the back, though – even psychotic madmen.



Robo's standard defensive move: duck (push down) then fire. Don't do it the other way round or you shoot your foot.



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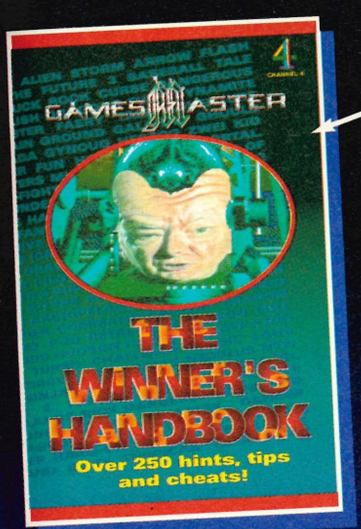
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TOTAL! TACTIX

Welcome to TOTAL Tactix. With Nintendo tips, tricks and tactics galore, it's even more useful than a pair of X-ray specs on Christmas Eve!

BATTLETOADS

NES TRICK

To start the game with five lives instead of the usual three, try using this cheat on the title screen (or, alternatively, on the continue screen if you're already in the middle of a game): hold down A, B and DOWN, and then press START. Cowabunga! Er, hang on a mo...

CAPTAIN SKYHAWK

NES TRICK

To skip a level on this tricky blaster, press A, B and UP on controller 2 and you'll whoosh off to the next one. (By the way, this game's now going cheap – see our NES budget games round-up on page 74.)

STAR TREK

GB TIP

We tried finishing this game when we reviewed it way back in issue 10, but we had loads of trouble with the space flight bits – the asteroids, the amœbas and the enemy ships. Well, now all our problems could be at an end. If you want to skip a few stages and get stuck into the real meaty stuff, try these passwords to get to whatever stage you like:

Stage 1 – 0523.4
Stage 2 – 4262.0
Stage 3 – 6841.2
Stage 4 – 3310.7
Stage 5 – 7057.3
Stage 6 – 6046.2

ADVENTURE ISLAND

GB TRICK

To access a level select on this game, press UP, DOWN, UP, DOWN, RIGHT, LEFT, RIGHT, LEFT, A, B, A, B on the title screen and take your pick from whichever prehistoric platform takes your fancy. Thanks to **Lewis Carey** from Erith in Kent for this cheat.

PILOTWINGS

SNES TIP

Pilotwings is a TOTAL fave game – if you haven't got it yet, whip out to the shops and get it now! Right, all of you still reading must have it, so here's some codes:

Level 1 – 400718
Level 2 – 773224
Level 3 – 165411
Level 4 – 882943
Level 5 – 400718
Level 6 – 773224
Level 7 – 165411
Level 8 – 882943



Nice jetpack, shame about the dungarees...

KRUSTY'S FUN HOUSE

SNES TACTIC

On the password screen, enter a space and then write JOSHUA. This spanky little cheat lets you have infinite Krustys and when you press L and R together all your weapons are restored. Not bad, eh? Well, a big TOTAL slap on the back goes to **Steven Rowlands** from Patcham for sending it in.

BATMAN 2: RETURN OF THE JOKER

NES TACTIC

There are lots of very pretty levels waiting to be discovered in Batman 2. The trouble is, Bats is a bit of a pain to control and it can be tough to reach the later stages. So, if you're stuck, here's some codes to get you started on all these levels:



Come on, Batman, get a move on! Stop looking at those boring old factories and get on with some serious goon-trashing.

Level 1.1 – MDRR
Level 2.1 – NMLL
Level 3.1 – LGZQ
Level 4.1 – GNXF
Level 5.1 – QGVN
Level 6.1 – FFHG
Level 7.1 – GPZT

LEMMINGS

SNES TRICK

Chan Sau from Manchester must be well-hard and no mistake. Among the tons of codes he sent in were passcodes for the Mayhem levels of Lemmings – just try a few of the codes below to see what we mean:

Level 1 – IHSOWUY
Level 2 – PNATTEP
Level 3 – ANIIARA
Level 4 – TTATAAG
Level 5 – IJUKARA
Level 6 – KATUOSI
Level 7 – NIHSETI
Level 8 – USAGAKA
Level 9 – NOHOYIA
Level 10 – TUMENES

SUPER SMASH TV

SNES TRICK

Cleverest tip of the month has to be **Stuart Haigh** from Yorkshire's circuit select for Super Smash TV on the SNES. What you have to do is go to the option screen and press RIGHT, RIGHT, UP, DOWN, R and L, and you'll hear 'Bingo'. Choose one or two players, press START and you'll reach the circuit select screen.

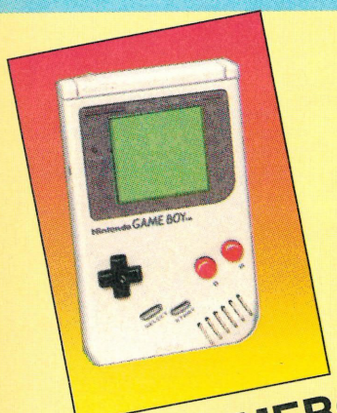
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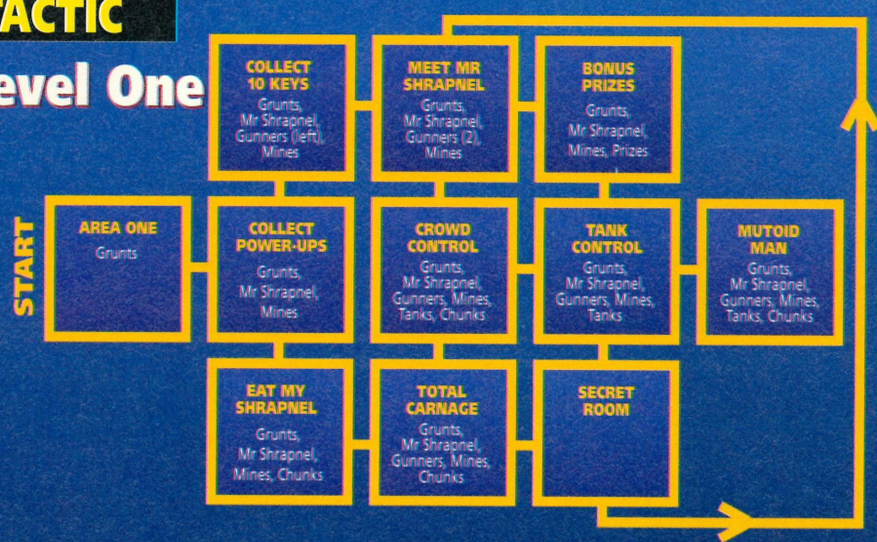
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SUPER SMASH TV

SNES TACTIC

'Super Smash TV – what a poncey game, eh? Far too easy, I reckon.' Yes, this is the player's guide to read if you want to impress your mates!

Level One





Mutoid Man

Mutoid Man is pretty scary at first, but with practice you'll beat him. He's preceded by a couple of waves of Chunks, then he bursts onto the screen with all guns blazing. First, knock out the two gunners mounted on the front of his tracks, then get behind him, grabbing whatever power-ups appear (High-Power Grenades are the best – don't collect anything else if you've still got any of these loaded up) and avoiding the Mr Shrapnels. Most of the time it's safe to hide in one of the top corners, but if he gets too close to the top of the screen, move away to avoid his laser eyes. Keep moving and you'll be okay. Lose more than a couple of lives on this screen and you need to practice more.

'I have a cunning plan...' (1)

Instead of just blasting frantically, why not try using one of these tactical plays?

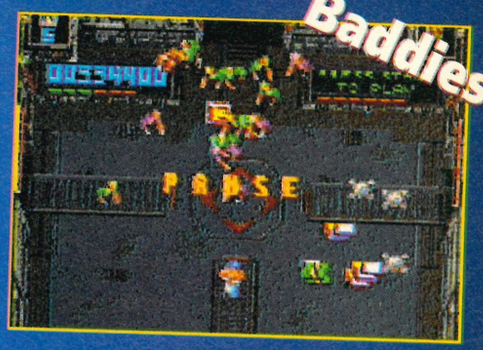


The Berlin Wall: From a corner, move towards a door, firing straight out from the wall. Two-thirds of the way, go back to the corner, still firing. Repeat with the other door. This L-shaped pattern is a very efficient defence method.



The Butch Cassidy and Sundance Kid: If you're backed up against the wall by blood-crazed Grunts, just run straight at them, guns blazing. When they realise what's going on it'll be too late and you'll come out the other side.

Baddies



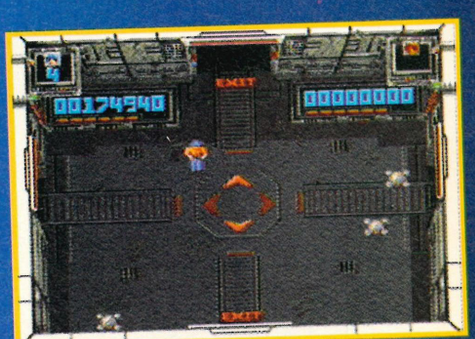
Grunts (Hulk Clubbers)
First appearance: ARENA 1
Behaviour: Green ones home in and swipe when close. The purple ones are the same, but faster
Hit points: 1
Best defence: Three-Way



Mr Shrapnel
First appearance: COLLECT POWER-UPS
Behaviour: Strolls around the edges of the arena. Explodes violently after 10-30 seconds
Hit points: 8
Best defence: Rocket Launcher, Grenades



Gunners
First appearance: COLLECT 10 KEYS
Behaviour: Fire multiple shots at regular intervals in the general direction of the player
Hit points: 16
Best defence: Rocket Launcher



Mines
First appearance: COLLECT POWER-UPS
Behaviour: Sit on the ground (always in the same places on every screen) and blow you up if you step on them.
Best defence: Don't step on them.

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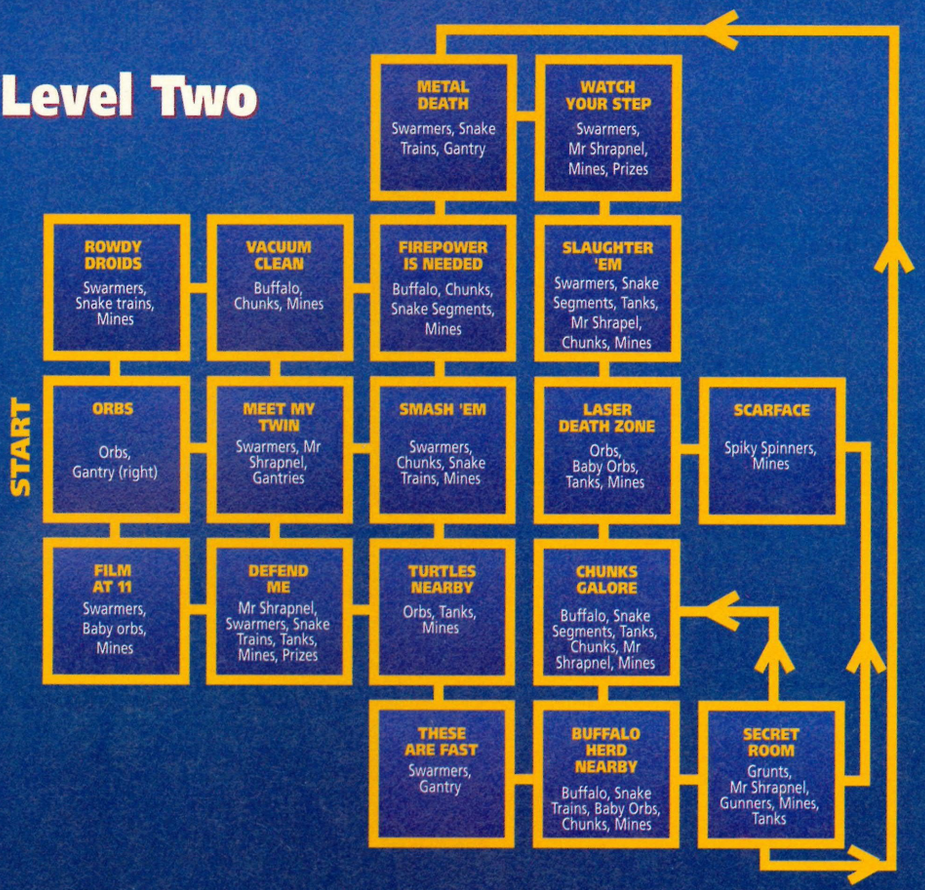
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Level Two





Scarface

On this screen, when you collect a grenade you also get a force field which makes killing Scarface possible, although not easy. You have to destroy *every* segment of his shield to kill him – get in close, pummel from all angles with grenades, then get as far away as possible before doing it again. When you've destroyed the shield and blasted his face to bits, he's replaced by a skull which shoots fireballs at you – they move faster than you so keep moving so he can't draw a bead on you. Now use High-Power Grenades to pin him in a corner, using your force field for safety – do it right and they'll bounce off the far wall and polish him off fairly rapidly. (Run away before your Force Field runs out.)

'I have a cunning plan...' (2)

Here's a couple more clever manoeuvres to aid your baddie-blasting efforts.



The Save A Prayer: If you seem doomed but a brill power-up appears on the far side of the arena, charge straight at the baddies, firing ahead. Move fast, hope and you've got a good chance of getting to it before they get you.



The You Can't Beat a Bit of Bully: Use this one against Swarmers. Simply run around the edges, firing constantly at the centre. The Swarmers will have trouble making ground on you, as they have to track in different directions.

Baddies



Chunks

First appearance: EAT MY SHRAPNEL
Behaviour: A pack of balls. When about 60% of them are shot, the whole pack self-destructs.
Best defence: One Rocket through the middle



Tanks

First appearance: CROWD CONTROL
Behaviour: Travel randomly at 90-degree angles, stopping to fire bullets in uyour general direction
Hit points: 4
Best defence: Rocket Launcher



Snake Temples

First appearance: NO DICE
Behaviour: Indestructible. Spew out little ground-crawling snakes which wriggle down the screen and disappear at the bottom.
Best defence: Three-Way (or simply avoid them)



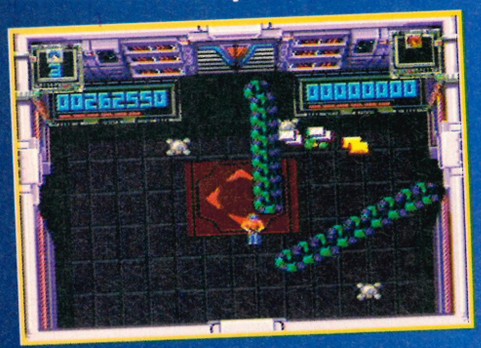
Spearmen

First appearance: NO DICE
Behaviour: Similar to Grunts. Two flavours: ordinary purple ones and the souped-up grey model
Hit points: 1
Best defence: Three-Way

Baddies



Buffalo
First appearance: VACUUM CLEAN
Behaviour: A bigger, meaner version of Grunts. Large numbers home in on you very efficiently
Hit points: 1
Best defence: Three-Way



Snake Trains
First appearance: ROWDY DROIDS
Behaviour: Strings of circular segments which don't home in. Break up into sections when shot
Hit points: Er, loads
Best defence: Rocket – one shot if you do it right

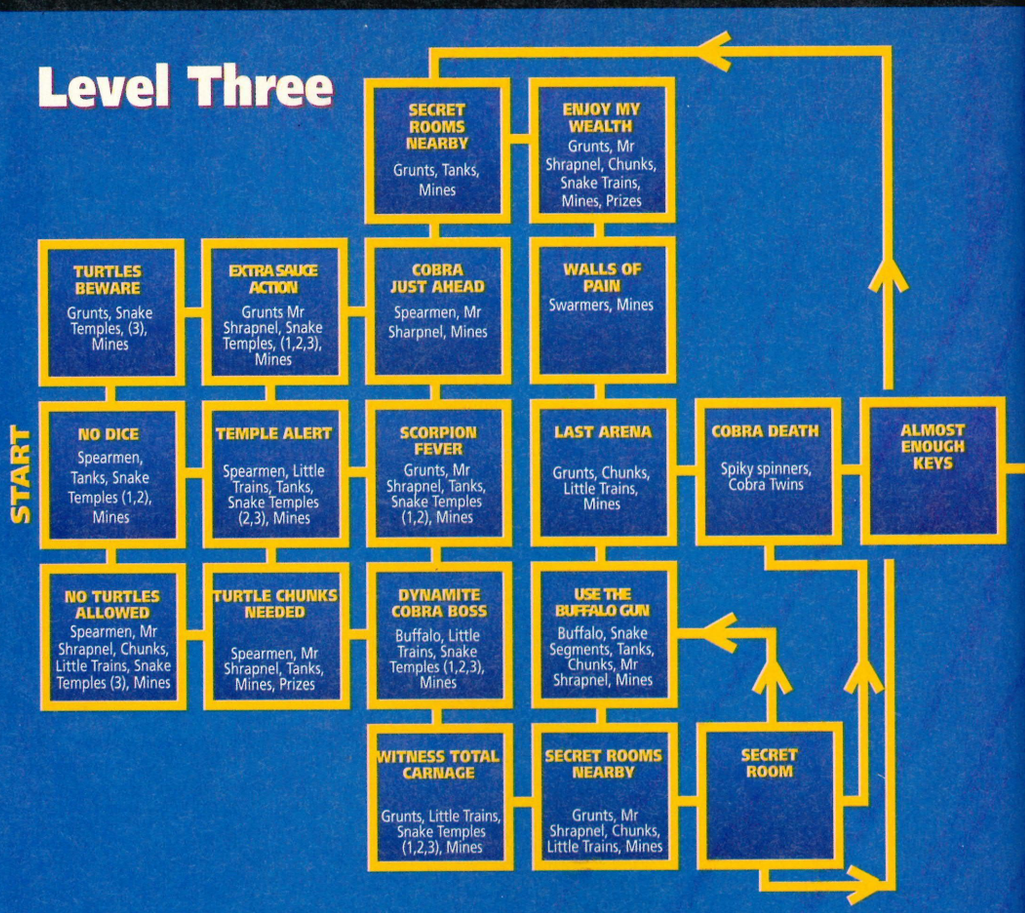


Swarmers
First appearance: FILM AT 11
Behaviour: Exactly the same as the Buffalo, except they're much smaller and a lot faster
Hit points: 1
Best defence: Three-Way



Little Snakes
First appearance: TEMPLE ALERT
Behaviour: Like Snake Trains, but harder to see, better at homing in, and run away when hit
Hit points: Tons
Best defence: Rocket Launcher

Level Three



Weapons and power-ups

No blaster's complete without a meaty array of weapons, and SSTV is no exception...

Three-Way
Fires three bullets at once in an arc covering about 30 degrees either side. Unlimited range and very wide coverage. 42 shots (of three bullets each).

Rocket Launcher
Provides 42 rockets which fly out in a straight line, destroying almost everything they meet and not stopping until they hit a wall or very hard baddie. Ideal for medium/tough enemies like Gunners and Mr Shrapnel, or cutting through large packs.

Grenades
These fly out in a random spread of about 30 degrees either side. They have twice the power of ordinary shots but a very limited range, and are best used against large packs of slow-moving enemies. 42 shots.

High-Power Grenades
Only found on boss screens, these fly in a high arc, doing no damage until they land, whereupon they're extremely dangerous. Can be bounced off walls. 42 shots.

Smart Bomb
Kills absolutely everything on screen except you. Not found on boss screens. One shot.

Force Field
Makes you completely invincible against anything, including mines and bosses. Starts off green, then after five seconds goes red and flashes, running out four seconds later.

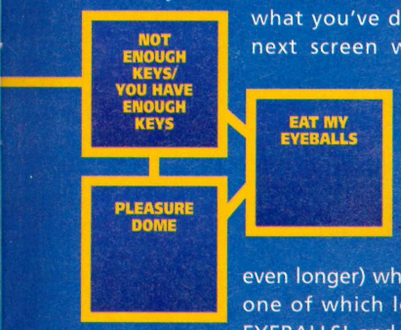
Spinning Shurikens
Five deadly razor-sharp discs spin around the player, slaughtering anything that comes too close until they get worn out (one by one) by numerous contacts. The drawbacks are that they don't stop bullets or shrapnel, they're useless against harder enemies (although one will take out a tank before being destroyed), and they also prevent you from getting close to walls or into corners for other power-ups. If you complete an arena with Spinning Shurikens still intact, they fly off before you go to the next one.

Fast Boots
Make you go faster for about 40 seconds. Almost indispensable against Swarmers.

Drone
This spins around the player, firing whatever weapon he's currently using as it does so (and using up the weapon's ammo in the process). It is excellent for creating a wide spread of fire but, like the Spinning Shurikens, contact with numerous or especially hard enemies will cause it to become damaged and fly away. Can be carried from one arena to another.

Cobra Twins The Cobra Twins are treated as one boss, so you only have to hit one to kill them both – just pour all your firepower into whichever one's closest. Keep moving, and stay behind the Twins' heads at the top of the screen, as this lets you avoid the laser fire from their mouths. But don't get too close, or you won't see the spinners which appear from the snakes' bases. Basically, keep firing, keep moving, and aim for the heads when you get a chance.

After Cobra Twins What happens after you've killed the Cobra Boss depends on what you've done before. The next screen will be ALMOST ENOUGH KEYS!, (terrifyingly busy and amazingly long) followed by YOU HAVE ENOUGH KEYS! (just as nasty and even longer) which has two exits, one of which leads to EAT MY EYEBALLS! and the other to the PLEASURE DOME. If you don't get enough keys, next is NOT ENOUGH KEYS! (spot the logic?). On clearing that you go to EAT MY EYEBALLS!, and if you reach it and clear it by this route the game ends with the statement that you're good but not good enough to be a Grand Champion, and you don't get to enter your name on the high-score table (swizz!). But if you DO get the keys...



The Pleasure Dome The PLEASURE DOME is a bit of of an anti-climax. Accessed by taking the down exit from YOU HAVE ENOUGH KEYS! (see 'After Cobra Twins'), it's basically a giant bonus prize room, but instead of little be-ribboned boxes, the prizes you collect are miniature versions of the game's lovely hostesses. You get absolutely tons of them (and only token resistance), and, most importantly, you get another '?' icon. Assuming you've visited all the secret rooms (see 'Secret Rooms'), this should bring your total to four, only one short. After a congratulatory message, you can now travel from the PLEASURE DOME to the very last arena...

Eat My Eyeballs The last arena in Super Smash TV is where you meet the host of the show himself. But no longer is he a small, irritating figure with a nice line in catchphrases. He is, in fact, Mutoid Man revisited, except he's faster, more resilient, meaner ,and fires streams of eyeballs instead of laser beams. The strategies for killing him are exactly the same as for Mutoid Man – just don't stand around in one place for too long. You'll almost certainly have to give up a few lives here, but keep pummelling away and he'll succumb eventually. A few more prizes later, and the final '?' icon will appear. Collect this, and... Oh no! What's happened?!

Gimme more, more, more!

What, read all that already? Okay, here's a few more tips to keep you happy (groan!).

Your cheating cart

If you're such a pathetic lily-livered wimp that you can't get anywhere even with all the help we've already given you, you can always take all of the fun, challenge and, indeed, point out of the game by cheating. If you're only a little bit of a wimp, the game has a built-in cheat mode, which isn't strictly a cheat, more like an evening up of the odds. You access the cheat by going to the Options screen, pressing DOWN on the joypad, then holding down the 'L' and 'R' buttons and pressing UP on the joypad. You should now hear the word 'Bingo!' and a screen will appear which will allow you to increase (or decrease, if you're really hard) your number of lives and credits up to a maximum of seven each.

If you're so unbelievably and tragically crap that you still can't get anywhere even after that, you can always resort to outright cheating. For this you'll need an Action Replay cheat cartridge on which to enter the following codes:

Infinite lives
7E053105 (player 1); **7E053205** (player 2)
Infinite weapons
7E189B06 (player 1); **7E189A06** (player 2)
Infinite time
7E189906 (player 1); **7E189C06** (player 2)

What's new, pussy cat?

In Smash TV, you can't have more than nine lives. If you've got nine and you collect another one, it's neither displayed nor credited, so don't go getting yourself in trouble trying to pick up a bonus one when it won't do you any good. There's nothing more annoying than dying in an attempt to get something that turns out to have been completely worthless anyway.

What's the key?

To complete Super Smash TV properly you have to collect keys. If you haven't got 10 or more when you leave ALMOST ENOUGH KEYS you won't be allowed to enter the PLEASURE DOME. Luckily, keys can be found on all of the following screens (and possibly some other ones as well, if you're lucky):

COLLECT 10 KEYS
MEET MR SHRAPNEL
EAT MY SHRAPNEL
MUTOID MAN
DEFEND ME
FILM AT 11
FIRE POWER IS NEEDED
LAZER DEATH ZONE
TURTLES NEARBY
MEET MY TWIN
ALMOST ENOUGH KEYS

See page 93 for another great SSTV tip!

Baddies



Orbs
First appearance: ORBS!
Behaviour: Spin and bounce around randomly, stopping to fire a laser, which lingers onscreen
Hit points: 2
Best defence: Three-Way



Snake Segments
First appearance: FIRE POWER IS NEEDED
Behaviour: Look like segments of the Snake Train, but behave more like Orbs, but without lasers
Hit points: 2
Best defence: Grenades



Baby Orbs
First appearance: FILM AT 11
Behaviour: Exactly the same as Snake Segments, except they look more like flying saucers
Hit points: 2
Best defence: Again, use Grenades for best results



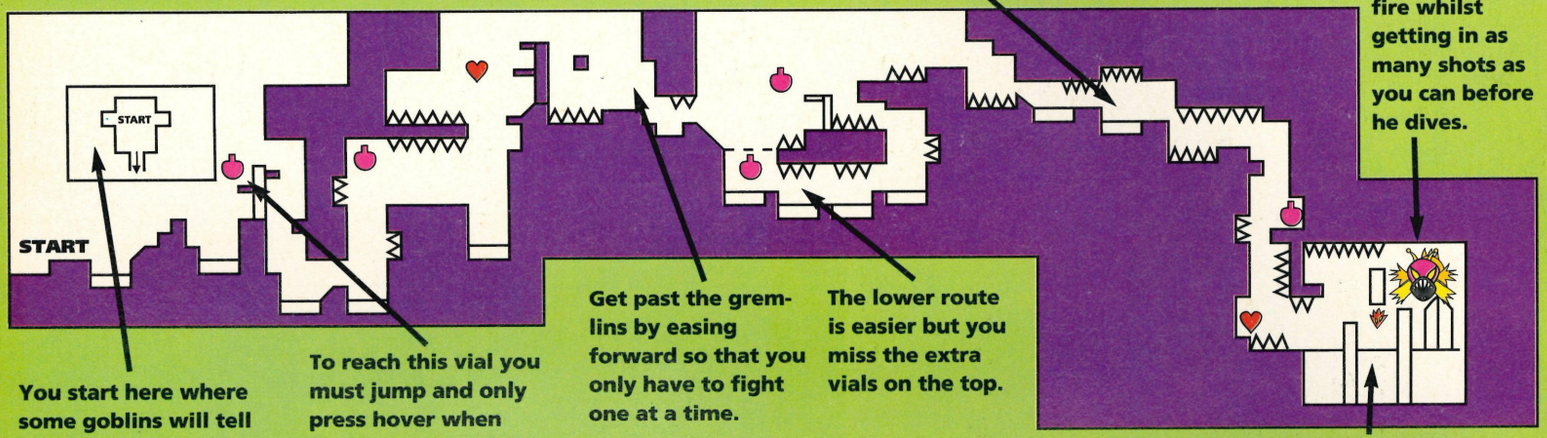
Spiky Spinners
First appearance: MEET SCARFACE
Behaviour: Indestructible. Appear if you stay too long on any screen after finishing it and home in, but normally bounce around at 45-degree angles
Best defence: Run away!

GARGOYLE'S QUEST

GB TACTIC

If there's one Game Boy game that's given us more grief than any other it's Gargoyle's Quest. Firebrand the Gargoyle's a tricky so-and-so to control and it doesn't help that all the levels are well 'ard. Part one of our player's guide will get you through the Dimension Portal, the Big Tower Monster, Darkoan's Palace and to The Desert.

LEVEL ONE – Dimension Portal



These bits are all easy but take care not to lose energy – you'll need it later on.

The skeleton fish, Zundo Druer is tough to beat. Fly from the ledges at the top avoiding his fire whilst getting in as many shots as you can before he dives.

You start here where some goblins will tell you your mission.

To reach this vial you must jump and only press hover when you're about to fall.

Get past the gremlins by easing forward so that you only have to fight one at a time.

The lower route is easier but you miss the extra vials on the top.

Don't drop down into the water you'll sink down to your death.

KEY

- Vial
- Health
- 1-up

And in map:

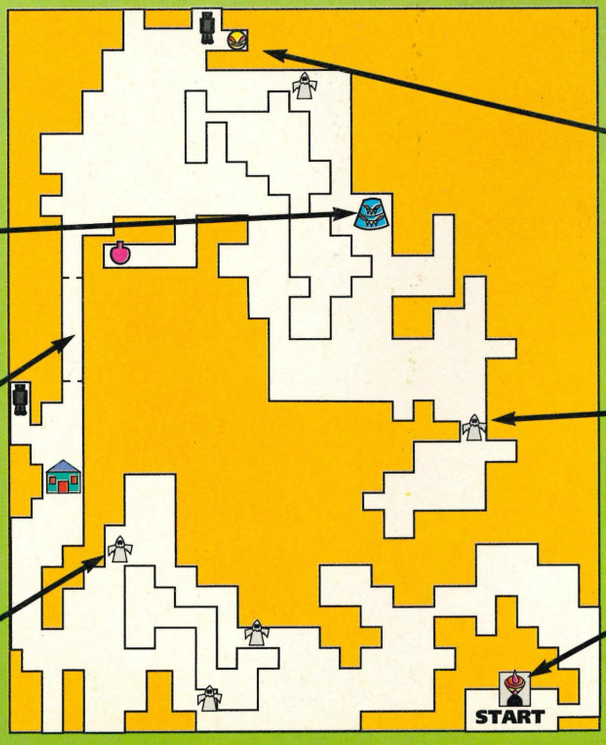
- Essence of the soulstream
- Ghoul
- Ghost
- Baby gargoyle
- Village

MAP ONE – Across the Fire River

Go inside to reach Level 2 – The Big Tower Monster. When you've finished it take the Gremlin Stick to Jark to get the Candle of the Poltergeist.

The Fire River's easy. To cross the flames just let yourself drop onto the bridge and jump 'n' hover straight over them.

In the village, buy as many Talismans as you can. Go to Jark to get Fingernail of the Spectre. The code for here is FA8Y-OKWQ.

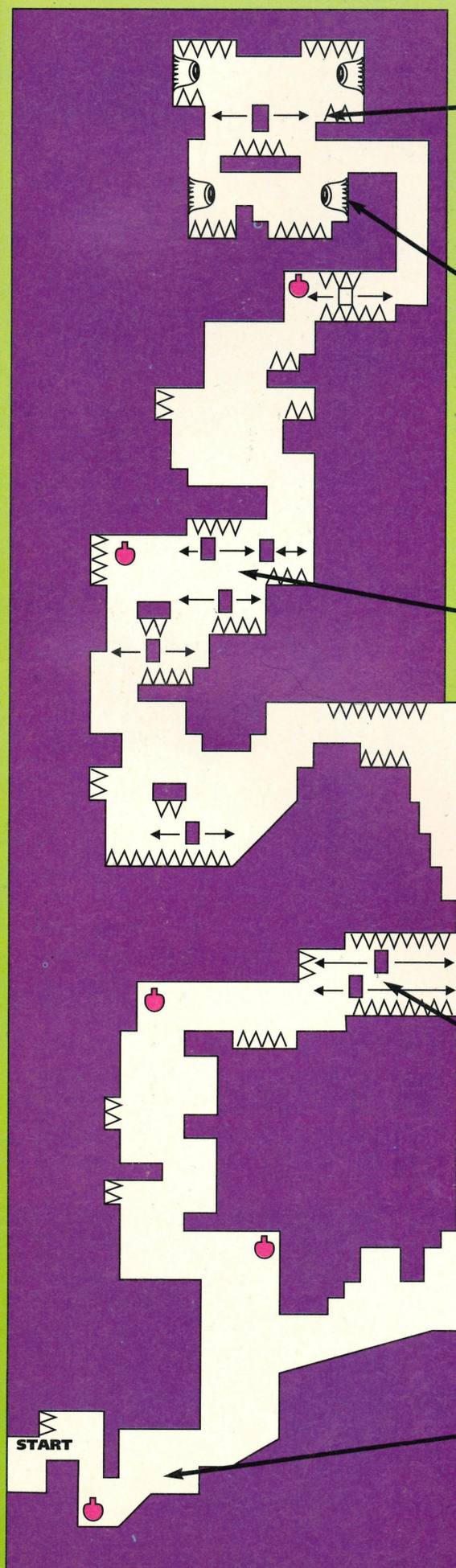


Once you've given the stick to Jark, come here, answer YES to the goblins' question and go through the cave to Map two.

Beat these weedy ghosts and you can go right past them.

Here's where you'll come in after the skeleton fish.

LEVEL TWO – Big Tower Monster



Start with the top two eyes, hover in front of 'em and blow 'em away. Now jump onto the platform to dodge the fire and shoot the bottom two. Go out the door and you'll get the Gremlin Stick and Block Buster magic.

Now you know why it's called Big Tower monster – the whole tower IS a monster, and you've got to wipe out it's eyes.

Cling onto these moving blocks and use them to get over the nasty spikes.

To cross the Broken Bridge jump as far right as you can and hover across the gap.

No talismans here but enter code 9EMR-JAU7 to return.

Cling onto one block and jump onto the other as it passes.

Here's a lovely 1-Up. To get it you'll need to jump from the ledge above.

Destroy the mushrooms from a distance so you can jump over their spores.

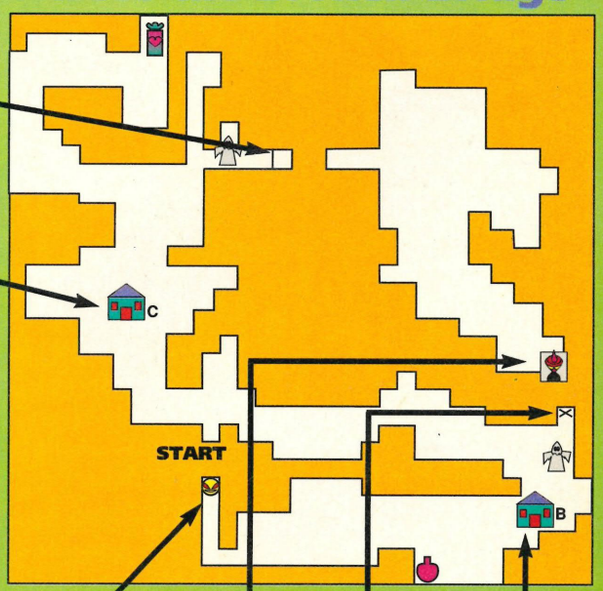
KEY

- Vial
- Health
- 1-up

And in map:

- Essence of the soulstream
- Ghoul
- Ghost
- Baby gargoyle
- Village

MAP TWO – Across the Broken Bridge



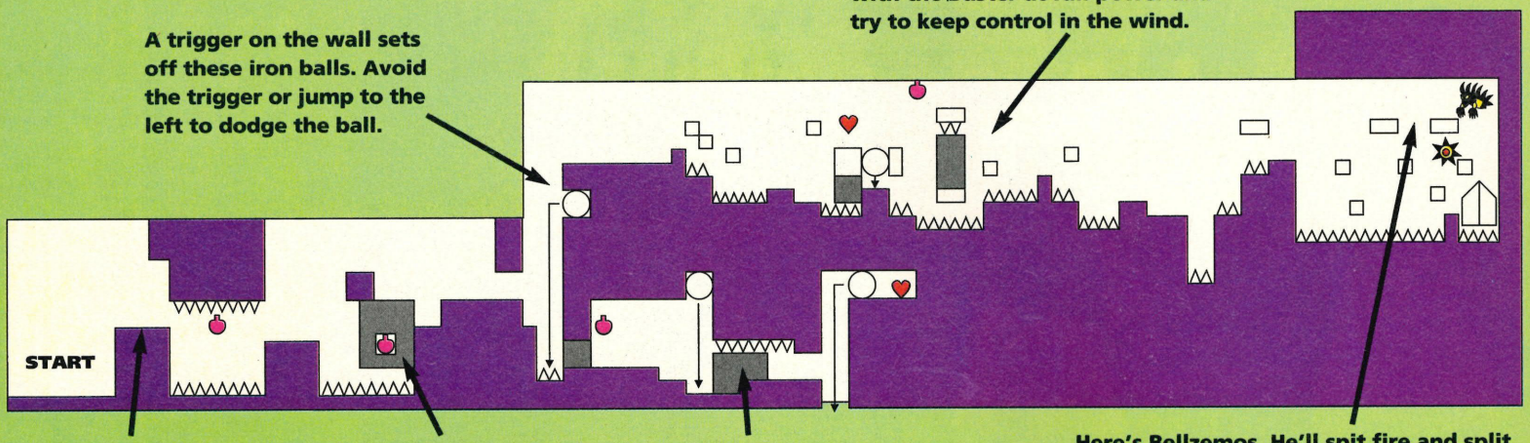
You'll come out here if you go through the pass on Map One.

Get Wings of the Falcon here to give yourself extra flying power.

Go in here and you'll be in the palace. Wander through the four rooms, chat to locals, and go out of the top to be in Level Three – Darkoan's Palace. Turn the page to see it!

Stock up on talismans in this village and the code's HZTD-5OGY.

LEVEL THREE – Darkoan's Palace



A trigger on the wall sets off these iron balls. Avoid the trigger or jump to the left to dodge the ball.

Malgor attacks here. Be ready with the Buster at full power and try to keep control in the wind.

There's a slight bulge on the floor here. It's a trap trigger, watch out for the flames.

To destroy these blocks use the block buster – rather obvious that.

You'll have to bust this block too, to get to the heart hidden behind.

Here's Bellzemos. He'll spit fire and split into four flies, one of which is him. As soon as he turns back into his demon form close in and kill him quickly. Then go in the door and kill Darkoan using the Candle of the Poltergeist. You'll recieve the Power of Darkoan.

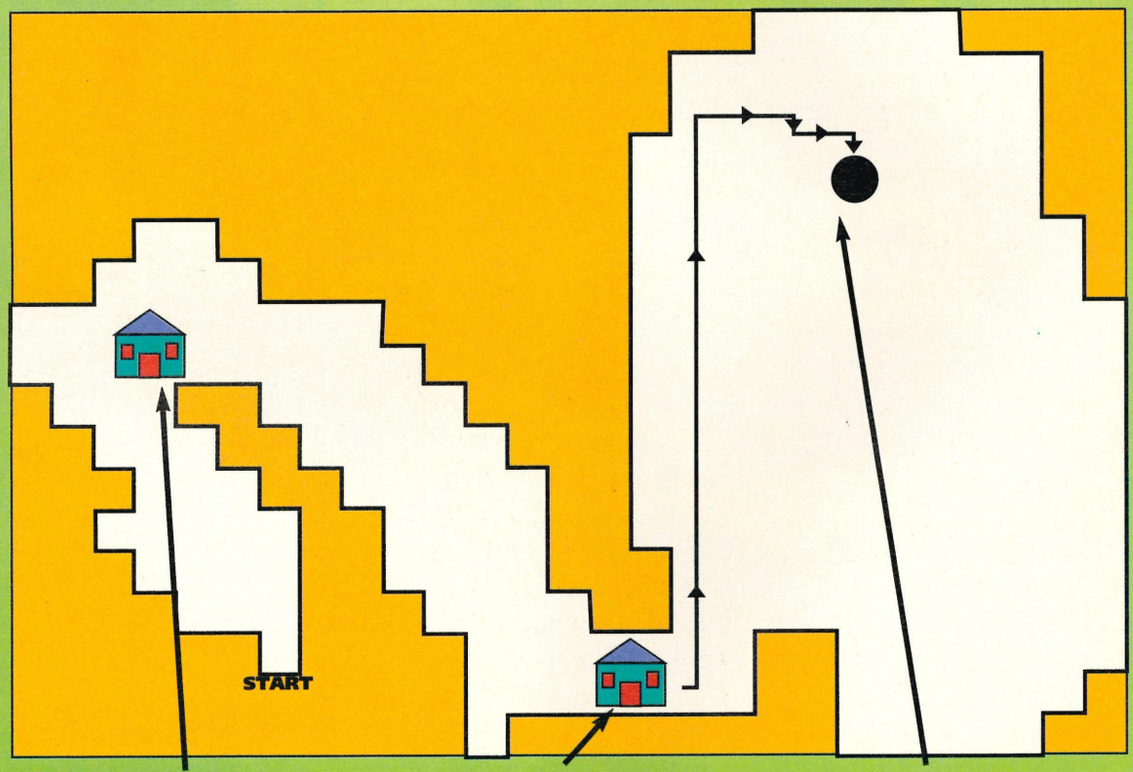
MAP THREE – Into the Desert

KEY

- Vial
- Health
- 1-up

And in map:

- Essence of the soulstream
- Ghoul
- Ghost
- Baby gargoyle
- Village



When you've got the Power of Darkoan, you can make your way to this village. The code is HJET-9O9X.

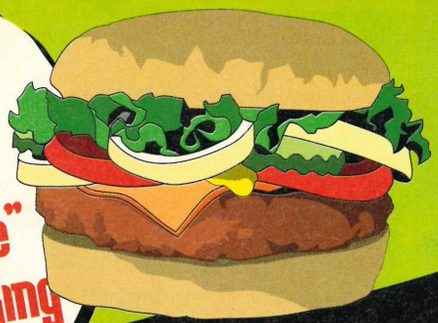
Go to the little gremlin, fight him, and when you win you'll get the armour of Guile. A door opens behind him. Enter and answer NO to his question. Grab the vials in his secret passage. Stock up on talismans here and get a code – PEX5-MRCR.

Head for this hole in the desert. To reach it, and avoid the sandstorms in the desert, follow the route we've shown you. As for the desert level – you'll have to wait till next month for that.

Would we leave you lost in the Desert? Well, yes we would –. For a month at least. Next ish we'll go all the way to The Keep of Rushifell and the Secret of the Red Blaze. Hmm.

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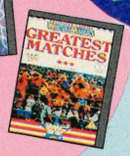
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RAINBOW ISLANDS

NES TACTIC

It may be cute, but it's also the hardest platformer this side of the Wicked Witch of the West. Here's part one of our three-part guide to get you over the rainbow.

Bubby and Bobby

Our heroes start the game with three lives each, but extra lives can be earned when they reach 100,000 and 1,000,000 points. After that, no more extra lives are connected with scores, but there are plenty of 1-UPs to be gleaned in other ways. A maximum of nine lives are permitted – after that the NES stops counting (or something).

Walking

There are two walking speeds. Bubby starts the game in slow

Level One – Insect Island



Baby Worm

The Baby Worm is initially harmless, and only runs slightly faster after becoming angry. The commonest worm will simply walk back and forth across the platform, but watch out for the unhatched worm – it hangs around in its chrysalis blowing bubbles and then drops down when Bubby gets too close to it.



Bee and Beehive

Bees are, on the whole, fairly easy to avoid, but you'll find that they group together when they get angry (beat a hasty retreat whenever this happens). The beehive has a tendency to drop down suddenly from the top of the screen, at which point lots of of bees will be released at you (unless you get rid of it beforehand).



Spider

This is one of the most awkward enemies – he chases after you until one of you dies. When above you, he bounces aimlessly around but when below you he spins a web and climbs up. Kill them before they get angry.



Crows and Eggs

Crows generally hatch from eggs, giving you time to kill them. They stop regularly to check Bubby's position and then fly towards him. They get faster when angry.



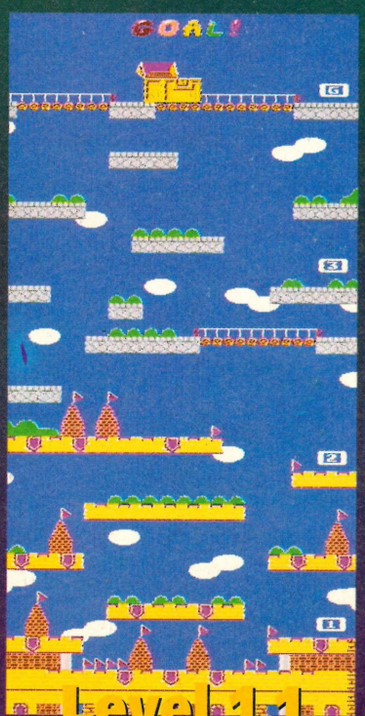
Beetle

These are tough to dodge. When angry, they fly straight towards Bubby. Dispose of them at the earliest opportunity.



Boss: Big Spider

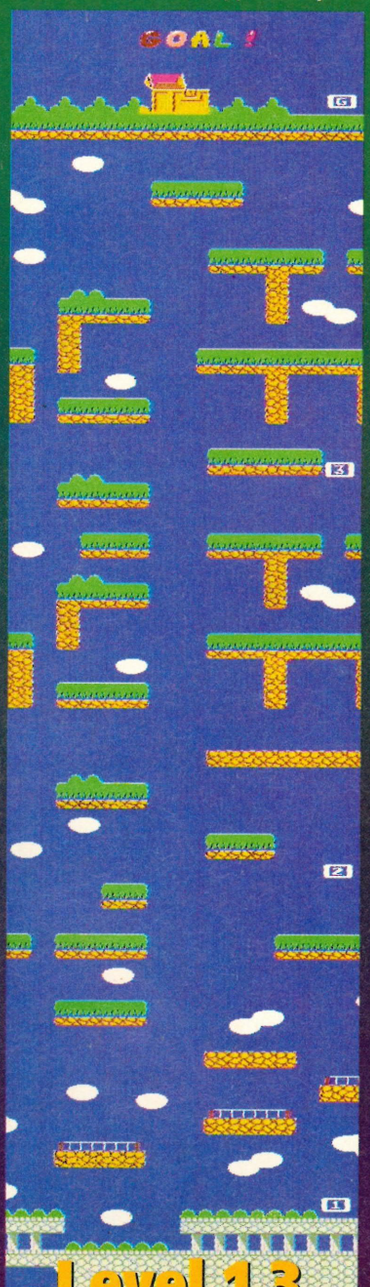
This chap's asleep when Bubby enters, giving him time to get to the bottom left of the screen where the Spider can't kill him – he just bounces overhead. Stay there and keep jumping and firing rainbows.



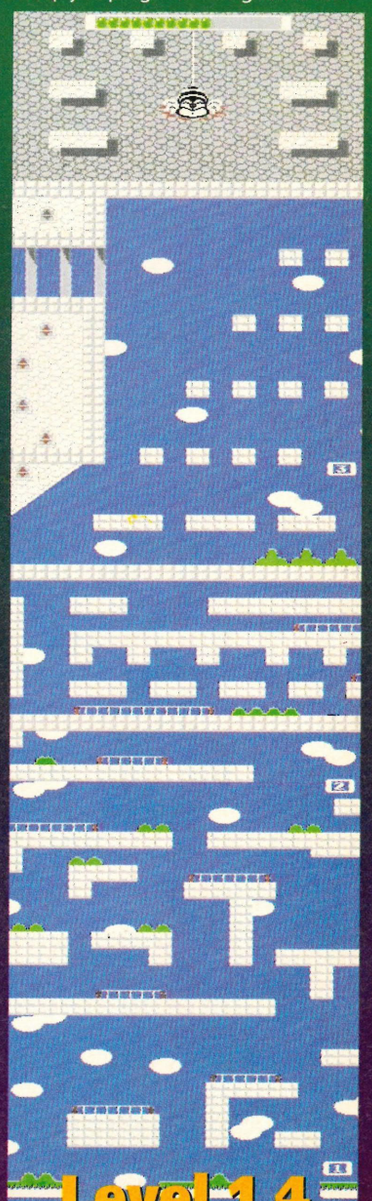
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Level 1.2



Level 1.3



Level 1.4

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mode but when the Magic Shoe is collected he can walk twice as fast (this lasts until he loses a life).

Jumping

You can jump to different heights, depending on how long the JUMP button is held. The minimum jump is about Bubby's height and the maximum about three times that.

Falling

Bubby and Bobby can fall any distance without being hurt – unless they collide with an enemy. As they fall they flap their arms frantically – it looks extremely stupid but it allows them to be 'steered' as they fall.

Rainbows

Rainbows are very important and have many different uses. A rainbow remains on screen for around ten seconds before fading away, and a maximum of five can exist on screen at any one time. By collecting red pots you can increase the number of rainbows (up to a possible three) and their speed can also be increased using the yellow pots. Bubby can walk over any on-screen rainbows, which allows him to climb without using platforms. Jumping on a rainbow will crush it, making it fall down the screen, killing enemies, collecting bonuses, and crushing any other rainbows. Position rainbows carefully to get maximum effect.

Boss-bashing

If you fire a rainbow at the boss, and then break it immediately, it counts as two hits. This is almost essential on the later bosses, which require stacks and stacks of hits.

Ghosting

Because Bubby can walk over rainbows – regardless of its position on the screen – it is therefore possible for him to actually walk through walls! To do so, just fire a rainbow through a wall and then walk over it – simple but effective.

TOTAL!

Level Two – Combat Island



Tank

These are the first enemies you encounter which actually fire at Bubby. They move back and forth along platforms, frequently firing out bullets (which travel about half the length of the screen). They can be rather tricky to kill, especially in pairs.



Truck

These are similar to the Baby Worms on Insect Island, patrolling the platforms and dropping down when angry. Use the same tactics against them and you should have no problem.



Helicopter

Similar to the Bees on Insect Island, except that they change direction frequently. Easy to avoid, but spell disaster in groups.

Bomber

This flies left and right, dropping the odd bomb. Pretty easy to avoid, (but bear in mind that the bombs destroy rainbows).

Cannon

This fires bombs which fly around for a while before exploding. Pick them off separately.

Bunker

This is pretty harmless until Bubby gets in range, whereupon it starts throwing out bombs, like the Cannon. Use the same tactics as before to defeat it.

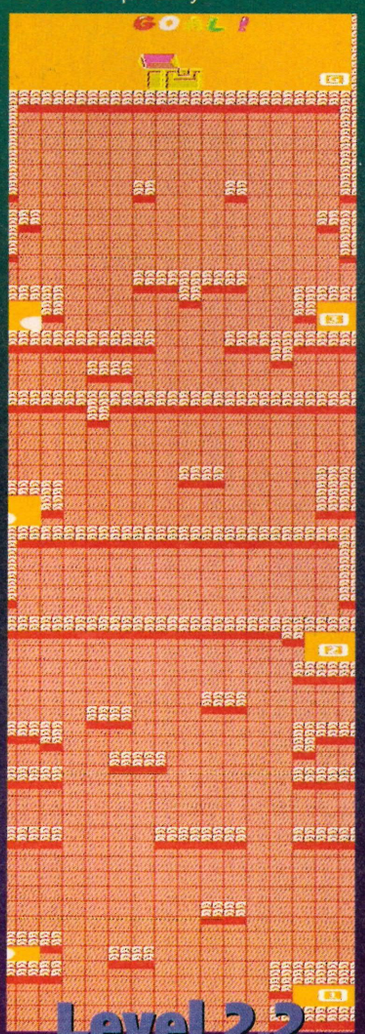


Boss: Big Helicopter

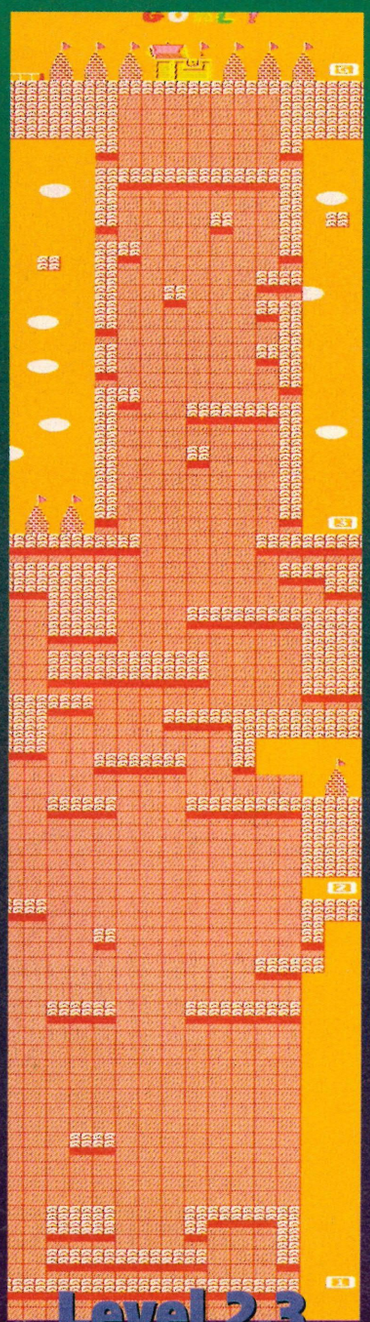
This has a complex movement pattern, but is easy to kill. It flies back and forth across the screen, moving vertically to match Bubby's height. Follow it left and right whilst jumping and simultaneously firing rainbows.



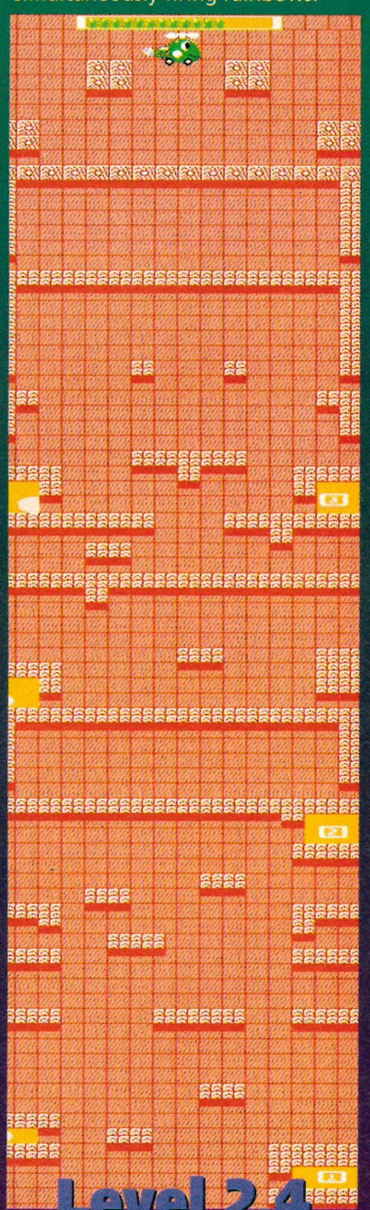
Level 2.1



Level 2.2



Level 2.3



Level 2.4

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.

NES TRICK

DOUBLE DRAGON 3

SZUUPAAX – Protection
GVEPXGGI – Extra energy
OZVLGASX – Power punch, weapon and kick
From **Greig Reilly**, Glasgow.

BAD DUDES VS. DRAGONNINJA

SZNKASVK – Infinite lives
APEETPEY – Become completely invincible

GUMSHOE

SAKAVEKE – Different attack waves
ZASEKAAA – Start with 250 bullets

PROBOTECTOR

EKGGGG – 1-Up for every enemy killed

WIZARDS & WARRIORS 3

PAXXPYLE – Infinite lives
SZEXEPSA – Don't take damage
NNSAGGZU – Coins worth 255 each

GAME BOY ACTION REPLAY CODES

GB TRICK

DIG DUG

020396C4 – Infinite lives

SWAMP THING

0840C7C1 – Infinite energy

ROCKY & BULLWINKLE

010251DD – Infinite lives
010357DD – Infinite lives



Just what is Bullwinkle doing? And has anyone got the RSPCA's number?

XENON II

0105D4C0 – Infinite lives
08122FC0 – Infinite energy

SNES ACTION REPLAY CODES

SNES TRICK

WWF WRESTLEMANIA

7E052E03 – No limit outside the ring and as soon as an opponent is pinned the referee counts him out.
From **Wayne Nicolson**, Lancs.

PRINCE OF PERSIA

7E050805 – infinite energy

ROBOCOP 3

7E185402 – Infinite lives
7E047938 – Infinite energy
7E184895 – Infinite shot on all weapons
7E030C55 – Infinite time
7E060400 – Weird, sticky 3-way bullets
From **Sam Kelly**, Dunmow.

SUPER SOCCER

7E10F803 – No opposition goalie for first half.

STREET FIGHTER 2

7E0C6001 – Speeds the entire game up to about double speed
7E0CB200 – Mid-air moves player 1
7E0EB200 – Mid-air moves player 2
From **Holger Czukay**, Berlin.

Q&A

Got any 'Q's? Well, we've got all the 'A's!

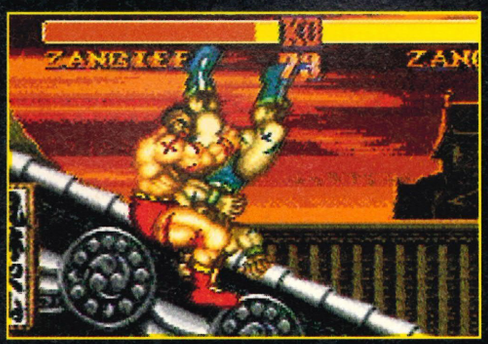
STREET FIGHTER 2

Dear TOTAL,

I have two problems with **Street Fighter 2** on the Super NES, please could you answer them? My first problem is that I can't beat Vega – the second computer baddie in the game. Is there any way you can assist me?

My second problem is that I can't do Zangief's spinning pile driver, I've read your guide and it doesn't seem to help on either question. How do you do these techniques?

From **Mark Brocklehurst,** Heathfield.



SF2: 'For some reason I have a headache...'

Dear Mark,

If you're having trouble, try these tactics. Vega – Balrog in the import versions – isn't that tough. Use low kicks to stun him – the medium ones that come as fast as you press the fire button – and then close in for a throw. Use missiles (if you can) to keep him back as well.

For Zangief's spinning piledriver you have to be standing next to your opponent, put your finger at the top of the joypad and quickly circle around all the directions – clockwise or anti-clockwise – and press any punch button. A lot of the time you'll end up just doing a punch, but if the special move does work you've almost got the round won.

WHAT? MORE STREET FIGHTER 2?

Most of you want to play the four last bosses. However, **Amit Nischal** from Ilford managed to get to play the four bosses by chance. He and his brother chose Ryu and Blanka, Blanka pressed a few buttons and hen, when the game started, Sagat appeared. When they went back to the character screen they could choose all four bosses, as you can see from the pictures that Amit sent in.

Amit found this by chance so if the rest of you have a go we might come up with the right cheat. But don't ring us unless you've worked out how to do it, as we still have no idea what to do!



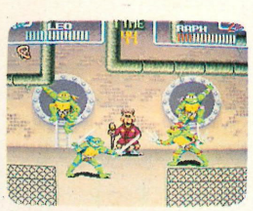
See if you can play with the SF2 Bosses!

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On Sale December 3rd 1992

TOTAL! Special 1993

- Super NES
- Game Boy
- NES

100% FOR PLAYERS OF NINTENDO





The very best of Nintendo from the very best of TOTAL!

Over 250 tips, cheats and codes to blow those games apart! Super Mario 3, Mario Land, SMB IV and Street Fighter 2 TOTALLY solved!

READER ADS

Buying? Selling? Just want to see your name in print? This is where it's all at!



● NES for sale, seven games: Batman, Robocop, Tetris, Mega Man 2, Wrestlemania, Turtles and Airwolf. Two controllers, two joysticks, worth £330, for sale at £175 Great offer.
Tel: (0388) 832352

● NES for sale complete with two control pads, lightgun and four games. Only £90.
Tel: 081-204 0658

● Game Boy, plus six games and complete with carry case, for £100 ono.
Tel: (0834) 861199

● SNES, Universal adaptor for sale, brand new, £150 (ono). Spectrum games for sale, £2.50 each.
Tel: 081(?)-855 3690

● Selection of Atari ST games disks, including Kick Off 2 and TV Sports Football.
Tel: (0527) 32230

● NES for sale with three games... SMB1, SMB3, WWF, two control pads. Excellent condition, worth £160, sell for £90 ono.
Tel: (0662) 243599 (after 5pm)

● **NES FOR SALE**
Including Robot, Zapper gun, joystick and two joypads. Plus 12 game cartridges including Duck Tales, Chip 'n' Dale, Nintendo World Cup, Teenage Mutant Turtles, Castlevania. Worth £450, sell for £250.
Tel: 071-837 5384

● NES for sale. Five games inc. Double Dragon 2 and Blades Of Steel, two control pads. Good condition, £120
Tel: (0737) 355063

● NES with two joypads, E/170 gun, Python joystick + 9 brilliant games: Batman, SMB1, Punch Out and many more.
Tel: 081-941 3554

● You too can own Batman, Days Of Thunder and World Cup all for a mere £50!
Tel: (0993) 775838

● NES for sale, four games: Mario 1, World Cup, Tetris, Batman, plus four-player adaptor, worth £210, will sell for £100.
Tel: (0253) 790271

● SNES for sale, three games, Mario, R-Type, F-Zero, all top-quality games. Plus Game Boy with Tetris, leads, etc. All this for just £200.
Tel: (0633) 222208

● NES for sale with two controllers plus Super Mario 1. Boxed and less than four months old: £45. Ask for Roger after 4:30 pm..
Tel: (0772) 632308

● GB game: Turtles 1. £15.
Tel: (0206) 304453

● NES for sale. Three games, two controllers and a Quickshot pad. Excellent condition. Contact Phillip.
Tel: (0730) 893282 (after 5 pm)

● Game Boy, seven top games, deluxe case, rechargable battery and charger. All in excellent boxed condition. Worth £250, sell for £155 ono.
Tel: (0228) 577374

● Sega Master System, two hand controls, two games, gun and glasses: £105.00 ono.
Tel: (0992) 28104

● NES, lightgun, eight games, boxed, two controllers, games, including Kick Off, NES Open Golf, SMB1, Duck Hunt, Double Dragon II: £200 ono.
Tel: (0253) 765510

● Good NES games for sale, at TOTAL recommended prices! Hurry, first come, first served!. Buyer collects.
Tel: (0222) 531083

● Game Boy and headphones, rechargeable battery pack, link lead, etc. Eight games, six fully boxed, two carry cases (one for GB, one for accessories), worth over £285. Sell for £195 ono..
Tel: (0277) 229618

● Nintendo for sale with Super Mario 1 and 3: £85. Spectrum +2 with 46 games: £85. Both offers ono.
Tel: (0565) 733001

● NES plus eight top games, two controllers, all boxed, excellent condition: RRP £360+. Games are Star Wars, Joe 'n' Mac, SMB1, California Games, Kick Off, Wrestling, Double Dragon, Turtles. £200 ono. Or swap for SNES + one or two games.
Tel: (0225) 709288

● I have Joe 'n' Mac (SNES) and will swap it for Dragon's Lair or Super Mario (UK only).
Tel: (0532) 458441

● NES SMB1, SMB2, Duck Hunt, WWF, Bubble Bobble, Solar Jet Man, Zapper two joypads and NES Advantage joystick, all boxed, worth £300-400, asking £200. Phone Matt.
Tel: (0305) 853422

● I would like to sell my Sega Master System II with three games for £82 + phaser for £25. Total £107.
Tel: (0932) 780211

● NES still in box, six onths old + five games: Kick Off, SMB1, Hyper Soccer, Double Dragon + Terminator 2. Ideal Christmas present, only £130 ono.
Tel: 021-561 5372 (after 6pm)

● Game Boy for sale with Tetris, The Simpsons and T2, Game Link & batteries. A bargain at only £80.
Tel: (0827) 716443

● NES for sale: £150. With lightgun and six games, including Mario 1, 2 & 3. Seven months old, good condition.
Tel: (0533) 876692

● Turtles 1, boxed with instructions: only £20 ono. Ring and ask for Billy.
Tel: (Wellingborough) 276140

● Bubble Bobble for Game Boy, boxed with instructions, 84%: £25 new, only £17.50. Ask for John.
Tel: (Gronant) 889962

● Atari 2600 with 8 games: £60 ono. 2 joysticks: £5 each. MSX games: £1 each.
Tel: (0298) 84373 (after 5pm)

● I want to sell Super Mario Bros 3 on the NES for £20 or part exchange it for Super Mario World on the Game Boy.
Tel: Cliftonville 299912

● NES Advantage joystick: £25. Double Dragon: £47. Both come with manual.
Tel: (0327) 843866

● NES games: Chip 'n' Dale: £27, Duck Tales: £26, Gremlins 2: £26, Mega Man 2: £26. Prices from TOTAL used cart guide.
Tel: (0291) 690771

● Nintendo for sale with 11 games and Zapper with Duck Hunt: £140.
Tel: (Sale) 9735261

● Super Nintendo and Mario, Street Fighter 2, Zelda 3, Contra 3, Smash TV, Super Tennis, Top Gear, Super Soccer and Universal adaptor, all boxed: £350 ono.
Write to: UA107, Philip Evan Halls, University of Glamorgan, Pontypridd, CF37 1DL

● NES for sale with six games including SMB 3, Zapper and Maverick 2 joystick. All for £185.
Tel: 081-363 5423 (evenings 4-8pm)

● NES for sale with five games including SMB5, Duck Hunt, Zapper, two pads and ROB. Worth £190 but will sell for £100.
Tel: 061-881 0369

● NES, two controllers, ROBOT, Zapper, six games: Star Wars (88%), Shadow Warriors (91%), Gremlins 2, Kick Off (93 %), Duck Hunt and Gyromite. Will sell for £160.
Tel: (0245) 400652

● For sale: NES with 5 games: SMB 1, California Games, Trog, Legend of Zelda, Digger T Rock: £160 ono.
Tel: (0494) 524863

● NES games Batman, Robocop, Gremlins 2, Mission Impossible and more. Brand-new, boxed. £23-£27 each.
Tel: (0458) 250421

● BBC Master, 10 plain disks, 10 brill games, Philips monitor, disk drive and printer. Reply within 20 days and get a tape of music of what you like. All for only £495.
Tel: (0753) 886075

● NES games for sale – Star Wars: £40; Kick Off: £25; Jack Nicklaus Golf: £25; California Games: £25; Time Lord: £25.
Tel: (0262) 671434

● NES with two joypads, Maverick II joystick and four games: SMB1 & 3, Rollergames, Rad Racer. All boxed. Worth £220, will sell for £130 ono.
Tel: 061-486 1949

● NES for sale. Includes Turtles, two control pads: only £65.
Tel: (0831) 626884

● NES games for sale. Castlevania, Turtles, Kung Fu, Rygar, Duck Tales, Prices: £15-£22. NES Advantage joystick: £30.
Tel: (0704) 879281

● SNES games for sale. Addams Family: £40. U.N. Squadron: £45.
Tel: 021-378 2130

● Nintendo NES with six top new games. Two contollers. Ideal for a Christmas present.
Tel: (0254) 234441

● Golf for NES with box and instructions: £15. Call Andrew on week nights.
Tel: 041-638 4798

● **Battle Of Olympus, Top Gun II for NES – for sale. Four months old, mint: £25 each.**
Tel: (0236) 727865

● Turtles – Fall Of The Foot Clan for sale: £11. Contact Keith Cross.
Tel: (0635) 200770

● NES including five games and two controllers. Games include SMB3 and Duck Tales. Still boxed, worth £240 – sell for £150.
Tel: (0322) 527244

● Game Gear with three games, including Sonic, new: £120. Seven NES games – Mario 3, Batman, Gremlins, Bart, Wrestlemania: £20 each.
Tel: (0923) 828100

● Amiga A500 for sale with Philips colour monitor, games desk, joysticks, mouse: £550.
Tel: 051-264 0511

● NES with nine games, including SMB3, lightgun, NES Advantage, two controllers. VGC, boxed, worth £330. A bargain at £220.
Tel: (0892) 823366

● Nintendo NES, two control pads and Super Mario Bros. One year old. Good condition, boxed. £60.
Tel: (0227) 722517

● NES fully boxed with Zapper, six games – Mario 1, Tennis, Bayou Billy, Super Spike, V Ball, World Cup, Duck Hunt – for sale: £175. Offers.
Tel: 061-798 8196

● NES with seven games – SMB1 & 3, Boulderdash, Kick Off, Jack Nicklaus Golf, The Simpsons, Double Dribble and storage case: £160.
Tel: (0273) 587777

● Attention, Super NES owners: Super 'R'-Type cart complete for sale:. £28, or swap.
Tel: 081-508 8601 (evenings)

● NES for sale – five games including Metroid, Mega Man, Zapper and NES Advantage. Worth £290, sell for £160 ono.
Tel: 081-467 2912

● Konami Hyper Soccer: £28. Rainbow Islands: £30. Rad Racer: £25. All games are British, new, complete NES versions.
Tel: (0224) 741620

● Game Boy for sale with Tetris and magnifier with GB carry case with six games for a unbelievable price of £140.
Tel: 081-368 6959

● NES for sale with five wicked games, including SMB1, SMB3, Duck Tales, Nintendo World Cup, Metal Gear: £135 for the

bargain, worth £235.
Tel: 081-459 7765

● Double Dragon for the NES system, instructions not included (lost): £15 (hardly played). Please 'phone after five o'clock.
Tel: (0273) 880933

● NES (boxed), 12 games, laser gun, Advantage joystick and magazines. Worth over £550. Yours for £300.
Tel: (0279) 724706

● Game Boy, Tetris, adaptor, magnifier, four cartridges: Bill and Ted's Excellent Adventure, Gremlins 2, Hook, Duck Tails. All only 7 months old. £100.
Tel: (0827) 288776

● UK SNES games: Super Smash TV, Super R Type, and Super WWF. All Boxed. £25 each, £65 all three.
Tel: (0392) 61068

● NES For sale: £110 ono with 6 games, Super Mario Bros 1, Super Mario Bros 3, Megaman 2, Super Off Road, Skate Or Die and Life Force. Both controllers included. Excellent condition and boxed.
Tel: (0727) 832432

● NES and Four Score and four control Pads and 14 games including: Elite, Battle Of Olympus, Low G Man, Captain Skyhawk, Castelian, Snake Rattle and Roll. £325 ono.
Tel: 091 428 1361

● Tennis Cart for £14 with box and instructions, and Kick Off cart for £10 both for the Game Boy.
Tel: (0892) 722166

● NES plus 9 games inc. Super Mario Bros 1, 2, and 3, Star Wars, Punch Out, Zapper, Rob, 2 Joypads, £155 ono. Phone after 4.00pm.
Tel: (0332) 552426

● NES For sale with Zapper and 9 games. All boxed and in excellent condition.
Tel: (0509) 211655

● For Sale Duck Tales, Rad Racer, Blue Shadow, Probotector, Snake Rattle and Roll, plus many more.
Tel: (0973) 750740

● 10 Game Boy games for sale including T2, Tiny Toons, Robocop 2, etc. Priced between £14-16. Games have box and instructions.
Tel: (0243) 602462

● Terminator 2 £21
Tel: 081 556 5131

● For sale. Super R-Type, for Super NES, boxed and instructions, £25. I will consider a swap also.
Tel: 081 508 8601

● Spectrum Plus 3 disk drive, with joystick and 42 games. £100 ono. Phone anytime.
Tel: (0707) 874109

● For Sale Double Dragon II for NES £20.
Tel: (0383) 734282

● Yo, I'm selling a BBC computer in good condition and two games with colour printer and joystick.
Tel: (0923) 823255

● Sell Sega Master System plus control pad, 3 games: Hang On, Safari Hunt and Spider-Man worth £110. Will sell for £60.
Tel: 081 897 8544

● NES for sale with SMB2 all boxed with instructions as new all for £50.
Tel: 081 343 7131

● I've had enough of my Mega Drive. Anyone want it? I've got Forgotten Worlds, Shinobi, Golden Axe (box was knackered by the plebs on Sega Power), Sonic 1 (swapped it for John Madden with MEGA), E-SWAT and crappy old Altered Beast. You can have the lot for a ton. Call Stevie J at TOTAL.
Tel: 0225 442244



● Wanted!! NES game, Wrecking Crew. Phone after 4:00 pm any day. Ask for Grahame.
Tel: (0705) 479466

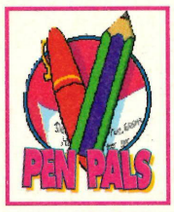
● Wanted! Bart's Nightmare for US or Japanese Super NES. £20-£25 paid. P)hone and ask for Peter.
Tel: 081 467 3512

● Wanted (American version) Street Fighter 2 (cheap if poss). Ask for Tim.
Tel: (0637) 877440

● Hey! I'm looking for a good SNES with game or games for around £130-£140
Tel: 071 794 8109

● Hey babes! Looking for a really good time? Call Jimbo at the TOTAL office on– (*JIM! Stay out of the reader's ads you spotty little git! – Steve*).

● Hmmm... Actually, while I'm here, does anyone have a Japanese version of Super Aleste for sale in good condition? Gimmee a call at the TOTAL office.
Tel: 0225 442244



● Hi! I'm looking for a pen-pal. My hobbies include football, my Game Boy, Rugby and Tennis, and I like U2. I'm 11. (Photo if poss.)
George Morris, 13 Glynteg, Mold, Clwyd

● Gamer-Link! The pen pal club for gamers, run by gamers! Free swap service! Don't delay, write to us today! Send sae to:
28 Churchfield, Ware, Herts SG12 0EP

● Hi! My name's Joe. I would like a penpal – a boy, aged 11-13. I love computers and Ugly Kid Joe.
Joe Swindles, 3 Farmway, Middleton, Manchester M24 1DH

● Any more SNES owners on Shetland?
Matthew Parker, Sumburgh Hotel, Sumburgh, Shetland.

● Babes! Want a big hunk to write to? Scribble your vital statistics on a piece of pa– (*That's it, Jim! You letcherous, pervy dweb. You're fired! – Steve.*)

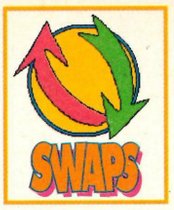


● Happy ninth birthday on January 3rd to James Fenton. Love from Kimberley and Stephen.

● I just fancied my name in TOTAL! Douglas Knight!! I have done it! Yes!!!

● Doug Knight? You're completely mad – the TOTAL crew. (Mind you, you've got your name in twice now!)

● We'd just like to use the last bit of space to wish all our readers a very happy Christmas. Thanks for making this a brilliant first year for TOTAL. See you in 1993! From Miser Guts, Thicky, Brains and Dimbo. (Oh, and the arty peeps, too!)



● Swap my SNES Final Fight for SNES Contra III or UN Squadron.
Tel: (0222) 343199

● I wi;ll swap Solstice (for NES) for SMB2 or any other good game on NES.
Tel: (0422) 346788

● Defender Of The Crown and Batman (NES) – willing to swap any NES game, one for one or two for two. Written offers first:
David Basnett, 33 Ronaldshay, Widnes, Cheshire WA8 0YR

● Will swap any one of my seven SNES games for other except Street Fighter 2. Phone for details.
Tel: (0491) 33642

● I'll swap Gun Smoke (NES) for Mega Man 1 or 2 or Gun Smoke and Top Gun for Disney's Duck Tales.
Write to: Mark Balmbra, 11 Eastwood Close, Hucknall, Notts NG15 6HQ.

● Swap Rush 'n' Attack plus £10 for New Zealand Story or Rainbow Islands.
Tel: (0708) 727148

● I want to swap my NES with five games for a Game Boy with a few games. Contact Ben.
Tel: (0227) 710247

● I will swap a black and white television and a Sega master System II (with Alex Kidd in Miracle World) and one control pad for a colour television.
Tel: (0446) 743411

● Will swap NES with three great games plus NES Advantage for SNES with or without game. Worth £180.
Tel: (0300) 20166

● Complete Hyper Lode Runner cart. Will swap this for Batman.
Write to Matthew Taylor, 1 Gower Close, Muxton, Telford, Shropshire TF2 8PX.

● Swap my English Super Smash TV for any other good UK SNES game. Boxed ith manual.
Tel: (0285) 052936

● Swap Kick Off (NES) for Solstice, Battle Of Olympus, Boulderdash or any other decent cart. Contact Andy.
Tel: (0734) 425323

● I will swap my WWF game (GB) for Super Hunchback or Gremlins. Instructions required.
Tel: (Swindon) 874322

● Will swap my NES with four top games for Either a MegaDrive, Neo Geo, or 5 SNES games.
Tel: 051 420 6502

● Swap Batman (NES) for Konami Hyper Soccer (NES).
Tel: (0705) 730561

● SNES, SWAP my Super Wilf for PilotWings, Lemmings or almost anything! *(Even a kitchen sink?Steve)*
Tel: 061 456 4056

● Will swap Wrestling and Robocop 2 for Faceball 2000 or Lemmings (Game Boy).
Tel: (0527) 60056

● I will swap Bart Vs The Space Mutants, Megaman 2, or Robocop for Ducktales, Batman, New Zealand Story, or Rainbow Island, one for one.
Tel: 021 704 1607

● I'll swap Jimbo for a bag of pebbles. Steve J, TOTAL!



I'm a reader and I want to say...

Details (Relax, we won't print your address)

Name .....

Address.....

.....

.....

.....**Postcode**.....

Telephone number .....

Parental signature .....
(Get your parent to sign if you're under 16)

Okay, write your message in here!
Remember to use BLOCK CAPITALS .

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Classification

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Reader ads!
£1 for a normal ad
£5 for a boxed ad

If you would like to place an advertisement or a message in next month's TOTAL, please write it in BLOCK CAPITALS on the coupon on the left. Send the coupon to:
Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
You can pay with a cheque or Postal Order, made payable to Future Publishing.
Don't forget to say which classification you want your ad to appear in – the classifications available are Sales, Wanted, Swaps, Fanzines, Pen Pals, and News.

NEW. For GAME BOY. NEW. For Nintendo Entertainment System. NEW

TINY TOON

Comic Capers with TV Stars





TINY TOON – MegaVideoGameFun

NEW! The TOONS in NES!

It's a laugh a minute in the land of the TOONS as Buster Bunny™ attempts to rescue his girlfriend Babs, who has been kidnapped by the dastardly Montana Max™. Beware of traps, moving floors, switches & doors as you guide Buster through haunted forests, secret chambers, pirate ships and wackyland in his hilarious quest to rescue Babs.

- For one player only
- System: NES

TINY TOONS for GAME BOY!

Buster Bunny™, Plucky Duck™ and Hamton™ are the cheeky, mischievous, miniature stars of this brand new all action adventure. Through dark mystical woods and chaotic cities they find themselves thrown into one crazy adventure after another. You'll need skill and lightning reflexes if you're to guide these tiny terrors through the exciting land of the Toons in this thrilling action adventure.

- For one player only
- System: GAME BOY

Distribution: Bandai UK Ltd. (UK)
Unit 26/27, Fareham Industrial Park
Fareham Hants, PO 16 8XB

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PALCOM™ SOFTWARE

Original Nintendo Seal of Quality

OFFICIAL GAME BOY GAME PAK

OFFICIAL GAME LINK GAME PAK

KONAMI

MegaVideoGameFun

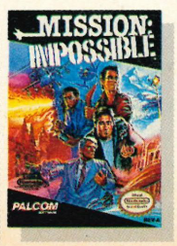
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F&P 92/285 P1

Other KONAMI games available for your GAME BOY & Nintendo Entertainment System















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**



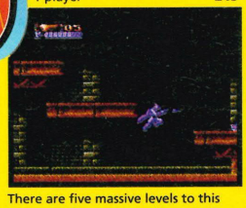
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
55% (Issue 2)

ACTION IN NEW YORK Infogrames
1 player **£40**
If you've played Probotector and fancy something similar, then this is probably the game for you. There are only five levels, but it's a tasty blaster with lots of aliens to slaughter.
69% (Issue 12)

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**
This is a rather simplistic game which needs more to do and more going on to be any fun. There are loads of levels, admittedly, but all of them are 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)

BATMAN – RETURN OF THE JOKER Sunsoft'
1 player **£45**
This may be packed with luscious graphics and have a nice variety of game styles, but it's badly let down by sluggishness and unresponsiveness.
64% (Issue 12)

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.This really is lovely stuff!
92% (Issue 1)

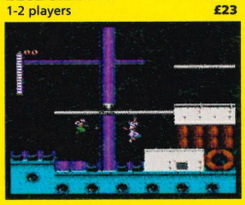
BAYOU BILLY Konami
1 player **£25**
An atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever.
22% (Issue 4)

BLADES OF STEEL
Konami/Palcom
1-2 players **£35**
Okay, the graphics aren't so hot, and there are 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.
81% (Issue 3)

BLASTER MASTER Sunsoft
1 player **£40**
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)

BLUES BROTHERS Nintend'
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)

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.
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 pretty good but unfortunately it 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 gameplay which is seriously repetitive.
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)

DEFENDERS OF DYNATRON CITY JVC/Lucasfilm Games
1 player **£40**
What a cruddy little game this is. It's fairly big, but who cares, when it looks awful, sounds worse and has all the playability of a breeze block. Very basic and two-dimensional stuff. Avoid, avoid.
96% (Issue 12)

DIE HARD Activision
1 player **£35**
Die Hard may look a bit on the tatty side, 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 lots of exploring to do and loads of stuff to discover, but it's deathly dull! The levels are too big and it's too frustrating to be fun.
58% (Issue 1)

DISNEY'S ADVENTURES Capcom
1 player **£43**
Mick's no Mario in this collection of five badly-done, substandard sub-games with a flimsy Disney connection. It's full of glitches and even junior gamers will probably find it too basic.
44% (Issue 10)

DIZZY Code Masters
1 player **£30**
Egg-shaped superhero Dizzy stars in this massive arcade adventure which not only provides a meaty challenge but looks and sounds great. Lots of variety and lots to discover. Smashing!
90% (Issue 12)

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. It's very lacking in originality, though – you've probably already got several similar games.
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 originals, but in this case that's not much of a compliment, because both games are looking decidedly old now.
40% (Issue 5)

DOUBLE DRAGON III Acclaim
1-2 players **£45**
With repetitive gameplay and appalling collision detection, Double Dragon III is no impreovement 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)

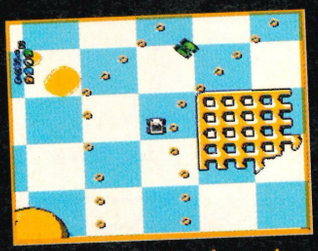
ELITE Imagineer
1 player **£40**
Although it first came out on the old BBC Micro way back in 1984, Elite is still unsurpassed in terms of sheer playability. It's a sort of shooting trade 'em up – you have to explore the universe, buying and selling goods in order to make a profit as well as simply trying to stay alive. Huge, absorbing and tough!
96% (Issue 11)

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)

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)

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**
Not only is this a fiendishly challenging platform shoot 'em up, but it's a stunning-looking game as well, with scrumptious graphics which could almost be stills from the film. However, the gameplay leaves a bit to be desired.
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)

Your TOTAL fashion guide for 1993

Worried about what to wear to Saturday night's party of the century? Confused about what's in for 1993? Not sure whether it's cool to keep rabbits anymore? Then why not take a leaf out of Jimbo's book of fashion to keep you streets ahead and looking smart!

1 You know that joypad you've got plugged into your Nintendo? It's not doing much when you're not playing, is it? So, to get the maximum usage out of it, simply tie it loosely around your neck to make an attractive necklace, similar to those worn by the Incas.

2 Don't throw away the old plastic packaging that the Game Boy games come in. Instead, why not glue them on to an old jacket for that highly desirable space-age look.

3 Impress your friends by folding up one of the massive TOTAL posters, attaching 3 buttons in your favourite colour, and cutting two holes for arms.

With just a few more folds, hey presto – a trendy waistcoat for those formal dinners.

4 To achieve that trendy, laid back shuffle when you walk, try Sellotaping old Game Boy batteries around your wrists, waist, and ankles. This should weigh you down sufficiently to take that annoying spring out of your step.

5 At a glance, TOTAL binders look great for keeping old copies of TOTAL in. But look again. By tying one at the top of each arm with a piece of string – yes, they become a pair of waterwings for people who can already swim. And, of course it bares that all-important TOTAL logo.

6 Finally, here's another use for the huge TOTAL posters. To brighten up any room, simply fold one up in a similar fashion to a fan, and, there you have it – novelty Venetian blinds.

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.
31% (Issue 7)

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. Huge levels tend to drag on a bit, 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 novel puzzler needing brainpower and fast reactions. Great graphics and sound, but the challenges are a bit easy. 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 roden
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**
Low G Man is fast 'n' furious, with vast levels, beautifully drawn graphics and a frantic soundtrack. Add to that the brilliant weapons and gadgetry and you've got a real mind-blower. It's huge, it's playable and it's ingenious – swoonsome stuff!
94% (Issue 2)

MANIAC MANSION
Jaleco/Lucasfilm Games
1 player **£55**
An ancient menu-driven arcade adventure 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**
An 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 people 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)

NORTH AND SOUTH Nintend'
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)

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)

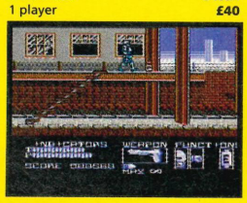
RAD RACER Bandai
1 player **£30**
Not a bad effort, but spoiled by average graphics and a time limit which is unrealistically tight. The 3D stuff (avec shades) is an interesting idea, but the game's too hard and the gameplay too repetitive for it to be anything more than a novelty.
66% (Issue 9)

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**
This is a brilliant platform shooter, with fab gameplay and pixel-perfect collision detection. Its major flaw is that with infinite continues it's far too easy to finish. If all you live for is the final screen, this doesn't put up much of a struggle.
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 has to solve puzzles in order to collect the everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour make it worthwhile, but there's no password system. One for the pros.
81% (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!

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)

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**



This is a cracking 3D scrolling collect 'em up featuring two slithery snakes called Rattle and Roll. The simulta-neous two-player action is the real attraction in this game, as the dynamic duo explore 11 levels full of the prettiest graphics you ever did see on the NES.
90% (Issue 1)

SNAKE'S REVENGE Konami
1 player **£35**
A tricky, Rambo-style mission which is quite good fun to begin with but unfortunately becomes mighty dull after you've played it for a while. The unoriginal, mazey gameplay is weighed down even further by combat sequences which are incred-ibly lame.
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)

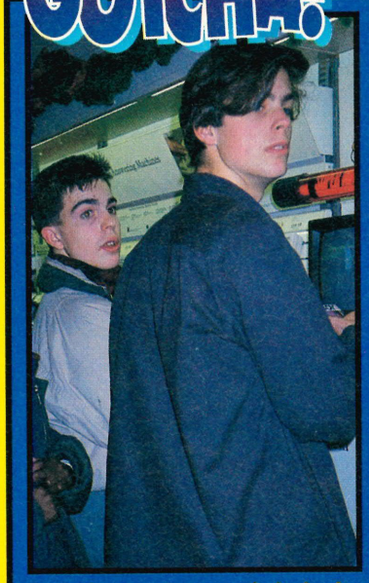
SOLAR JETMAN – HUNT FOR THE GOLDEN WARPSHIP
Nintendo/Rare
1 player **£20**



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)

GOTCHA! Shop attack!



Just when you've wangled a bash on the shop's Nintendo... *GOTCHA!*

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:

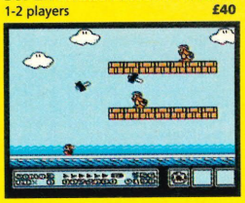
Mike Ingersent, Bath
A funny old sausage, this guy. He believes in life after kebab!
Dicky Bailey, Bath
The shock was too great for this chap, hence the *out to lunch* look.

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)

STREET GANGS Nintend'
1 player **£35**
Some good, original ideas, tidy back-drops 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)

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. This is the most stunning platform game your NES will ever see. 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 innovative, 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, soon you'll feel the need for a quick lie-down. Top Gun throws you into the hot seat of an F-14 Tomcat fighter plane for a *very* tough flight. This features amazingly fast, stomach-churning visuals but it's too hard to be much fun. (Oh, 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**



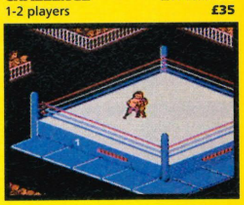
Another complicated button-bashing sports sim. If you like them, you'll like it. If you don't, you won't. There's some interesting events but otherwise the game's a bit of a non-event.
54% (Issue 9)

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. The graphics are good and there's plenty to do to keep you inter-ested, and customised cars are a nice extra. Although it's a bit simple, this 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 to compare with the coinb-op in terms of gameplay. It's a bit 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)

What the TOTAL team gets up to after hours

When the security guards eventually manage to prise us from our office at night, what do you think we get up to? Maybe we nip back home to the ranch for a slap up meal and a kip, or maybe we fly to Paris to take in some French theatre Actually,it's none of those. So, here's a chance to have a quick sneaky-peak at what goes on in our not-so-personal lives.

Steve goes back to his flat to slurp exotic cock-tails, and watch space videos on his 50 inch TV with surround sound. For those nights when variety is on the menu, you'll find him adjusting the set-up of his stereo system – which never sounds any different to the rest of us

Andy he's in league with James here. They've founded a local forma-tion drinking team and will gladly display their talents in any public ale house.

James team member number two of the aforementioned association. He also enjoys making a public spectacle of himself whenever the opportunity arises

Chris enjoys proving that the theory of relativity can actually be worked out on an abacus. But taking in foreign movies with no plot, no meaning, and no ending seems to be tops at the moment.

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?





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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

Hey, you! What on earth are you doing? Don't you realise you could get home after buying that game and suddenly realise you've wasted fifty odd quid? Yes, there'll be tears. And all because you didn't check TOTAL Recall. Oh, that's what you're doing now... Sorry.

ACTRAISER ENIX
1 player **£50**
Actraiser is an arcade slash 'em up which lets you lord it over your very own race, and with wonderful graphics and sound it's an atmospheric and utterly compelling game. You'll want to get in on this Act!
91% (Issue 12)

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)

ANOTHER WORLD Interplay
1 player **£40**



This is technically stunning and potentially a great classic. It looks gobsmacking –almost like a film – but there's one drawback: it's too easy. After a few sessions all its secrets will have been revealed.
74% (Issue 12)

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)

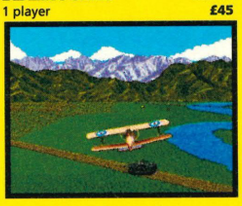
BATTLE BLAZE Sammy
1 player **£45 (import)**
A second-division slugger which looks good but isn't varied enough. Pleasant backdrops, muscley sprites and nice sounds, but a limited number of moves and opponents. Brill to beat up your mates, though!
59% (Issue 8)

BATTLE CLASH Nintendo
1 player **£35**
If you were wondering whether the Super Scope was a worthwhile investment, Battle Clash provides the answer: it's not. In this game you have to shoot robots, and... Er, well actually, that's it. Tedious, simplistic stuff.
28% (Issue 12)

BART'S NIGHTMARE Acclaim
1 player **£50**
What is it about Bart and video games? The cartoons are ace but every game the little yeller fella stars in is nob – and this is no exception. The gameplay is all over the place and it's all seriously lacking in playability.
53% (Issue 12)

BLAZEON Atlas
1 player **£45 (Jap grey import)**
This is a very sad sideways blaster. For long periods there's no aliens in sight, and the scrolling unforgivably shudders *when there's nothing happening!* Bland, Lame, Absolutely Zero Entertainment, Overpriced Nob. Yes, that's Blazeon, all right.
59% (Issue 10)

BLAZING SKIES Namco
1 player **£45**



Blazing Skies is the sequel to a Commodore Amiga game called Wings, which was absolutely brill. Um, but this isn't. Random gameplay, shabby graphics, and a complete lack of atmosphere. Dreadful.
42% (Issue 12)

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 mystica,l with bags of atmosphere, and the soundtrack's smashing too. The 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. 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 – but it does 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)

F1-EXHAUST HEAT Ocean
1 player **£45**
Yes, surprisingly enough this is a game about Formula One racing. It's also incredibly dull. Mode 7 racetracks are nice, but in terms of gameplay it's a complete non-starter.
59% (Issue 12)

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)



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 phenomenal okn each one. 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)

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 himself, 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)

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**



A bit gloomy for a 'Fun House', but a good-looking and spookily atmospheric game. Guide Krusty around his amusement arcade, trap rats and try to stay alive. The game's weird mix of puzzles, pie-throwing and platforms makes exploring 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)**
A 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 kid brother or sister
48% (Issue 10)



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 forever to finish, but it's so gorgeous that you'll keep coming back for more cloud-busting action.
91% (Issue 11)

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. Paperboy 1 was a bit on the tedious side and this is no improvement. It's definitely not going to make any headlines.
32% (Issue 10)

PARODIUS Konami
1 player **£54 (Import)**
A fun shoot 'em up with plenty to get your teeth into, but perhaps more a game for younger joypad-twiddlers. The graphics are great and the guardians are imaginative – as is the whole game – but some of it's so cute it'll make you puke!
87% (Issue 9)

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)

POPULOUS Imagineer
1 player **£45**
In Populous you can play god. Using your powers you try to help your own tribe thrive while slaughtering their enemies with earthquakes, floods, etc. Although this is an excellent conversion of the much-copied god-game, the novelty's worn off a bit now. Not quite the classic it once seemed.
61% (Issue 12)

PRINCE OF PERSIA Masiya
1 player **£45 (import)**
One of the hardest arcade puzzlers ever. Lovely graphics and stunning animation on the Prince , although control of him could be better. You've got to be tough to beat it.
84% (Issue 9)

RACE DRIVIN' T•HQ
1 player **£45**
This is probably the worst SNES driving game you'll ever see, with pathetically slow graphics and no sensation of speed – you won't still be playing it after an hour.
17% (Issue 12)

RANMA 1/2 Masaya
1-2 players **£50**
A nifty best-of-three-rounds beat 'em up which wins no prizes for originality but is still good fun to play You've got a fair number of punches and kicks to choose from and some impressive secret moves to discover.
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 offer anything new, but it's great fun when you're bashing around with a friend.
70% (Issue 9)

ROBOCOP3 Ocean
1 player **£50**
After the stonking Robocop 2 on the NES, SNES Robocop 3 is a major disappointment, with average graphics, standard sound and a complete lack of gameplay. Steer clear of this.
37% (Issue 12)

THE ROCKETEER IGS Corp.
1-2 players **£45 (Jap grey import)**
This looks pretty impressive, with cinematic backdrops and nice, detailed sprites, but don't be fooled – beneath the flashy surface this game is simplistic, boring and generally bad in every way.
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 addictive 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 GHOULS '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)

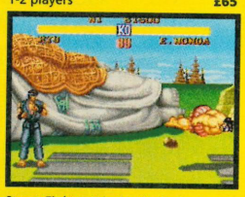
SIM CITY Nintendo/Maxis
1 player **£40**
This could quite possibly be the best £40 you'll ever spend! The concept is simple and the looks are basic, but the game is huge and totally absorbing. Basically, you have to design, build and maintain an entire city.
94% (Issue 7)

SOUL BLAZER ENIX
1 player **£45 (US import)**
Soul Blazer is a similar game to Zelda, and although Zelda just pips it in terms of gameplay this has a lot going for it, including a huge, atmospheric world to explore, lovely sound and a challenge that will last a good while.
89% (Issue 12)

SPANKY'S QUEST Natsume
1 player **£40**
Spanky the monkey has to trog around headbutting balls. The more he heads them, the bigger they get and the more enemy-killing debris is released when they're popped. Not bad, but hardly worth £40.
??% (Issue 12)

STRIKE GUNNER Activision
1 player **£45**
Strike Gunner is a vertically scrolling shoot 'em up in which you have to zip around blasting an endless procession of hardware. The ships look good, but it's dull, with tedious backgrounds and repetitive gameplay.
51% (Issue 12)

STREET FIGHTER 2 Capcom
1-2 players **£65**



Street Fighter 2 is simply the best coin-op conversion ever! It's 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.
61% (Issue 12)



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)

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 ALESTE Toho/Compile
1 player **£45**
Forget Axelay – if it's vertical scrolling shoot 'em ups you're after, Super Aleste is the biz! A descendant of fave shooter Gunhed on the PC Engine, it's got huge sprites, remarkable Mode 7 backgrounds with loads of colour, and *no slow-down* (hurrah!). Maybe a bit easy, but otherwise almost perfect.
85% (Issue 12)

SUPER DOUBLE DRAGON Tradewest
1 player **£45**
Yet another crap Double Dragon game. Although the graphics are fairly decent, there's no challenge – it's just a case of hammer the fire button and hope. No, if it's street fighting you want try Rival Turf, Final Fight or, you know, that other one...
61% (Issue 12)

SUPER MARIO KART Nintendo
1-2 players **£45 (Jap Import)**



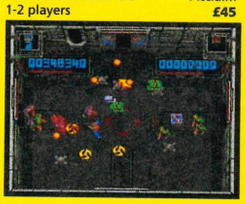
This latest star vehicle (ha!) for Mario is a highly original racing collect 'em up in which Mario and Co. go karting around a split-screen Mode 7 race-track. With a good variety of tracks, addictive gameplay, and the rather odd balloon game thrown in for good measure, this is worth a look whether you're 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 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 Super R-Type's good looks the gameplay is rather shallow and the action patchy. The lack of restart points is a real pain as well. Nevertheless, hardcore 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, and it's more like a kick around the park where no one worries about 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.
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 New Year's resolutions

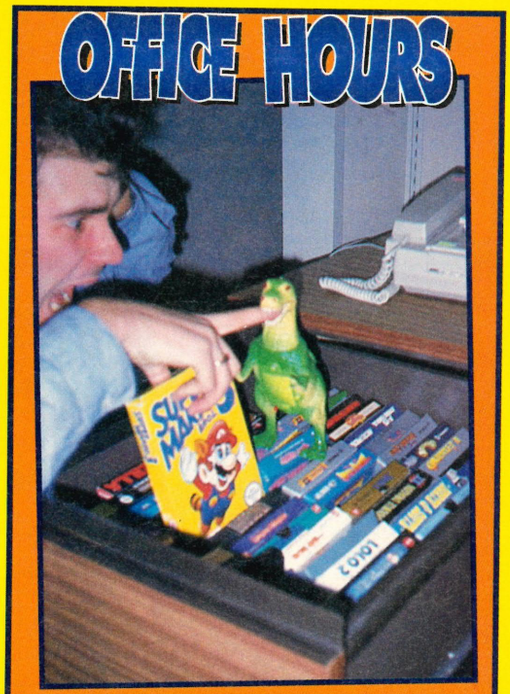
Ever year we make 'em, and the following week we break 'em. New Year's resolutions have always been a dumb idea. They very rarely do anything other than give you a guilt complex for the next year. Still, we're gonna do it again this year:

JAMES seems to believe he's good enough as he is, and that any attempt to change would cause global chaos.

CHRIS told our bosses, unless he got a desk further away from James, in the New Year, he'd be forced to work from home.

STEVE has promised to make TOTAL bigger, fatter, and massiver, to the point that newsagents will have to reinforce their shelves to stock it.

ANDY to stop performing amazing gastronomic feats, i.e trying to fit an entire doner kebab special in his mouth in one go.



Life in the TOTAL office, #2. To combat the increasing popularity of our games, we've employed a security Godzilla.

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)

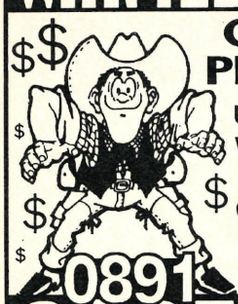
F-ZERO Nintendo
1 player **£40**
Hello, Mode 7. This is a 3D futuristic racer that every serious SNES owner should play at least once. There's no need to shout about the amazing graphics and atmoshperic sound when the gameplay is so fab. It's not what you'd expect of a racing game, but it's ace!
91% (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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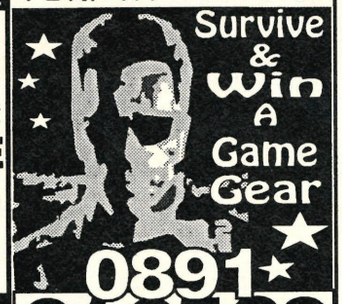


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GAME BOY

Game Boy carts aren't that cheap, so you'd be crazy to buy one without reading a review first – and these pages contain every GB game we've reviewed so far! (TOTAL Tactix: shove these pages under your aunt Maud's nose before she gets your Chrimble pressie!)

ADDAMS FAMILY Ocean
1 player £25

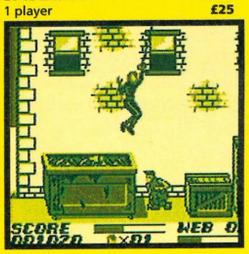


Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than ooky.
52% (Issue 7)

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)

BART VS THE JUGGERNAUTS Acclaim
1 player £25
This is sadly just like every other Bart game – mildly entertaining at first but then utterly frustrating. There are some amusing graphics in places, but too little thought has been put into it.
45% (Issue 12)

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. The graphics are a bit slow and confusing at times, but 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)

BOMB JACK Infogrames
1 player £25
Bomb Jack was a very playable coin-op when it came out several years ago, and the GB conversion does it proud. It may not be fancy enough for some tastes, but is still great fun.
84% (Issue 12)

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
Not be particularly exciting to look at, but with over 120 levels of brain-melting punishment it's sheer hell to play! Simple but extremely engrossing – you won't find much more refined puzzlesolving 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 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! Put that joypad DOWN!

Listed here are the Game Boy, NES and SNES games the TOTAL team much preferred mucking about with instead of writing the mag. (Lazy bunch of gimps.)

Steve Desert Strike (SNES)
Dyna Blaster (NES)
Terminator 2 (GB)

James Mickey Mouse (SNES)
Dyna Blaster (NES)
Loony Toons (GB)

Chris John Madden Football '93 (SNES)
Solstice (NES)
Xenon 2 (GB)

Andy Desert Strike (SNES)
Parasol Stars (NES)
Spiderman 2 (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

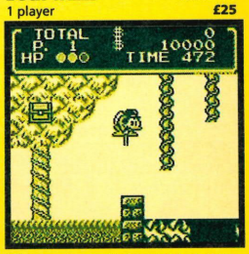


Dragon's Lair features some of the best Game Boy graphics you'll ever see, although the detail makes them hard to make out at times. This brilliant platform puzzler is incredibly hard but still dead playable.
79% (Issue 3)

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 graphics you could frame and addiction you could bottle, this is one cart that all Game Boy owners should never be without!
93% (Issue 5)

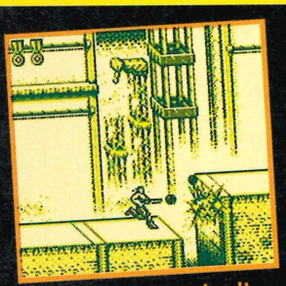
FERRARI GRAND PRIX CHALLENGE Acclaim
1 player £25
Another Formula One racer with all the works – 16 international tracks and 25 competitors – but it doesn't offer anything new and it's got several annoying glitches. It's also seriously lacking in challenge.
63% (Issue 11)

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)

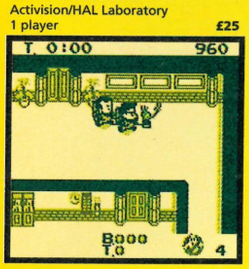
FORTIFIED ZONE Jaleco
1 player **£25**
This mazey-blaster seems entertaining at first but there are only four short levels and only the last one puts up any sort of challenge. This isn't much fun at all.
68% (Issue 4)

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)

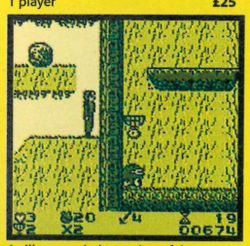
HYPER LODE RUNNER Nintendo
1-2 players **£25**
A classically simple platform game that'll keep you up into the small hours. Sad graphics, but the playability is huge.
84% (Issue 2)

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)

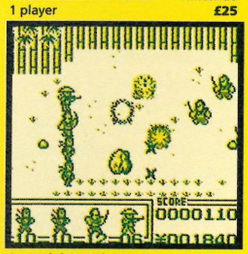
KING OF THE ZOO Nintendo
1-2 players **£20**
This whacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. It's simple but loads of fun.
87% (Issue 1)

KIRBY'S DREAMLAND Hal Labs
1 player **£20**
Kirby's got to track down Dream Land's missing Twinkle Stars, using his amazing sucking powers to inhale baddies. It's a nice idea, and it looks pretty, but it's far too easy. Shame.
39% (Issue 12)

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**
Don't be seduced by the Disney connection – this is a non-eventful, sad excuse for a platformer. With bland early stages, it's only worth playing towards the end. You really would 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)

Give us five good reasons why we should.

Have you been trying to convince your mum and dad to buy you your dream Nintendo? In that case, we're here to help you out.

Try some of these on 'em, you never know your luck:

1 Err... Gimme, gimme, gimme! (Not always successful, but worth a bash).

2. You would if you loved me. (Only attempt if you're on exceptionally good terms with your parents).

3. There's going to be loads of educational software coming out for it in the very near future. (Yeah, they always fall for that one. Suckers!)

4. I'll wash up for ever! (Always a good'un, this. Let's be serious, would you keep a promise like that? Not flippin' likely, pal!)

5. Heck, you don't want me to turn to a life of crime, do you? A Nintendo is bound to keep me out of trouble! (WARNING – this can lead to Groundus Maximus!)

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)

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 actually works well on the GB. 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)

NEMESIS 2 Konami
1 player **£25**
Also known as Gradius – Interstellar Assault, this is just as brilliant as its predecessor. It's tough – restart points are a bit scarce – but thankfully it's also intensely playable, with shoot 'em up action that you won't believe. Get it at the earliest opportunity!
93% (Issue 12)

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. 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**
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.
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 than this. Two styles of gunplay and some meaty enemies make this game an absolute smasher.
92% (Issue 8)

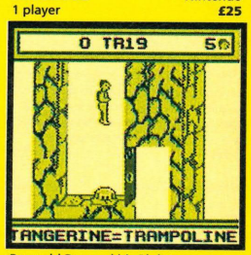
PROPHECY GameTek
1 player **£25**
Prophecy is a very big and fairly varied platform game, but with patchy action, a too-tough difficulty level, and very basic sword-slashing gameplay, it's not a whole lot of fun.
51% (Issue 11)

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)

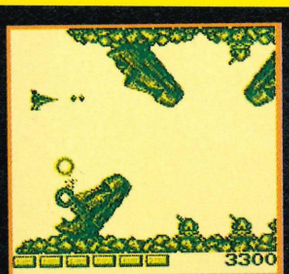
ROBOCOP Ocean
1 player **£25**
Robocop is entertaining enough and lays down a challenge tougher than Robo's metallic skin, but it's too slow-moving to be brilliant.
74% (Issue 1)

ROBOCOP 2 Ocean
1 player **£25**
Robocop's return to the Game Boy isn't particularly original, but given the pretty graphics, great tunes and nifty sub-games, it's still good fun.
86% (Issue 10)



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 have 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)

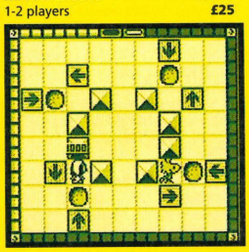
R-TYPE Nintendo/Irem
1 player **£20**
One of the all-time classic shoot 'em ups. Plenty of frantic blasting and power-up collecting, and even though it's nothing new, it's still superb.
86% (Issue 1)

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)

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 sufficiently 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. With lots of tactical play, bags of variety, and well-structured platform fun, 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 and SNES.
94% (Issue 1)

SUPER MARIO LAND 2 Nintendo
1 player **£30**



Hurrah! Mario's back! Well no, not exactly, because although this has got all the usual Mario magic and a few extras, it's all far too easy. You'll finish it in a few days – sad but true.
70% (Issue 12)

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. The levels are varied and it look smashing!
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 Game Link 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 different on each 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)

TURRICAN Accolade
1 player **£25**
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)

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**
This is 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)

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)

ULTIMA FCI/Pony Canyon
1 player **£25**
Sweep away the piles of platformers and shoot 'em ups and get RPGing with Ultima! Although it does have some drawbacks – it's too easy to die, for example – this is a huge game, more like an Amiga-style adventurer than one for the little Game Boy. You'll finish it or die trying, and enjoy every minute!
84% (Issue 12)

WWF SUPERSTARS LJN
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: Take care, for this month you are cursed with always being right (and smug with it). It might be wise to stay away from Leos. FAVE SAYING: 'Nyahh... I told you so.' FAVE GAME: Terminator 2.

PISCES

YOU: Your best mate is being a git, and is probably trying to get off with your girl/boy friend behind your back. You can either turn the other cheek – or try getting a Leo to duff them up a bit. FAVE SAYING: 'Ooh, I bet that hurts something rotten.' FAVE GAME: Punch Out.

ARIES:

YOU: You're bound to succeed in everything you do this month. You may as well enjoy it while you can (by doing the pools or thrashing an Aquarian at Street Fighter 2). FAVE SAYING: 'No, honestly, it was just a lucky punch'. FAVE GAME: King Of The Zoo (just don't play against a Leo).

TAURUS

YOU: What a bummer of a month. Everything you touch turns to crap (er... Except some other crap). You'd probably win Sonic 2 in a lucky dip, things are that bad. Search out a Capricornian if you're desperate for a laugh. FAVE SAYING: 'Oh no... Not again!' FAVE GAME: Bayou Billy (oh dear).

GEMINI

YOU: The stars are shining in your favour during December. You know that special thing you kept trying but couldn't do? Well, have another bash. It just might be your lucky month. FAVE SAYING: 'Yeah! Whoo! Way to go! (Etc.)' FAVE GAME: Tetris (level 9).

CANCER

YOU: It looks like it could be an emotional time for Cancerians, since you are successful in chatting up your Piscean mate's snoggin' partner. However, this romantic association might end in tears. FAVE SAYING: 'Look, there's nothing between us, hones– OW!'. FAVE GAME: U.N. Squadron.

LEO

YOU: Man are you in bad mood!? If anyone gets in your way, this month, they're mincemeat. Still, it could be a good time to help your close friends with a problem. FAVE SAYING: 'Take that, scumbag!' FAVE GAME: Street Fighter 2.

VIRGO

YOU: Feeling sick? A bit poorly? Tough. Get out of bed and face the world like a true Virgan. Hold your head up high (to stop the snot getting everywhere). FAVE SAYING: 'Hurgh, urhk (cough, splutter), awuaaaooorrgh.' FAVE GAME: Doctor Mario.

LIBRA

YOU: Sign of the scales is right – you're feeling all scaly and snakey this month. You get into tight spots and wriggle your way out again. Good time for romance – while that Cancer bloke is out cold, you run off with the Piscean's loved one. FAVE SAYING: 'Your place or mine?'. FAVE GAME: Rival Turf.

SCORPIO

YOU: With the Sun in Jupiter and the moon doing odd things behind your back, you're in for a weird month. Look out for pink frogs playing hopscotch on your ceiling. Oh, and pineapples – you can't trust 'em. FAVE SAYING: 'But mom, the citrus fruit told me to do it!' FAVE GAME: Parodius.

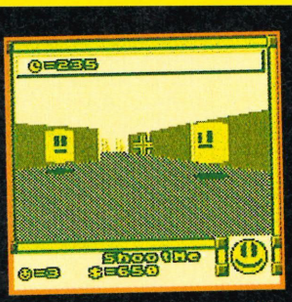
SAGITTARIUS

YOU: Poor old Saggy's still sore after getting no decent pressies for their birthday. Never mind: you could be an Aquarian (jerks). FAVE SAYING: 'You'd better stump up the goodies on Christmas or else.' FAVE GAME: Smash TV.

CAPRICORN

YOU: Cor, you're a larf this month aren't you? Taking the mickey, playing tricks on people and generally being the life and soul. Shame everyone thinks you're a nerk. FAVE SAYING: 'Have you heard the one about– Okay, I'm going, I'm going!' FAVE GAME: Batman – Return Of The Joker

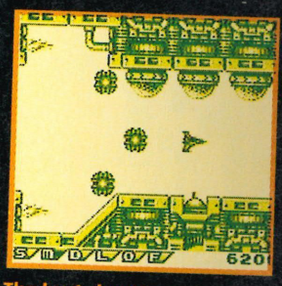
FACEBALL 2000 Bullet Proof Software
1-4 players **£25**
Who said that the day of the maze has been and gone? Well, whoever it was, they obviously hadn't had a bash at this brill 3D mazer shoot 'em up thingy with a four-player link-up. (Try saying that after five pints of Ruddle's County Ale!)
93% (Issue 5)



Yeah, like in yer face, man!

SOLOMON'S CLUB Tecmo
1 player **£25**
This is a buildy-blocky-blowy-upy sort of puzzler featuring the best elements of a variety of game styles. You have to finish each screen before moving on to the next level. Great fun and tremendously addictive stuff – definitely worth every penny of the twenty five quid price tag.
93% (Issue 7)

NEMESIS 2 Konami
1 player **£25**
Be careful! This is easily the most awesome shoot'em up available on the Game Boy. The basic principal of the game is to power-up like mad, or find yourself sat back at the restart points. The blasting action doesn't let up for a moment. So, if you can't stand the pace, leave this'un alone!
91% (Issue 3)



The best shoot 'em up yet!

TOTAL! SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

NUBY SOFT PAK

Here's a brill way to keep your carts safe from, er, I dunno, falling jars of mayonnaise or summat. Available for NES, Game Boy or Super NES.

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UNIVERSAL ADAPTOR

Fed up with not being able to play all those amazing Japanese and American carts? Not any more – Universal Adaptor to the rescue! The best £16.99 you'll ever spend. Probably. Available for NES or SNES.

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£44.99(SNES) £29.99(GB/NES)



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ISSUE 5
What? Never heard of New Zealand Story or Rainbow Islands? Better get issue 5, then! PLUS Mario's life story!



ISSUE 6
Shhh! Don't tell anyone we've got WWF, Hook, *and* 4 FREE postcards in issue 6 or they'll all want one!



ISSUE 7
Castlevania on NES and SNES. Cor! Plus Wizards & Warriors, and FREE Tactix pad! Add it to your collection now!



ISSUE 8
Don't miss out on our Street Fighter 2 special! If you're into Nintendo you gotta get into this! Plus TOTAL shades!

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ISSUE 9
Racing spesh – Micro Machines, Top Gear and, er... Prince of Persia! And loads more stuff! Vroom!



ISSUE 10
Cop this: 116 pages with Robocop 2 on NES and GB and an exclusive peak at SNES Robocop 3! FREE Roboposter!



ISSUE 11
Comin' at ya in TOTAL's Star Warts special: Battletoads on NES and GB! Plus FREE huge 'Toads poster!



ISSUE 12
The Force is with us – we've got GB Star Wars, NES Empire Strikes Back, SNES Star Wars! Plus Super Mario Land 2!

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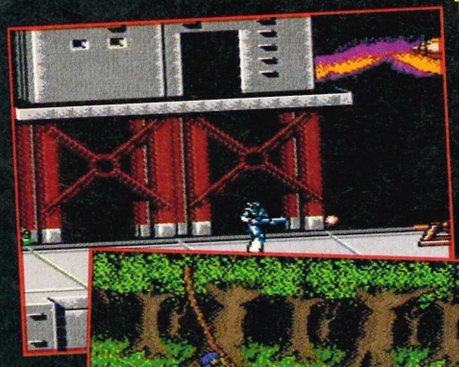
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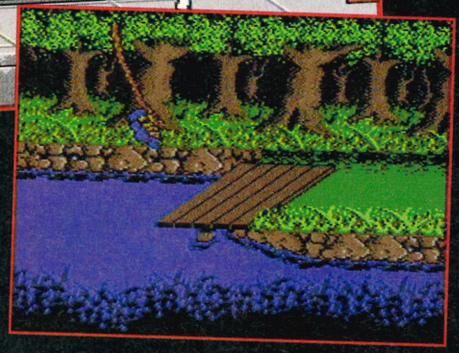
Next month, TOTAL will be on sale at all good newsagents from Thursday 21st of January. Be sure to get a copy because...



... On Game Boy

We'll be reviewing The Incredible Crash Dummies, Lemmings, Prince Valiant, McDonaldland, Tom And Jerry and loads more!

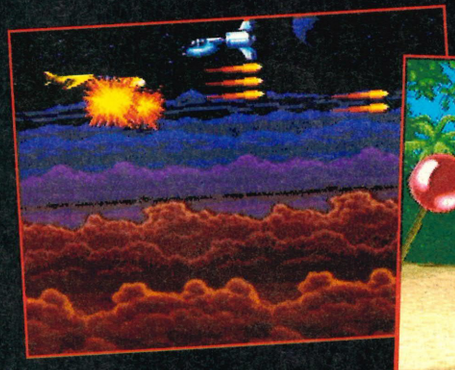




... And on the NES

There'll be reviews of Probotector II, Hammering Harry, Robin Hood – Prince of Theives and a round up with the best NES shoot 'em ups.







... Also on the SNES

We're going to take a look at N.H.L.P.A. Hockey, Super Buster Bros, James Bond Junior, Drakkhen, Full Metal Planet, Wing Commander and Gods!

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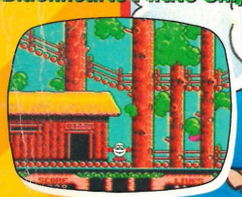
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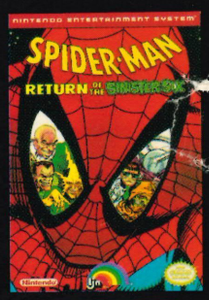
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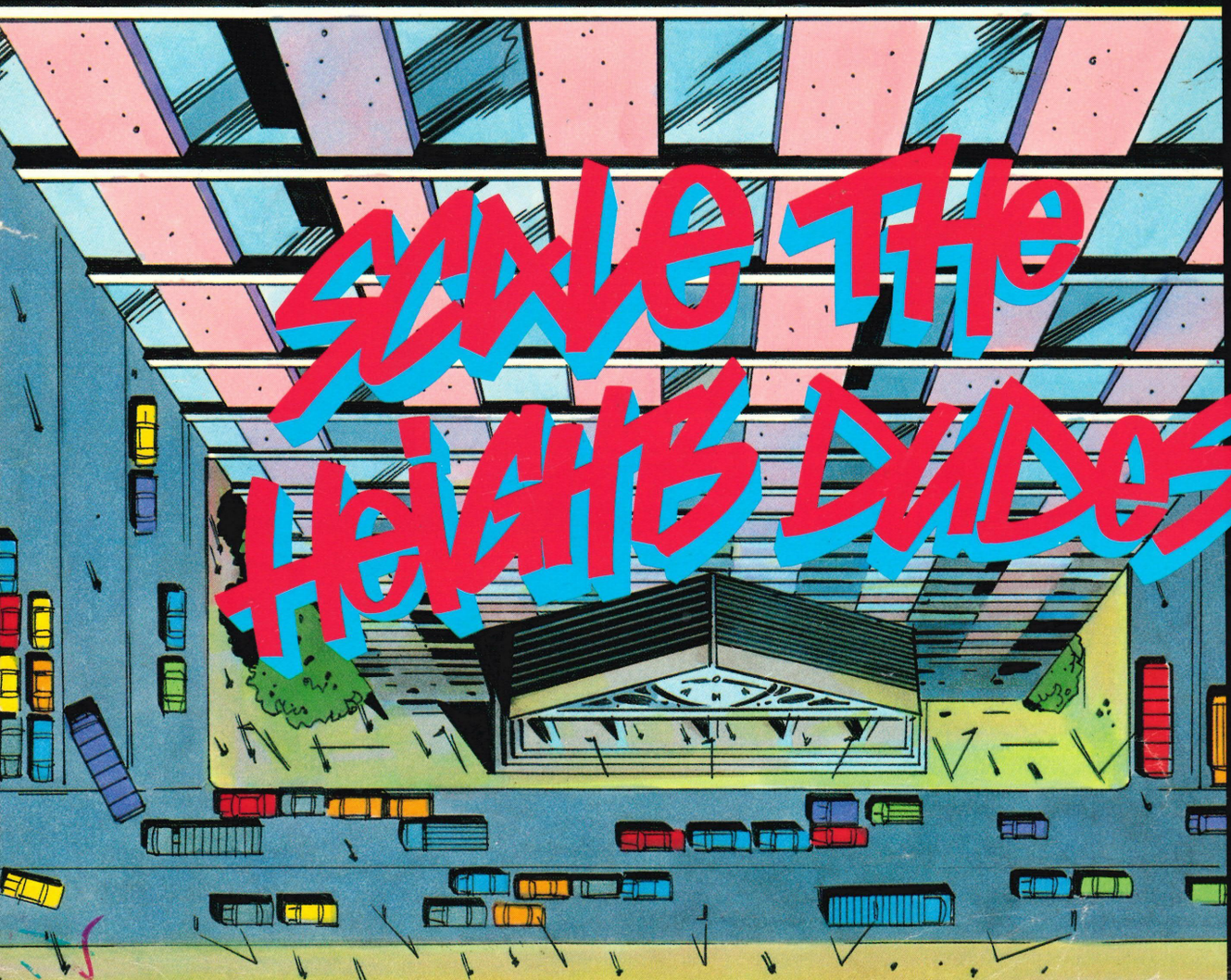
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