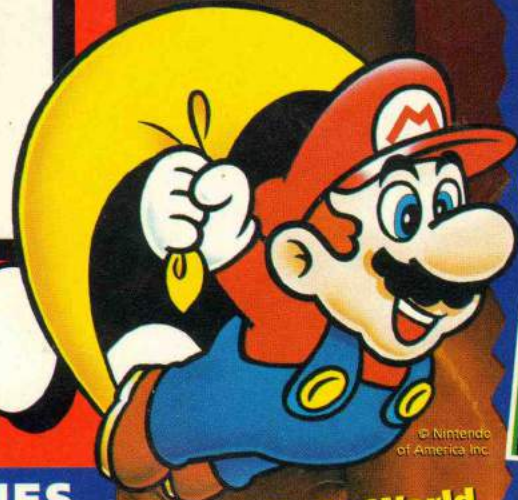


TOTAL!

June 1993 Issue 18

£2.25

Independent Nintendo mag from Future Publishing



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Super Mario World pull-out players guide - inside!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

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Super Goal!
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NES!



Bartman
Lethal Weapon
Cool World
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Kid Dracula
Tale Spin
Darkwing Duck

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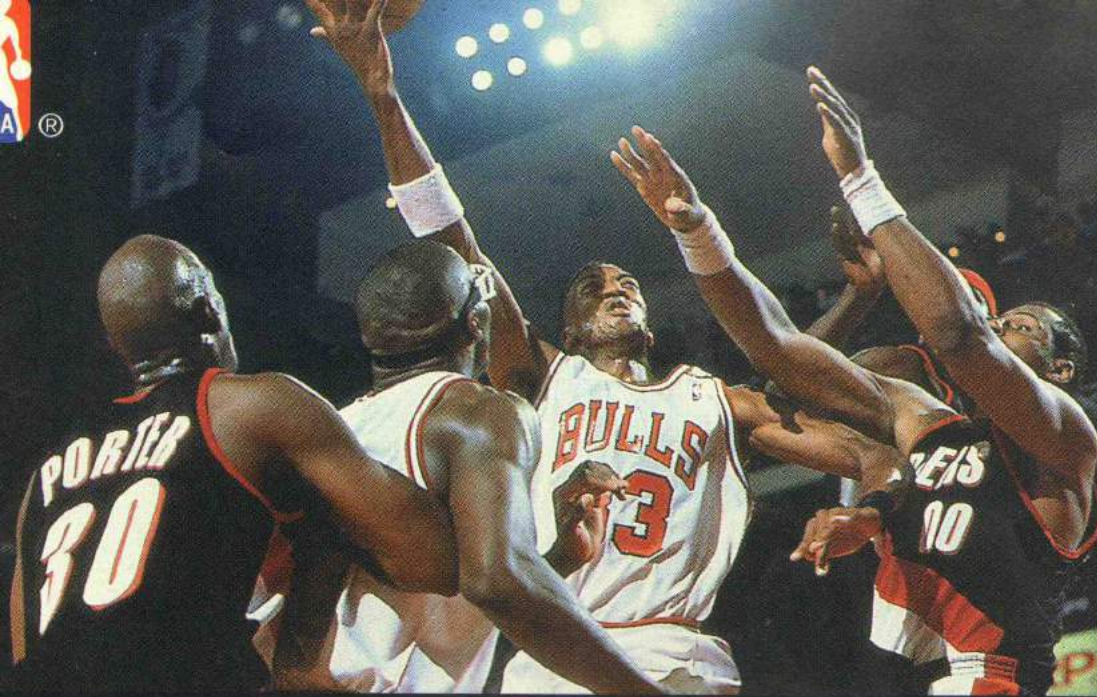
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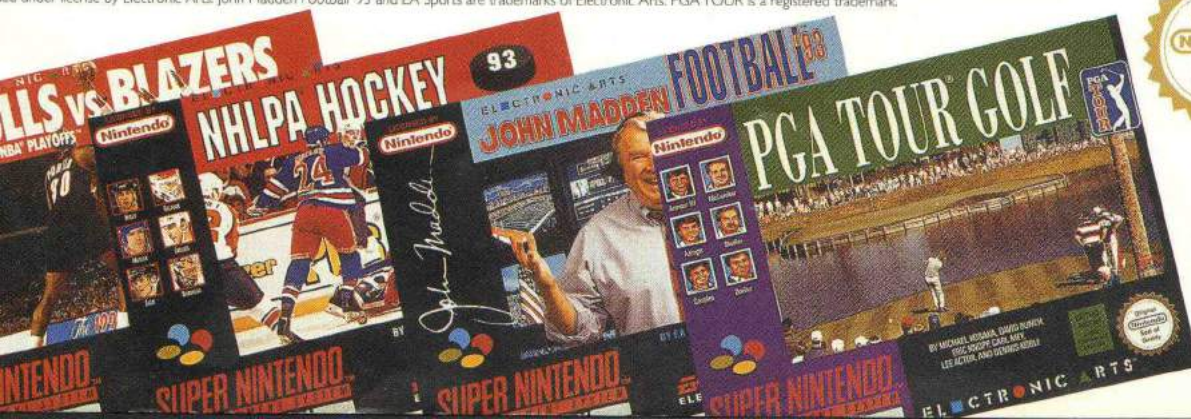


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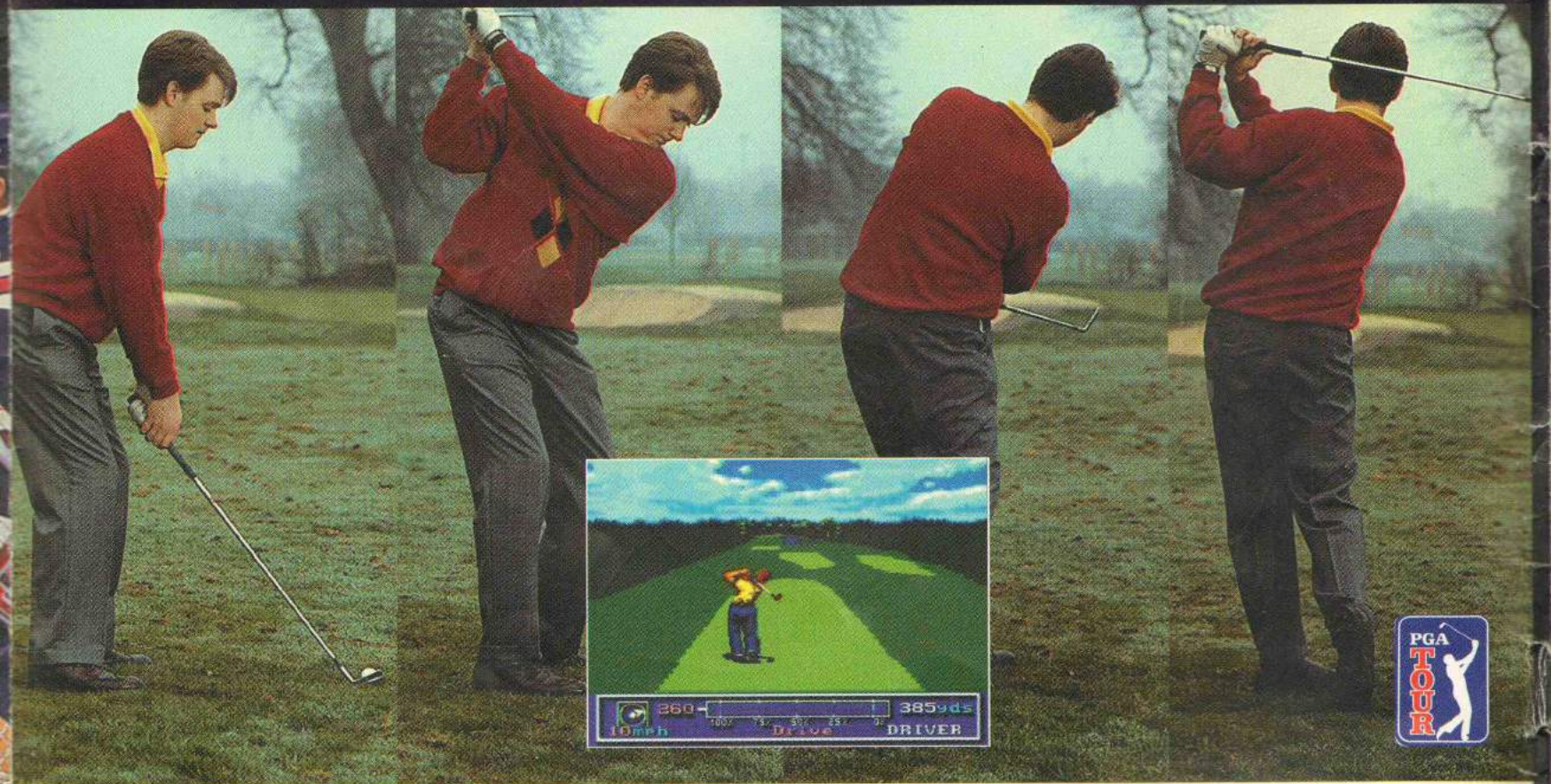


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3 classic games

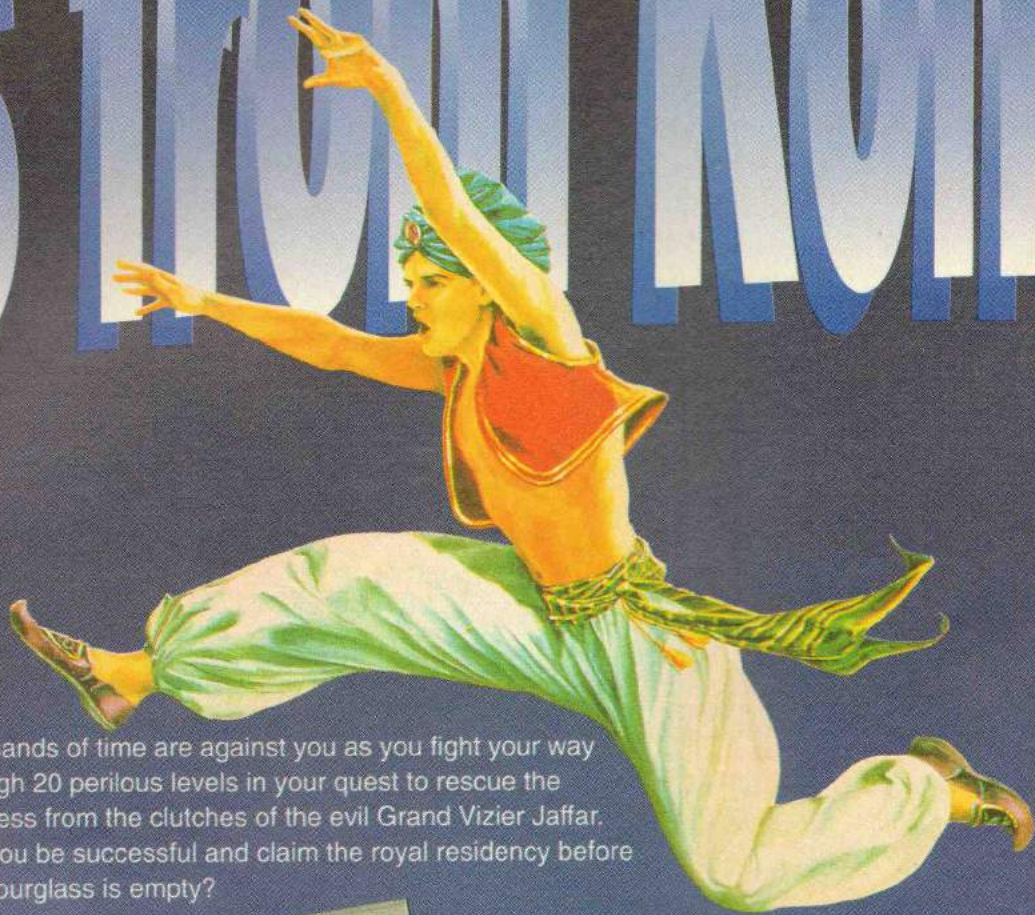


The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.



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100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

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June 1993

TOTAL is the UK's biggest independent mag for Nintendo games. **FACT:** Number of people buying TOTAL each month:

ABC Jul - Dec 1992

81,313

8 Money off vouchers
TOTAL and HMV have joined forces to bring you an exclusive discount offer! Peel your card off the cover then turn to p8 to see how you can claim up to £10 off Nintendo carts!

Fast find!

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CONTACTS

Editorial
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW
Telephone 0225 442244
Subscriptions
The Old Barn, Somerton,
Somerset TA11 7BR
Telephone 0458 74011

10 News

We've got a report from the European Computer Trade Show (starring Nigel Mansell, Steven Seagal and Asterix), plus news of an SFII sequel!

18 Previews

Hot off the development system, we have first looks at Asterix, Wayne's World, NBA All-Star Challenge, Tazmania and Zelda on the Game Boy!

14 Charts

So, what's the best-selling NES game this month? Which cart are SNES gamers buying? And is Super Mario Land 2 at the top of the GB pile? All is revealed...

15 Letters

The Ed responds to your Nintendo-related queries and problems (usually by asking Jason on Super Play).

TOTAL! Recall

Every NES, SNES and Game Boy cart we've ever rated - don't buy a new game before you've read Recall!

88 Reader Ads

If you're after Nintendo bargains, this is the right place!

Get the best for your Nintendo!

If you get one cart this month, we think it should be one of these. Then see the full review list below...



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BUSTER BUSTS LOOSE!

The Tiny Toon crew burst onto the SNES in this perfect platformer!

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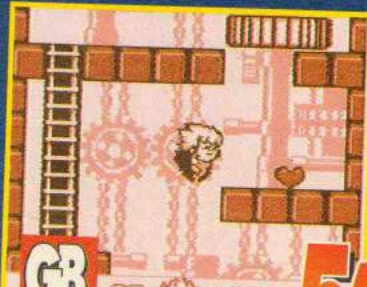
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KID DRACULA

He's small, he's cute, he's, er, a bat. Kid Dracula - the chap who doesn't like garlic on his stake!

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Journey back in time as the captain of a WWII submarine, patrolling the Pacific Ocean!

Pugsley's Scavenger

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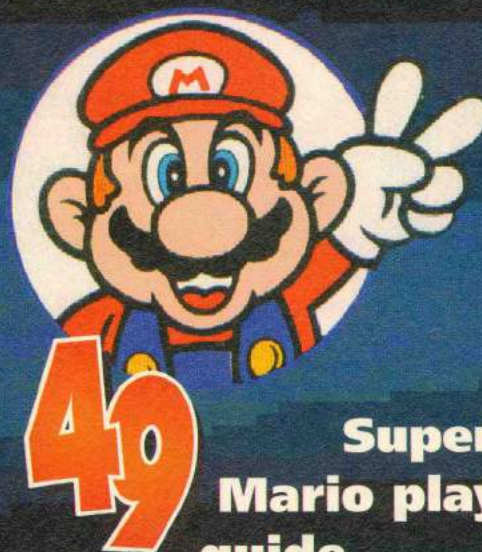
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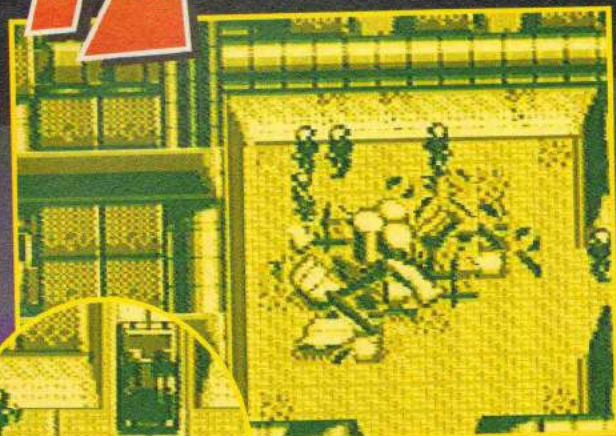
Super Mario player's guide

Every route, every level and every secret goal all mapped out for your delectation and

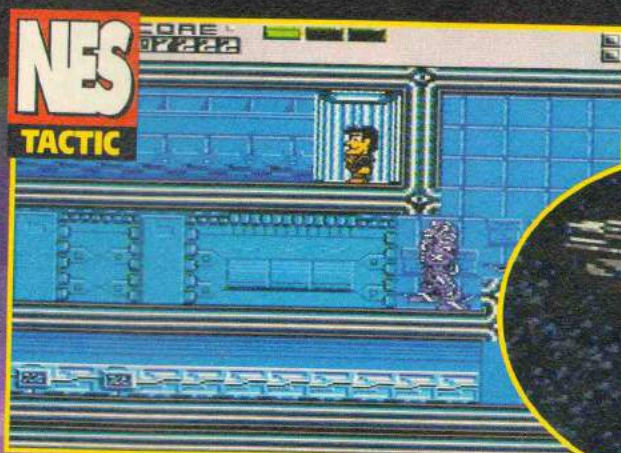
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TOTAL Tactix

As usual, TOTAL's tips are the best in the world! Reasons to be cheerful: Lemmings, Kickle Cubicle, Spindizzy Worlds, Super Mario Land 2, Super Star Wars, The Addams Family, and more!



To tie in with our Alien issue, we've completely slaughtered all the xenomorphs in Game Boy Alien³. You can hyper-sleep easy from now on...



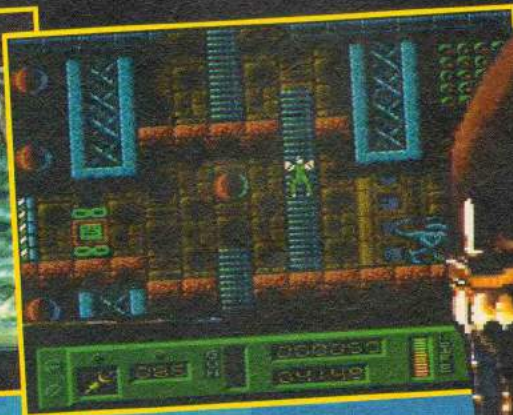
Rad Gravity, it's cheap - and it's incredibly hard! Anyone struggling with Rad Gravity on NES should struggle no more. We've got all the maps and tips you need to complete the game - with a twist in the tail!



22

You know, I've got this terrible pain in my chest...

... And it ain't food poisoning! It's war once again, as Ripley single-handedly rids the Fury 161 correctional facility of rampaging Aliens. We've got full reviews of the SNES and NES versions of this game and pretty damn good they are too (it's no coincidence that they have almost nothing to do with the dreadful movie!). *Aciiiiiiiiid!*



WIN!
 Alien³ on all formats plus a stunning £500 camcorder!
 Yow!

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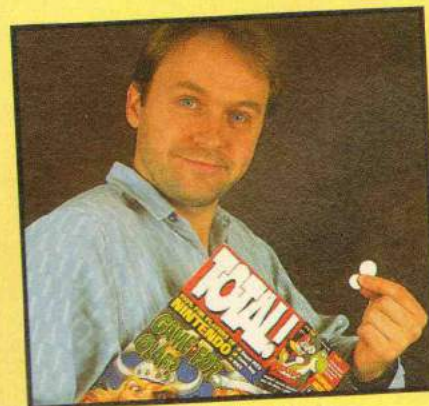
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To get £2.50 off the next cart you buy, cut out one of these vouchers and take it with the card from the front cover to your nearest HMV store. £2.50 might not sound like an awful lot but just think what you could do with it...



STEVE reckons the best barg for £2.50 is TOTAL plus 25 pence!

CHRIS thought that £2.50 could be well spent on a load of Post-It notes. Strange boy, our Chris.



ANDY got a Mega CD for his £2.50... And still had plenty of change left!

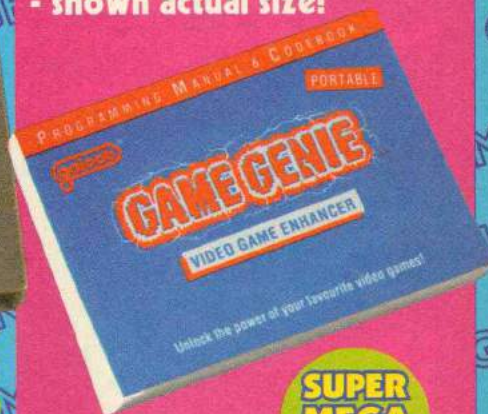


JAMES thought with his (ever-growing) belly and went for a gross of Mars bars. Okay it's not strictly a gross, but if you've ever seen Jimbo eating then you'd know just how gross he is.

EXCELLENT!

GAME GENIE IS HERE!

Loads of game play secrets revealed in this Codebook - shown actual size!



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TOTAL TALK

Everything you wanted to know (and some stuff you didn't) about what's happening in the world of Nintendo.

The greatest show on Earth (Well, on the Islington High Road, anyway)

Yes, it's show time, with the big occasion this time being the ECTS (European Computer Trade Show) in Islington, north London.



After getting lost on the M25, TOTAL turned up to see what was hot, what was chillin' and what was best left at room temperature.

There was no real star game at the show, but we were impressed by Gremlin's Nigel Mansell game for the SNES – it's very fast and has a good racing feel. The Battletoads were out in



New 'Toads on NES and Game Boy.



force as well, with new games on all three Nintendo machines: Battletoads/Double Dragon for the NES looked and played as good as the first 'Toads game; the new Game Boy 'Toads game was a conversion of the excellent first NES Battletoads game; and the SNES version, Battlemaniacs, looked well up to the standards set by the 'Toads series.



Asterix The Gaul was doing his French stuff on the SNES and Game Boy as well –

you can check out these pretty and playable-looking

platform games in our Previews section

ce mois – see page 18. Elite announced that they would be developing an off-road driving game

Top celebs coming soon on the SNES.

using the SNES's new Super FX chip (as seen in StarFox), and their new Game Boy puzzler, The Fidgetts, was also on show.



Codemasters had four NES games on show, including MIG 29 (a flight game), Firehawk (a shoot 'em up), and Ultimate Stuntman. We didn't get to play any of them, but they're lined up for a summer release.

Celebs with games in the pipeline include Madness ('zany' and very old pop band), Andre Agassi ('zany' Steven Seagal – movie star or aquatic bird?



and very hairy sportsman) and Steven Seagal ('zany' and very crap actor).



We were hoping to see the Jurassic Park game – based on Stephen Spielberg's new flick – but all programmers Ocean would tell anyone was that it would feature 'revolutionary techniques'. We'll have to wait and see.

There wasn't much hardware at the show, but the



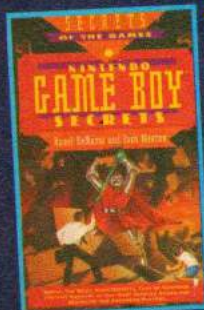
Freewheel – a steering wheel for use with SNES racing games like Nigel Mansell –

looked good. There was also a good alternative joystick for the Super NES, the catchily named Competition Pro Super 16. The strangest thing of all, though, was an FM radio tuner designed to fit into the Game Boy. Hatstand.



Read all about it!

TOTAL gets all literary again as we peruse the latest crop of Nintendo books available in your local bookshop (if you live near a bookshop).



Game Boy Secrets £9

Player's guides, codes, and solutions to 26 Game Boy games. It's pretty helpful stuff, but half the games are obscure imports and the simpler arcade games don't need a great deal of tipping anyway.



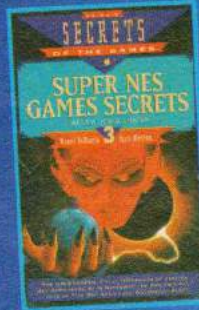
Game Boy Secrets Volume 2 £9

Another 28 game guides in the same style as the first book, including a great Ultima: Runes Of Virtue solution. A better bet than Volume One as more of the games are out in the UK.



Nintendo Games Secrets Volume 4 £10

Latest in an on-going series. Guides to 16 NES games, only six of which are out in the UK. The solutions aren't particularly in-depth so this isn't a must buy.

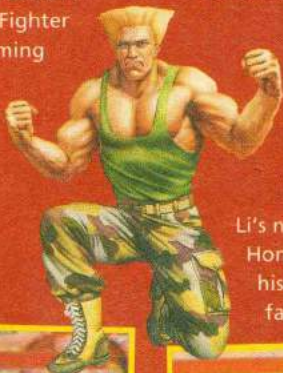


Super NES Games Secrets 3 £10

Hints, codes, and guides to 23 of the most recent Super NES titles. Useful, but you'd be well advised to make sure you've got a few of the games before splashing out on this tome.

STREET FIGHTER II TURBO

Street Fighter II's back, and it's better! Everybody knows that Street Fighter II: The Championship Edition is coming out on the Mega Drive, but Capcom (those fab guys who make SFI) have just announced that Street Fighter II Turbo will be coming out for the Super NES in Japan. The Turbo Edition is the latest incarnation of Street Fighter II, and by all



accounts it's added a fair bit to the original. You can play all the characters, including Vega, Sagat, M. Bison and Balrog, and each character now has some ludicrously powerful moves and combos. Dhalsim can teleport around the screen, Chun-Li's now got fireballs (nasty, luv) and Honda can go through fireballs using his torpedo. The game also plays a lot faster than the original Street Fighter

II and, with all the new moves, the characters are much more equally matched than before.

Street Fighter II Turbo will be out in Japan later this year. Although there are no plans yet to release it in the UK or USA, they'd be stupid not to, given the massive success of the original cart (and you should be able to get it on import anyway).



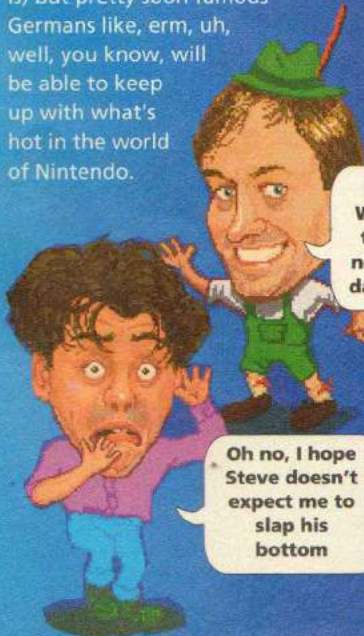
Zangief and Vega will soon be slugging it out in the all-new Street Fighter II Turbo!



New moves, enhanced graphics and all your fave characters – just some of the goodies SFII fans can look forward to.

TOTAL goes Deutsch

Not content with being the best Nintendo mag in Britain, TOTAL is now going to be the best Nintendo mag in Germany too. The German edition of TOTAL is set to come out this summer and will have the same style as the TOTAL you know and love: paper, ink, words, pictures, that sort of thing. There'll be a few tweaks to suit the German readership (we're not sure what the German for thick dweeb is) but pretty soon famous Germans like, erm, uh, well, you know, will be able to keep up with what's hot in the world of Nintendo.



Hey, Andy! What do you think of my new Bavarian dancing gear?

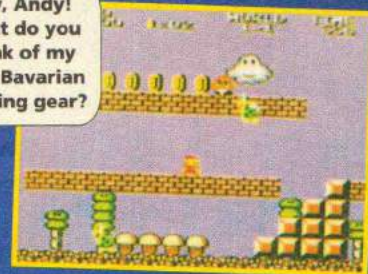
Oh no, I hope Steve doesn't expect me to slap his bottom

Super Mario's fab four

Great news for SNES owners – Nintendo are developing a cart called Super Mario Collection that will contain new versions of four great NES games: Super Mario Bros.; the Japanese and UK versions of Super Mario Bros. 2; and Super



Super Mario Bros. is the game that made Nintendo. Now it's out for SNES.



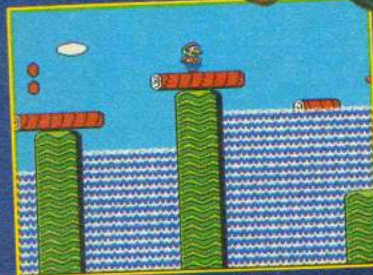
For the first time ever, UK gamers will be able to play the Japanese Super Mario Bros. 2!

Mario Bros. 3. Why two versions of Super Mario Bros. 2? Well, in Japan SMB2 carried on from the end of level 8 in SMB1, but in the UK and USA Super Mario Bros. 2 was a version of a game called Doki Doki Panic, with



Mario and Co. replacing the game's original characters.

The four games will be enhanced for the Super Nintendo, but all that Mazza magic will still be there. If you ask us, the cart's worth buying just to get your mitts on the fabulous Super Mario Bros. 3.



The SMB2 export version (Doki Doki Panic) will be there too.



And SNESsers can bash Bowser in the fabbo SMB3 as well.

Money, money, money...

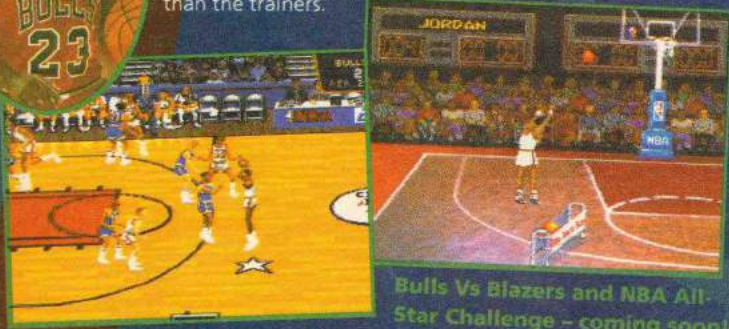
Everyone knows that Nintendo make the best consoles in the world, and now it seems they make most of the money in the world too. When its profits for last year are totted up, Nintendo expects to make a fraction under £1 billion before tax. Not a bad little earner, eh? And Nintendo employs only 900 people, so that works out at about £1.1 million per worker – about what miserly old Steve earns.

STATESIDE SNIPPETS!

The latest game news from the other side of the pond.

BASKETBALL STARS

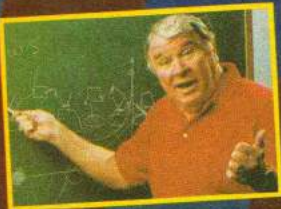
Ready for the Shaq attack or the Jordan, um, accordion? Well, US megastars Shaquille O' Neal and Michael Jordan are both scheduled to star in new basketball games. Don't know what they're called or whether they'll get released in the UK, but if they are let's hope they're more affordable than the trainers.



Bulls Vs Blazers and NBA All-Star Challenge - coming soon!

MADDEN: FOR ONE NIGHT ONLY

Video game rentals are such big business in the USA that Electronic Arts are releasing a special edition of John Madden for rent only. Called The Championship Edition, it'll be a souped-up version of Madden '93 with 40 historic teams. They'll all be Championship winners, like Washington 1991, Chicago 1985 and Green Bay 1966, so gridiron fans can have a match-up to find out who really was the best



'And here's a play we call the $x=y*2+\cos b/\infty$.'

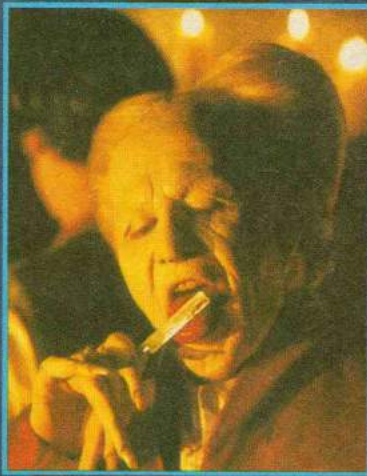
THE EMPIRE STRIKES BACK

The follow-up to Super Star Wars on the SNES is shaping up, but so far this is the only picture to have escaped from the programmers, Lucasarts, evaded the guard dogs and jumped over the electrified fence. It'll be a 12 meg cart and, judging by this one shot, it'll have the same style as the first game - a mixture of platform levels and Mode 7 flight games. It'll be out in the States this fall, er, autumn.



'No, Luke, I am your fath.... er, your wampa'

DRACULA



Based on Francis Ford Coppola's hit movie starring Keanu Reeves, Gary Oldman and the delectable Winona Ryder, Dracula on the NES and Super NES will be a sideways-scrolling platform game with different weapons to pick up and big bosses at the end of every level. No, no, come on now, give it a chance, it might be more than just another wasted movie licence. But then again...

And let's just hope the games don't include any samples of Keanu Reeves's appalling attempt at an English accent.

Dracula takes drastic action to clean his furry tongue after a night on the razzle.

Nintendo in orbit

The big 'N' has just set up a new company called Nintendo Giga to run a Nintendo information service for Japanese Super Famicom (Super NES) owners. The information service will be teletext, like Ceefax, and will mostly consist of news and game hints. An encrypted signal will be beamed down from a satellite and decoded by a special adaptor fitting into the Super Famicom. The system will come into operation in April 1994 and the decoder is expected to cost around £50, but don't start saving - you'll have to be in Japan to pick up the signal.

Flippin' Street Fighter II!

The SFII bandwagon keeps on rolling. Street Fighter II Pinball is the latest in a long line of products with a tenuous link to the mother of all beat 'em ups. There is a little sub-game built in to the main table in which you have to crunch a car by flipping a ball at it, just like in the video game (almost). The pinball machine's covered in pics of SFII fighters and will have sampled sounds of the game's tunes, speech and FX. Apart from that, it just looks like yer average pinball game to us.



GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamers Number 16 Take That

Top teen popsters Take That found time in their busy schedule to come into the TOTAL office to talk about their love of Nintendo games and pose for an exclusive photo. Gary, Mark, Howard and Robbie (the one with the funny beard couldn't make it) are all big fans of TOTAL and were keen to spend some time with Steve. Gary

admits: 'I've loved TOTAL since it first came out and I wanted to change the title of 'Could It Be Magic' to 'TOTAL Is Magic' but apparently Barry Manilow had a problem with it'.

Mark said: 'We always look forward to getting TOTAL every month. It's miles better than NMS and Game Zone and N-Force and... Er, it's no use, Steve, they'll never believe us. (Look, just shut up and get on with it, Jim. They won't guess as long as they don't study the picture - Steve.)'

Stop showing off!



There's nothing like going along to a big video-games show, and now the biggest shows around have joined forces - GamesMaster Live will be incorporated into The Future Entertainment Show to form one massive show at Olympia this November. It'll be packed with loads of stuff: new games, consoles, add-ons, tons of freebies and live events on stage hosted by GamesMaster's Dominik Diamond. Huzzah!

Future Entertainment Show

COMPUTER COMPETITION

Win 1 of 10 of each of these amazing computer games



WIN A SEGA MEGA DRIVE

MEGA DRIVE - The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** - The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** - The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name - Sonic the

Answer:
A) Hamster
B) Horse
C) Hedgehog

Phone **0336 408702**



WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

Question: Where do Sumo Wrestlers come from?
Answer: A) America B) Japan C) Australia

Phone **0336 408700**

Children under 18 must seek parents' or guardians' permission before telephoning



WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?
Answer: A) 40 B) 4 C) 15

Phone **0336 408722**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.

THE GREAT GAMES EXCHANGE

ANY GAME FOR ONLY **£5**

Just send £5 with one of your existing games - (make sure it is one of your own) to the address on the coupon opposite and we will send you your new choice of game.

Allow up to 28 days for delivery.



For your SEGA MEGA DRIVE, GAME GEAR, MASTER SYSTEM, SUPER NINTENDO, & NINTENDO GAMEBOY.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

Name _____

Address _____

Signature of Guardian
(If under 18) _____

My first choice of game is _____

My second choice of game is _____

My third choice of game is _____

I enclose cheque Postal Order made payable to Q&Q Ltd for £5 and one of my

existing games for my computer system. Sega Mega Drive Game Gear

Master System Super Nintendo Nintendo Gameboy

If you are not completely satisfied, we will send the game you exchanged back to you.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

Nintendo, Gameboy, Super Nintendo, Sega, Sega Mega Drive are all registered trademarks of their respective companies. Q&Q Ltd are not endorsed by or related to them.

CHARTS



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

NES

- 1 ● Micro Machines**
Drive yourself round lots of bends.
TOTAL rating: 92%
- 2 ★ Super Sports Challenge**
Average sports sims for armchair athletes.
TOTAL rating: 63%
- 3 ▲ Super Mario Bros. 2**
Also known as Doki Doki Panic in Japan.
TOTAL rating: 79%
- 4 ▼ Dizzy**
Like a whirlpool it never ends. Probably.
TOTAL rating: 90%
- 5 ▲ WWF Steelcage Challenge**
Mad monkeys behind bars.
TOTAL rating: 40%
- 6 ▼ Lemmings**
Cute, cuddly, crunchy, crazy.
TOTAL rating: 85%
- 7 ★ Joe 'n' Mac: Caveman Ninja**
Super-slick prehistoric arcade platformer.
TOTAL rating: 67%
- 8 ▼ TMH Turtles**
Green, mean, and *still* on your screen.
TOTAL rating: Not reviewed
- 9 ★ Solar Jetman**
Sunny-side-up space adventure.
TOTAL rating: 92%
- 10 ★ Bucky O'Hare**
Plucky Bucky, he's not mucky. Ducky.
TOTAL rating: 86%

GAME BOY

- 1 ▲ Lemmings**
Starring that bloke out of Motorhead.
TOTAL rating: 90%
- 2 ▼ Super Mario Land 2**
Time to go Wario-worrying again.
TOTAL rating: 70%
- 3 ● Crash Dummies**
Don't be a dummy – belt up.
TOTAL rating: 70%
- 4 ▲ WWF Superstars 2**
A real wrestling woofier of a game. Yuk!
TOTAL rating: 44%
- 5 ▼ Star Wars**
Use The Force, Luke (and make us a kebab).
TOTAL rating: 80%
- 6 ▲ Bart Vs The Juggernauts**
You'd be a complete Simp to buy this.
TOTAL rating: 45%
- 7 ★ Krusty's Fun House**
Well, it's no fun for the rats.
TOTAL rating: 84%
- 8 ▼ Alien³**
It's Ripley with a flat underside.
TOTAL rating: 83%
- 9 ▼ T2: The Arcade Game**
Smart coin-op convo which Uzi's quality.
TOTAL rating: 71%
- 10 ★ Ferrari GP Challenge**
First one home is a General Practitioner.
TOTAL rating: 63%

SNES

- 1 ★ Desert Strike**
Throbbing chopper in sand dune shocker!
TOTAL rating: 88%
- 2 ▼ Super Mario Kart**
Mazza and mates go small-bore racing.
TOTAL rating: 82%
- 3 ★ PGA Tour Golf**
Ropey old golf game hits the big time.
TOTAL rating: 69%
- 4 ★ Mickey's Magical Quest**
Old man Mickey shows he can still hack it.
TOTAL rating: 81%
- 5 ★ Super Kick Off**
Well, we gave this a real kicking!
TOTAL rating: 49%
- 6 ▲ Super WWF**
Look out for Super WWF2, comin' soon!
TOTAL rating: 81%
- 7 ▼ Bart's Nightmare**
Huh! It's no dream time for us either.
TOTAL rating: 53%
- 8 ▼ Super Ghouls And Ghosts**
Spectres, spooks and, er, slow-down.
TOTAL rating: 87%
- 9 ★ Super SWIV**
Lovely looking shooter with boring bosses.
TOTAL rating: 83%
- 10 ▼ Pilotwings**
Stunning 3D flyabout. Buy it!
TOTAL rating: 91%

Charts produced by Gallup in association with Penguin. © 1993 ELSPA.

THE INDE CHARTS

Game Boy

- 1 Star Wars**
TOTAL rating: 80%
- 2 Super Mario Land 2**
Total rating: 70%
- 3 Alien³**
TOTAL rating: 83%
- 4 Super Mario Land**
TOTAL rating: 92%
- 5 The Empire Strikes Back**
TOTAL rating: 80%
- 6 Darkwing Duck**
TOTAL rating: 76%
- 7 WWF Superstars 2**
TOTAL rating: 44%
- 8 Lemmings**
TOTAL rating: 90%
- 9 Mickey's Dang' Chase**
TOTAL rating: 38%
- 10 Parasol Stars**
TOTAL rating: 92%

Super NES

- 1 StarFox**
TOTAL rating: 96%
- 2 The Magical Quest**
TOTAL rating: 81%
- 3 Super Star Wars**
TOTAL rating: 87%
- 4 Buster Busts Loose!**
TOTAL rating: 87%
- 5 NHLPA Ice Hockey**
TOTAL rating: 91%
- 6 Prince Of Persia**
TOTAL rating: 84%
- 7 Super Strike Eagle**
Not reviewed
- 8 Out Of This World**
TOTAL rating: 74%
- 9 Super Mario Kart**
TOTAL rating: 82%
- 10 Chuck Rock**
TOTAL rating: 61%

Chart talk!

Chart-tastic, mates! As predicted, Codemasters have the NES charts stitched up. GB Mazza slips a place and Mickey makes his SNES debut – at last!



LETTERS!

There's only one place to get all your Nintendo-related queries and problems answered... But sadly, this isn't it. Never mind, eh.

What's in a name?

Dear TOTAL, Your mag is great and really quite funny. I can't believe how people can say that it is childish. What happened to senses of humour? Can't they see you're just having a bit of a laugh? Anyway, I would really love it if you could answer these questions for me, please.

1 Why don't magazines for Nintendo ever have Nintendo in their title, e.g. TOTAL, N-Force, Super Pro, Super Play, Super Action



and Control, while all Sega magazines have Sega in their name, e.g. Sega Pro, Sega Power, Sega Force, etc?

2 Are people not bored with Street Fighter II yet? Sure, the game was great for a while, but not forever. Why don't magazines do other guides for new games, instead of doing guides for Street Fighter II over six months after it was released?

3 I have recently read in another magazine that Nintendo's Seal Of

Quality is given to software houses before they even start making games for them, and after they have got that seal they can produce whatever twaddle they like. But ages ago I read somewhere that all Nintendo games are play-tested thousands of times by Nintendo to keep them of a high quality. Which is right?

Jon Demetriou, South Ockendon

Dear Jon,

1 If you ask them nicely, Sega don't mind you using the word 'Sega'. However, if we called ourselves 'TOTAL Nintendo', miserable old Nintendo - who own the rights to the word 'Nintendo' - would,



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

Stevie's Shorts Cut 'em down to size and get yourself in print!

Dear TOTAL, I think that your magazine has an excellent layout and I love the little comments you put under your screenshots. I have an NES, SNES and Game Boy and I think you have enough coverage on all of them. Now for the question. In the States, there is an NES art package called Videomation (see picture). Are there any plans for English release?
Oliver Barbara (12), Somerton



Nope - besides, art packages on consoles are a bit pointless - you can't save pictures or print them out. Buy a second-hand Amiga instead. **STEVE**

Dear Sir, My son Philip wants to know how to link a Game Boy to a TV as we are aware this can be done. We have a Philips colour monitor but to date I cannot output the image. As far as we know, there has been no information in TOTAL regarding the linking of a Game Boy to a TV. My information is that Game Boy games are written in colour - is this correct?

Rob Snell, Wirral
Sorry Rob, but the only way we know how to do it is with a gizmo called the 'Demo Boy' - the thing we use to take our Game Boy screenshots. They only work with NTSC tellies, are only available from Nintendo themselves for shops and game developers, and they cost several hundred pounds apiece. And no, GB games aren't written in colour - what's the point? We can colour GB pics cos we're dead clever. **STEVE**

WIN! WIN! WIN! WIN! WIN!



Write to TOTAL and win a fabbo-brill Konami game!

Every month the sender of our star letter wins a smart Konami game on the format of their choice.

As Konami make the excellent Probotector the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing - and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

WIN! WIN! WIN! WIN! WIN!

Paul Bragg, Windermere (no, of course they don't! Both cheat cars are fine), M. Bell, Haywards Heath (Super Scope - cast. Buddy's coming soon), Jamie Quirk, Dalton, In Furness (Superdude is well worth having), Daniel Morgan, Claxtonbury (my fave shooter is U.N. Squadron), Gary Stevenson, Australia (look out for Super Strike Eagle), Sam Reeves, Durham City, Andrew Leemount, Peterhead, Aberdeen (D.G. Masters and G.P. Masters, Ashby is so cool), Leicester (Stevie)

T. Deming, Bristol (they have more copies, but we have better prizes); Anon, Leam; Eric (we thought it would be out now); Horng; John O'Leary, Mair; James, Salford; W. Snyck (Zool and Super FX games comin' soon!); Dan Bradley, Oldham; Erin; Mike; Kozle, Dunbartonshire, Scotland; Graine Scott, Canel, Western Australia (if you can't get hold of TOTAL, why don't you subscribe? See page 46); Laura Wotton, Falesoven (great envelope art, Lazzar); Grant Sykes, Bost; Kestrel, Fry; Kwirk - it's a goodie!; Stephen Chapman, Wheatthorpe; Ben; McBarrett, Surrey; Mark McLaren, Glasgow.

Dear TOTAL,

I have recently bought a Bonsai tree. It didn't come with the instructions or the terracotta pot it said came with it on the box. Have you got any tips for me, please? The other day I bought a double deluxe toaster. I tried it out and the pieces of toast didn't fit in. What can I do?

Daniel Bemrose (12), Bridlington
Make four holes in the bottom of the plastic container and place in water for a few minutes. Place the container in a fridge for four weeks, then take off the cardboard lid and transfer to a dark, warm place. The terracotta pot isn't necessary until the seedlings sprout leaves, at which point you should transplant four using the potting compost provided. And remember, trees - however small they are - are outdoor plants and don't flourish indoors.

Regarding your toaster troubles, try thin sliced bread (available at all good bakers and supermarkets). **STEVE**

Dear TOTAL,

When I was in Poland recently on holiday, I noticed a console called a Nintendo Compatible. It looked a lot like the SNES, with cartridges being fitted through the top, and was very cheap, costing only 1,000,000 zloty (about £50). But the real surprise was that it came with 150 games on one cartridge! Why haven't

Nintendo released this in England? And why don't they make multi-game cartridges?

Michael Karbownik, Hounslow

150 games - one cart!

Why would Nintendo release a 'Nintendo Compatible' when they sell the SNES? There are no multi-game SNES carts because, surprise, surprise, they're illegal (just how much profit do you think software houses would make by putting 150 games on one cart?).

STEVE

Dear TOTAL,

I have recently bought Micro Machines for my NES and I noticed that there is no Seal Of Approval from Nintendo. Is this why it is a Plug-Thru game and is it bad for my NES?

Mark Stott (13), Merseyside



Micro Machines - something this good can't be bad!

Codemasters, who make Micro Machines, aren't official Nintendo licencees, so their games don't carry Nintendo's Seal Of Approval (mind you, Bayou Billy does and that's crap).

Universal adaptors: what's the damage?

Dear TOTAL Lot,

I have a burning desire to see my name in print, but mostly would like to win something (anything) since I have not won anything before.

I also have a question I'd like answered, since I'm fed up with reading conflicting reports. Does the Action Replay or any of the adaptors do your console any harm or not?

I have read in inferior mags that they can damage chips and yet other mags say they won't damage your console. Also, are there any guarantees given with them or maybe warnings other than the obvious warning against pulling out the cart while the machine is switched on. I remain your ever faithful and loyal reader.

Chris Bishop, Newcastle-upon-Tyne

Dear Bishop,

Hmm... the old damaging adaptor question again, eh? If I had a pound for every time I'd heard that scare story I'd, er, have several pounds. Date! say that if there was any real evidence that their Action Replay or universal adaptor carts were damaging Nintendo hardware, Nintendo would have sued them by now.

And I can only state once again that we've been using the same US Super NES for the last 18 issues. It's had Action Replays in it, Japanese carts, all manner of universal adaptors and not a small amount of beverages and kebabs dropped onto it and into it by the crew. And it's still going strong! (Just shows what a brill machine it is!) If that doesn't put your mind at ease, nothing will. **STEVE**



in legal parlance, sue our asses off.
2 I agree (that's why we did a complete SFII player's guide in issue 11 and haven't touched it since). However, we always try to provide what our readers want. So don't be surprised to see more SFII in the coming months...

However, it would appear that this process is more to remove any traces of bugs or glitches in the game than it is to ensure quality gameplay. **STEVE**

On the Deck

Dear Steve,

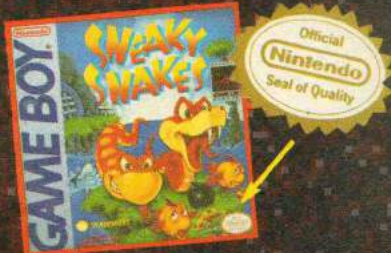
Could you please answer a few of the questions that came to my mind recently.

1 I just read about the Super Deck adaptor by Hornby, something I long hoped would materialise. But will I be able to use the Nintendo Powerglove with the adaptor, since the joypad ports on the SNES are obviously incompatible? And what about the Advantage joystick?

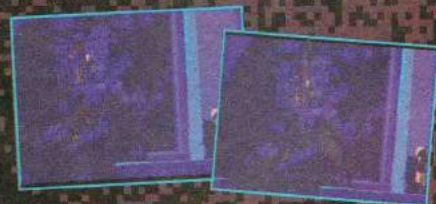
2 Some SNES/NES carts include a battery to save your game.

How long does the battery last? Is the 'Save Game' option and/or cartridge useless once it runs out, or is there some way to charge/replace it? Does the battery somehow recharge itself while the console is on?

3 A couple of months ago I purchased an official cart of Another World for the SNES. Shortly after that I saw a cart advertised in a magazine called Out Of This World (the cart, not the magazine), and it had exactly the same illustration on the box. Are they the same game or is one a



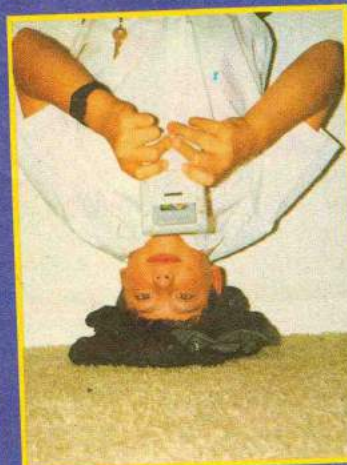
3 Er... sort of both (I think). The gold seal shows that the game has been produced by an 'official' third-party licensee - it is *not* a sign that the game within the box is utterly brill (which they often ain't). But it is true that Nintendo carts are play-tested to death.



Another World and Out Of This World. Spot the difference.

Weird Places I've Played My Game Boy

(Number 15)



NAME Christopher Bracey
AGE 13 years
FROM Penn, Bucks.
FAVE GAMES Terminator 2,

Win a **GAME BOY** cart!

Chris Bracey is such a hot-shot at Terminator on the Game Boy that he can play it standing on his head. (No, really.) The down side of all this is that Chris usually ends up with a bit of a pain in the bonce - I'd knock it on the head if I were him. Anyway, because he's such a head-case he wins himself a nice new Game Boy cart - maybe Brain Bender would be to your liking, Chris? Or perhaps Pop-Up?

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, Avon BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held.

TOTAL: could try harder?

Dear TOTAL,

The mag used to be great. Unfortunately, it has been getting worse since issue 11. Here is mine and my friends' (long!) list of improvements.

1 Make TOTAL brighter by not having dark backing colours for the reviews. Also, use pink or orange as the backing colour for the word TOTAL on the front cover, as you did in issues 3, 4, 5, 7 and 8.

2 Don't do import reviews. They are confusing and US and Japanese SNES owners can read Super Play.

3 Do more one-page reviews so you can fit more of them into the mag.

4 Don't tint your Game Boy screenshots. It may eliminate

sequel/revamped version? I'm a bit confused.

Ole for an entertaining and informative magazine!

Hani N. Almangour, Seville

Ola Hani,

1 Because the sockets are different, anything that plugged into the NES won't work with the SNES/Super Deck. Sorry, but you can't have everything.

2 Dunno really. Once the battery's dead, you're pretty much stuffed. However, those little watch batteries last for aaaggeesss so I wouldn't worry.

3 Un-confusion time; it's the same game. Out Of This World is the American name, Another World is its Euro-title. STEVE

A piece of the Action

Dear Steve,

I hope you're comfortable because I've tons of questions for you, so many in fact that if I rang the TOTAL hotline my 'phone bill

blurring, but we don't think they look very nice!

5 Why don't you do more reviews of older games? Don't just do new ones.

6 We all think you should bring back TOTAL Tea Time and the art page.

7 Finally, please bring back the star rating system for TOTAL Recall, because it was a lot smarter.

Nicholas Fitzjames, Damien Hall and Simon Williams (13), Northamptonshire

Dear Nick, Dames and Simes,

1 Eh? We do this already - check out Buster Busts Loose! on page 36 of this very issue.

2 Sorry - we have a duty to cover the import market for fervent

would be a telephone number!

1 Why, when I plug my UK Super NES through my TV SCART socket, is the picture no different to using the aerial socket?

2 Because Datel make the Action Replay, they should be the best at inventing codes for it.

So, why don't they work out a code to play the SFl bosses, cos such a code would definitely sell more units?

3 How come I get import games weeks before any mags have reviewed them (I got a second-hand Warp Speed cart several weeks ago and still haven't seen a review). People want to know what a game's like before they buy it.

3 How come I get import games weeks before any mags have reviewed them (I got a second-hand Warp Speed cart several weeks ago and still haven't seen a review). People want to know what a game's like before they buy it.

People want to know what a game's like before they buy it.

William Murray, Northampton

Bill Murray? Out of Ghostbusters?

1 If you look closely, you'll see that the picture is better quality. However, you won't get a full screen picture, because you've got a UK Super NES.

SNES and GB owners. Surprisingly, we'd rather they read TOTAL than Super Play.

3 We can't really do justice to games in one page - certainly not smart games like Alien³.

4 Our GB piccies are never blurred (it's impossible with a Demo Boy). Besides, lots of other readers think our coloured GB piccies look fab!

5 We do - last issue we reviewed Double Dribble and Stealth ATF. This issue the classic oldie Silent Service gets the TOTAL treatment - see page 86.

6 Er... we don't.

7 Well, our publisher, 'Big' Steve Carey, told us to do % ratings. So we did. STEVE

2 Funny you should ask - Datel are busy trying to discover a code at the moment. They don't want to release a code that doesn't work properly, but they reckon it won't be long before they crack it. We'll tell you as soon as they do.

3 The problem is, it takes a while to produce magazines and they're only out once a month. We had a Japanese copy of SFl the day after it was out in the UK, but that issue of TOTAL wasn't on sale till five weeks later. Also, there's lots of dross out on import, which we (and most other mags) don't bother reviewing. STEVE

Write to us!

Send all your letters to:
TOTAL Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae - we've got a magazine to produce, you know!

This has nothing to do with it being a Plug-Thru and will not harm your NES. (although you might wear out your joypads playing it!). STEVE

Dear TOTAL,

Greetings from Australia. I have only just discovered your wonderful magazine. There is nothing like it in Australia and now I'm totally addicted to it. The problem is, I only have issues 11 and 13. Is there any way I can get my hands on the other issues I've missed? My newsagent can't help me.

Julie Friend, Victoria, Australia

BACK ISSUES

Don't you Aussies ever read the mag or what? Trundle on over to page 87 and order those back issues, now! STEVE

Dear TOTAL,

In Japan there is a device called the Personal Game Television by Sharp, which consists of a Super Famicom on top of a TV in one unit. It costs US\$800. Do you have any idea when it is coming out in England?

James Andrews, Newton Abbot

Nope. It's a nice idea, but I doubt if it would sell very well in the UK - we're not as tech-heady as the Japs. STEVE

Dear TOTAL,

My dog has chewed the two-player adaptor lead for my Game Boy. So could you tell me where to get another one?

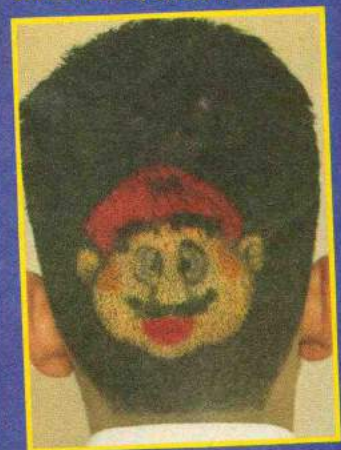
Aiden Flannigan, Oban

Give Nintendo's repair centre a call on 0329 243300 and they'll sort you out. STEVE

Dear TOTAL,

After the recent story about some girl having Sonic (boo!) plastered on the back of her head, I have sent you this pic of the back of my head with a slightly smaller Mario on it. Also, is it possible to order back issues or subscriptions by credit card over the phone?

Shakor Razak, Leicester



I can't decide whether you're rock 'ard or utterly dim (s'pose you can't be dim if you want to buy back issues and subscribe). Anyway, yes you can - call our Somerton office on 0458 74011 and they'll take care of you. STEVE

SUBSCRIBE!

TOTAL team

Editorial

Editor

Steve 'Misery

Gutz' Jarratt

Staff Writers

Chris Buxton

James Beaven

Andy Dyer

Production Editor

Ceri Vines

Art

Art Editor

Vicky Mitchell

Art Assistant

Robin Abbott

Advertising

Ad Manager

Allison Morton

Ad sales team

Tim Partridge

Warren Burgess

NOTE: If you have any

complaints regarding adver-

tising, please call Future on

0225 442244 and ask to speak

to Yolanda Hughes

Production

Co-ordinator

Laure Van Hux

Ad Design

Laura Macgregor

Production Controller

Claire Thomas

Production Control

Assistant

Ginette McKeown

Paper Controller

Fiona Deane

Admin Assistant

Suzannah Angelo

Spauling

Photography

Stuart Whate

Rob Scott

Characters

Mike Roberts

Cover Illustration

Paul Kidby

Contributors

Les Ellis, Rod Lawton, Andy

Lowie, Paul Weaver, Ed

Ricketts, John Cantlie, Paul

Lyons, Paul Mellerick

Linotronic & Scanning

operators

Jon Moore, Simon Windsor

Chris Stocker, Simon

Chittenden, Mark Gover

Heath Parsons

Der Management

Publisher

Steve Carey

Group Publishing

Director

Greg Ingham

Circulation Director

Sue Hartley

Group Production

Manager

Judith Middleton

Colour origination

Avon Scanning

and Planning,

Bristol

Printing

Cradley Print Ltd,

Cradley Heath,

West Midlands

Distribution

Future Publishing

Collecting The mags

Paddy 'The Cleaner

Refreshments

Sanger Man 1

Sanger Man 2

Closing The Windows

Wiff

Horticultural

Maintenance

The Mast Plant Woman

Future Publishing

Addresses

Editorial

TOTAL

30 Monmouth

Street,

Bath,

BA1 2BW

Telephone

(0225) 442244

Subscriptions

The Old Barn,

Somerton

Somerset

TA11 7BR

Telephone

(0458) 74011

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Future

PUBLISHING

PREVIEW

We gaze into the **TOTAL** crystal ball and predict which games will be coming out on NES, Super NES and Game Boy in the not-too-distant future.

ASTERIX

For GB/SNES From Infogrames When August



In the early forest stages, Asterix can biff a wild boar and eat it to restore his energy. Who said the French were gourmets?



Asterix's mission is to rescue Obelix from the Romans, and so he has to strut his stuff over 40 platform levels like this one.



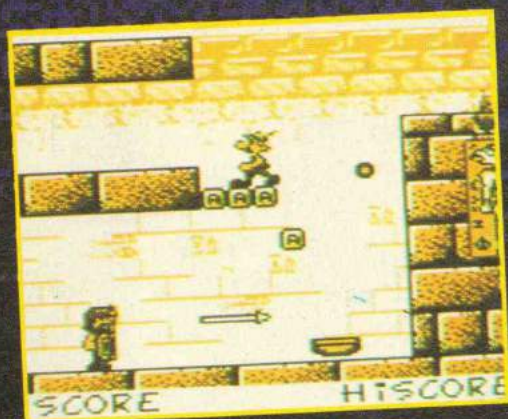
All roads lead to Rome so getting to Obelix should be no problem.

TAZMANIA

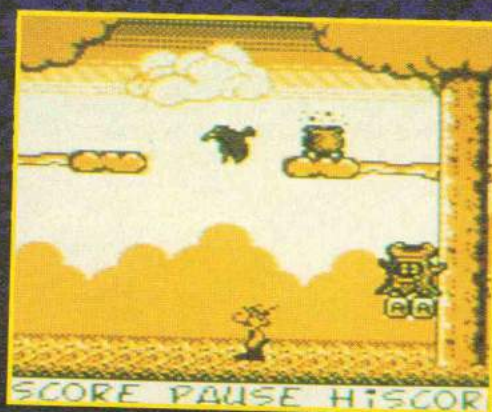
For SNES From T•HQ When August



If you've caught the Taz cartoon on TV then you'll know it's a bit of a larf. And Tazmania on the SNES is also pretty loopy. The game's a racing-and-collecting affair - Taz has to zoom along a road, catching birds and stuffing 'em in this gob. Once he's collected a set number, it's off to the next level. Looks good but seems a tad simple.



Game Boy Asterix is also a platformer, and from what we've seen it plays a bit like Super Mario Land - no bad thing. The story's the same too, with Asterix having to rescue Obelix from all those daft Romans.



If Asterix picks up the cauldrons of magic potion to be found in the game he becomes invulnerable for a time. (Should have fallen into it when you were a baby, Asterix!)

Ooh, TOTAL's on sale today! Must get down to Johnmenzix!

F1 EXHAUST HEAT 2

For SNES From Seta When Dunno yet

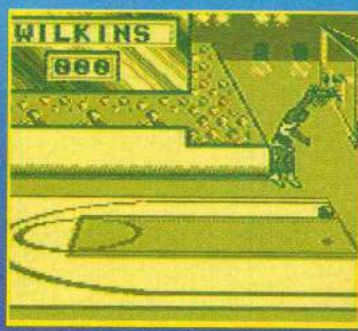


The original F1 Exhaust Heat was fairly average and at first glance this sequel looks like more of the same. However, it does move faster and has more to offer than the first game.

NBA ALL-STAR CHALLENGE For GB/SNES From Acclaim When Soon



Actually, this isn't NBA All-Star Challenge - it's NBA All-Star Challenge 2. What happened to number one? Er, dunno. The game's not a basketball sim but a series of mini-games in which famous players see who can get the most baskets.



SNES owners, however, can play the first NBA All-Star Challenge (although it's almost identical to NBA2 on the GB). Two famous players go one-on-one against each other, each trying to score the most baskets. You can also enter a three-pointer competition and a 'horse' shootout. But it's NOT a full basketball sim.

FAMILY DOG

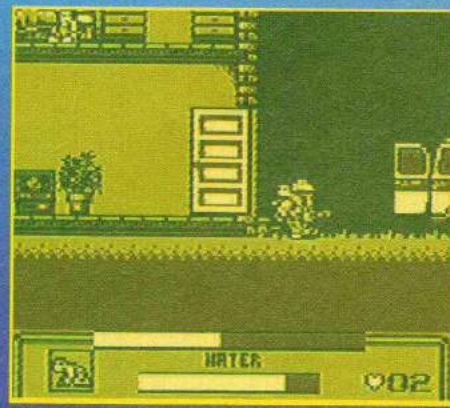
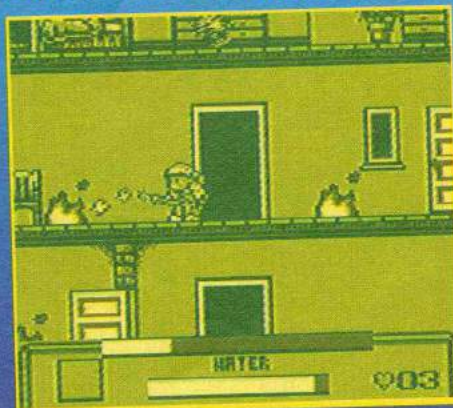
For SNES From THQ When August



This is based on an American TV cartoon series, and it looks similar to the show. From what we've seen, it's a basic and rather dull platformer, with Family Dog jumping about the place. Full review soon.

FIREFIGHTER

For Game Boy From Mindscape When Dunno yet



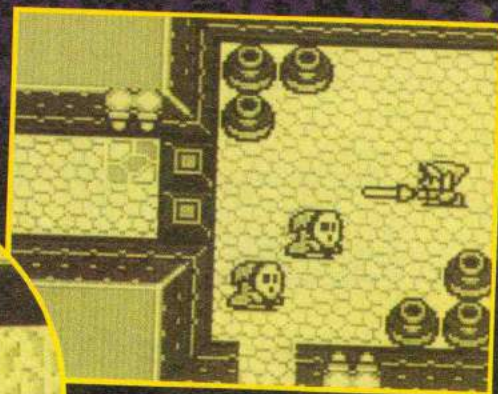
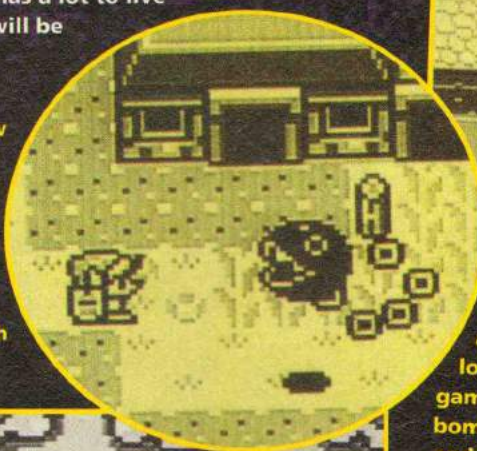
Omigosh, a firefighting game - sounds pretty original. Well, sort of. It still takes place in a platform environment, but instead of bashing baddies you've got to shoot fires with your hose. Looks fun and seems more puzzley than most platformers.

ZELDA For GB From Nintendo When June

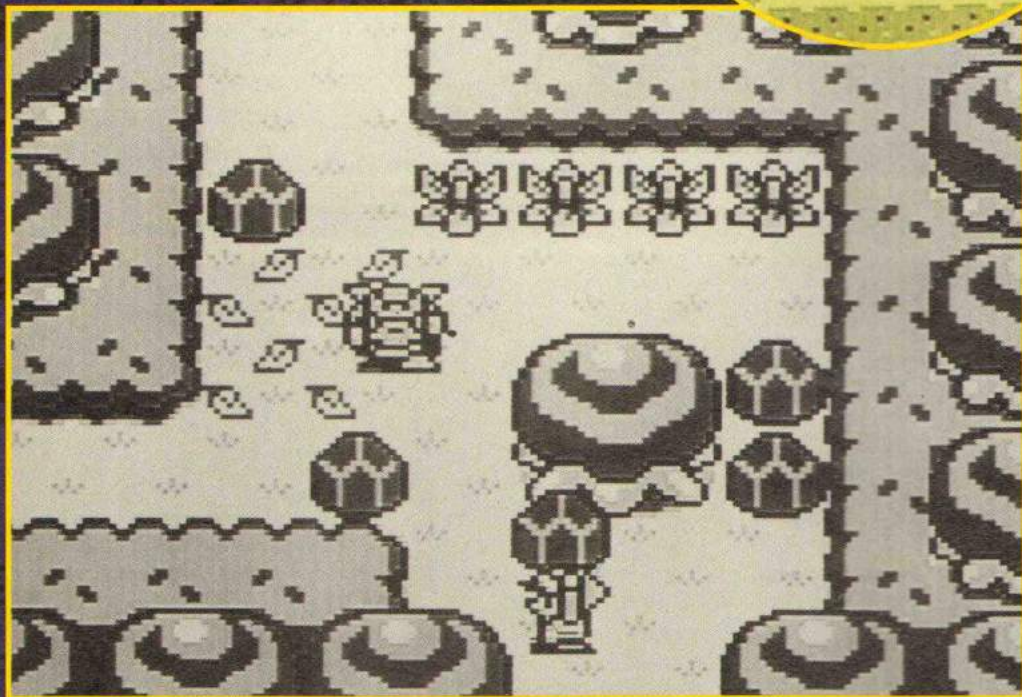
The Legend Of Zelda on the NES was the first ever game to sell one million copies, and Zelda 2: The Adventures Of Link and SNES Zelda 3: A Link To The Past were also great successes, so GB The Legend Of Zelda: Link's Awakening has a lot to live up to. Nintendo have put a lot into the game – the cart will be four megabits – and it's bound to be a huge seller.



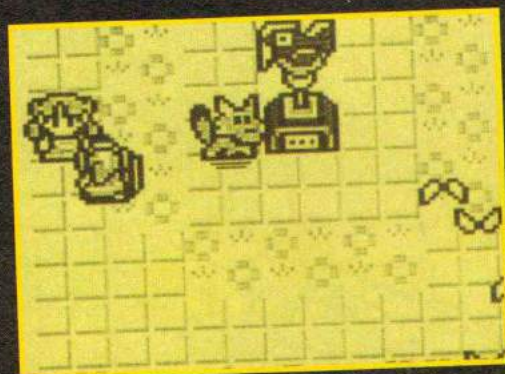
Here's something new for the Zelda games – Link can swim underwater. And there's got to be something pretty important down there to make him want to mess with this ugly great fish.



GB Zelda will offer the same basic gameplay as the other Zeldas. It'll still involve lots of chatting to characters to get quests and information, lots of to-ing and fro-ing across a huge game world, and Link will be able to use bombs, bows and arrows, Pegasus boots, and his sword and magic wand. As in the other Zeldas Link can boost the power of his sword and increase the number of heart containers that hold his energy. The game also has lots of new items – like musical instruments – for Link to collect.



The graphics in The Legend of Zelda: Link's Awakening look very similar to the stunning SNES Zelda game. Not bad considering the differences between the two machines, eh?



In this pic of the Japanese version of GB Zelda it looks as if Link is chatting up some girlie. But then again, he could be talking to the fox, or the stuffed parrot, or even the paving stones, or the trees or... (Snip!)

WAYNE'S WORLD

For SNES From THQ
When June/July



A year after the flick we've got the game – and it's a platform game (original, huh?), in which Wayne has to get through the platform levels and rescue Garth. Hmm.

SCRABBLE

For SNES From Supervision When Dunno yet



'Scrab' (as true aficionados call it) has been about since 1948

and it's still great fun to play – unless you play with someone really tedious who makes words like kumquat on a triple-word score on their first go. The console version looks slick and boasts a 50,000-word dictionary and 16 opponents, but it begs the question: 'Why don't you buy the board game instead?'

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"THIS HAS TO BE ONE OF THE MOST CHALLENGING GAMES EVER ON THE GAME BOY" — TOTAL

It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven Rebel forces from their hidden base and pursued them across the galaxy. Now, on the ice world of Hoth, the rebellion must make a last desperate stand against the overwhelming power of the Empire.

Join Luke Skywalker as he searches the ice caverns of Hoth for Imperial Probe Droids as they attempt to pinpoint the rebel base. Jump inside a snowspeeder and scream into battle against a squadron of Imperial Walkers and then strap yourself into an X-Wing fighter and speed towards Dagobah. Search the jungles for the elusive Jedi Master, Yoda and learn the ways of the Force. Master the Force and you will be ready for the final test — a blazing light saber duel with Darth Vader.

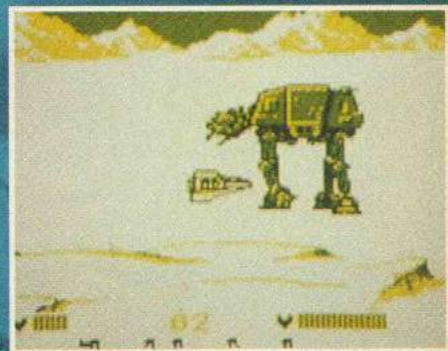


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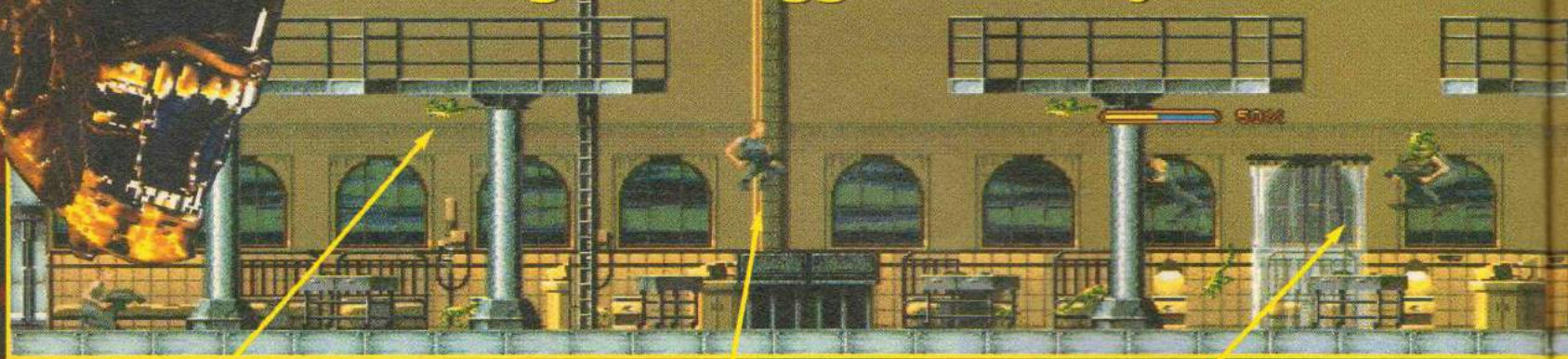
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GAME BOY™

Frazzling face-huggers on Fury 161



Watch out for these face-huggers. Once they leap on you it's like trying to shake off a really sticky bogey.

This haircut is popular with skinheads and lunatic asylum inmates. But then, long girlie hair and flame-throwers don't mix.

You're just minding your own business and, boing, sproing, splat, this green thing comes and sits on your face. Not nice.

Many light-years away, the dust of an atomised planet floated through space. The architects of its destruction lay in suspended animation in the cryogenic compartment on board the spaceship Sulaco. From within their controlled sleep they had no way of knowing that the last of the Alien breed they thought they'd killed off was roaming their ship.

BALDIES
The animation's amazing, the sounds are atmospheric, and the gameplay is tough and varied. Alien³ is the best SNES movie licence ever!

These Aliens had waited dormant for countless years, hidden in the far reaches of an unexplored galaxy. Who knows how many life-forms they'd already exterminated in the quest for their own survival? Would mankind be next? Man's naivety had already caused the agonising death of thousands of planet colonists, an advanced research party, and a

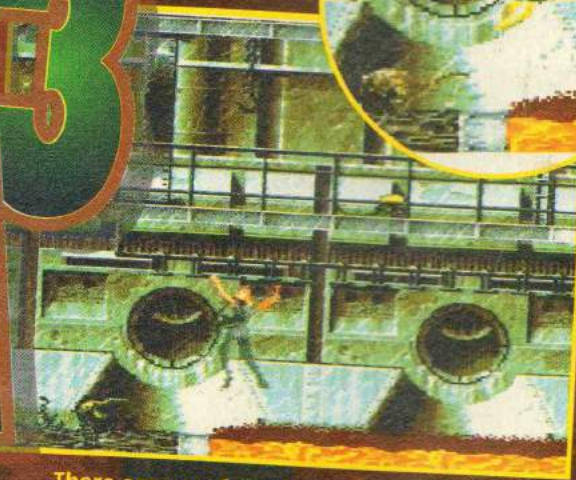
crack unit of Space Marines. A valuable lesson had been learned, though: no one could take the risk of an Alien ever reaching Earth!

Still oblivious to the danger, the remaining crew of the Sulaco slept on. Somewhere on the ship, the Alien was fulfilling its purpose.

'Emergency!' Fire sensors activated the evacuation procedure, sending the cryogenic pods to Emergency Evacuation Vehicle unit 2650. An explosive thrust sent the EEV hurtling towards the only inhabitable planet nearby - Fury 161, a Class C prison unit.

Lt. Ripley awoke to the

ALIEN³



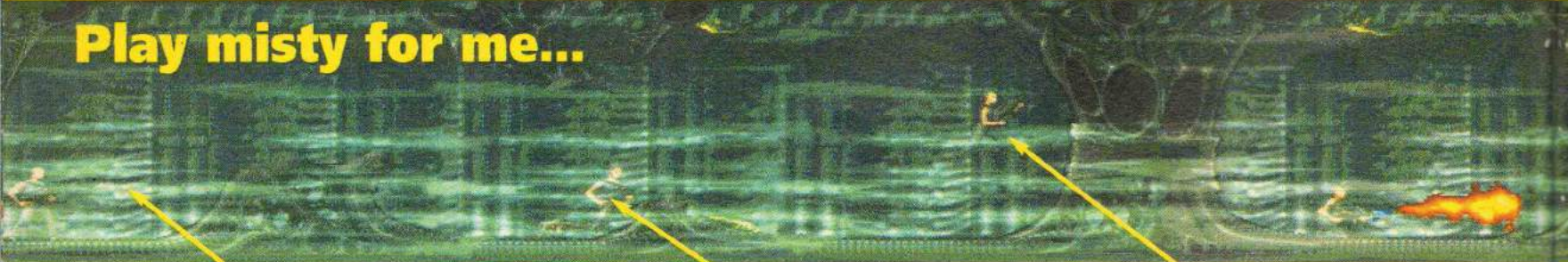
There are very few places to hang out on Fury 161. This seems to be Ripley's favourite.

For SNES (1 player)

From Acclaim

Price £45

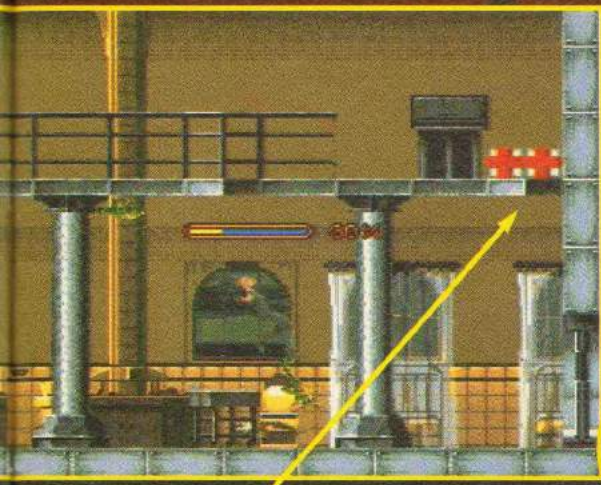
Play misty for me...



This mist stuff is similar to fog, but it's more patchy and doesn't impair your vision so much.

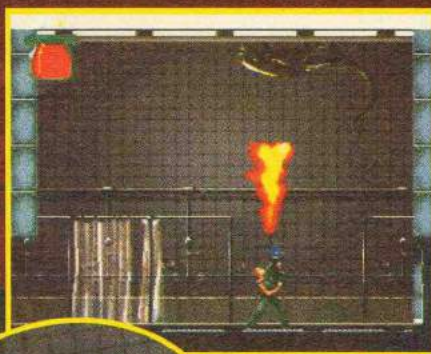
Ripley has about two seconds to turn round and waste the Alien behind her. RIPLEY!

Nothing was going on here, so it seemed a good time to throw caution to the wind and jump.



Brilliant, just what I need – a medi-pak. Nurse? Nurse? Oh that's just great, that is. Flippin' NHS cuts...

realisation of her worst nightmare. The Aliens she'd sought to destroy had already taken a grip on this planet. The prisoners of Fury 161 were too weak and too scared to take on these monsters. Some had already fallen victim to the Aliens, cocooned to play host to Alien eggs. And her friends? Well, they



This is the queen. You can't toast her until you've completed all the missions. Still, it's nice going through the motions even if it doesn't do anything.

What wall?



Solid walls hurt when you leap through them. Fake walls, however, don't. Like this one, concealing some medi-paks in the top Waste Area.

THICKIES
With a few more levels and a little less crawling it would have hit perfect marks. Reviewing missions is slow. Er, those Aliens are a bit nasty and slimy...

wouldn't be much help in the morgue. Ripley knew she had to get a better idea of the prison's layout if she was to survive. Despite the decay all around her, two computer terminals were still operational and held detailed blueprints of the prison unit. The computer analysed the situ-

ation and came up with eight possible missions. Ripley could choose any one of these missions, but the order the computer suggested was best.

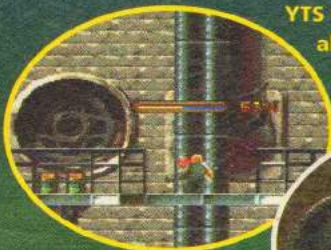
Going over the blueprints, Ripley saw the extent of the Alien infestation. But there was a glimmer of hope. Medi-paks and ammunition were stored throughout the complex, so if she was injured, all was not completely lost. And she had her side arm, a state-of-the-art combat assault rifle with grenade-launcher and flame-thrower. With

Ripley's a terminal case!

The computer terminal is dead useful. You can review your missions and peruse the blueprints on it.

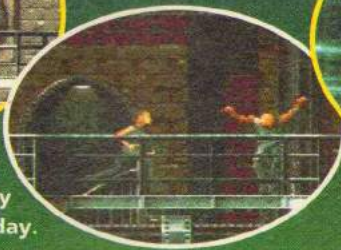


There's a problem with your ignition, mate. I know where I can get one – but it'll cost you!



YTS welding courses are available here. They even do on-the-spot marking!

Save the prisoners from doing dodgy grunge dances all day.



Why on earth Rentokill wouldn't take this job, I don't know. I mean, it's only a few Aliens.



Phew! That welding course came in handy. Now I can fix anything around the home – like this fuse box. Hurrah!



Er, this is a tree. The good bit of Ripley with a flame gun is over there on the other page.

Honey, I'm home! Now, where's my door key? Hey-ho, I'll use my grenade-launcher.

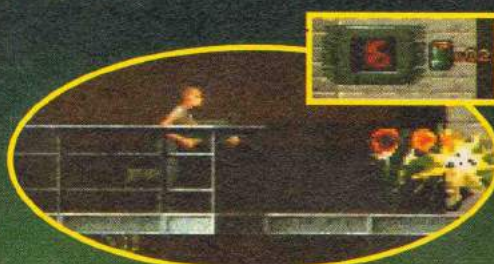
Yes, yes, YES! Christmas has come early this year – loads of luvverly, luvverly ammo.

Watch out! She's got a gub - I mean, gun!

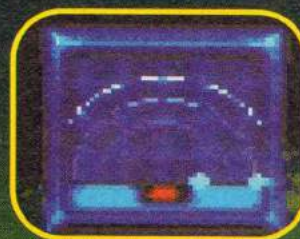
There's so much hardware in this game it's surprising Arnie doesn't make an appearance.



The grenade-launcher's the best weapon of the lot - really big bangs!



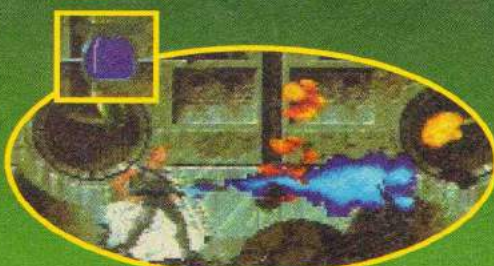
The machine gun ain't bad. It's fast, furious and makes Aliens go pop.



You can't shoot anyone with this scanner - which is a shame.



Flame-throwers come in three flavours. Red appeared to be the weakest...



... Blue's a bit more volatile but ran out quicker than the red...



... And green's the business. It's hot, goes quickly, and tastes kinda minty.

It she stood a chance. Without it, she would suffer the same fate as those who hadn't realised the danger they faced - impregnation or a swift but bloody death.

The first mission was to rescue the cocooned prisoners. Even if they wouldn't join her, it would reduce the rate of Alien population. These prisoners were scattered around the cells blocks, some in almost unreachable places and only traceable by Personal Data Transmitters - which enabled the computer to locate them from their distress signals and plot their positions on the blueprints.

Mission two was to attack the Aliens at their source - the nests, where they were most vulnerable. It was to be no easy task. Face-huggers scampered around tirelessly, like children in a playground. Fully grown Aliens kept a constant watchful eye over the eggs. Ripley's eye wandered slowly from the terminal screen to her combat assault rifle and the canisters of flame-thrower fuel scattered about on the floor.

She smiled to herself. This was going to be fun!

With the nests destroyed, and therefore fewer Aliens to deal with, Ripley could turn her attention to getting the complex back on line. Previous battles had ripped holes in the cooling system, and fuse boxes had blown themselves apart. All this had to be repaired. Once safe in the knowledge that the complex wasn't going to collapse around her, Ripley could concentrate once more on beating back the Aliens.

It was to be a tough challenge. The missions were long and dangerous, and it was going to take more than a couple of attempts to complete them all. Ripley had never seen anything like this before, but she was swift and

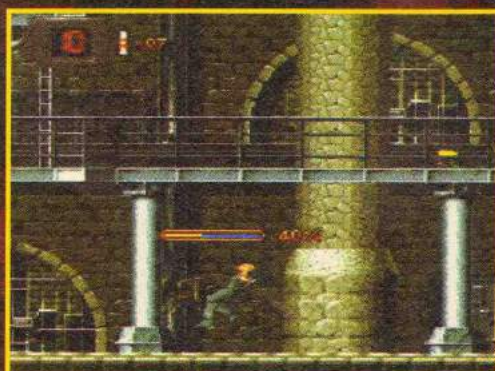
athletic and had the will to survive. And there was one thing she knew: this time it was more than a game, and there were no continues... **JAMES TOTAL!**

TOTAL! TEK-SPEX

Game	Alien ³
Levels	8 missions
Difficulty	Tough
Continues	None
Release date	June



These face-huggers drain you of energy (and they look rather unattractive too). So it's a good idea to shake 'em off.



You know when you've been hurt because you fall over. But just to rub it in, this yellow and blue bar appears as well.

ALIEN³

Looks [10 bars, 9 green, 1 red]

■ Amazing animation. Looks completely different to any other SNES game

Sounds [10 bars, all green]

■ Atmospheric backing track, and as for the sampled sounds... Wow!

Gameplay [10 bars, 9 green, 1 red]

■ More areas to explore and less crawling would have made a brilliant game perfect

Life span [10 bars, 9 green, 1 red]

■ Real value for money - no continues, so you have to think about every move



This is like Another World and the best three sci-fi films all rolled into one. Aliens fans and platform adventure freaks alike will love it!

Final rating
90
Percent

Hey you, it's competition time! Hey you, it's competition time! Hey you, it's competition time!

WIN!



This stunning Sanyo camcorder worth over £500! Now you can make your very own version of Alien₄ (which'll probably be better than Alien³)! **PLUS** you get a copy of Acclaim's brilliant Alien³ for your Nintendo! What more could you ask for?

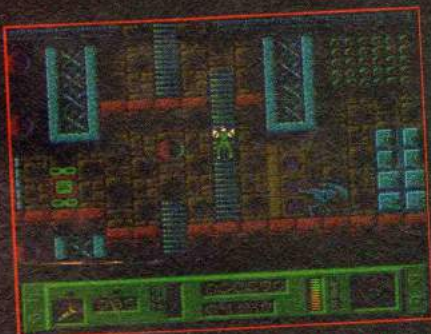
PLUS!



Three runners-up copies of GB Alien³...



Three copies of SNES Alien³



and three copies of NES Alien³!

ALIEN³

In space no one can, er, breathe...

Pretty stonky prizes, huh? Yeah, and we're not giving this stuff away without a struggle, either.

All we want you to do is think about the Alien movies... and then write a fitting denouement of the series (that's movie talk for a proper ending) in the shape of Alien₄.

You don't have to rattle out an entire screenplay, you understand. But at the very least we want a plot outline, or a storyboard of the main scenes, or a chronological list of events. At least.

Obviously, we're suckers for people who put in large amounts of work, so if your entry arrives in a hand-tooled leather binder, with full

colour storyboard plus free Alien₄ hat and badge, then you'll stand a better chance than someone who writes 'Ripley dreamed it all' on the back of a postcard.

The sender of the most interesting and original storyline wins the camcorder; the next nine decent entries get the games. Okay?

Send your guff to: Alien₄ compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. State your name, address, age and what console you own (SNES, NES or Game Boy).

Rules and regulations

No members of Future Publishing or Acclaim Entertainment may enter. No one called Dan O'Bannon, David Giler, Walter Hill or James Cameron may enter. Nor anyone involved with the making of Alien³ neither, cos it was crap. The shiny new Ed's decision is final. Och the noo.



Here's Ripley, ready to take on level three's rescue mission.

... And I said, 'That was no Alien, that was my mother!'

Flip these controls to open the safety doors.

Come on, Ripley. You're supposed to shoot the Aliens before they run you over and turn you into a pavement pizza. Must try harder.

Ride these moving platforms to get over the giant air shafts.

ALIEN 3

For NES (1 player)
From Acclaim Price £40



When communicating with an alien species for the first time, it's best to stick to simple phrases like 'Aaargh!', 'Oooch!' and 'Wah!'

Aliens. The perfect killing machines. Two sets of jaws, acidic blood, razor-sharp claws, whiplash tails and, er, no eyes. Yep, the Aliens have to make do with a Golden Retriever and a Braille guide to the universe's most inhospitable planets.

As in the SNES game, Ripley has to race around the levels trying to find and save her fellow prisoners from the Aliens who've overrun the colony. There's a time limit for each level, and Ripley has to save all the prisoners before they get impregnated by the Aliens, and make it to the exit of the level.

Finish two of the tricky levels and you'll come up against a mother of an Alien, which isn't much of a challenge, really –

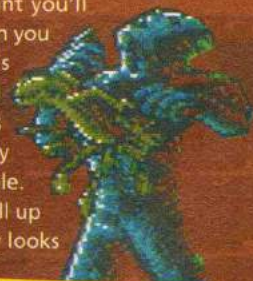
RIPLEY'S
Atmospheric and challenging platformer. Plenty of options and the adjustable difficulty levels will make it last

all you have to do is find a safe place to stand and pummel a load of grenades into it. Still, the game's main challenge isn't the Aliens but the maze-like layouts.

There are only five prisoners on each level and unless you've got the memory of a particularly venerable elephant you'll have to make maps. Even when you know where you're going it's easy to take a wrong turn and lose vital seconds. Although it's frustrating, it's also frighteningly addictive and intensely playable.

Graphics and sound are well up to scratch. The game's gloomy looks

Anyone got a needle and thread?



Watch out for the face-huggers. If you don't torch 'em before they hatch they'll chase you all over the place. Yucky-poo!



On every level you have to save a set number of prisoners. Once you've found one, just run into them to free them.



To reach the exit of the level you'll have to crawl through the ventilation ducts. On later levels they link bits of the complex.



Run about the levels willy-nilly and the Aliens will spring on screen before you can react and, er, well, it's not very pleasant.



Hmm, not sure what this huge chunk of rotting flesh is so I'll just carry till I meet something else.

If this were a pantomime, I'd shout 'Behind you', but it's not, so bad luck, Rippers.

Nip down this ladder and you'll get to the rest of this huge level.

Almost there, Ripley! Watch out for a well-camouflaged Alien hiding here and race along to the end to save the prisoner. Now, where are those other prisoners hanging out?



Aliens. If you ask me we should round 'em up, put 'em in a field and bomb th... (Snip)

TOTAL! TEK-SPEX

Game	Alien ³
Levels	Loads
Difficulty	Adjustable
Continues	None
Release date	June

Ripping it up with Ripley

Complete two levels and you'll have to take on a giant-sized Alien warrior.



The first giant Alien charges at you and spits loads of acid. Once it's run out of gob it runs back left and jumps over a hole in the floor. Don't bother chasing it, though – just stand on the ledge and shoot it (it won't be able to hit you).

make it very atmospheric – the Aliens blend into the background and give you a real shock when they suddenly leap at you. The gun and grenade FX make the most of the NES's capabilities and there are loads of decent tunes.

I've only a couple of complaints the game. Some of the Aliens are unavoidable and passwords

RIP-OFFS
Some Aliens are too well-hidden. If you don't like making maps it's tough to find your way about

would have made it less of a chore – it's a bit too frustrating fighting through levels you've already done to get to new stuff.

Alien³ may not be a non-stop blaster but what it lacks in action it makes up for in tense, edge-of-the-seat excitement. It's great to play and you never know what's lurking around the corner... **CHRIS**



ALIEN³

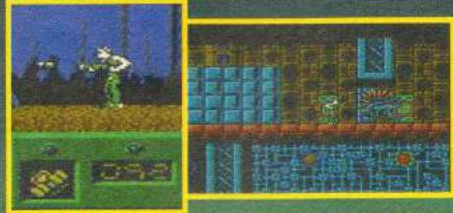
- Looks** [Progress bar]
 - Sharp graphics for Ripley and the Aliens. Colours are drab, though
- Sounds** [Progress bar]
 - Great thumping tunes and metallic gun and grenade effects
- Gameplay** [Progress bar]
 - Simple platform blaster at heart, but the mazy levels give it depth
- Life span** [Progress bar]
 - Map makers will definitely get their money's worth from this one

Alien³ – Weapons 4

Ripley has four weapons, but which is the Arsenal and which is the Bristol Rovers?



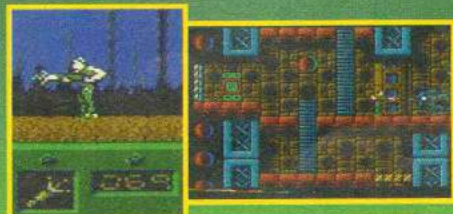
The flamer's the most powerful – but it's slower to use than the rest of 'em.



The grenade-launcher is the best all-round gun – it packs a helluva punch.



The hand-bombs destroy anything with one hit, but they're awkward to use.



The pulse rifle's the only gun you can use while running, but it's a bit weedy.



A real thriller of a game, chock-full of hidden Aliens and labyrinthine levels. Mappers and blasters alike will love it to death

Final rating
86
Percent



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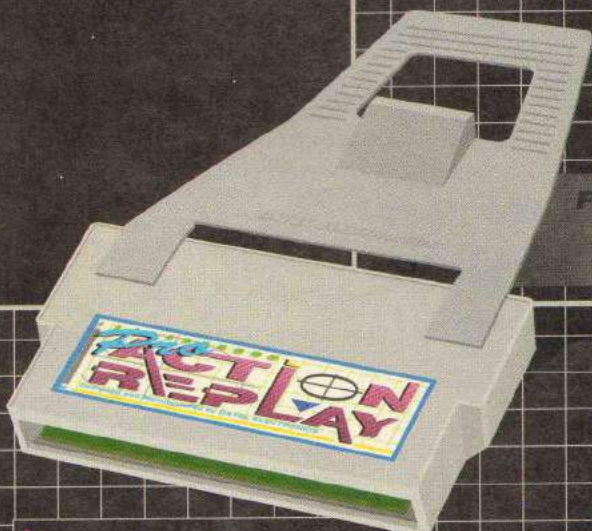
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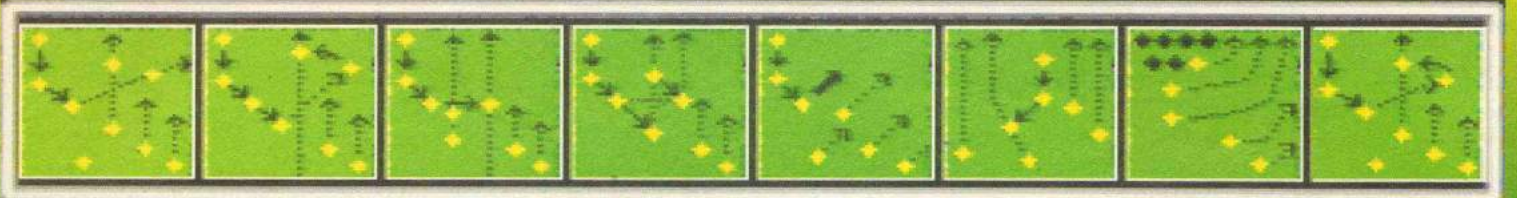
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Come on, lads, play the game!

Let's talk tactics. Pick a play, sit back, and let the guys do their thang.



If there's a scrum, line-out, or any other excuses for a scrap on the pitch, this little lot pops up. Umm... Those dots are you, see.

WORLD CLASS

For SNES (1-2 players)

From Imagineer

Price £45



Fouling someone is likely to have drastic repercussions – as we're about to see here.



Okay, lads, I'll bung the ball over your heads while you do a Mexican wave.



Ha ha, fooled you! This ain't a scrum. It's a ruck, which happens when you're tackled.

Rugby is a game involving 30 large blokes, lots of mud and an element of skill. In an effort to capture the mood of the game, World Class Rugby has taken a small part of this – in other words the team of blokes and some mud.

SCRUMS!
Fab two-player mode. Well-balanced teams. Good choice of tactical plays. Nice Mode 7 graphics

The game isn't that difficult to understand. You start with a pointy egg-shaped ball. The object is to get that ball down to your opponents' end of the pitch and touch it on the ground. The only other rules you need to worry about

apart from that are: flatten anyone who's got the ball and isn't on your team, don't ever pass the ball forwards, and shout a lot. Of course, if you're over 18, having access to gallons of beer is an added bonus.



Rugby: a game played by men...

You can't put it off any longer. Sooner or later you're gonna have to get dirty.



1 Right, then, once you've selected a tactic, get your head down for a scrum...



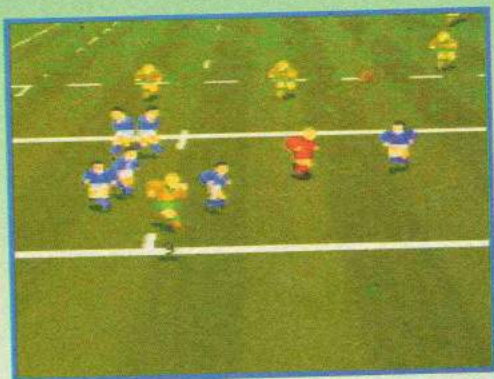
2 ... Hammer away at the L and R buttons to get the ball. The ball's out! He passes...



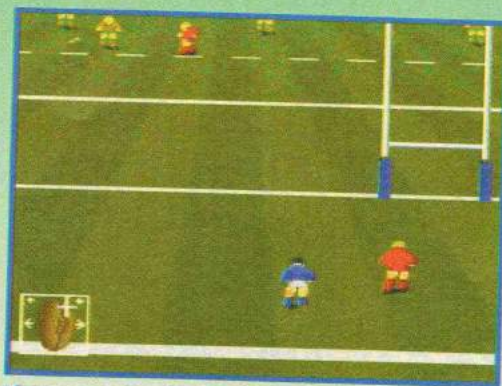
3 ... The crowd's going wild. The number eight grabs the ball and dashes for the line...



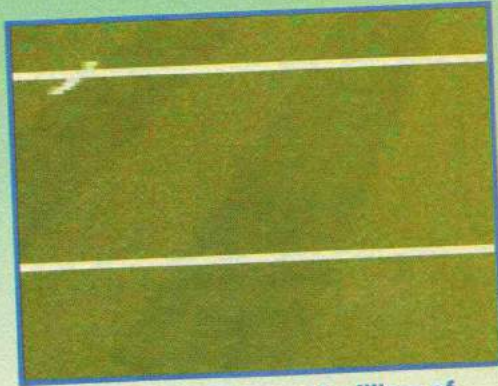
4 ... He quickly changes into a number 15 to fool the other side...



Kicking the ball is tricky. But so's carrying it!



If you get the choice, it's always best to make a try between the posts to avoid awkward conversions like this. Unfortunately, I failed miserably.



A rugby pitch is made up of millions of teeny-weeny blades of grass, all lined up close to each other to create a lawn effect.

RUGBY



The thing I like about rugby is that you don't get blokes snogging each other when they score

This game is pretty clued up in terms of authenticity, but for one player the playability's been left in the changing rooms.

The view of the pitch is the first noticeable problem.

Because the view is centred on the ball, you get no idea of where your players are, relative to the guy running. This makes intercepting and passing very hit and miss. Scrums and rucks (technical lingo for pitched battles on the er, pitch) are impossible to win without an autofire joystick or a course of steroids. Hammering the L, R, and B buttons to get possession of the ball and give your pack more strength is fine when you're only a

Pity. When you get that try in the second half, well, I couldn't help noticing what great legs you have



few minutes into the game, but from then on your main worry is repetitive strain injury – a problem the SNES doesn't

have. The SNES often plays dirty too – when you're making a crucial tackle the computer suddenly gives your player the impetus of a small shrub and you bounce off.

I'm a big fan of rugby (i.e. I know what shape the ball is) but this is very disappointing. Although with two players there's a chance of a fair match, there's no point in buying a game in the hope you'll have a mate around when you want to play it. But if you're after a rugby game, this is the only one out there right now. **JAMES**

BUMS!
Unfair and uncontrollable with one player. Terrible view-point. Runs slowly on the UK machine



WORLD CLASS RUGBY

Looks

■ The Mode 7 graphics are good but limit your view of the play area

Sounds

■ Atmospheric crowd noises, but the digitised speech leaves a lot to be desired

Gameplay

■ The two-player game is superb, but if you're playing on your tod it's frustrating

Life span

■ Without the two player mode, this would get drop-kicked within a week

Had the one-player game been better, this would have been a stonking sports sim. As it is, only the two-player game saves it from a pasting

Final rating
65
Percent



... With oddly shaped balls



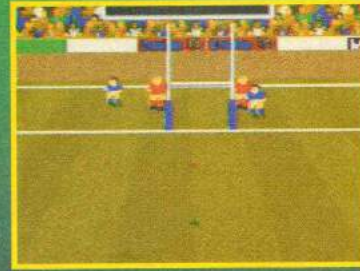
5 ... But the referee won't allow number swapping so he calls a scrum...



6 ... This time the number four chappie gets possession and dashes for the line...



7 ... The blue team performs some sort of square dance to show their annoyance...



8 ... Now all I have to do is kick this ball between the posts. Then we can go home.



'Ooh, quick, everyone, come and have a look at Andy Dyer's new car.'

All right, I know what you're thinking. Yes, this is a war game, and yes, the screenshots look a bit on the dull side. But hang on, let's give it a chance.

Super Conflict uses the 'hex' system beloved of tactical board games. You have lots of little pieces representing all sorts of infantry, armour, air and naval units, which move around the map depending upon the unit and the terrain – it takes

SUPER CON

For SNES (1-2 players)

From Vic Tokai

Price £45

BATTLES!
The longer scenarios offer a compelling theatre of war. The two-player game is even better

longer to traverse mountainous areas, for instance. When you've finished moving a piece, if it sits adjacent (that's 'next to', Jim) an enemy piece, you can enter into battle. The outcome is decided on a points system, which takes into account the comparative strengths of the combatants, the sort of weapons used and the level of defence offered by the terrain.

The actual battles are shown graphically, although by this time all you can do is sit

and watch. In the long game, you can exercise some control over the progress of the battle – like deciding whether to stop attacking and defend or just run away. But it's pretty cut and dried: if your unit is harder than the enemy's, they'll soon be watching in explod-o-vision.

Sadly, there are some major setbacks with Super Conflict. For starters, it's just too easy. I've been victorious in 28 scenarios out of 55 with no real sign of losing (although they are getting harder).

Second, the computer general is a total dullard.



The air factory has only one good product: the A-6E Intruder – it's a stonker.



Pointless battle no. 47 – this is an example of just how dim the computer can be.

TOTAL! TEK-SPEX	
Game	Super Conflict
Levels	55 scenarios
Difficulty	Five levels
Continues	Save game
Release date	Out now

SNES Rules of engagement

Ten handy tips for thrashing the dimwit computer...

TACTIC

1 Keep all your aircraft under cover until the second turn. Use your helicopters to blow up the enemy's SAM sites, then use your SAMs and fighters to obliterate the enemy's air power. With the skies clear, you can use your Tankbusters and Intruders in safety.

2 Always move your biggest tanks (including the Flag Tank) onto a town. Towns offer the highest protection and also constantly refuel and repair that particular unit.

3 Obvious as it may sound, on your first turn always try and destroy as much as you possibly can. It gives you more production points and means that

those units won't be used against you next turn.

4 Don't worry too much about protecting your factories – they can look after themselves. To destroy a factory you'll need at least two sizeable tanks plus either air or naval support.

5 Make use of your ships – SAM-carrying Cruisers can down aircraft while Destroyers can blow up the biggest of tanks.

6 Don't move SAMs around, because they quickly run out of fuel. Leave them near your factories – that's where the enemy's bombers will be!

7 A good way to write off enemy aircraft is to wait until they return to an airport

and then capture the airport. Ha!

8 When you are asked to produce a new item, always build the most powerful unit available. When you have more choice, go for an A6-E Intruder – it's the most versatile and powerful craft you can get.

9 Block enemy units' path of retreat with two or three aircraft – even though the planes are airborne, tanks and infantry can't pass by and can't do them any real harm.

10 Enemy Flag Tanks always end up trying to destroy one of your factories – mass your forces around it (to stop it escaping) and then hit it with everything you've got!



We will fight

... And in the forest, and in the air,



Even hiding in town my tank's little match for a battleship.



Hee! A direct hit to his canopy with my yellow paint bomb.

WALLET

He thrashed my precious Flag Tank within two points of defeat (which is the end of the game) and then scurried off to shoot at my factory. Duh!

Also, unlike a lot of war games there's no historical basis for any of the battles – they're just set pieces, so there's no chance of 'commanding the enemy forces to see if they would have won'.

But having said all that, there's something very more-ish about Super Conflict: the stupid game kept me playing for hours on end, so I can hardly slag it off! Hardened war gamers should avoid it like a case of C-5, but if you like to exercise more than your trigger finger – or better still have a like-minded chum – Super Conflict will keep you occupied for quite a while.

STEVE

TOTAL!

RATTLES!
You'll soon be wishing for more complexity in the campaigns – and a decent computer opponent

	F-100 STRENGTH: 59/65 WEAPON: machine gun DEFEND
ATTACK	
A-10 Thunderbolt II STRENGTH: 50/50 AIMO: 10/10 WEAPON: bombs	

Haha-haaa! Take that, big enemy tank-type thing! Meet my best friend, the A-10 Tankbuster – it's a blast.





This really is war gaming for sponges. It's very simple and very limited. (Still, it kept me amused for ages so I can't really complain too much)

Final rating
69
Percent



	Battle tank STRENGTH: 70/70 AIMO: 14/14 WEAPON: 406mm guns ATTACK
DEFEND	
M1A1 Abrams STRENGTH: 65/65 AIMO: 12/12 WEAPON: 120mm	

Here's another picture of something firing at something else. Erm... There's an awful lot of this in Super Conflict, I'm afraid.

- Looks** 
- Functional in-game maps and animations, although the victory screen is crap!
- Sounds** 
- Fine sampled gunfire and explosions, but the 'music' will turn your brain to jelly
- Gameplay** 
- For all its faults, I still couldn't put it down. Two-player mode is its strong point
- Life span** 
- It'll take a while to play all 55 scenarios and you can always challenge a chum

SUPER CONFLICT

them on the beaches...

and we'll give 'em a pasting on land, too!

F-100
STRENGTH: 44/50
AIMO: 6/10
WEAPON: bombs
DEFEND

F-100
STRENGTH: 17/45
AIMO: 6/8
WEAPON: SAM

Oh dear. Those enemy bombers really are a pain in the airport.

F-100
STRENGTH: 14/60
WEAPON: 30mm cannon
DEFEND

Battle tank
STRENGTH: 70/70
AIMO: 13/14
WEAPON: 16 guns

That'll teach him to sail within 10 miles of my exclusion zone.

F-100
STRENGTH: 2/50
WEAPON: 30mm cannon
DEFEND

F-100
STRENGTH: 50/50
AIMO: 8/8
WEAPON: Sidewinder

One swift Sidewinder up the exhaust will sort that bomber.

F-100
STRENGTH: 20/50
AIMO: 7/8
WEAPON: AA-8 Aphid
DEFEND

F-15C Eagle
STRENGTH: 60/60
AIMO: 8/8
WEAPON: Sidewinder

That cloud of expanding debris used to be a MiG-29. Bye now!

BOB

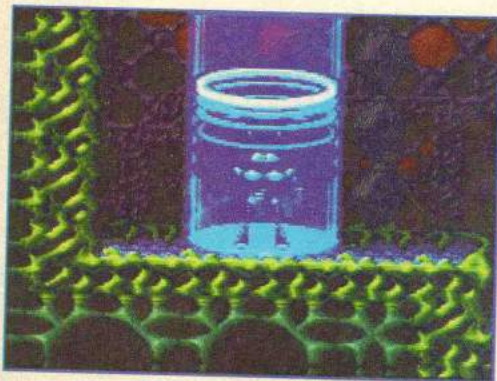


Bob flits from zone to zone with the ease of, um, a particularly deft zone-flitter, I guess.

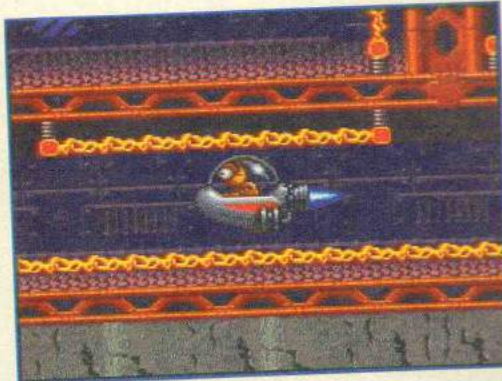
For SNES (1 player)

From Electronic Arts

Price £45



The teleport bit. Matter projection technology is still a long way away, you know...



... And so is hover-buggy technology. Marvellous things, video games, eh?



The weapon/add-on select screen. Take a breather from a hectic situation and 'ave a fiddle with your bits and pieces. Hmm...

Right. Before we start, I'm sorry, but I really can't tell you what B.O.B. is an acronym for. I've scoured the manual from start to finish and even rung the geezer from Electronic Arts, but to no avail. So you'll just have to use your imagination. Maybe it doesn't stand for anything. Suffice it to say that our hero, whom I shall call

Bob, is a young android/robot-type creature who has succeeded in crashing his dad's hover-car on the distinctly hostile planet of Goth, which, far from being populated by black-clad The Mission fans, is actually full of aliens. Nasty, slimy aliens who take great delight in thwarting our hero's search some new wheels for his old man.

You guide the aforementioned robotic dude around a series of multi-scrolling levels, swiping weapon power-ups and bodily add-ons, solving various progress-related puzzles, and generally grinding the aliens into the grime while (hopefully) avoiding termination. Occasionally



Right little Bobby-dazzlers

Power-ups! Luvverly power-ups! Get 'em while they're hot! (Ahem.)



Punch



Single shot



Triple shot



Flame-thrower



Rocket



Wave



Shield



Trampoline



Floating bomb



Helicopter hat



Umbrella



Flash

Add-ons! Luvverly... Oh, never mind. Use these when you need special powers in tricky situations.

Bob springs into action!

All Bob needs is his trusty trampoline to give him a spring in his step.



Here, our hero is having difficulty reaching this rocket power-up.



Simply stand directly beneath it and drop one of your trampoline remotes...



... And Bob will bounce up, hit his head on the ceiling and collect the power-up.

– and inevitably – Bob meets a boss. An annoyingly well-armed and belligerent boss who proceeds to fling various missiles and bits of himself randomly around the screen before expiring on the end of a frantically aimed missile.

Bob's basic punch can be powered up to rather more destructive armaments. Certain weapons are more suited to certain situations – the flame-thrower, for example, is extremely handy in cramped passages. The add-ons give him various extra powers and abilities – helicopter hats can be activated to float up to otherwise unreachable areas and trampolines will bounce Bob up to, er, otherwise unreachable areas. Oh, and there's all the usual stuff like shields (temporary invincibility)

and umbrellas (for a softer landing).

B.O.B. is fun, absorbing and occasionally a bit of a laugh – Bob bumps comically into walls, Bob falls asleep and snores if you leave him standing around for too long, and when Bob dies he disintegrates into a pile of powder with two blinking eyes perched neatly on top. But it's also very standard and predictable. There's always the nagging feeling that there isn't much to it except wandering around, jumping, falling and shooting things. With all the impressive and varied competition

BOBS!
Funny, cute and appealing. Generally easy to get into

NOBS!
Samey and rather slow. Can be more frustrating than challenging



Aah! These strange holes in the wall are actually cleverly disguised energy-boosters. Simply stand in 'em for a boost.



Pah! Enemies, eh? This one takes great delight in detaching itself from the ceiling and embedding itself in your head. Nice.



This speedy little git whizzes back and forth across the lower corridor – making it amusingly difficult to get down the ladder.

TOTAL! TEK-SPEX

Game	B.O.B.
Levels	30+
Difficulty	Average
Continues	Passwords
Release date	Out now

(Super Star Wars, Alien³) this kind of thing needs to offer something a bit more special to justify itself. Good, but not great. CHRIS

Looks



Cartoony graphics and nice parallax backdrops, but some messy aliens

Sounds



Suitably daft FX, and the tune's whacky enough – but you can't turn the git off!

Gameplay



Meaty and puzzley, but there just isn't enough variety to maintain your interest

Life span



Passwords help your long-term efforts, but you won't last long in one sitting

An agreeable idea with slightly ailing gameplay. Devious and intelligent level design gives it an addictive edge, but it's just not varied enough

Final rating
70
Percent

The wheel of life

In between stages, you can pick up extra Busters. Spin the wheel and pick a game...



Plucky Duck's bingo is a sure-fire lives-gainer.



Babs has to find her friends before the baddies get her!



Quarterback Buster takes the Acme Looniversity team to victory!



ever did play with. Er... So to speak.



Slide the tiles to join the maze, so Hampton can eat all the apples.



Join Furrball in the squash court for a quick knockabout.



Try to out-weight the opposition with Shirley's scales.

BUNNIES
Gorgeous graphics 'n' tunes - as Loony and Toony as you're gonna get. Superb variety and dead playable

Buster takes us on a madcap trip along the hallowed halls of Acme Looniversity, on a perilous train journey across a Wild West movie, and through the haunted corridors of Spook Mansion. Safely back at the Looniversity, we touch down at Acme Acres

Stadium to gain some yardage for the Looniversity football team. After which, Buster goes up, up and away in an airborne treasure hunt, coming back down to earth in



Naah! You're just in it - it's me they want to see!



The only way to stop a Tasmanian Devil on the rampage is to fill him full of food!

For SNES (1 player)

From Konami

Price £50

One thing that none of the Tiny Toon games explains is just where all these baby Toons come from. I mean, I've never seen any of the Looney Tunes characters get married, let alone have kids. Hmmm...

(Tell you what, though, Steve - Andy.)
Yes, Andrew?
(Why don't you just get on with the review, you tedious BERK! - Andy.)
Hmph. Well, star of the show is Buster Bunny, distant relative of Bugs (presumably), and the cutesy-wootsiest furry creature you

BUSTER



That's me - star of the show and all-round funny bunny!

BUSTS LOON!



Buster can smash into these barrels for a laugh.



Buster strolls casually past the saloon.



Beware the dreaded tomato-lobbing fox.



Deep in the bowels of Spook Mansion, Buster battles an evil creature by headbutting his nuts (and bolts).

time to star in the Looniversity stage play – a space opera in which Babs is kidnapped by the evil Milky Way Imperial Army.

Make way for Buster – Knight of Honour!

The gameplay is yer typical run, jump, hitting things sort of affair, but it's made special by the rich visuals and sheer variety of enemies, traps, bosses and sub-games. Like Death Valley Rally (and unlike the TOTAL team) this game has a sense of humour and a great personality.

In between the oh-so-yummily-drawn stages, you also get to play in a number of cheery bonus sub-games. Spin the wheel to randomly select a game and try to tot up some extra lives for the next hare-raising stage.

Konami have made a habit of cocking up the difficulty levels on games, but they've made Buster

Ducks! That's what this game needs. More green ducks...



BUMMIES
Buster could be a tad more controllable. Gameplay is simple throughout – you won't get brain strain

I'm the one that steals the show (and all the loot!)



Out in the furthest reaches of the cosmos, brave Buster – Knight Of Honour – cowers in terror as a laser bolt homes in on his ship.

Busts Loose! suitable for all types of players. Children's mode has shorter levels with passcodes, so youngsters can play their favourite bits over and over again. Then there's Normal mode, which is tough but completable. And then there's the Challenge mode – which is obviously Konami's idea of a joke. The other day, mountaineer Edmund Hilary popped

into the office to drop off some tips what he'd done, and he said it was tougher than scaling the North face of Mount Everest. With slippers on.

So, then. Buster Busts Loose! is gorgeous to look at, very pleasing in

Duck? Hur, hur! Taz make everybody duck...



In a thrilling climax, Buster faces Duck Vader and his massive laser.

the ear 'ole department, and is odds-on favourite in the game-

play stakes. It really is a spanky little SNES game, but at 50 quid, the only thing Buster's gonna bust is your bank balance. **STEVE**

TOTAL!

TOTAL! TEK-SPEX

Game	Buster Busts Loose!
Levels	5 (+ sub-games)
Difficulty	3 settings
Continues	3, 5 or passcodes
Release date	June

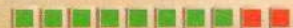
BUSTER BUSTS LOOSE!

Looks



Let down only by the occasional poorly animated baddie. Otherwise, yummy

Sounds



Jolly car-tunes and FX – no way you can listen without a smile creasing your face

Gameplay



Simple platform stuff with some simple sub-games – but you'll be hooked!

Life span



Use Normal level to see all its loveliness, then play Challenge for a real challenge!

B.B. goes loco!

Out on the prairie, Buster Bunny has to battle his way along a Wild West locomotive

to rescue Montana Max. As you can see, it's flaming hard work!

A stunning, lovely, cuddly and downright addictive platformer with a real sense of humour. Killer game players might find it a bit shallow, though

Final rating
87
Percent

Salt, mustard, vinegar, pepper...

Watch out for bunny-peckin' buzzards.

The blue horses kick your bunny butt skywards for bonus stars.

SUPER GOAL



For SNES (1-2 players)

From Jaleco

Price £45

Here's one player who really can run rings round the other team. See.

Wa-hey! It's football time (again). Yep, it's time to put on your footballing head and get down to some 'super' footy action on the SNES. Well, that's what I assumed from the title. But that was before I

started to actually play the game.

Everyone knows what football is all about, so I won't bother going into detail about the rules and regulations of the game. Super Goal has the usual exhibition mode (so you

can practise against the computer or take on a mate) and the Super Cup, which is basically a sort of international cup competition. You know the sort of thing I mean.

Right, that's the explanation over and done with, so let's get on with describing the game itself. Basically, it's a big pile of old nob. I



You've made it through the qualifying stages to the knockout round. Only four matches to the final. Er, 'ere we go...



Right, lets play 'spot the ball'. I've just kicked it at the goalie and it's not in the net, which means it's, er... Oh, I can't think.

GOALS
Well, everybody loves footy, don't they? This has got the usual football things (just about)



Ah, this is the very attractive formation select screen. Nice, huh?



What does this button do? Aargh, we're being attacked by an octopus! (Actually you're about to enter a black hole.)

Brilliant, another 3D space shoot 'em up. We've had the ultra-whizzy Wing Commander and the very foxy StarFox (or StarWing) and now there's Warp Speed. Can't wait to see what this one's like.

I'd always assumed that warp speed was supposed to mean something fast - you know, like, 'Warp factor nine, Mr Sulu'. In that case, this game should have been called Snail's Pace, because it doesn't feel at all warp speedy - there's no feeling of motion at all during the space-fight sequences.

The lack of speed could be forgiven (just) if the game didn't look like doggy doo. I wonder if the program-

For SNES (1 player)

From Ballistic

Price £40

mers have even heard of Mode 7, because having just one or two spinning sprites is hardly pushing the machine. When you compare the enemy ships here to the ones in Wing Commander, you see just what an inferior game this is. In WC they came at you, span and

attacked. Here, they're either miles away (and look like dots) or right in your face (when you can really see how poor they are). It all reeks of amateurism.

Variety may be the spice of life but it obviously didn't matter to the makers of this game. All the

RASPS
Everything looks and feels the same, in other words, crap. It's all too slow, tedious and unoriginal



Oi, watch the paintwork - I've just had a respray done. These spaceway contraflows don't seem to work very well.



Close that door - it's freezing in here. Were you born in a barn or what? And check those ships for 'pay and display' stickers.

BLASTS
Er, tough one, this. The campaign will take a while to complete - if you can stand it that long



No sign of a ball, but it looks like the players are having a whale of a time anyway.

hate to be so blunt, but Super Goal really is totally unplayable and not in the least bit rewarding.

For a start, the graphics are terrible. One special mention should go to the person who decided on the dimensions of the pitch, which, judging by the size of the players, is about three times bigger than it should be. This might not sound like an immense problem, but just try taking a shot on goal and you'll realise what a drawback it actually is. You may think you're right in front of the goal, but when you shoot, the ball goes about 200 yards wide and you discover that you were in fact standing by the corner, or thereabouts.

Scoring against the computer-controlled keepers is incredibly hard (20 shots on goal from



FOULS
Dull, slow and horrible to play. Crap graphics, with a ridiculously big pitch and poor animation

if you can get the ball through the hole in the net second from the left, fifth one up, you win.

point-blank range yielded a scoreline of precisely zilch) and the control system's so crap it takes about three weeks to put after-touch on the ball.

All in all, this is definitely the worst

football game I've ever seen on the SNES. More like a case of 'ere we don't go, really.

TOTAL!
ANDY

TOTAL! TEK-SPEX

Game	Super Goal
Levels	7-stage cup
Difficulty	Average
Continues	Save game
Release date	Out now

SUPER GOAL

Looks [Progress bar]

- Very dull sprites, as well as poor animation and, er, lots of green

Sounds [Progress bar]

- Some nice crowd noises and a reasonable tune to accompany the action

Gameplay [Progress bar]

- Very easy to control, but (almost) impossible to score or to swerve the ball

Life span [Progress bar]

- There's always the two-player game, but you won't even want to play that for long

Definitely the worst footy game for the SNES, and there are some stinkers out there already. It'll really make you sick as a parrot. (Sorry)

Final rating
33
Percent



Er, excuse me, can you tell me the way to Quadrant Six. No? Oh well, might as well put a missile up your tail pipe then.

missions feel the same to play: you warp, blow away a couple of ships, warp, blow away some ships, warp and shoot some asteroids. And that's it. Let's face it, guys, this has all been done before and done a hell of a lot better too.

Check out Wing Commander or StarFox before you get this. In fact, if you buy Warp Speed at all you need your sanity checked

CHRIS

TOTAL! TEK-SPEX

Game	Warp Speed
Levels	7 + campaign
Difficulty	Easy
Continues	None
Release date	Out now

Putting it up on the screen

Klingons on the port bow. Wipe 'em out - there's only three of 'em.

Are you sitting comfortably? This is the mother ship.

A black hole. It's an absolute disgrace, if you ask me - someone could fall in.



Here's you. Well, actually, it's just a small representation of you. Your ship is a lot bigger, with guns and engines and... (okay, we get the point - Steve).

Your stats. If these get too high, you're out of there.

About two years out of date. The only impressive thing about it is the fact that Accolade had the nerve to put it out. It just looks silly



Final rating
31
Percent

Looks [Progress bar]

- A lot of effort put into creating such unconvincing and laughable 3D graphics

Sounds [Progress bar]

- Hmm. I've never heard blasters sound like Thomas The Tank Engine before

Gameplay [Progress bar]

- 'Combat' gets tedious after five shots. Slow, repetitive and a waste of time

Life span [Progress bar]

- Every mission is the same kind of rubbish. It's too easy and just plain naff

WARP SPEED

DEAD DANCE



For SNES (1-2 players)

From Jaleco

Price £45

Much vaunted as an SFII-beater, Dead Dance – soon to be known over here as Tuff E Nuff – is actually nothing of the sort. It's a beat 'em up, sure enough, but that's where any similarity between it and the dreamy classic SFII sort of disintegrates.

You have a choice of only four players instead of eight (even in two-player mode). You don't use the 'L' and 'R' buttons to control them, so your range of moves is fairly limited. The special moves and controls are almost identical to SFII so no marks for originality there. Animation isn't as detailed,

fast or fluid as SFII and the backdrops are pretty dreary.

Er... so it's a bit of a non-starter then? Well, I suppose if you've creamed SFII on level 7, and beaten all your chums into a pulp, then Dead Dance is enough of a punch bag to soak up your violent tendencies until something better comes along.

But to be honest, if you really need a replacement for SFII and can't wait for Street Fighter II

Turbo (see TOTAL Talk) to lumber onto the scene, take a crack at Ranma 1/2 Part 2 – it's just as uncontrollable, but it's good for a laugh! **STEVE**



TUFFS
The tough enemies have a variety of odd moves and weapons

'NUFFS
You only have limited moves. It's too easy for solo combatants

TOTAL! TEK-SPEX

Game	Dead Dance
Levels	7 bosses
Difficulty	Selectable
Continues	None
Release date	Now: import



On level 4 you can play as the dreaded K'andl-Stik, the incredibly thin street fighter whose special move is the 'flickering flame'.

Dead Dance grows on you after you've played it for a while, but it's still not a patch on our beloved SFII. It all seems a bit clumsy and contrived

Final rating
67
Percent

- Looks** [Progress bar: 7/10]
 - Unimpressive animation and detailed but dreary backdrops. Nothing special
- Sounds** [Progress bar: 7/10]
 - Some pretty funky tunes to break bones to, and the effects are suitably, er, effecty
- Gameplay** [Progress bar: 7/10]
 - Lots of meaty beat 'em up action, but it's not as elegant or slick as SFII
- Life span** [Progress bar: 7/10]
 - Limited moves, characters and bosses – not much here if you're home alone



Street fighters four...

Dead Dance has a measly four fighters. Let's hope they're tough enough!

'Ere... what you lookin' at? Push off, kid before I smash yer face!

Yes. I concur: your absence would be appreciated



SYOH – Pretty much a Ryu/Ken play-a-like (I mean, fireballs?).



ZAZI – Syoh's bald brother. He shares his brother's moves for equal one-on-one battles.



KOTONO – Chun-Li by any other name. She throws a mean line in daggery objects.



VORTZ – The Zangief of the team. Big, lumbering, crap reach but great at kicking people in.

SNES ROUND-UP

Check out all the Super NES games which didn't quite make the play-offs.

SUPER NBA BASKETBALL

For SNES

From Tecmo

Price £45

As you may have guessed, Super NBA has the official backing of the NBA, and it's therefore got

all the real teams and players from the American basketball league. While that's all very well if you're a basketball

fan, for anyone else the game-play leaves a lot to be desired.

It's too hard to strip the ball from an opponent, which makes the game predictable and repetitive. Also, the flat perspective of the side-on view is very confusing – it makes it look as if all the players are bunched together. Super NBA plays a good enough game of basketball, and

the animation's excellent, but it's very average, with nothing new to grab you. Playable, but not in the big league. **CHRIS**



Jordan goes for the bonus – a luxury weekend for two in Ruislip.



It's end-to-end stuff. Except when it's in the middle bit.

SUPER NBA BASKETBALL

- Looks**
- Nice animation for the players. Basic court and awkward perspective, though
- Sounds**
- Crowd noises, a bit of speech and some tunes. Not too bad
- Gameplay**
- Plays a decent game but the computer's frustratingly perfect
- Life span**
- Lots of teams to play but they're all much of a muchness

Final rating
74
Percent

SUPER FIRE PRO WRESTLING 2

For SNES

From Human

Price £45

This wrestling game's got tons of different wrestlers to choose from, but when it comes down to it there's not much to choose between them.

Almost all of them have the same muscley body and the same frames of animation, with only their heads

being significantly different. They all play the same way too, with a standard repertoire of wrestling moves: charge, punch, kick, jump and a few grapples. Each wrestler has a

'special' move, but Street Fighter II it ain't – most of them are variations on the standard moves.

Super Fire Pro Wrestling 2 has the same pitfalls as every other wrestling game: not enough moves for each bloke and not enough variety in each bout. It's funny to begin with but the novelty soon wears off and then you're left with just another tedious fight game. If you're completely nutso about

wrestling you might stick at it for a while, but anyone sensible will find it gets repetitive very quickly. **CHRIS**



'This bout will be between two camp blokes in spandex pants.'



Exciting, varied, non-stop fighting action?...



... No it's just a very dull wrestling game.



SUPER FIRE PRO WRESTLING 2

- Looks**
- One ring, lots of samey wrestlers and a few funny but unimaginative moves
- Sounds**
- The silly effects will make you chortle for a while, but they soon get boring
- Gameplay**
- Very simple stuff. Repeats more than old episodes of Dad's Army
- Life span**
- It's all very samey. As always, though, two players can have more fun

Final rating
54
Percent

The Yanks just lurve baseball. If they're not watching it on the TV, they're watching it at the movies or swapping boring stories about it down the pub. And, strangely enough, the Japanese love baseball too (there must be a link between being trashed by a country in war and taking up their national sport a few years later). What's it all about then? Well, it's just like cricket, except... er, it's not. Take a look at these two screenshots to find out how it's played...

BASEBALL ON A PLATE...



The pitcher can vary the speed, curve and height of a throw to fool the batter.

Hit the ball into the field and any runners can advance to the next base.

If the batter swings and misses (strikes) three times then he's out.

This is the plate. If the pitch doesn't pass over it, it's ruled illegal (a 'ball').



PRO BASEBALL LEAGUE '93 For SNES From Sony Price £40



Slick and playable, Pro '93 is the baseball fan's best bet.

We reckoned this Jap game was the best of the baseball bunch we checked out, with great Manga cartoon-style graphics for the players, a smooth Mode 7 field and lots of little touches that set it above the rest.

With two players it's great fun, but it plays a tough one-player game too – the opposition pitchers are pretty devious and running between bases is tight. The only major fault is that a runner has to be tagged to be out – at a base or by a fielder between them. A player isn't registered out when the ball's at a base he's running to.

Still, Pro Baseball League '93 is good fun. It's nothing radical, but it plays a mean game of baseball. **CHRIS**



PRO BASEBALL LEAGUE '93

Looks

■ Cute Manga cartoon players and a slick Mode 7 field. Very nice

Sounds

■ Decent tunes, some funny effects and good sampled speech

Gameplay

■ Everything you want in a baseball game is there, and it's pretty well done

Life span

■ One tournament, but it's much more fun with two players

Final rating
79
Percent

GREY
IMPORT

SUPER BATTER UP For SNES From Namco Price £45

The first thing you notice about this 'un is that it looks pretty cack for a SNES. The close-up of the plate looks okay but out on the diamond it looks awful. The perspective's very flat and the

fielders have about two frames of animation. Pitching is impossibly fast and getting the bat close to the ball is stupidly tough. The players don't run automatically between the bases as they do in all the other games, so half the time you forget to run and the other half you start too late and get run out.

And there are more problems. The ball flies through the air at a snail's pace and you get no idea how high the ball is from the ground, so catching is a no-no. There is a nice screen that pops up when you hit a homer but that's it.

Super Batter Up is rather poorly done and even if you haven't caught sight of another baseball game you'll be disappointed with it. **CHRIS**



Relatively realistic graphics and the odd pretty screen don't save Super Batter Up.



SUPER BATTER UP

Looks

■ Shoddy animation, and the graphics are bad to begin with anyway

Sounds

■ A few okay tunes to break up the game. Nothing special

Gameplay

■ The basics are there but so are more problems than a psychiatrist's text book

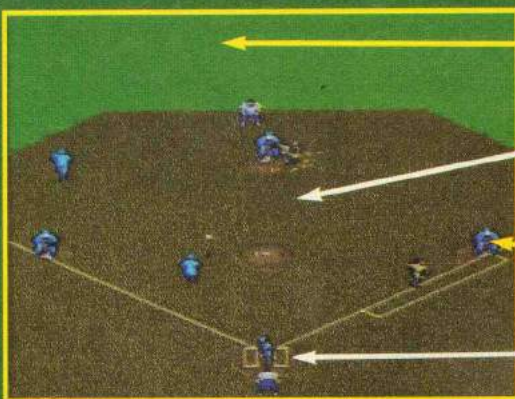
Life span

■ There's a tournament but who's bothered? The game's just too bad

Final rating
49
Percent

GREY
IMPORT

... OR OUT IN THE FIELD

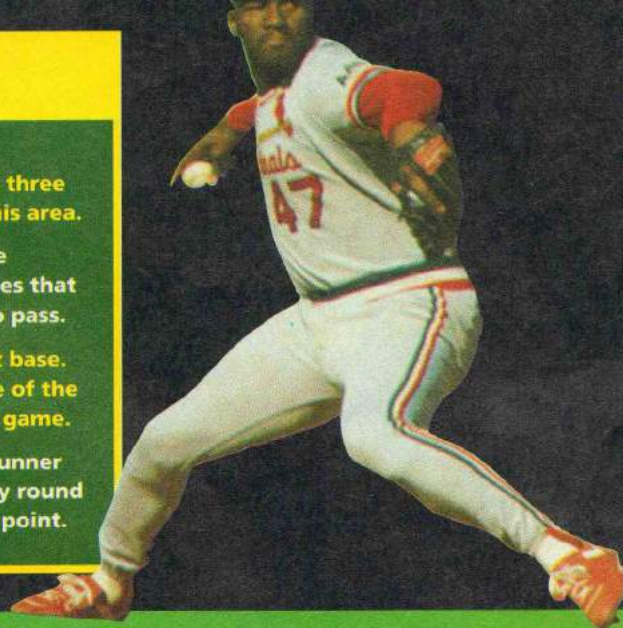


The green bit's the outfield - there are three fielders covering this area.

This brown bit's the diamond - four bases that the runners have to pass.

Here's a base - first base. The race to it is one of the crucial parts of the game.

Home base. If the runner makes it all the way round to here he scores a point.



NOLAN RYAN'S BASEBALL

For SNES

From Romstar

Price £40

Nolan Ryan goes for a Manga look, a bit like Pro Baseball League, but it's not as cute as that game and sadly not as playable.

The pitching's simple to control, which makes it easy for two players to pick up and play. And you'll be glad of that, cos the game's pretty fast, so to hit the ball your timing

needs to be painfully accurate.

Out in the field the players flicker irritatingly even when they're just standing still. The controls in the field don't feel too precise either - I often chucked the ball to the wrong base by mistake (a real nause at a vital moment in the game).

So, good or bad? Well, the basic game's there but the niggly flaws spoil it, and with no radar, catching in the field's down to luck. Not an atrocious game but not worth looking out for either. **CHRIS**



The pitch zips in at you at quite a pace, so you'll need fast reactions to make a hit.



When you get a tight run-out this little close-up appears.

NOLAN RYAN'S BASEBALL

Looks	██████████
■ Quite pretty but nothing amazing. The fielders flicker badly	
Sounds	██████████
■ Effects for bat hits and swipes and the odd tunesome jingle	
Gameplay	██████████
■ A good, basic game but the fielding's too haphazard	
Life span	██████████
■ There's not enough fun in here to keep you playing for long	

Final rating
68
Percent

BASEBALL SIMULATOR 1000

For SNES

From Culture Brain

Price £40

Baseball 1000's graphics are so basic that it looks worse than an ancient NES game. And worse still, the animation's terrible too. The fielders only move up, down and across - there's no diagonal movement at all! Also, the fielders' artificial intelli-

gence is ridiculous - the ball passes between two players and neither one goes for it. You can't get control of a fielder if he's standing on a base - you have to march another one in from miles away. And there's more...

Oooh, I'm really getting into this now! The catcher behind the hitter vibrates like a tumble dryer, which doesn't affect the game but looks very stupid. Throwing the ball between bases is random and you have no idea how fast it's going. Aaaaah!

If you're still interested in the game after this catalogue of cackness, there's no hope for you. **CHRIS**



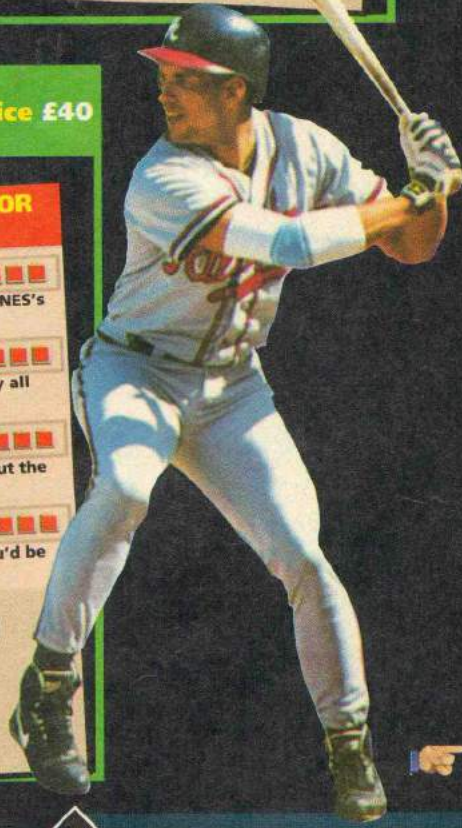
Bad fielding makes this average game really crap.



BASEBALL SIMULATOR 1000

Looks	██████████
■ The graphics don't look like a SNES's at all. Lousy animation too	
Sounds	██████████
■ There's a tune which is vaguely all right and some average effects	
Gameplay	██████████
■ Pitching and hitting is okay, but the fielding's terrible	
Life span	██████████
■ Not worth sticking at (but you'd be mad to buy it in the first place)	

Final rating
39
Percent



XANDRA'S BIG ADVENTURE

For SNES From Namcot Price £45



What have we here? Platform, goodie, baddie, er, crap game.

From the the moment the plinky-plonky tune first hits your ears, it's obvious that Xandra's Big Adventure has gone for the dribblingly cute approach to platform games. The land of squidgy green blobs has been picked on by some moody old queen who's set off a volcano and covered

Squidgygreenblobland in a load of ash. Xandra (bit of a girl's name if you ask us) is the only green blob to have escaped this calamity and he's set off to find the queen and report her name to the nearest policeman. (Er, are you sure you understood that Japanese manual, Jim? – Steve.)

Still, who gives a monkey's about the plot? The big question is, what's the game like? Sadly, it's incredibly basic and boring. Xandra's only got a few moves – a jump, a torpedo attack and his trusty

pitchfork stab. You go from left to right, spiking the odd bad guy with your pitchfork and jumping the tricky platforms to make it to the next yawnsome level. It actually plays a bit like Super Adventure Island – yep, that bad! Although the game does get hard on the later levels, it's still as dull as heck. **JAMES**



Xandra takes on the cavemen. ('Ere, wasn't Xandra one of The Liver Birds – the dumpy one with the brightly coloured skirts?)



This game's full of the old 'fall away as soon as you step on 'em' platforms. Great, eh?

XANDRA'S BIG ADVENTURE

Looks

It's fairly cute, but also fairly unambitious for the Super NES

Sounds

Plinketty, plonketty, twiddly tunes. Rather annoying stuff

Gameplay

Boring, boring, boring. Both the baddies and the platforms lack variety

Life span

Quite a lot of levels. But who cares, because they're all DULL!

Final rating
41
Percent

UNCHARTED WATERS

For SNES From KOEI Price £50

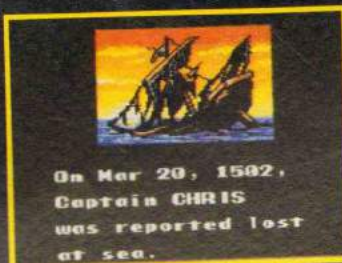


Here's the good ship TOTAL, bristling with cargo and men with Jason King moustaches.

Looks nice, but it's really just a menu screen. The real 'action' is all at sea.

Oh, a life on the ocean wave. The Pirates Of Penzance, three little maids from school...

Er, yes. It's time to buckle your swashes again, cos Uncharted Waters takes you into, er, uncharted waters. It's basically a



'Well, you see, I was backing into this space and... What, me on the rum? Never, officer.'

strategy game, split between land and sea. On land, the player wanders about a port on a single screen that looks a bit like Zelda III but is really only a glorified menu system from which you walk to different options. At sea, the action takes place on board ship on a scrolling sea which is extremely crap and full of jerky animation.

Uncharted Waters tries to be like the eight-bit NES game, Pirates, but it doesn't have half

UNCHARTED WATERS

Looks

At sea it's absolutely awful and on land it's not much better

Sounds

Not too bad, but it's definitely not up to Gilbert And Sullivan standards

Gameplay

Laborious trading game with a few bits of poorly done 'action'

Life span

Well, I suppose it'll take a long time to play, but you'll get very bored doing it

Final rating
42
Percent

the fun that had – and lousy collision detection throughout the game doesn't help.

Anyone interested in spending weeks in front of their Super NES playing a dull trading game with the odd bit of combat thrown in might want to give it a go, but if you like the smallest bit of excitement in your games sail well clear of this. **ANDY**





THE SANDLOT

IN CINEMAS ACROSS THE COUNTRY FROM MAY 28th
COMING AT YA!
Produced by MURRAY CLOSE INTERNATIONAL (A FILM BY
DAVID LEVIEN) Starring JASON MERRITT, JASON MERRITT, JASON MERRITT
A FILM BY DAVID LEVIEN
Produced by MURRAY CLOSE INTERNATIONAL (A FILM BY
DAVID LEVIEN) Starring JASON MERRITT, JASON MERRITT, JASON MERRITT
A FILM BY DAVID LEVIEN
Produced by MURRAY CLOSE INTERNATIONAL (A FILM BY
DAVID LEVIEN) Starring JASON MERRITT, JASON MERRITT, JASON MERRITT
A FILM BY DAVID LEVIEN



'It don't mean a thing if it ain't got that swing...'

Swinging from string to string is how Darkie gets about...

... Dunno why - ducks can fly, can't they?

DARKWING DUCK



**For Game Boy (1 player)
From Capcom Price £30**

Don't burden me with your problems, mate. There are seven levels in all, each one accessed by this overall screen. Get to it!

More useless advice, this time from some sad old fart who is - apparently - very wise. (He looks like a bird-brain to me.)

Darkwing Duck. A name that strikes terror into the hearts of all American school kids. Apparently. Over here in the more subdued British Empire, however, he means nothing. This is a bit of a shame, really, because Disney's latest cartoon figure is a very amiable character. And as luck would have it, he's also Capcom's latest platform maestro on the Game Boy.

Darkwing Duck is like Duckula without the speech impediment.

His game is set over seven uppy-downy levels that set you against such devious adversaries as QuackerJack and Moliarty. You probably haven't heard of them either, so what we're left with is a bunch of complete strangers hustling each other in some unheard-of metropolis. It all gels together very well, though, which shouldn't be too surprising given Capcom's record on the Game Boy.

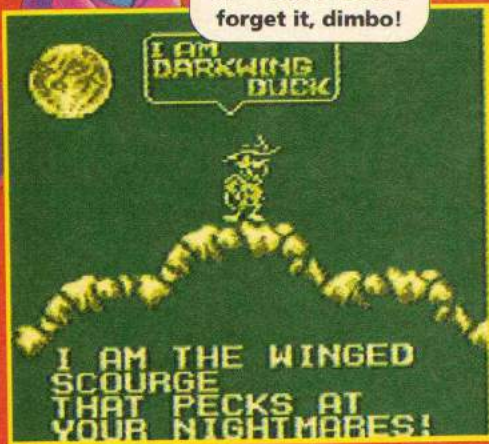
However, the first thing that strikes you is that it's too easy. Restart points are rare, but they're invalidated by the game's simplicity. The gameplay is just a

case of running a bit, jumping a bit and shooting a bit - nothing new there. However, Capcom obviously decided the game needed something more, and stuck on some ludicrously difficult bosses to spice it up. It's worked, too, although it's a cheaty way to bolster an otherwise easy game. The levels are great fun - the backdrops and constantly changing scenarios make sure of that - but you're through them way too soon and squealing for more afore ye know it. Graphics and animation are superb.

There's a whole chunk of Darkwing Duck's

QUACKS
Diverse levels and numerous, tough 'n' chewy bosses. Superb animation and sprites give the game a real cartoony feel

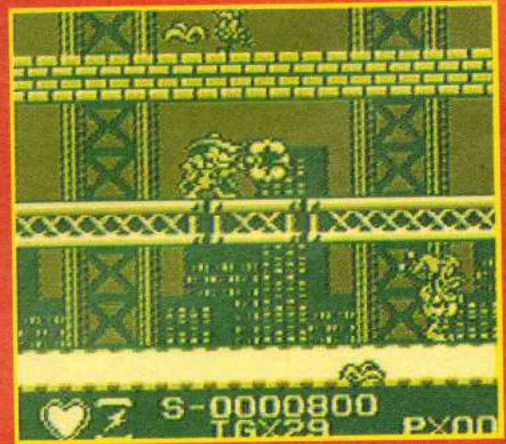
'D! That stands for 'Darkwing' and 'Duck'. Don't forget it, dimbo!



The winged scourge that pecks at your nightmares, eh? That must be a heck of a reputation to live up to.



Darkwing takes a hit in the midships and goes down like so much pâté de foie gras. You should try to avoid this.



The first boss you run up against is QuackerJack. At least, I think so. Can't see Lesley Crowther anywhere, though.

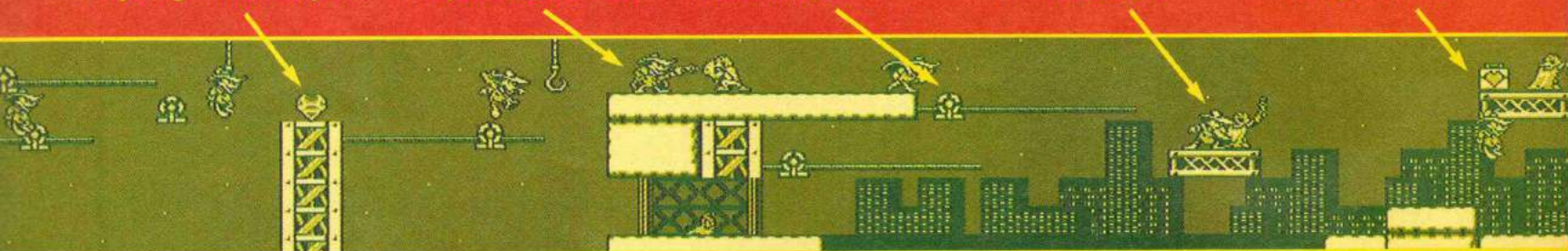
These diamond-shaped things are good for your health and shield. You can also keep 'em and give 'em to your girlfriend. Maybe.

Time to engage in a little swordplay, Dogtavian style. In fact, Darkwing doesn't need a sword. He just ducks (ho ho!).

Keep waddling right and you'll come loads of overhead pulley devices. Grab them and hold on tight.

Long-coated tomfoolery ahoy, as you do battle with this dubious character. (Looks a bit like Steve, actually.)

Near the end of the level now. It's best to avoid engaging the enemy if poss, to save energy and time



character in there, and although the foes he's thrown in against are about as charismatic as lined A4 paper, they're only there as cannon fodder anyway.

The ability to start at any one of the first three levels is a nice option. The way that the underlying level ceases to exist as the screen scrolls up makes for more interesting gameplay – if you miss your footing, that's it, you're a dead duck.

On the other hand, the limitless continues are a stroke of stupidity in a game as easy as this. And the special weapons, my God, the special weapons. If ever I've come across a less special selection of extra armaments than this, I can't remember. You're actually better off with your standard default pistol – which tends to limit the gameplay's variety somewhat.

But these are finicky things. You don't have to use limitless continues – pretend that option doesn't exist and give yourself three – and you can simply forget that there are any 'special' weapons available.

Darkwing Duck is perfectly good fun to play – it's just a remarkably unremarkable, game. It's super, smashing, lovely an' all that, but definitely needs a whole lot more to it.

Next!

CHRIS

TOTAL!

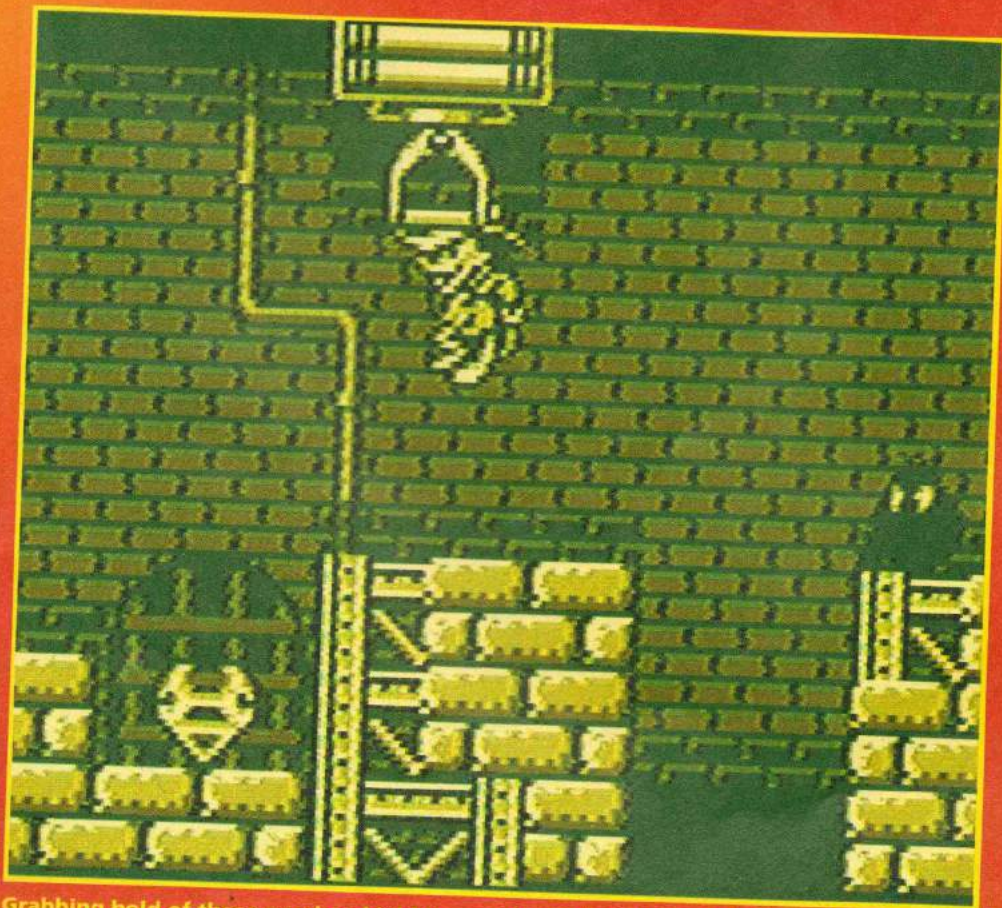
CAKES
The levels are just too darn easy – they should have squeezed loads more in. Infinite continues and crap special weapons make it worse

TOTAL! TEK-SPEX

Game	Darkwing Duck
Levels	7
Difficulty	Easy
Continues	3
Release date	Now: import



The old barrel trick, the joy of clowns for years past, as demonstrated by The Duck.



Grabbing hold of these overhead jobbies switches the lights on for a mo, allowing you to see where the hell you are. Nasties on the right, goodies on the left.

DARKWING DUCK

Looks [Progress bar]

Looks divine. If only there was a bit more beneath the surface

Sounds [Progress bar]

Pretty banal, really. So banal, in fact, that I can hardly remember them

Gameplay [Progress bar]

Smooth and fast. Some collision detection's a bit iffy, but overall it's superb

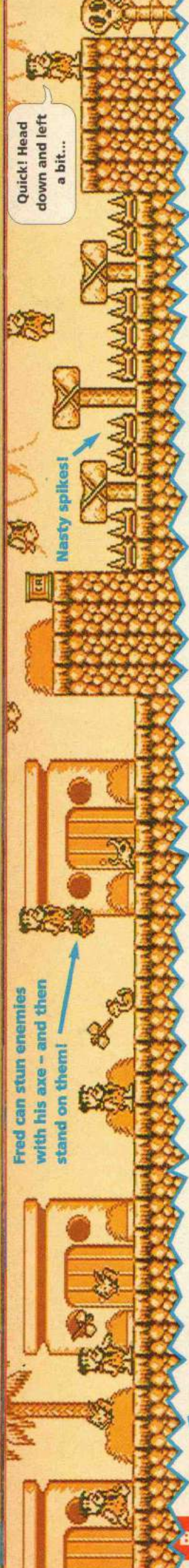
Life span [Progress bar]

The levels are too short and once you've sussed the bosses the game's dead



Darkwing Duck's all right, really. The levels are too few and too easy, but it's nice-looking and smooth to play. Doesn't do much, but does it fairly well

Final rating
76
Percent



Fred can stun enemies with his axe - and then stand on them!

Nasty spikes!

Quick! Head down and left a bit...

THE FLINTSTONES

KING ROCK TREASURE ISLAND

Hmm... I've already met The Flintstones once (on the NES in issue 10) and I can't say I had much of a Yabba dabba Doo™ time. Fred was a nerk to control and the game was frustrating and too easy.

11 **BETTYS**
Good, solid platform action with neat twists. Stone-age graphics are pretty tidy

once with Fred's axe to stun them and twice to bump 'em off. (Hey kids, don't worry - nothing really dies in cartoonland.)

For variety, Fred gets to

TEK-SPEX

Game	The Flintstones
Levels	7
Difficulty	Easy
Continues	3
Release date	Now; import

Thankfully, GB Flintstones isn't a straight conversion of the NES game. This time Fred runs and jumps (fairly) normally, with the twist being that he can use stunned enemies as a platform to stand on. You hit things

For Game Boy (1 player)

ride on a Leaposaurus which can clear buildings with a single bound and makes Fred's axe-throwing more potent. Fred also boards the Flintmobile to trundle through Bedrock's least drive-throughable bits.

11 **BARNEYS**
It's all a bit obvious: there are no puzzles or real problems to overcome. It's a doddle, too!

From Taito

Price £26
 The problem is that you can pick up so many extra hearts and lives that it all becomes pointless. Even limited continues won't stop you from clubbing this over the head. **STEVE**

This cartoon platformer is a neat game with just one teensy flaw - you'll breeze through it in a matter of days (if not a matter of hours)

Final rating
53
Percent

Looks

- Bold, uncomplicated backdrops and cartoony bosses. Smart in between scenes

Sounds

- Jaunty Flintstones theme drowns out the FX. Later tunes are more atmospheric

Gameplay

- As platformers go, this one's very platformy. Some nice twists and good ideas

Life span

- If a gimp like me can reach level six in a few hours' play, 'rock 'ard' it ain't

Stone the crows - leapin' lizards!

You took your time! C'mon, let's go...

... Which Fred can use as a staircase.

This dino blows bubbles in his sleep...

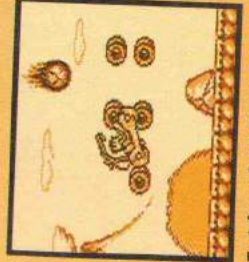
Try not to get stoned by these big birds!

Collect the Leaposaurus icon.

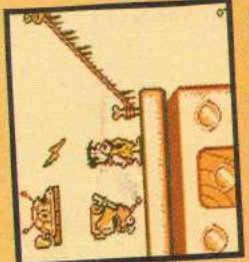
Don't fall here - you'll get spiked!



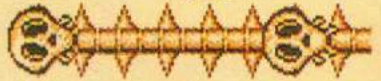
The chubby caveman goes clubbing (groan).



Fat-boy hot-foots it across the driveway bit.

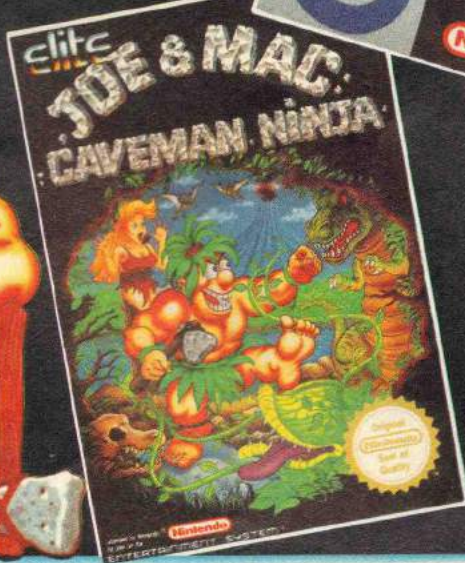


Fred stopped in terror. They were using rope!



Use this skelle-vator instead (ho-ho!).

JOE & MAC CAVEMAN NINJA



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 Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW, England.
 Telephone: (0922) 55852 Fax: (0922) 743029

This is a bat. It's kind of fat, but it doesn't sleep on a mat. Hmm...

Slippy-slidey stuff. This see-saw flips up when our Kid jumps on it.

Kid takes to the skies. As you can see, flying does nothing for his hair-do.



Any nasty things, just bung fire at them.

Tu-wit-tu-woo to you too, Mr Owl.

Autumn, Already?

Have a heart. Go on - you'll feel a lot better!

Watch out for this knife!

A ladder. This helps you go up and down.

KID DRACULA

For Game Boy (1 player)

From Konami

Price £25

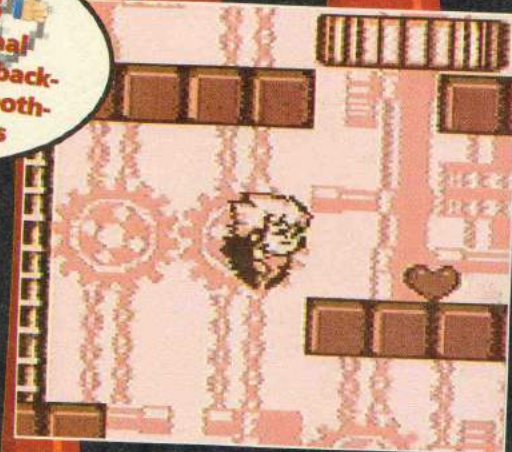
Vampires are generally thought of as rather nasty characters. Well, not in this game. Here, Kid Dracula, a small vampire with big hair, is actually the good guy. The real villain of the piece is a reptilian rascal by the name of Garamoth The Lizard King, who has done something unspeakable (dunno what, but it's probably so unspeakable that we couldn't tell you anyway) and been banished to the end of the game. Our diminutive hero has to bounce through the platform levels, cast spells and kick the bosses' butts before having a crack at Garamoth himself.

The magic spells give the game a nice twist. When you finish a level you're presented with a new spell which is invaluable for getting through the next. By the end of the game you'll have seven of these spells, allowing you to run, fly, stick to ceilings and generally vamp it up whenever the

need arises. Every time you finish a level you get a passcode, which allows you to continue the game at the point you left off and sets you up with all the spells you would have collected if you hadn't turned the machine off.

As well as collecting spells, you can pick up hearts, which give you extra energy. The

STEAKS
Fun and original
gameplay. Clear back-
grounds and smooth-
moving sprites



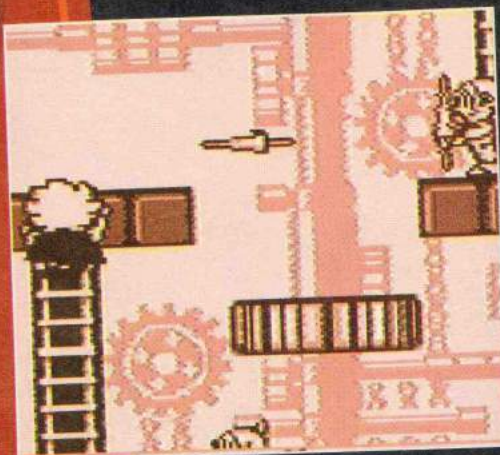
The Bat spell comes in dead handy for reaching those out-of-the-way places.

I feel vine!

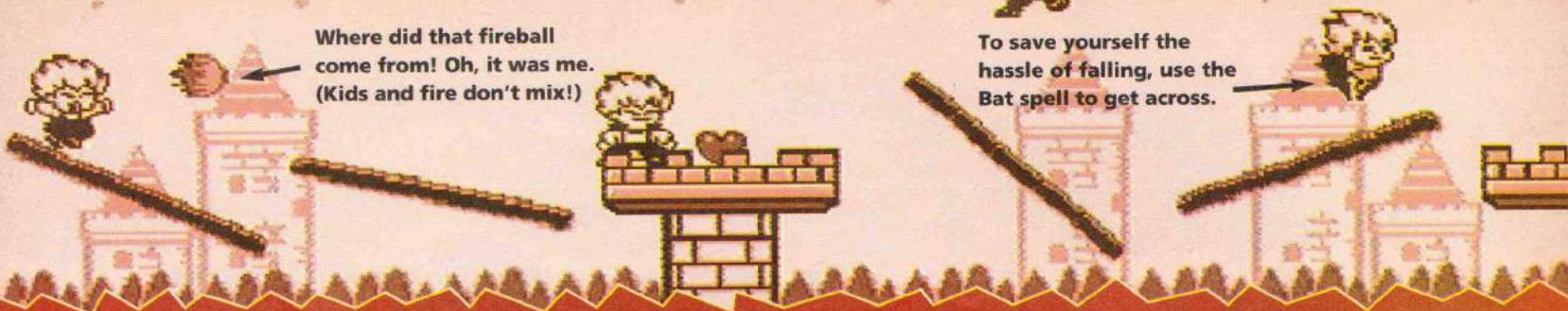
How to creep along the creeper...



Shoot these heads to move them. The owls try to kill the vines so move along (slowly!) and shoot them.



This is gonna be a rough knight! (Sorry!) Now where did I put that tin-opener?



KID DRACULA

only other picky-upy things in the game are coins. And before you start thinking you've seen it all before, these are extra special coins which can only be collected when you've given the bad guys a right good thwacking with your energy bolts. At the end of a level you can use these coins to play games for extra lives. Smart, eh?

Kid Dracula is a very up-front sort of platformer. There aren't any secret rooms hidden away, and the puzzles are far from subtle. This is probably because it's aimed at the younger end of the games market, but still, I doubt if anyone would complain if there was something a little more unexpected in there.

The only other main complaint is that the challenge isn't as evenly spread as it could be. Some of the sub-levels are a complete walk in the park, which makes the gameplay a tad tedious – the fact that it's aimed at young kids is no excuse. The

STAKES!
Patchy challenge. Too much text at the end of levels. Not tortuous enough



It's very difficult for a vampire to look cool when there's a huge sign next to him saying 'PON!' Or is it 'POW!'? Who cares?

infinite continues don't exactly make the game more challenging either.

Despite its shortcomings, Kid Dracula is graphically neat and very playable. It will appeal to younger players but it's got enough tough bits to make it worthwhile for fogies like us to play. **JAMES**

TOTAL!

TOTAL! TEK-SPEX

Game	Kid Dracula
Levels	8
Difficulty	Average
Continues	Infinite + passwords
Release date	July

Bossin' about

These uglies are the level 1 bosses...



... Although they seem tough at first, once you've sussed out their movement pattern they're easy to beat.

KID DRACULA

Looks

■ Nice 'n' cartoony, with well-animated sprites and clean backgrounds

Sounds

■ You can't beat a good tune. And this tune is pretty unbeatable

Gameplay

■ Inconsistent difficulty level, but the gameplay's fun and the puzzles are tough

Life span

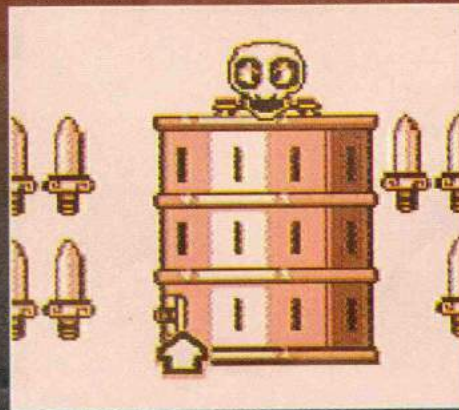
■ No doddle, but on the other hand you don't have to be a game whizz to crack it

I just want an easy life!

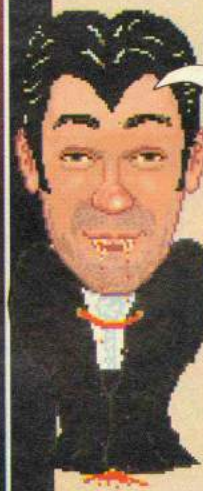
At the end of each level, you'll find a bonus game that awards you extra lives.



We couldn't suss out how to play this 'un, but it was a right laugh clobbering this guy with a block of wood!



What a numbskull! For a load of lives, stick swords in the barrel until his head pops off. Again, quite chucklesome.



This was obviously designed with younger gamers in mind, and the challenge is a bit lacking. Still, it's well-designed and fairly original

Final rating
80
Percent

Our hero, Spot, romps into the first level.

Spot's allergic to snails - avoid 'em or smash 'em.

This platform puts a spring in Spot's step.



SPOT



If you think you're hard, take the top route - you get less energy and a four-minute limit.



Things can get hectic in Spot. By the third level, flying meanies, blocked routes and falling bridges make for sweaty palms.

For Game Boy (1 player)

From Virgin Games

Price £25

When I were a lad, platform games were just games wi' platforms in. But these days you can't just have a few platforms and a handful of nasties; you have to have a main character with style, charisma, charm and an enormous marketing budget. Since Mario became a star and Sega's flea-bitten rodent made it to the big time, everyone's trying to come up with smarter, cooler and hipper characters than everyone else.

However, the hero of this game, Spot, is at a distinct disadvantage in the personality stakes, considering that he's just the blob off the side of a

7-Up can. Okay, so he's got the cool shades and hi-tops, but he's hardly another Mario. And when you see what he's up against in Spot: The Cool Adventure, you can't help wishing for a main character a bit more substantial than a blob of ink!

The fact that there's a total absence of plot is one of the problems that young Spot has to deal with. I've seen some bad storylines in my time, but 'he leaped inside the Game Boy itself and found himself in a game so exciting and so cool that Spot doesn't want to come out until he's completed it all!' is just pathetic. To call it lame would be an insult to other, genuinely lame, plots.

BLOTS
No continues, no passwords, no mid-level restart points and no originality

A good heart is hard to find...

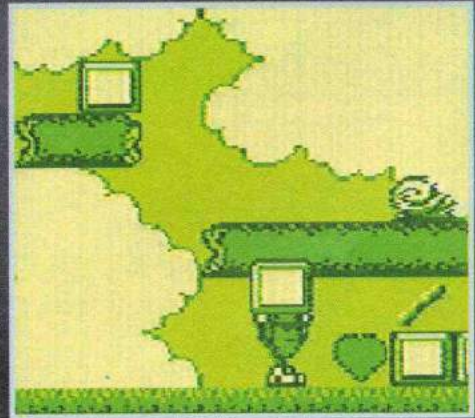
Collecting hearts is a key part of the game. They boost your energy levels ready for those monster-mashing moments.



Bonus screens allow you to grab more hearts. Trap the floating ones at the top of the screen behind the chains.



Okay, you can see it, but how do you get to it? To bag this heart, you have to climb, then drop down the other side.



You can get hold of loads of hearts if you know where to look - check under all the blocks just in case.

Bash baddies by bunging these blocks at them.

Collect Cool Points for extra lives.

You can still run and jump with a block.

Have a heart! Grab these to boost Spot's energy.

THE COOL ADVENTURE

Once you get into the game, it's actually quite a straightforward platformer, which looks and plays a bit like Super Mario Land. Except that it doesn't have the depth, the secret rooms, power-ups, different routes, weapons... Okay, so it's not that much like Super Mario Land. Along the way there are Cool Points to collect (extra lives), hearts to look for (extra energy) and blocks which you can pick up and chuck at baddies. The tunes are a bit cack, the graphics are pretty simple and the whole caboodle's just a tad too unoriginal - this sort of dull platformer's been done loads of times before.

In fact, Spot: The Cool Adventure really has been done before. If you've seen or played the GB cart McDonaldland (TOTAL issue 11, p60) then

SPOTS
Good presentation, the action is easy to get into and it's not a bad play

Erm, spot the difference...

Spot: The Cool Adventure IS McDonaldland. We've split these pics to show you...

On the top is Spot, and on the bottom McDonaldland...
... And once you get into the game itself it's clear that the two games really are one and the same.

you'll recognise Spot immediately. The only difference between these two games is that Spot has replaced the MC Kids and there are 7-Up logos instead of the McDonalds 'M'. Apart from that, the two games are identical.

Spot (or is it McDonaldland?) is fun for a while but it gets very annoying on the later levels and is too average and uninspiring - and there are no continues, passwords or restart points. Super Mario Land knocks spots off it.

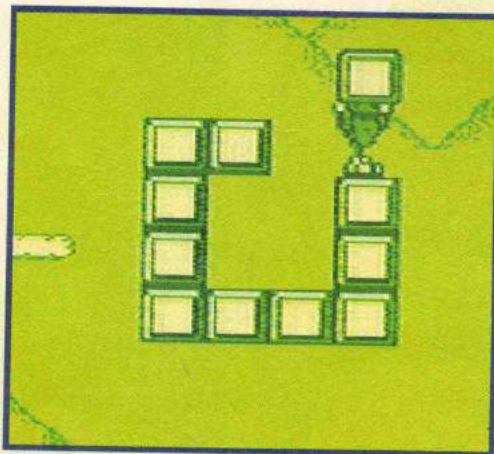
TOTAL!
ANDY

TOTAL! TEK-SPEX

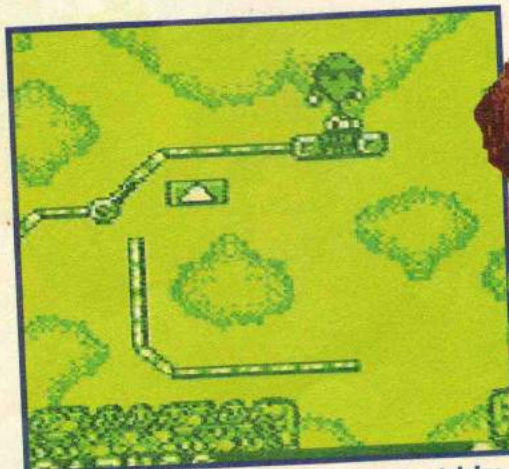
Game	Spot: Cool Adventure
Levels	4
Difficulty	Average
Continues	None
Release date	Now: import



Hurrah! Spot finds a 1-Up token underneath the main path. (Moral: explore everywhere.)



It's always useful to keep a block hidden about your person just in case you meet anything nasty on your travels.



After a while you start to encounter tricky puzzles like this. (You have to flick the switch to divert the moving platform.)

SPOT: THE COOL ADVENTURE

Looks [7/10] ■ Decent enough graphics with a few nice touches, but nothing special

Sounds [7/10] ■ Irritating bouncy tunes. The fizz spot effects are quite good, though

Gameplay [7/10] ■ Very simple platformer. Fun enough, but it's far too unsophisticated

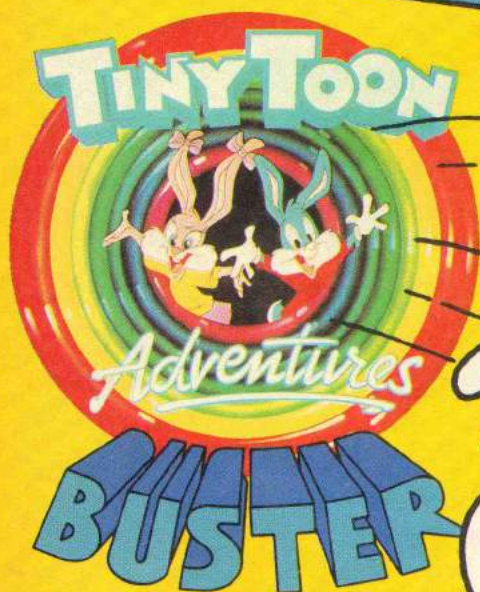
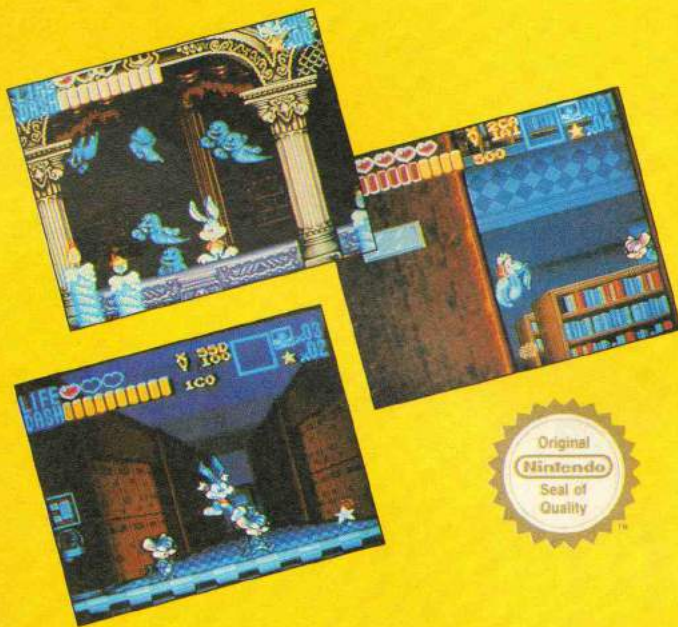
Life span [7/10] ■ There's a fair bit here, but cos there's no continues or restarts it's tough to get on



Average looking and average playing platformer, which lacks sparkle and originality. Maybe worth a look if you're desperate

Final rating
66
Percent

WARNING! Accept the role of Buster Bunny in this latest Tiny Toon Adventure and you'll find yourself in all kinds of bizarre adventures. Six new wacky levels with five extra sub-games between each level!



BUSTS

You'll need your lucky Rabbit Foot, along with Buster's brand new Spin Kick and Mad Dash, if you're to make it all the way through to the last level, where you must rescue Princess Babs Bunny (no relation), who has been kidnapped by the hideous Milky Way Imperial Army.



LOOSE!



Distributed by Konami - 269 Field End Road, Eastcote, Ruislip, Middlesex, HA4 9LS.

A-ha! A deadly bubble-making machine.

Space-pirate ahoy. Erm... Shoot him!

These boxes don't move, so fly around them.

A bag 'o' cash. And it's all mine!

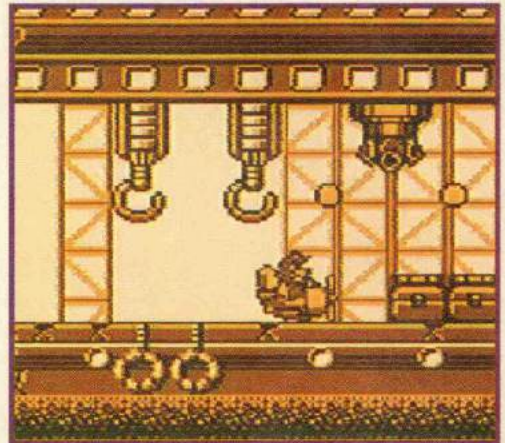


TALE SPIN

For Game Boy (1 player)

From Capcom

Price £26

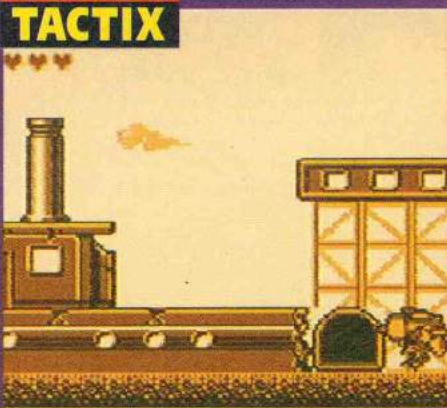


Don't worry about colliding with those boxes - you're supposed to. Let's just hope they don't contain anything fragile.

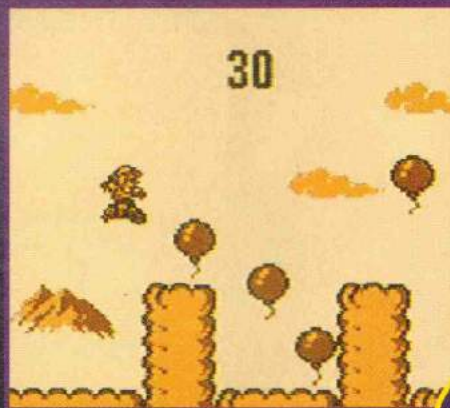
TOTAL!
TACTIX

Bonus balloons for Baloo

Ditch the plane and play the bonus game instead.



There's a bonus game on every level (this one's on level 1). Shoot the doors to make them appear and pop inside.



Right, there's 30 seconds on the clock and you've got to grab as many balloons as you can. Surf's up!

TOTAL! TEK-SPEX

Game	Tale Spin
Levels	5
Difficulty	Tough
Continues	3+
Release date	Now: import

WAILS
Too uncontrollable and rather bland in places. Restart points are far too widely spaced

scrolling shoot 'em up, you're not limited to just going from left to right - at the press of a button, Baloo's plane rotates 180 degrees and reverses the scroll direction!

At the end of each level is a big and nasty boss. Beat him and it's off to Wildcat's Hangar And Machine Shop to spend all the dosh you've collected on power-ups and continues.

Tale Spin plays better on the Game Boy than it did on the NES, but it's still not brilliant. The restart points are annoying, and the collision detection is too tight. The game's good fun for a while, but as it progresses it just gets irritating.

JAMES



Tale Spin has managed to shatter all my childhood illusions of the Jungle Book in one go. I thought Baloo was a cuddly bear with good rhythm and a merry tune or two - not an ace pilot and cargo hauler. Still, never mind.

Baloo's task is to collect cargo and deliver it to

TALES
A shoot 'em up with a difference. Good graphics and sounds. Quite challenging

his customers. Now, on its own this wouldn't be much fun, but thankfully Don Karnage and his evil gang of air pirates are there to spice things up.

One of the more interesting features of the game is that, although it's basically a

Although geared towards younger gamers, the game's more annoying than fun and will get the better of all but the most determined players

Final rating
63
Percent



This is Tale Spin's version of Halford's - and it's open on Sundays. If you've got the dosh, you can make your plane rock 'ard.

Looks [Progress bar]

Good-looking sprites which really shift when the mood takes them - and no blur!

Sounds [Progress bar]

Neat little explosions and a decent theme give the Game Boy a workout

Gameplay [Progress bar]

All the niggly things that crop up during the game spoil the fun somewhat

Life span [Progress bar]

Poor restart points and really tough bosses is a recipe for disaster

TALE SPIN

GB ROUND-UP

What have these Game Boy games all got in common? See if you can guess.

TOM AND JERRY

For Game Boy

From Hi-Tech Expressions

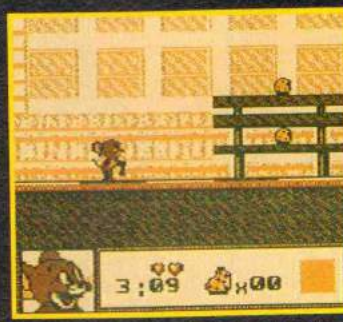
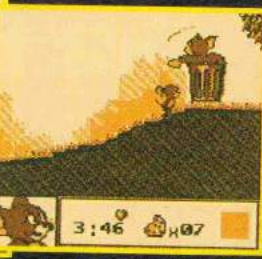
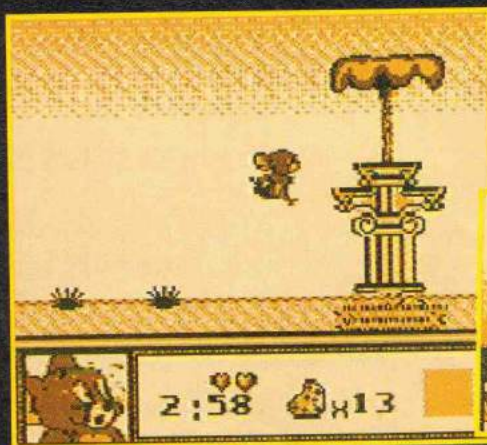
Price £25

Cartoons, as a rule, are great as subjects for games. With Tom and Jerry, however, something went disastrously wrong.

On the surface it doesn't seem too bad a game. The sounds are jolly, the graphics are fairly clean, and it's fast. These are all good ingredients for a platform game.

is guide Jerry through the levels, picking up pieces of cheese and other power-ups against the clock. The action is bland, the obstacles are too thinly spread, and when something tough does actually come along, it all happens too quickly.

platformer ever, but it doesn't make the grade. There's not much to it and it lacks originality. **JAMES**



This game's a walk in the park. (I haven't seen a single drunk or stepped in any doggy doo, though. Where's the realism?)

Right, that's it. No self-respecting cat lives in a bin. And if they think I'm eating that mouldy piece of cheese they've got another think coming.

TOM AND JERRY

Looks

■ Clean and fairly cartoony graphics, but it's all too bland

Sounds

■ Smashing bouncing along-type tunes (at least they didn't mess that up)

Gameplay

■ You'd have thought this cartoon licence couldn't fail. But it does

Life span

■ The action's too dull and widely spaced to hold your interest for long

Final rating
55
Percent

BEST OF THE BEST CHAMPIONSHIP KARATE

For GB From Electro Brain Price £26

Best Of The Best seems to have removed all the fun of a beat 'em up and stashed it in a secret place where no one will ever find it.

It's a karate game where you stand in a ring and kick and punch your opponent. With only two buttons and a cursor pad, it's not exactly controllable. There

aren't many moves and those there are come about by chance rather than skill.

The animation's very slick (but if you want animation, go and

see The Jungle Book). The training mode's a nice idea, but it only adds a few minutes to the life span of the game. **ANDY**



And then we bump bottoms, like this. Ready... And jump, 2, 3. And clap, 2, 3. And stretch...

Being a karate champ isn't all fun. Sometimes you have to stand on one leg for hours.

BEST OF THE BEST

Looks

■ Good animation, but the perspective of the ring doesn't change. Dull

Sounds

■ A few bash noises and the occasional tune. Nothing to get excited about

Gameplay

■ Accessing the moves generally depends on luck rather than skill

Life span

■ There's no way this game will last beyond a week. It's slow and boring

Final rating
38
Percent

LETHAL WEAPON

For Game Boy

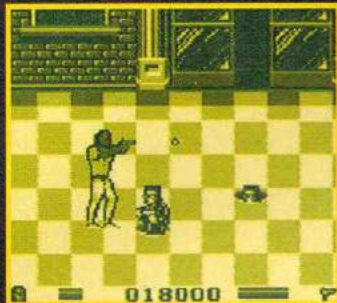
From Ocean

Price £25

Lethal Weapon? More like Water Pistol, if you ask me. This game is so bad that even Mel Gibson armed with a thermonuclear device couldn't save it from certain death.

Lethal Weapon has already shown up on NES and SNES, and let's face it, it wasn't exactly a helluva game on those formats. On the 'Boy though, it's bombed even more comprehensively.

You can choose to play either Riggs or Murtaugh, and can



Hey, that's not fair! You guys know I can't fire downwards. Stand up and fight, you gits!

change character at any point in the game - as long as that character is still alive, that is. Each of the guys has a gun, a clip of bullets and his own fighting technique. Hang on a

minute... fighting technique? That's a laugh. The kicks and punches take about two frames of animation, and the rather pathetic guns don't exactly do anything for the

guys' macho images.

The game takes the form of a stroll 'n' kick beat 'em up, and as you may have gathered, it's not a very good one. The control is poor, the action is boring and, to cut a long story short, the whole exercise is a complete and utter waste of time. **JAMES**



'Okay, lift your leg up and then put it down again.' Mel learns the choreography for the fight sequences.

LETHAL WEAPON

Looks

Very poor sprite animation - they look as if they're moonwalking

Sounds

Quite yummy. Even these funky tunes aren't going to save the game, though

Gameplay

Bing bong! 'Ladies and gentlemen, action has left the building...'

Life span

Nothing short of a miracle is going to save this game from the dustbin

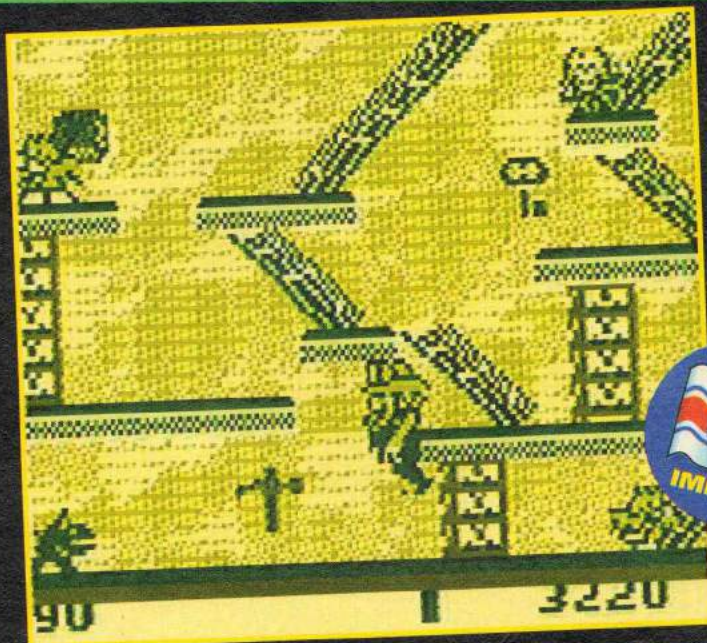
Final rating
41
Percent

MINER 2049ER

For Game Boy

From Mindscape

Price £24



This game was once a classic, but it hasn't worked at all on the Game Boy. We'd go as far as saying it's the absolute pits.

The plot of Miner 2049er sounds good at first. A miner gets trapped down a contaminated uranium mine with loads of mutated crea-

tures and, um... At this point the supply of good ideas ran out and it all goes horribly wrong. Whoever designed this game obviously couldn't draw and had



What gameplay. What excitement. What a load of rubbish.

trouble taking on board the concept of 'gameplay'. The game works in a complete-the-level-before-the-time-runs-out sort of way. To do this you have to basically tread on every square inch of ground and pick up little goodies. When you run over some ground it crumples, which is how you know you've trodden on it. And boy, what fun it is. In fact, since playing it, I've taken up other interesting hobbies, like toenail

collecting and cloud spotting.

Miner 2049er has no good points whatsoever. It's easily the worst game any of us have seen on the Game Boy in a long time. If you spot this game sitting on the shelf in your local game store, give it a very wide berth. **JAMES**

MINER 2049ER

Looks

This game looks like it was designed using potato prints. We are talking crap

Sounds

Not exactly heading for an all-time high score. Again, crap

Gameplay

Gameplay? Pahl! There's virtually nothing that even resembles the stuff

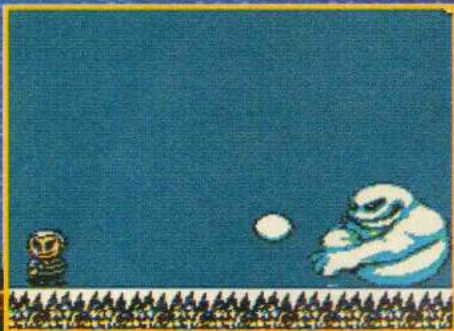
Life span

The chances are it's going to be between one and two minutes

Final rating
25
Percent

Would you Addam and Eve it?

Kill Mr Snowman and you get a free life. Zippy-da-doo-day.



Ooh, you shouldn't have gone into the walk-in freezer. Now you've got to dodge the snowballs and bounce on this geezer's head to kill him.

WELL DONE PUGSLEY!
YOU DEFEATED THE GUARDIAN,
AND LOOK

NOW YOU A HEART POWER UP,
HERE IS YOUR NEW PASSWORD:
H3LL
KEEP IT IN A SAFE PLACE
TO RESTORE YOUR PROGRESS.
PRESS START TO CONTINUE

It's worth it, though, because once he's dead you get a heart power-up and a password. (You get a password each time you defeat one of the big bosses.)

Let's face it, the Addams Family just haven't got a clue. After being rescued in the original game, those freaky folks have gone and got themselves lost again—in their own house! This time it's up to Pugsley to find them, but only after facing up to the various ghouls and ghosties that inhabit the Addams Family mansion. Actually, if you played the original game, you'll know what to expect, cos this offers the same mix of exploration, timing puzzles and arcade action.

The adventure starts with Pugsley standing outside the house. You can either explore the surroundings or go in the Front Door to the Hall Of Stairs, containing doors leading into the various creepy bits of the house.

Have I mentioned the pen and paper yet? You'll

THE A

For NES (1 player)

need those to sketch out a map as you go exploring. Oh, and did I mention the matches? They're for setting fire to your map about 20 minutes later. Basically, finding your way round is a pig—but then, that's all part of the challenge.

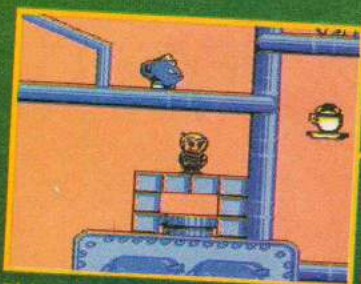
Also part of the challenge are the little birds, knights, monkeys on unicycles and exploding flowerpots that you'll meet. Pugsley's a tenacious little bloke, though, and he can bounce these nasties into oblivion... if you time it right.

In fact, timing is the key to the whole game. And patience, cos it does go on a bit. Not that it's frustrating, but it is a very big game. It's just a pity you'll only get to see everything once, because most of the sections

PUGSLEYS
A dazzling range of monsters, rooms, passageways and horrors means there's lots to explore. Easily grasped gameplay. Great graphics

What's the scores on the doors?

Lumme, look at all these doors! There's trouble waiting behind all of 'em...



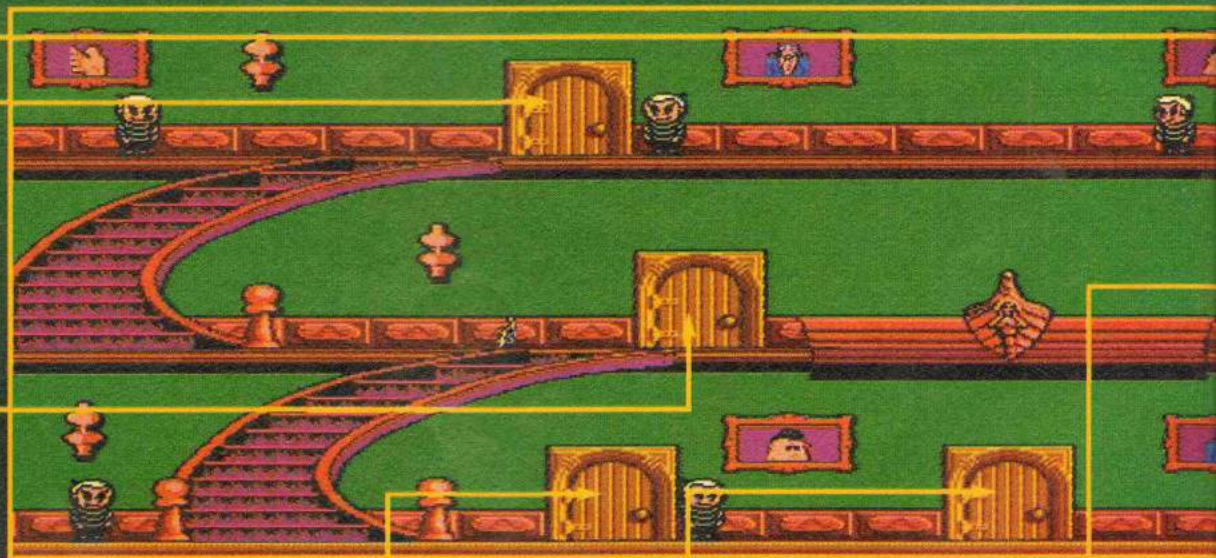
This is the Kitchen. And here's a boiler you can turn off.



Yuk. The Games Room is full of horrible sharp, slashy things.



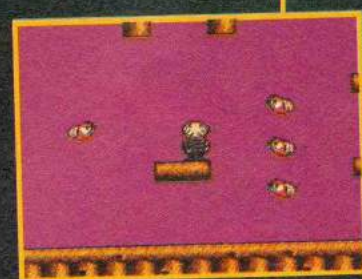
The Portrait Gallery has some tricky timing problems...



Ha ha, it's Misery Guts Jarratt! Oh, er, sorry Steve...



Oi, wossin there, then? Prob'ly the loo. Wish they'd hurry up.



The Conservatory, which is full of twittering little songbirds.

DDAMS FAMILY

From Ocean

Price £40

PUGSLEY'S SCAVENGER HUNT

are pretty easy to get through once you find out how. What makes the game easier still to finish is the fact that every time you defeat a guardian you're given a password, so the size of the game doesn't necessarily mean that it's gonna be an enormous challenge.

Pugsley's Scavenger Hunt (or Addams Family 2, as those of us in the know like to call it) is a decent enough platform arcade game, but it's not brilliant. The graphics are nice and the nasties both funny and gruesome, but the sound is pretty nondescript, consisting of jingles

UGLIES
Soft bosses and lots of passwords make it a bit too easy. It also gets samey after a while. The sound isn't exactly inspiring, either

and boings and not much else. It's certainly big, and the timing puzzles and controls are all well worked out, but it's a bit too easy for seasoned games players to stam-pede through entire sections, making its long-term value a bit dubious. **JAMES**

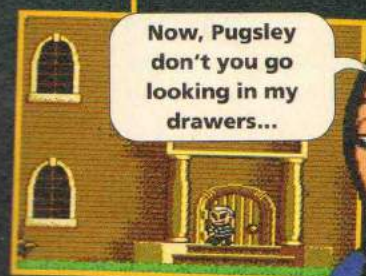
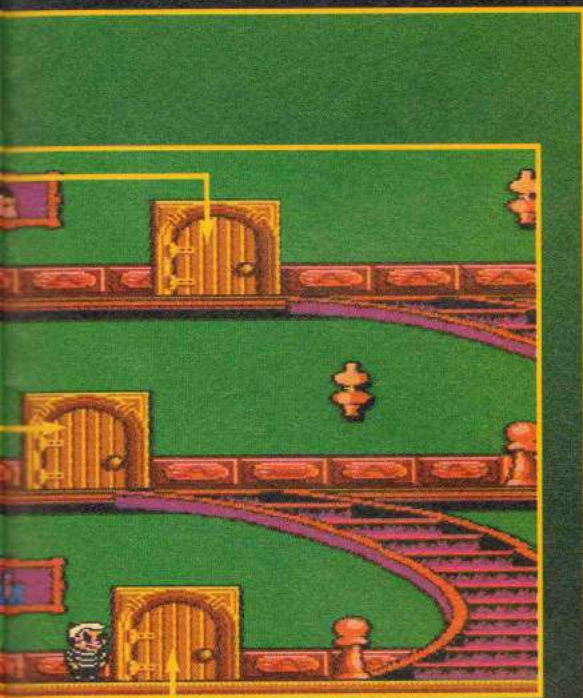
TOTAL!

TOTAL! TEK-SPEX

Game	The Addams Family
Levels	One, and it's BIG!
Difficulty	Low
Continues	Passwords
Release date	Out now



When you're in the Conservatory, check out these green bits of wall. Chances are they hide a handy doorway. But to where?



Now, Pugsley don't you go looking in my drawers...

The Front Door. Mmm... mig pop out for a kebab later.

Mr Propellor head

!It's one of those stripy cap things... you know, thingies....



If you come out of the Front Door and head left you come to a scaffold. And bouncing above it is a propellor cap...



... Which you can then use to fly up onto the rooftop and blag loads of sweets and cakes (and premature dental decay).

A great big game packed with excellent monsters. Seems hard to find your way around at first, but it's not tough enough for real long-term value

Final rating
74
Percent

Looks

■ Nice backgrounds and great-looking baddies. The animation's good, too

Sounds

■ The Addams Family tune is a bit warbly, and the in-game FX hardly devastating

Gameplay

■ A good, playable platformer. Not really difficult enough in places, though

Life span

■ There's lots to see and do, but it's not terribly difficult to see it and do it

THE ADDAMS FAMILY

BARTMAN

MEETS

RADIOACTIVE MAN



Landing on this iconette sends you head first...



... Into the Limbo Zone - filled with great stuff.

For NES (1 player)

From Acclaim

Price £35

Oh good grief, another Simpsons game (well, another Bart Simpson game anyway, since no one's really bothered about any of the other Simps). I mean, does anybody still wander about saying 'Don't have a cow, man' and 'Eat my shorts' and 'Cowabunga'? (That was the Turtles, you clueless old git. And, er, yes, you do - Andy.)

Apparently, Radioactive Man (a comic-book hero) has been kidnapped by the evil Brain-O The Magnificent. Not something to become unduly worried about, I'd have thought, but the point is, Bartman has to rescue him. There are 13 levels, each split into four 'chapters' (of the comic book, see) with its own super-nasty. So it's plod,

plod, pick up power-up (Cold Breath, Laser Bolts, flying ability, etc.), get killed, return to beginning of section.

It's this last bit which ruins the game, cos it makes it too flamin' hard. The controls aren't exactly sensitive and one slightly misjudged jump later on sends Bart plummeting to his death, which sends you right back to the start again.

There are plenty of continues, but all they do is prolong the agony. The graphics are jolly enough, the game-play's not too bad and the sound's... well, the sound's crap, actually, but it's all too frustrating to be fun.

Still, at least you get good value for money, what with 13 levels and all. If you think you're hard enough to take on Bartman Meets

Radioactive Man, it'll keep you going for ages. More impatient souls will probably find that two or three hours' play (and two or three hours of eye-rolling) turns you into something a bit like Andy - y'know, a gormless, gibbering wreck. We wouldn't want that to happen, would we? **STEVE**

TOTAL!

CHRONICS
A tad too frustrating. No passwords means that once the continues are gone you have to go back to the start

COMICS
A big challenge for those who can take it. Pretty good graphics and huge levels. And you get to meet Fallout Boy!



You don't want to get that extra life from up there, oh no. Very nasty, that is.

TOTAL! TEK-SPEX

Game	Bart/Radioactive Man
Levels	13
Difficulty	Hard
Continues	2
Release date	Out now

BARTMAN RADIOACTIVE MAN

Looks

■ A very Bart-ish Bart, some good backdrops and plenty of colour

Sounds

■ Not much to boogie on down to - an un-Bartlike tune and a few bleeps and beeps

Gameplay

■ Not bad, but too annoying. You'll finish it through determination, not enjoyment

Life span

■ If you can bear it, it'll last. If not, expect to give up after about four hours

Not especially wonderful, but it's a huge challenge, with lots of variety throughout the levels. Er, don't have a cow, man. Or something

Power to the Bartman, er, man

If this Bartman bloke's so great, why does he need power-ups, eh?



Ups energy level by one. Ten a penny, mate.



Gives you twenty laser bolts. What did you expect?



Twenty of these alarmed icons get you an extra life.



Turns you into, um, a tornado. And invincible.



Final rating
67
Percent

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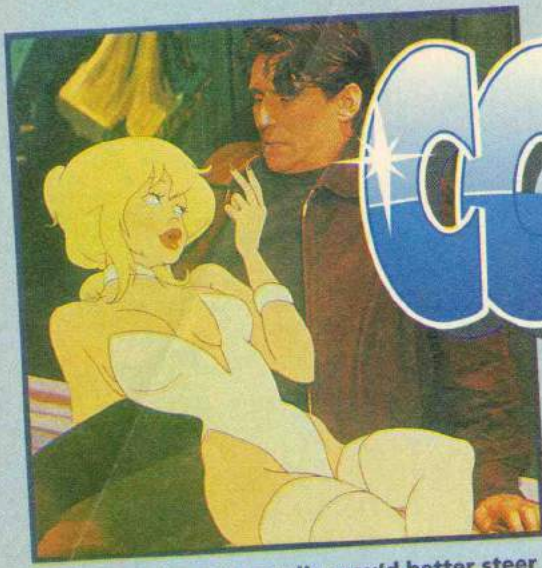
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ITEMS.....
 ALL CHEQUES REQUIRE A CURRENT
 GUARANTEE CARD NUMBER ON THE BACK. **TOTAL**.....



COOL WORLD

For NES (1 player)

From Ocean

Price Dunno yet

Phwoar! (Ahem!) Actually, you'd better steer clear of Holli. She's not a very nice person.

Holli Would, a cartoon character in a parallel 'Cool World', wants to find a way to enter this world and become solid. Since she's a real curvacious cartoon babe, that might not seem a bad idea all round.

Unfortunately, in doing this she might end up destroying both the Cool World and our own, which is probably worth avoiding. So you (controlling a character called Harris) have to stop her. To do this you've got to find the Golden Spike Of Power, hidden on top of the Ocean Hotel.

Okay, so where's the Ocean Hotel? Mmm... guess we need a map. It's a bit of a blow, then, that



Bouncy bunnies, purple hills and furry dice hanging from the trees. Hmm...

HOLLIES
There's plenty to do before you defeat Holly. It's a very colourful game

the map has been split up into five bits and left with different members of Holli's gang. These are real irritating dudes who are hard to shoot, hard to avoid and impossible to eliminate. No sooner do you wipe out one than another appears to take his place. Kind of removes the point of shooting them in the first place.

Harris is a tough old bloke who can take loads of hits before popping his clogs. The best way to get through each level is to avoid the odd dangerous dude, and ignore the rest. Booooooring.

The backgrounds are yucky cute, the sprites are just plain yucky and the controls are poor. You can move to

WALLIES
Boring, badly designed, tedious and unoriginal. No brains required

TOTAL! TEK-SPEX	
Game	Cool World
Levels	4
Difficulty	Medium
Continues	None
Release date	Out now



Uh oh, it's a couple of rozzers with their night-sticks out (look, that's what it calls them here!). Better make a run for it...

Dustbin man

To get rid of the club's bouncers...



... Throw a bomb at the dustbin. The lid then blows off, releasing a pong so bad that they scarpere when you push it towards them.

the front and back of the screen as well as left and right, but this just adds to the frustration.

This game is a real dog. I'd tell you to go and see the film instead, if that wasn't complete crap as well.

CHRIS



A bonus screen. So those bonuses will make me last even longer then. Oh dear.



EEK... mown down by a Vauxhall Calibra! (You go green for a mo, but you'll be okay.)

LOOKS [Progress bar]

■ Titchy sprites, but some are okay. Naff backgrounds and some flicker trouble

SOUNDS [Progress bar]

■ Assorted boings and jingles and a soundtrack straight from hell

GAMEPLAY [Progress bar]

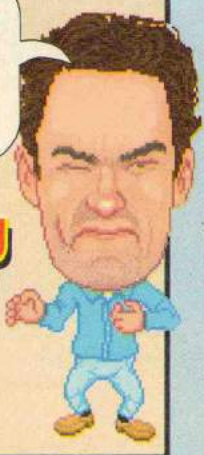
■ None. Well, there is a bit, but you probably won't like it

LIFE SPAN [Progress bar]

■ If you play it for more than a week you deserve to get a medal

Cool World is a cute-looking platform game with serious gameplay problems. There's nothing new or original anywhere. Bleurrrghh!

Final rating
33
Percent



LETHAL WEAPON



'New plot is it, then?' 'Dunno, cobber.'

Riggs and Murtagh – what a team, eh? They've been beaten up, shot up and blown up, and still they come back for more. They must be pretty tough, especially considering that in the first stage of the first level they soak up enough lead to line a church roof. It's action all the way as the

For NES (1 player)

From Ocean

Price Dunno yet

two supercops take on all sorts of hoodlums and gangsters on the streets.

But not both at once. When Riggs has had enough, just walk him off screen and Murtagh appears to take up the fight. And when he's ready to give up the ghost, you can send Riggs in again.

Apart from that twist, the game is a basic scrolling, jumping, shooting affair. You can pick up knives and handguns, but using your fists and feet is just as effective. The baddies arrive in packs of six or so, and you can only

move on when you've wiped 'em out. Oh, and look out for baddies in the ground who throw grenades at you. You can either throw the grenades back, or jump on the baddies' heads.

And that's about all there is to say. There's lots of action but not much skill. It gets harder as it goes on, but it's still not exactly demanding. The anima-

tion's dodgy, and the backgrounds are unimaginative. Worth playing, but not worth buying. **JAMES**

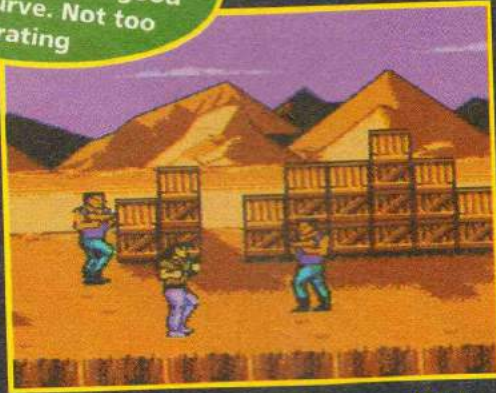
TOTAL!

SMELLS
Feeble animation and worse gameplay. A mediocre scroller which offers nothing new

MELS
A big game, with non-stop action and a good difficulty curve. Not too frustrating



Uh-oh, trouble at t'mall. Either that or a wildcat strike by sewage workers.



You've got a choice – punch 'em or shoot 'em. Either way they're history.

TOTAL! TEK-SPEX

Game	Lethal Weapon
Levels	5
Difficulty	Medium
Continues	1
Release date	Out now

LETHAL WEAPON

Looks

■ Not bad, if you can force yourself to overlook the slow-motion sprites

Sounds

■ The sort of thing you hear coming through next door's wall on party night

Gameplay

■ Standard scrolling, shooting and jumping stuff, but sub-standard quality

Life span

■ If you like plod 'em ups, there's enough to keep you going for a week or so

This isn't an awful game, but it's not very good either. Lots of action, but not much gameplay and not much finesse. Second-rate stuff

Weapons of distraction

Riggs and Murtagh tackle level 1. Well, Riggs does. Murtagh's in the bog.



Aha, stage 1: the park. Where we, er, park the car, we presume.



Stage 2: the camp. This is where we camp it up. Well, it might be.



Yeeeha – the exhibition! Where we, er, make an exhibition of ourselves?



Final rating
50
Percent

SILENT SEER

For NES (1 player)

From Konami

Price £35

Silent and deadly

A through-the-periscope view of the best way to send the enemy to a watery grave.



1 Use the rudder controls to secure your aim.



2 Hold the ship steady and switch your speed to 3 or 4 to close in for the kill.



'Full speed ahead, cap'n! Um... there appears to be a ship or something on the horizon. Apparently.'



3 When you're within a decent range, let a torpedo fly.



5 Close in and fire a few rounds from the deck gun to finish him.



4 If you've gauged it right, you should score a direct hit, disabling the ship.

Great, a submarine game. Maybe it'll be like Under Siege with Stephen Seagal – a rollicking, rock hard platform/blaster in which you have to rid a high-tech super-sub of a gang of marauding terrorists who plan to hijack its nuclear weapons and blow something up. Oh, hang on, that was a boat, wasn't it? Well, you know what I mean – you have to control some musclebound hero as he pumps lead into a bunch of ne'er-do-wells on the high seas.

Actually, Silent Service is a little calmer than that. No platforms.

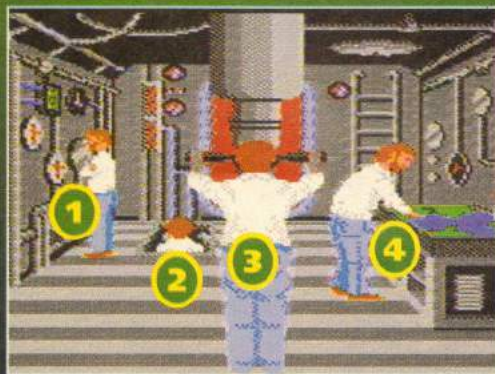
DIVERS
Superbly designed and thoroughly absorbing simulation. Great atmosphere



This is the operations room, where grizzled submarine captains can have their Arran sweaters and facial hair surgically removed.

Using all your cunning in the conning tower...

The conning tower is where the captain controls the submarine. Apparently. Here we see our own skipper on the job...



By moving the captain to different parts of the conning tower control room, you can select a variety of different info screens.



Your gauges. With these you can, er, see whether things are too hot or cold, and, um, how much oil you have left. And stuff.



After a bit of a seafaring rumble, you'll want to look at the damage to your sub, which is where this bit comes in handy.

ACE

No power-ups. No pixel-perfect jumping. Or end-of-level bosses. Or fabulously original gameplay. Yep, there's absolutely no doubt about it. It's a strategy game. No, don't turn over! Come back - it's great, honest!

You're a commander in the elite Silent Service Force, a fleet of submarines which patrolled the treacherous South Pacific during World War II. Sneaking around underwater, you must brave the might of the Japanese navy and, using clever and stealthily executed tactics, blast their ships out of the water.

It's all horribly complicated to begin with. You have a terrifying array of options at your disposal, with three different scenarios making up the main meat of the game. Torpedo/Gun Practice allows you to do just that - practise taking pot-shots at stationary battleships with your torpedoes and guns. The second scenario, Convoy Actions, involves a series of historically accurate sub attacks on convoys of ships. Finally, there's the War Patrols, in

DIVVIES
A little daunting and complicated. Not as accessible as it likes to think it is

which you can command an entire patrol, sailing from various secret sub bases, plotting routes, engaging the enemy and, hopefully, returning back to base.

It's impossible to detail every aspect of such a deep and involved game. But Silent Service is a fine example of how to turn a deadly serious and potentially deadly dull idea into an absorbing game. With plenty to fumble with, it's very satisfying and, once you know

what you're doing, surprisingly entertaining. But be warned - it's an acquired taste.

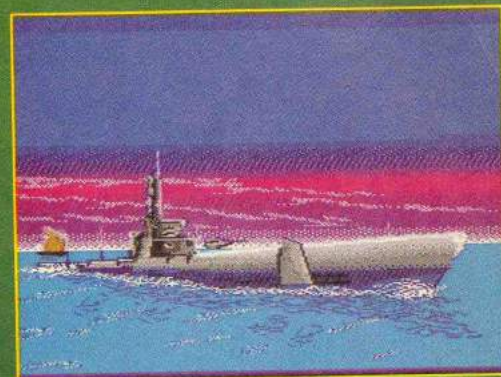
TOTAL!
ANDY



'Mummy, it's a battleship!' 'Shut up and keep firing!' (It's unlikely that submarine package cruises will really catch on.)



Now, this could either be the Caribbean, and that's South America, or the Pacific, and that's Australia. Dodgy situation, this...



... Think I'd better surface and take a look around. Phew, that's a relief - there's no sign of the cast of Neighbours.

TOTAL! TEK-SPEX

Game	Silence Service
Levels	4
Difficulty	9 levels
Continues	None
Release date	Out now

... To keep your head above water

... And the views you get of what's going on to help you keep tabs on the situation.



A submarine travels underwater, but you have to see what's going on above the water. Thank heavens for the periscope...



This option is more strategic. Survey your charts, plan your position... and then get blown up with depth charges.

SILENT SERVICE

Looks [10 bars: 8 green, 2 red]

■ Painfully average, but in the context of the game they work fine

Sounds [10 bars: 8 green, 2 red]

■ Pleasant enough music, but hardly any FX (except the inevitable sonar beeping)

Gameplay [10 bars: 8 green, 2 red]

■ Lots of variety. Plenty of complicated strategies to get to grips with

Life span [10 bars: 8 green, 2 red]

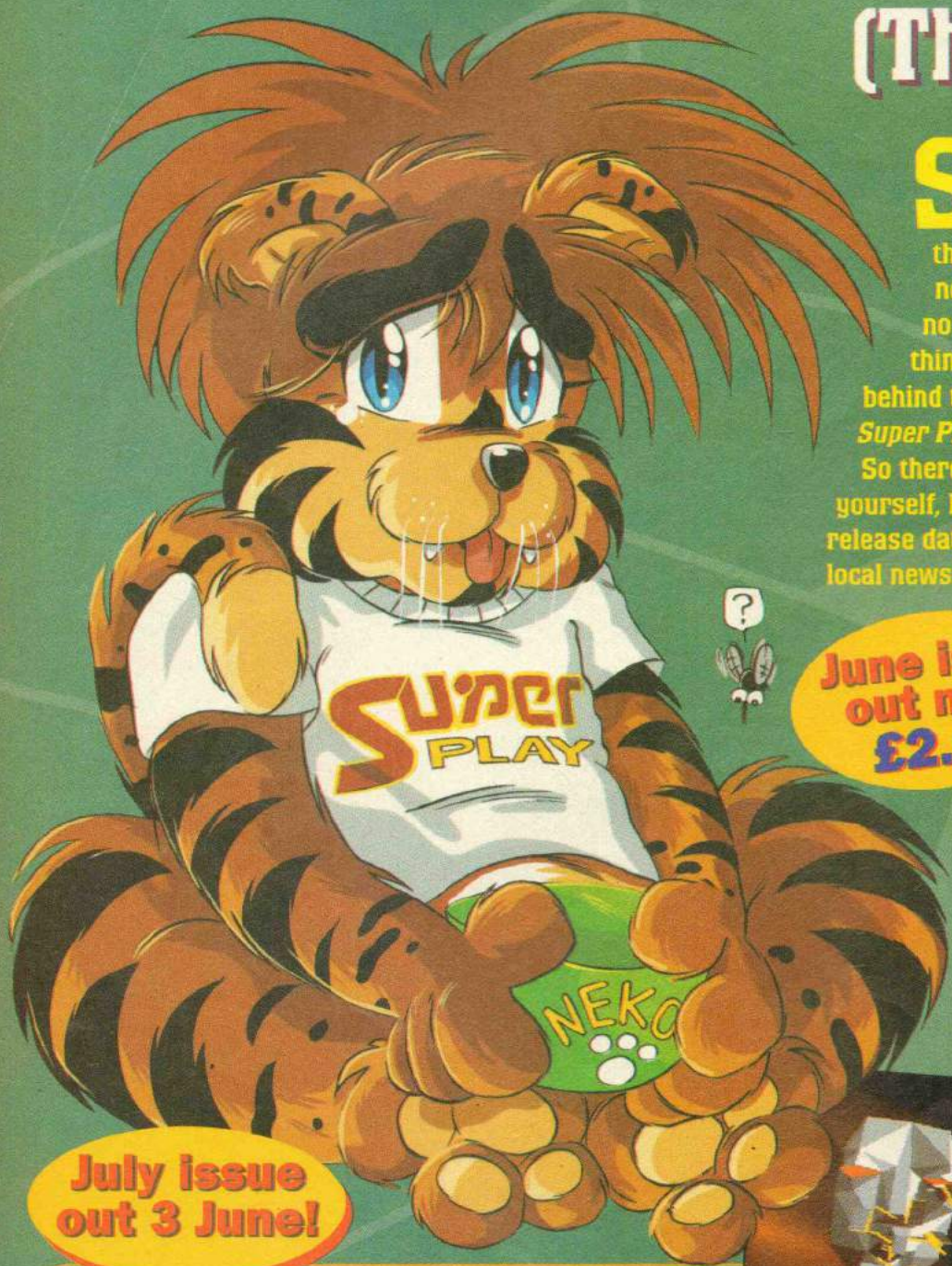
■ You'll keep coming back for new challenges and new scenarios

An old game, but an excellent strategic sim. Maybe not quite right for the NES - but if you can cope with games like Elite, give it a try

Final rating
75
Percent

Do you know how it feels to miss your copy of Super Play?

(The tiger does.)



Super Play sells out fast, you see. It's Britain's most popular Super Nintendo mag, and with good reason. We review all the best games first. We get all the hottest news from abroad before the competition. And no one does in-depth features on the machine - things like great exposés of Super NES CD, or behind the scenes with the Super FX chip - like Super Play. Just ask anyone who reads it.

So there's no reason to sit there feeling sorry for yourself, like Neko the tiger. Just check out the release dates below, and make sure you get to your local newsie sharpish. After all, you really can't afford to miss a single issue!

**June issue
out now!
£2.25**

The current issue of Super Play is packed with stuff like:

Pop'n Twin Bee

Konami's latest, greatest cute shoot-'em-up comes under the microscope. It looks great, sure, but is it really as good as Parodius?



Starfox Player's Guide

Complete this issue - a massive guide to take you right through the first Super FX game, including the secret levels and everything! (And yes, it works with Starwing too!)



Plus!

Nigel Mansell's F1 Challenge, Solstice 2, Dead Dance, Bio Metal, Super James Pond, Batman Returns tipped and much, much more!

And coming soon...

Exclusive!

Street Fighter II Turbo!

Street Fighter II Turbo is coming to the Super NES! But when will it be here? And what will it be like? We reveal all!

Multi-player games!

All the best games allow two or more people to play at once -

everyone knows that. But which are best? Which should be avoided? And what's the Super Multitap (Super Nintendo four-player adaptor) like anyway? This issue tells all!

Plus!

Super Bomberman, Alien³, the world of game music revealed, Addams 2 tipped and more!

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

Because the world's best games machine deserves the world's best games magazine.

TOTAL!

TACTIX

Tactix, hot tips, top tricks, er, matchsticks, guitar licks, bogey flicks, spotted dicks... Well, maybe not. But we have got some cheats.

KICKLE CUBICLE



Just when you thought it was safe to chuck your old Kickle cart in the cupboard next to your embarrassing old cowboy outfit, along comes **Chris Orbell** with his codes for the Special Game.

You can only reach it when you finish the main game, so the chances are a lot of you won't have played it.

- | | |
|-----------------------|------------------------|
| Special 1 - HmrM LhBg | Special 10 - NBqb nQCZ |
| Special 2 - HPTZ hNDJ | Special 11 - NBqh hvCh |
| Special 3 - JnCn hvcb | Special 12 - NVQK LrcM |
| Special 4 - JQVP LrCH | Special 13 - PChg nQCZ |
| Special 5 - KqGt hhCC | Special 14 - PWMG LICH |
| Special 6 - KRdv LNDV | Special 15 - QDgf nQCZ |
| Special 7 - LrFs LLCb | Special 16 - QXJC LfCB |
| Special 8 - LSXq hfDG | Special 17 - RZJH nnBg |
| Special 9 - Mtdl hLCZ | |



Are there any more levels after the ones we've listed in Kickle Cubicle? If you know 'em send the codes into **TOTAL Tactix** and, who knows, you could bag yourself a prize.

LEMMINGS



Wahey! Level codes-a-go-go! **Gavin 'Grim Determination' Hogg** from Humberside has struggled long and hard to get hold of the codes for the first 50 levels of this fiendishly frustrating and puzzling, er, puzzler. Cheers for that, Gav, but what we want to know is, when are you going to send us the codes for the *really* hard levels?!

FUN Level

- Level 2 - TYRNVD
- Level 3 - GFDQRT
- Level 4 - DFGTYQ
- Level 5 - QQNBGT
- Level 6 - YRBNCP
- Level 7 - DGBFHY
- Level 8 - CVRQKJ
- Level 9 - JSQRBS
- Level 10 - FKJTYQ
- Level 11 - XVSPDX
- Level 12 - XXXGDS
- Level 13 - HXWQPX
- Level 14 - KXWXLW
- Level 15 - KSQZHQ
- Level 16 - VNWSQW
- Level 17 - FQTYMS
- Level 18 - GZSFGM
- Level 19 - YZKBLP
- Level 20 - PLSTFL
- Level 21 - JXFCBS
- Level 22 - ZSDFFG
- Level 23 - TYPQGH
- Level 24 - QZKQXZ
- Level 25 - LQZDGV

TRICKY Level

- Level 2 - GNAXNF
- Level 3 - PQZFCG
- Level 4 - TWWYWY
- Level 5 - ZQSDHQ
- Level 6 - QTDFSG
- Level 7 - ZRLYDR
- Level 8 - GSHGSX
- Level 9 - ZGMANZ
- Level 10 - CVBXSH
- Level 11 - LKJHHG
- Level 12 - XCSDCX
- Level 13 - DFJJQZ
- Level 14 - VGSDTB
- Level 15 - HXHSDJ
- Level 16 - JCMVWX
- Level 17 - VFWZQL
- Level 18 - LJDRKB
- Level 19 - CGHYQS
- Level 20 - PSDHTW
- Level 21 - CHTLNX
- Level 22 - GFITYK
- Level 23 - BSWHXZ
- Level 24 - KSLXSN
- Level 25 - JQTVYR

SUPER STAR WARS



There's a hidden debug menu in Super Star Wars where you can alter all sorts of things. To access it, press the following keys on the title screen: **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y** and **B**. You should hear a Jawa cry if you've entered the cheat correctly. Press **START** on controller 1 and you should be able to choose between Luke, Han and Chewie. Now press **L** and **R** together and you'll bring up the debug menu, enabling you to change the area, stage, number of lives, health, character and weapon. To become invincible, press and hold **A, B, Y, X** and **SELECT**. Thanks to **Keat Looi** for this stonker of a cheat.

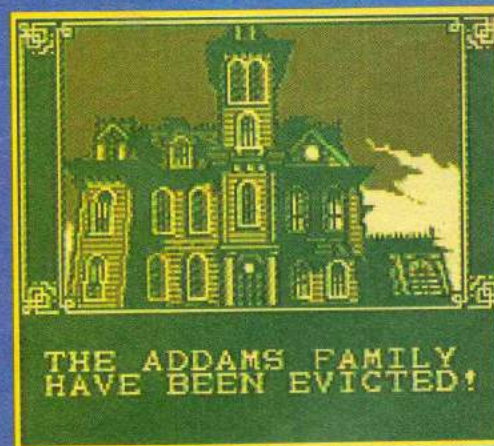


Use the fabbo debug screen and you can go anywhere in Super Star Wars - even to the leaping Stormtroopers of Mos Eisley.

THE ADDAMS FAMILY



Martin McGowan from Halifax, Yorkshire, has discovered a secret energy refill for Gomez on Game Boy Addams Family. All you have to do is press **A, B, SELECT** and **START**. Ta, Martin.



Poor old Tony, eh? I mean property's so expensive in north London these days, isn't it? Oh sorry, you meant *those* Addams.



TOM AND JERRY

For tons of lives on this mediocre platformer, go to the title screen and press the following keys: **RIGHT, RIGHT, UP, LEFT, UP, RIGHT, DOWN, B, A, SELECT, START** and **START**.

SOLAR JETMAN



Here's a couple of quick codes to give you heaps of dosh in this game. Enter **MMMMMMMMM-MMMM** to get 66,666 credits and **LLLLLLLLLLLLL** to get yourself \$55,555.

SUPER MARIO LAND 2



Sam Cheng's sent in a weird little cheat that lets you play a demo of some stages in Super Mazza Land 2. Press **UP, B** and **SELECT** to go to Turtle Zone, **UP, A** and **SELECT** for Hippo Zone, or **UP, B, A** and **SELECT** for Macro Zone. The demo stages only last for about a minute and then you'll have to reset the game.

GRADIUS 3



This is an easy cheat for the SNES US import version of the classic blaster, Nemesis. Just press **X** as many times as you can on the title screen. See, easy.



Gradius? Er... Oh dear, I've got nothing to say and four lines to say it in. Um...

BUCKY O'HARE



The later levels in Konami's platform blaster are great fun but getting to them is tricky, so it's lucky that **Roderick Lawton** has come up with the codes to get you there.

Take it away, Rodders...

GREEN PLANET - 57J23
RED PLANET - L7VΔJ
BLUE PLANET - L8K2J
YELLOW PLANET - L8KSK
CELL - 68K6K

KABUKI QUANTUM FIGHTER



While you're in the process of kicking the end-of-level baddie's butt in this run-of-the-mill fighting platformer, pause the game and then press the **UP** and **DOWN** buttons on the joy pad to top up your energy level at this crucial moment in the proceedings.



Oi, calm down, love. Redheads, eh? Gorgeous hair but a temper shorter than the winner of the Dwarf Of The Year Show.

JIMMY CONNORS TENNIS



Ben Hill de Vries won himself a copy of Jimmy Connors Tennis in our compo in ish 15, and before we could say 'You cannot be serious!' he sent us codes for the tournament season.

January

Um, this is the level you start on. So you don't need any codes, see?

August

2P*8 CDB* B*V5
VPCW T*VT BLB7
***5*3 *3*9 *5*G**

February

BM*K TG*H TG*G
***R** TJTK *F*J**
***G*F ***F *W*H**

September

39HM DDB* BGBJ
WGDW TGV* BLB7
***5*3 *3*D B57R**

March

CZ*Q T4*H *N*Q
***R*F TJTQ *M*J**
***P*R *D*P *CFJ**

October

4WJM XBRK BGBP
WMD1 TSUO BLB0
***8*7 *6*J BC20**

April

D7BQ T4*T TT*Q
***3*M *STB BT*P**
***P*T *K*1 *C21**

November

5B3V XPCT VTVX
WMD5 TSV* BLBH
B*BH BFBQ BWQ9

May

F5C* T4*1 T5**
CBR T1TB B0*
***X*T *V*T *WFH**

December

6J5V D2C1 B1VX
WQF* B*B5 BXBQ
BDBR BNBX BWT3

June

GP2B V4*6 T5TB
B6BR T6TH BFB*
***X*T *V*1 *5*X**

July

13ZX W4 V5T5**
VJCR T*VN BLB*
*****T *V*1 *ML9**

SPINDIZZY WORLDS



TOTAL's game god, **Paul Weaver** from Clydach Vale, has done it again. This time Wales' top civil servant, disc jockey and tipster has finished Spindizzy Worlds

Ballrace - D5/>+CkJ..... CT/-<DTZ
Pak Attack - L5>#FT/#..... ST!FT//m
Buxton Cat - L5>cG5/\$..... SPZJT:--
Waterworks - 51XKT//k..... KT-yF5z
Beginners - 51VLS//>..... LT+/Cn/4
Sandy Island - L5&VMT/2..... FT/8pT/4
Tri-Path - B5/:GBYB..... LT%VMT:~9
Pyramide - H5/BBW/B..... MT6BY//c
Rollerama - G5::pBP/f..... GT:~pB1/f
Arrow Maze - PvBBz//2..... LSyBQS:~?
Castle Quest - MzVBB/:~:..... JTNBBD-8
Frigia - SyBDT/DJ..... JTDBBx-<
Grass Hopper - RpBCn/r2..... BT/BBB7:~
Tower City - G5pBBX:~q..... FT6BBM1x
Waterworld - RpBCK\$C2..... SBBCT4CQ
Radima - QpBB/LSH..... JNBBSx&5
Grass Maze - HtBBB:~K..... MBBBMnWC
Oily Way - LpBBDTqg..... PBBBY%Cc
Obelisk Run - PpBBs2C<..... GBBBb7M
Misdirection - PpBBFyCc..... RBBBTcCB
Canal Side - SpBB&BCx..... MBBBDVBV
Torture - SpBD%BCy..... CQBBCt8
 Way to go, Paul!

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ALIEN 3

GB

TACTIX

This huge, atmospheric arcade adventure bears little resemblance to the film (thank God!) but it's well 'ard!

Review TOTAL issue 17

From Acclaim

Price £25

Final rating
83
Percent

To keep things nice and simple, here's a list of what to get and in what order. These numbers correspond to the ones on the map.

- 1 Get the cattle prod.
- 2 Get ID Card 1.
- 3 Get the map.
- 4 Go to level 2.
- 5 Get ID Card 2.
- 6 Get the gun.
- 7 Go back to level 1 and then to level 3.
- 8 Get Bishop.
- 9 Get the blow torch.
- 10 Go back to level 1 and on to level 2.
- 11 Get the flame-thrower.

12 Now go back to level 1. Clear Alien Nests 1 and 2 using the flame-thrower.

13 Go to level 3 and through the duct to Alien Nest 3. Clear it to get ID Card 3.

14 Go to level 2 and through the new door to level 4.

15 Get the tool kit and use it on Bishop to activate him, then drop the tool kit.

16 Clear Alien Nest 4 and get the Smart gun.

17 Go through to Alien Nest 5 and clear it.

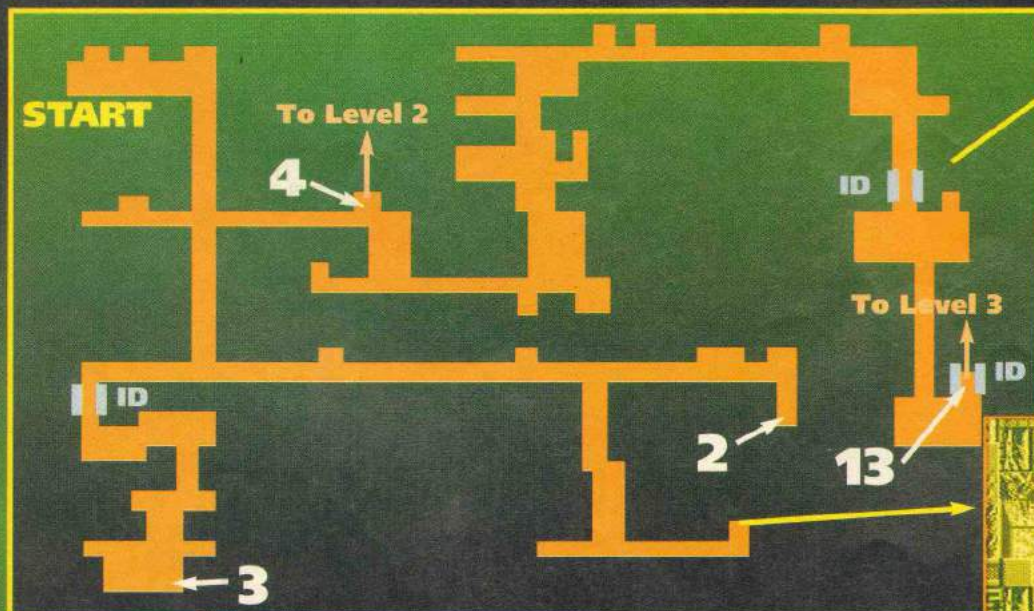
18 Now you must go back through all the levels and kill every single Alien. Once you've

done this, the Alien Queen will appear. You won't be able to kill her yet, so go to level 4, get the knife and activate the piston.

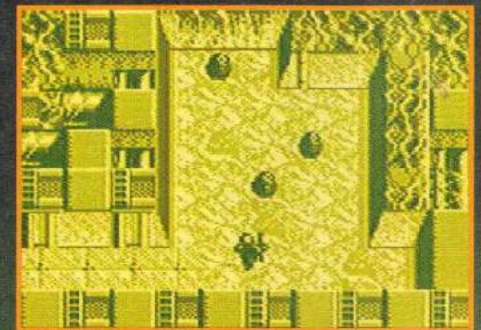
Killing the Alien Queen.

Run around to get onto the piston tracks. Move about until the Queen sees you, get close to her and activate the knife to make her follow you. Keep doing this until the piston blocks her exit. Exit through the side door of the furnace. The Queen will be trapped and squashed by the piston. You can now escape the planet by going to level 3 and using Bishop on the EEV.

LEVEL 1



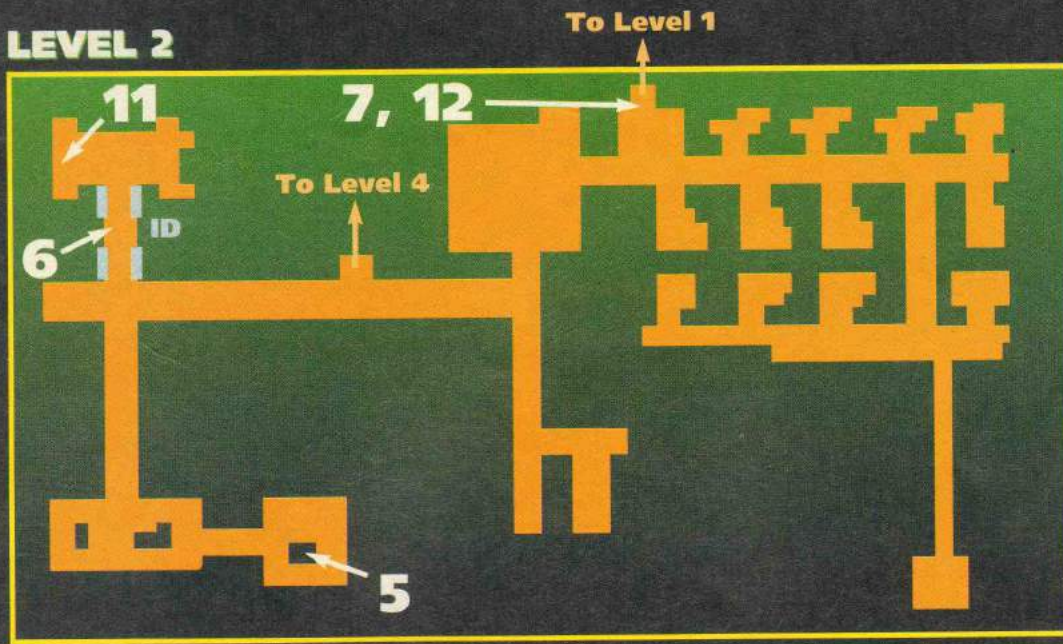
Alien Nest 1



Alien Nest 2



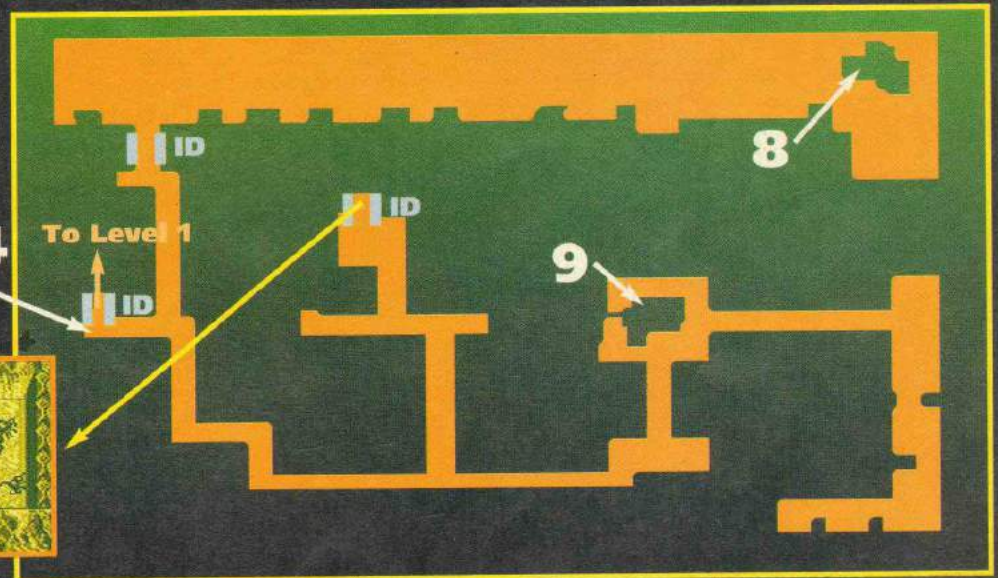
LEVEL 2



Key

- || Bars around an area of corridor means an ID card is needed to open it.
- This icon represents the switch - turn it on to start the piston.

LEVEL 3



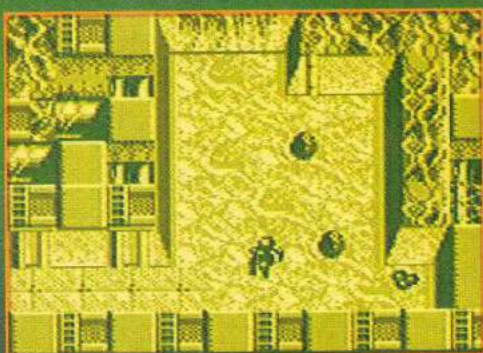
Alien Nest 3



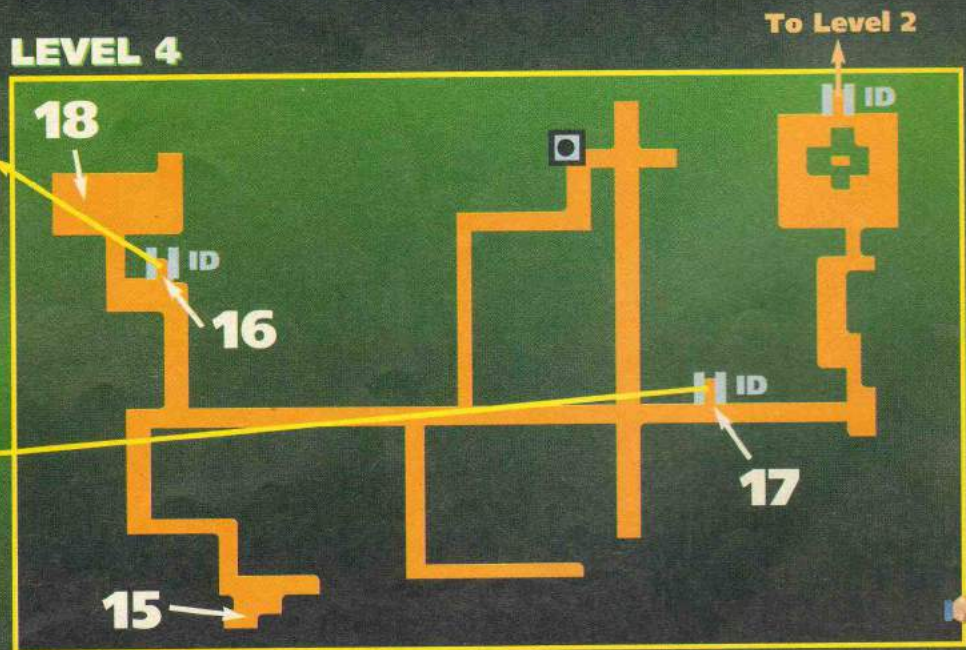
Alien Nest 4



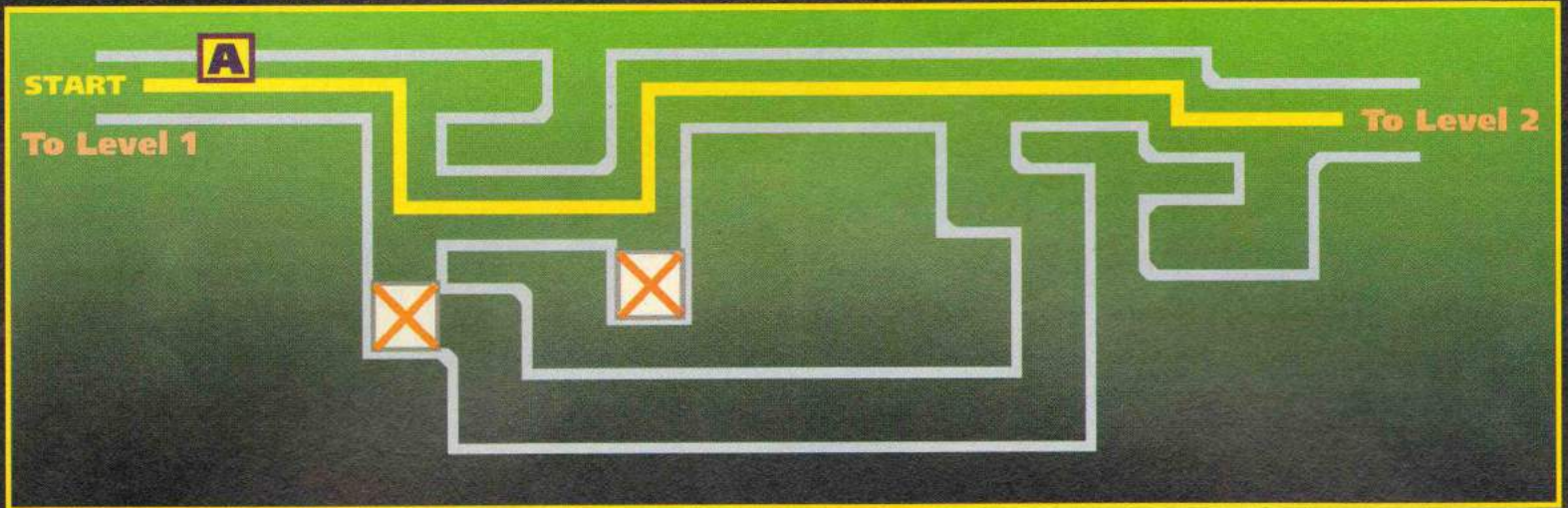
Alien Nest 5



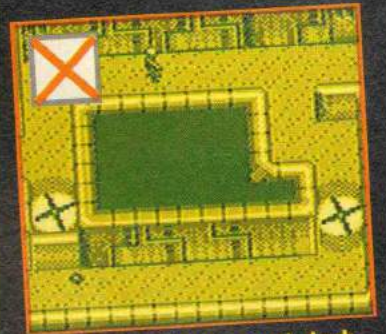
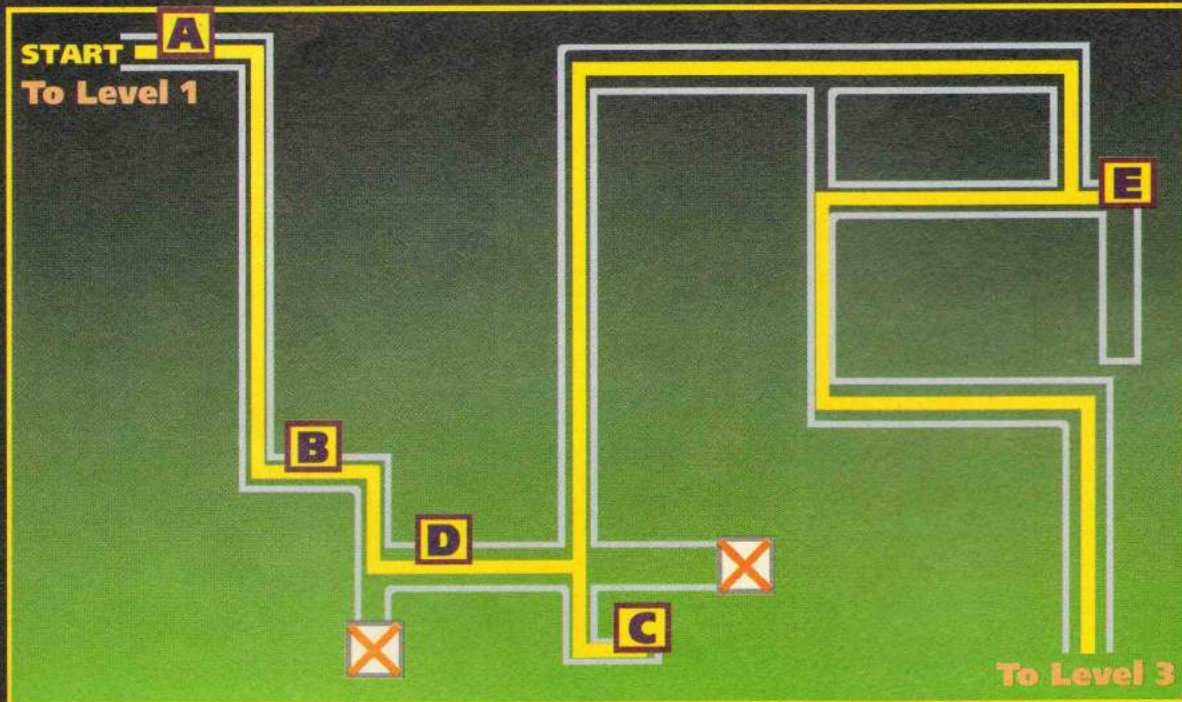
LEVEL 4



Ventilation Duct 1

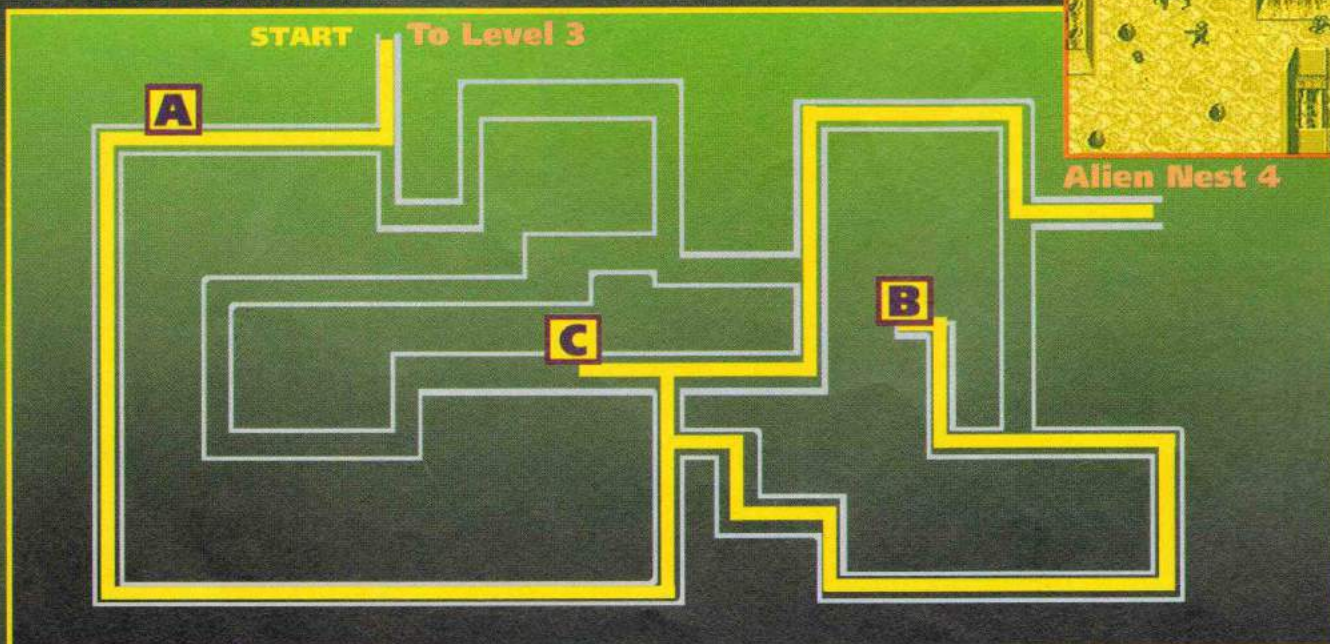


Ventilation Duct 2



The rule for fans is: anti-clockwise ones blow down and to the right. Clockwise ones blow up and to the left.

Ventilation Duct 3



Key



These are the fan switches. Follow them in order!



Fans. Some suck, some blow, some don't work.



This is your route. Follow it and you'll be sorted!

ALIEN³

And so another **TOTAL** guide bites the dust. Thanks to Alien-blaster extraordinaire, Paul Weaver, for GB playing beyond the call of duty.

Ventilation Duct 4

The maze is set against a green background. A yellow path starts at a 'START' label at the bottom left and leads to 'To Level 2' at the bottom center. The path then winds upwards and rightwards, passing through several yellow squares labeled 'E', 'G', 'C', 'G', 'I', 'A,D,H', 'F', 'E', and 'E'. An orange square with a white 'X' is located in the center of the maze. The path ends at 'To Level 4' at the top center.

Ventilation Duct 5

The maze is set against a green background. A yellow path starts at a 'START' label at the bottom left and leads to 'To Level 4' at the bottom center. The path then winds upwards and rightwards, passing through several yellow squares labeled 'E', 'C', 'B', and 'A'. The path ends at 'To Alien Nest 5' at the top center.

RAD GRAVITY

NES
TACTIC

TOTAL's first law of Gravity: follow our complete player's guide and stop Rad driving you mad!

For NES From Activision Price £35

Final rating
74
Percent



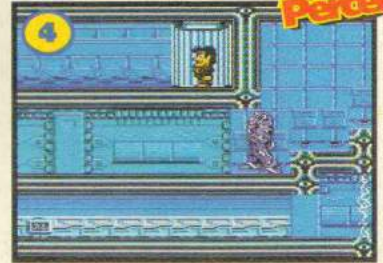
1 CYBERIA
Teleport to Cyberia. Go left, through the first door, left, through the next door, left and through this door. Jump to the highest platforms. Go right for an energy bar, left and out.



2
Jump across this screen as shown in order to reach the door at the top. Go through that door and then head right and you'll come across another energy bar.



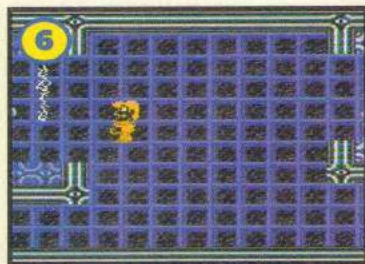
3
Go out and left to the large door. Enter and go right to this teleporter, which takes you to the computer complex. Log on to the first terminal for a restart and go right for the gun.



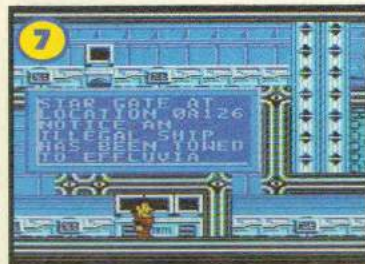
4
Go down, through first teleporter, right and up, shooting robots. Stay on top to reach this teleporter and get to the middle. Go right, up and through upper teleporter on right.



5
Go right along the top level, jumping the gaps (if you duck when a robot fires at you follow his bullets and they'll blow up the next robot). Grab the energy bar and go up and right to these terminals. You'll be transported inside the security system.



6
Head left, shoot the bits, avoid these lasers and shoot left until you destroy the small blob between the lasers. Go left, hit all the blobs and go through the teleporter at the end. After that go left, log on to the first terminal and go to the teleporter.



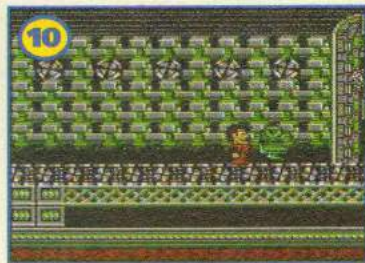
7
Keep going left and log on to every terminal you encounter. This will give you codes for Turvia, Sauris and Volcania. Go to this terminal to get a stargate location, then use your communicator to get back to the ship.



8 EFLUVIA
Go to Efluvia and chase the blokes who've stolen your ship's computer to the right. Stand here and the ghost drops on you and dies. Jump in the fire quickly for the energy bar. Go right across the rest of this level, using bubbles to get over the lava.



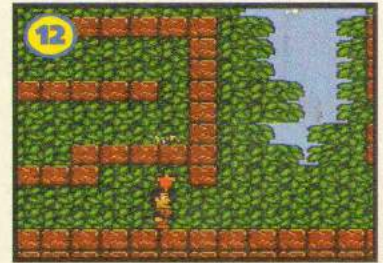
9
Here, there's a secret level above the lava. Jump up off screen and over the wall to enter a secret level for an energy bar and a powerful sword. Exit by going right and jumping over the broken computers.



10
Go along the conveyor belts that your computer is on, jump up to it and shoot the control to stop the belt moving and save your computer. Pick it up and return to the ship with it.



11 SAURIA
Fly through the stargate and go to Sauria. This world's a straightforward left-to-righter. Make your way across the level, shooting baddies. When you reach the large tar pit, jump back left and go over the tar, using platforms in these trees. Continue right.



12
In the next section you have to get the red crystals and throw them into holes above the yellow gates to get through. You only have to do one gate at a time, but some are tricky. Here, take the crystal up to the top of the screen, jump into the big gap and chuck the crystal as you leap.



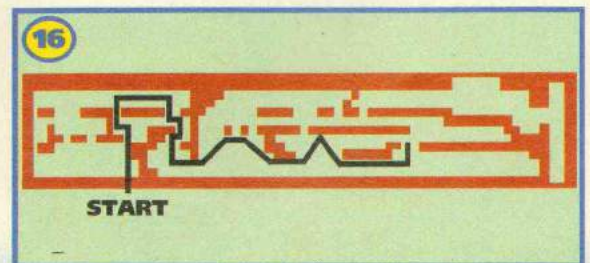
13
Another gate has its key crystal off-screen above these blocks. In the last bit, race right. The dinosaur stamps his foot three times, then it's safe for you to dash across. Keep going right to get the crystal bombs and return to the ship.



14 TURVIA
Go, right, jump on these branches and go left across the gap. Carry on left till you reach the door. Go through it and the Mayor will give you a vertically firing gun.



15
Exit, go right, back over the branches, and jump over this water. Fire up when you land to hit this shark. Jump down the gap on the right. Follow the route on the map...



START



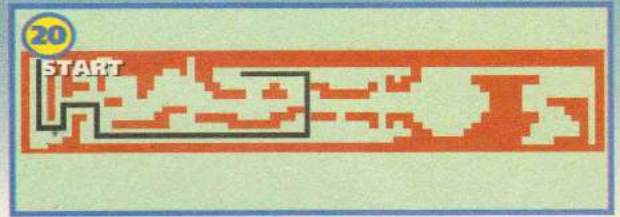
Here, wait for the slime to drop, then go left. Hold the up button to crouch and you'll ride the slime to the bottom of the screen. Go through the hole at the top.



Go left, crouch here by the river and a raft appears. Go left for a bone and energy bar. Cross the river and give the bone to the dog. Ride the cow to the hut.



Use the spring on the hut to get to the next bit. Follow the different-coloured route. Every third bubble goes all the way up screen - wait for it and ride it to map 20.



Follow the route shown and...



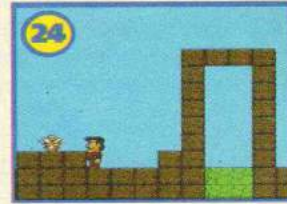
... When you reach this point collect the magnet.



Go right to here. Use magnet to get the anti-gravity device. Go back to where you came in, drop onto the bubble and ride it to the level you began Turvia on.



Keep heading to the left until you arrive at the Mayor's house. Give the anti-gravity device to him and then Turvia will return to normal.



Before leaving, jump up onto the Mayor's house and go left to find a hidden energy bar. Go right, all the way past the trees, and you'll find this special armour. Return to the ship and then go to Vernia.



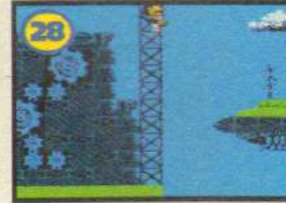
Go right, onto the ship, and jump off directly beneath the planet to find a hidden energy bar. Exit to the bonus bit. As soon as you hear the birds tweet, shoot to hit them. Enter the pyramid, go right and use the crystal bombs here.



Go to the top of the level to this point. Jump up and across into the shaft and pull left in the air to land on the first entrance you get to. Go left to an energy bar, back right and jump in the shaft.



Head left until you reach here and shoot the monster. Drop down to the platform under the monster and jump left onto the barely visible platforms, into the balloon. Ride it up as far as it will go.



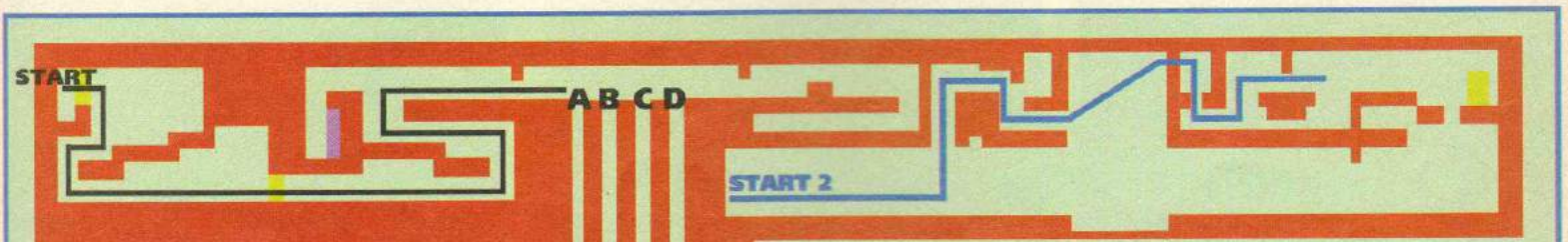
Go to the right, jump up the girder until you're right at the top then jump across right when you're at this point. Carry on heading right until you reach the large building.



Enter the right-hand door and you'll be here. Throw the crystal balls between the two robots to take them out. Go right to reactivate the big computer and return to your ship.



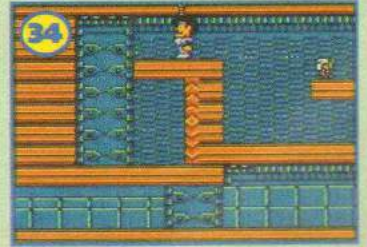
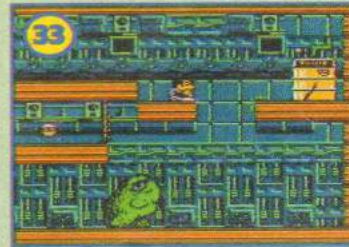
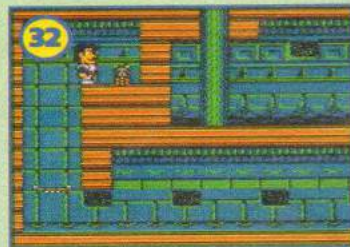
To get through the asteroids, fly right by shooting left. Inside the level make your way right as shown on the map and drop down tube A and go into the teleport shown here.



The teleport will take you to an alcove with a key. Take the key back through the teleport and you'll be back in the warp (34) on the main level. Go down tube D, use the key and go right through the teleporter and back through the warp. Go down tube B, shoot the wall, grab a key, go through the teleporter and return to the warp. Enter the teleporter below it to get to (31). Go left, bung the key in the hole beyond the computer, get some new

codes and go back out through the teleporter. You'll appear back on the main level on the other side of the tubes. Go back down tube B, get a key, go back through the teleporter and down tube C. Put the key in the hole (32), go right and shoot the door. Enter the teleporter to return to the main level

warp. Go through the teleporter below it, then left, into another teleporter. Follow the route on the map to collect a teleport pad and continue right to the door at the end. Throw a crystal at the bin as the monster goes under it to beat him. Hit the door, fetch the missing part and go to your ship.

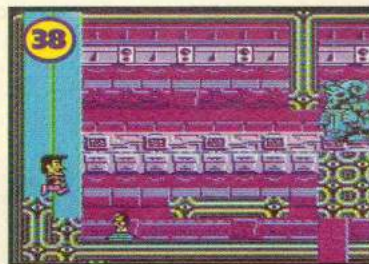
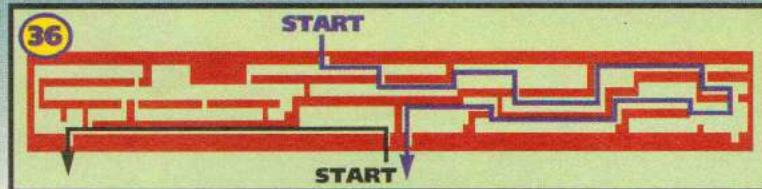




34 UTOPIA
Head left and chat to all the robots. Stand here to let the sensor detect you, step into the transporter and push up. Zigzag your way down to the bottom of the level, chatting to the robots and getting some co-ordinates on the way. Go back to the ship and use the new co-ordinates.



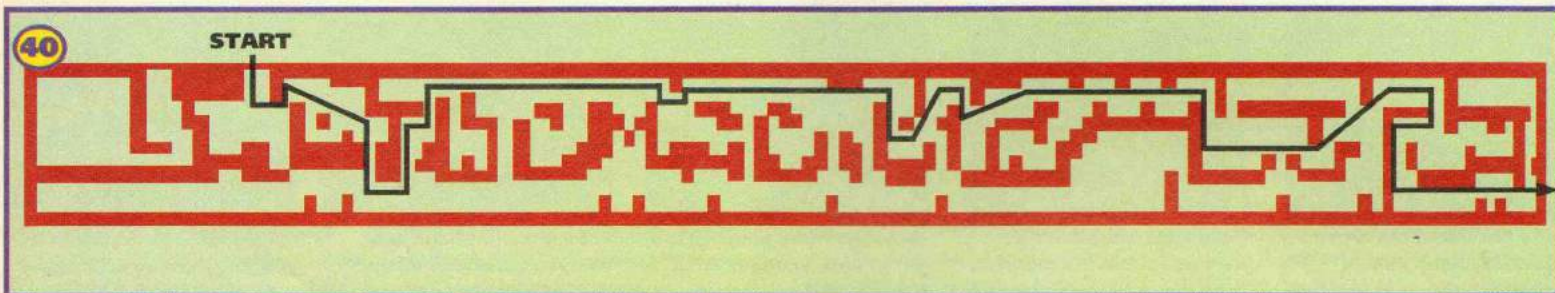
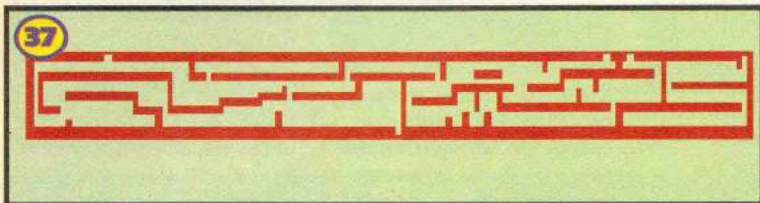
35
Go left to find a sensor. Drop your teleport on it to make a lift appear. Go through it and out of the bottom of the room to reach the start on map 36. Follow the route shown to get to map 37 and follow the next route to get to here (you go back to map 36 at one point).



38
Shoot the door to the right and jump through. Carefully jump the next gap and ride the pads down the bottom of the level to here. Throw bombs at the little robot and he'll chuck 'em at the big baddie. When he's beaten, go right, reactivate the computer and you'll get a new stargate location and a spiffy gun. Return to your ship.



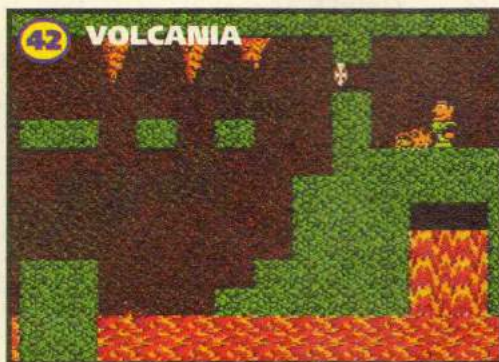
39 ODAR
Head right and try to stay on top of the stone structures until you get to this point. Drop your teleport pad and a hand will grab it. Activate the teleporter and you'll appear in the maze. Follow the route shown on the map and watch out for the movable stone blocks.



When you get as far left as you can along the top you'll have to move a block so that you can use it as a platform to jump from.



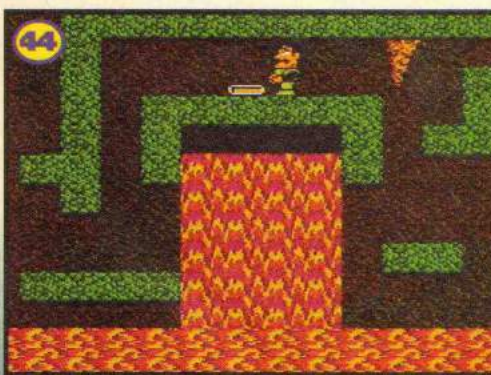
41
Keep going left to here. Before jumping up the right trunk, shoot the stone block so that it blocks off the monsters. From the run, jump up on the cliff on the right and go left. Grab the energy bar and go all the way left to find the green armour. Return to your ship.



42 VOLCANIA
On the first level, stay on the upper platforms as much as possible to avoid the flaming nasties. Go all the way right and down the very last crater and you'll get to here.



43
As soon as you drop down, fire to kill the thingy then drop one of your pads in the gap as shown. Activate the pad and continue left, shooting the stalactites till you get here. Chuck the teleport onto the fire. Activate it when it's next to the doorway and you'll be in a secret level.



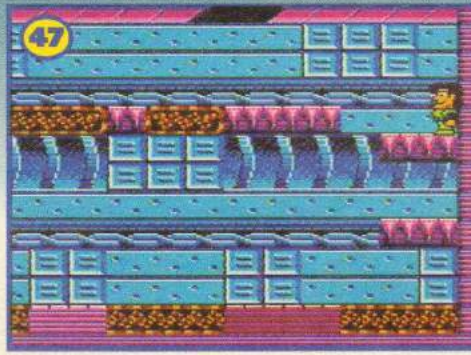
44
Go left across it, getting the energy bar, and drop down the gap on the right. You'll then appear here. Get the bar and head left over the fire and go down the shaft on the far left.



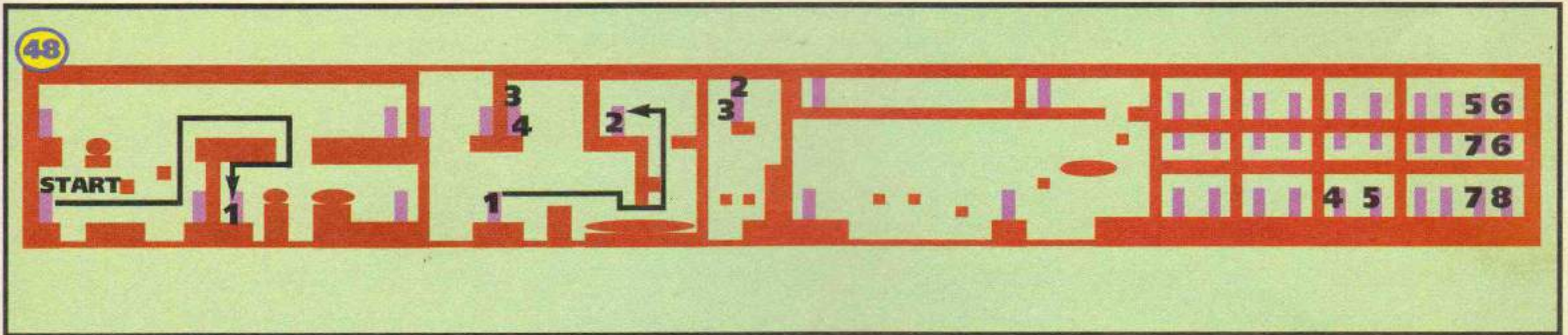
45
Go right, all the way across to here. Pummel loads of shots into the demon to make him walk left. When he's moved far enough jump over him and drop a teleport pad into the flames. Activate it when it's on the other side. Go up and you'll be able to activate the last computer. Get the location of Telos and the floating disc thing. Return to the ship.



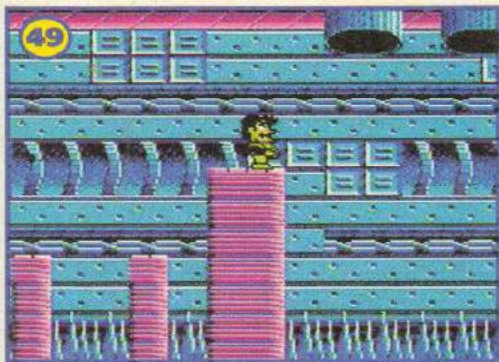
Go right, through the big door and across the conveyor belts, up, left and through the teleport to emerge here. Change to your teleport platforms and go right. As the wall follows you, drop a teleport pad and go to it once the wall has passed over it. Jump over the arrow launcher (watch out for a mine dropping from the pipe in the ceiling).



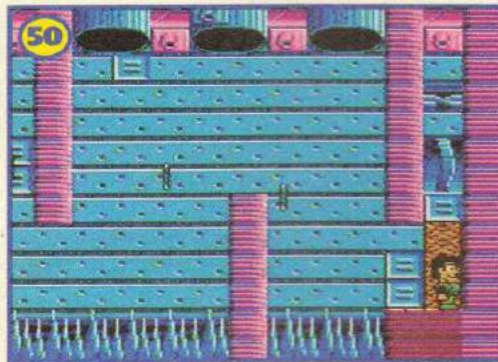
Continue right, moving as fast as possible through the arrow launchers. When another wall chases you, jump right across the conveyor belt. Jump out here, at the end, and go left along the top to another teleport. Go through it and along the top to reach a teleporter above the one you entered the level in. This takes you to map 48.



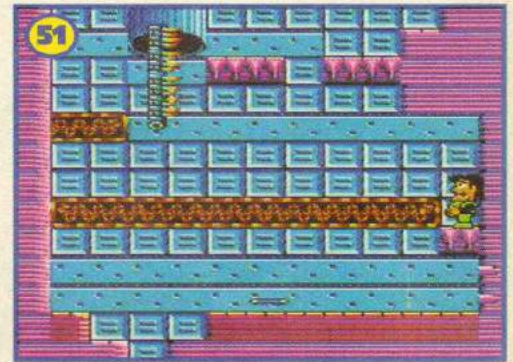
Go through the teleports in numerical order and you'll have no probs. You'll have to re-enter 2/3 and 3/4 as shown.



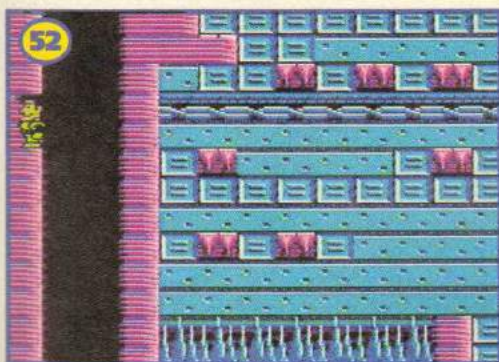
You'll have to go through many sets of teleporters in the level shown on map 48, but once you get through it you'll find yourself at the start of another left-to-right level. Carry on to this point and use your floating disc to reach the next small platform.



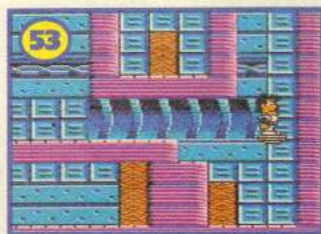
Use the floating disc again. Duck under one wall and leap over the next to reach a door. Go through this and you'll be at the bottom of the final tower. You've got to make your way up seven screens - all full of platforms that disappear as fast as you can race up 'em.



On this screen you'll have to drop a teleport pad onto the big conveyor belt so that you can get behind the spiky wall and up the screen. When you get to the top of the tower, go through the teleport door. Go across the screen, drop down a hole, but...



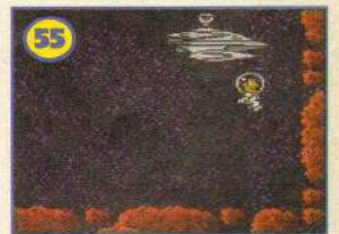
... Push left as you fall and you'll go into this hidden room that contains the white armour. Suit up, drop down the pipe and go all the way up the tower again.



Once at the top, switch to the floating disc and use it here to find a hidden door in the wall on the right. Go into the teleporter to face Agathos.



To beat Agathos it's best to stand here and use your guns. Duck his shots and blast his brain when he opens the canopy covering it. The brain dies after a few hits. Get under the canopy and hammer up and fire. When it blows up, a man emerges and spins you a story.



Use your communicator to reach this final fight screen. Stay near the top and right of the screen and tease the missiles into hitting the enemy ship. It'll take about 25 hits before it's destroyed. When that happens you've finished the game.

RAD GRAVITY

There, that wasn't too difficult, was it? Ta to Paul Weaver, the Isaac Newton of the Valleys, for stopping the sky falling on our heads.

HELLO!

Right then. What's happening on this page? We're trying to sell you another magazine, aren't we? Well, in a word, yes. We shan't beat about the bush, we shan't fudge the issue and there will almost certainly be no shilly-shallying. We'll just get on with it...

We know you've just lashed out the best part of three or four quid buying this mag, and you're probably quite enjoying it. So the idea of heading back to your local newsagent's is probably not particularly appealing. We can understand that.

But the point is that GamesMaster magazine isn't optional. It's essential. It's the only place where you'll get a true overview of the whole video games scene, every month. Each issue comes bursting with reviews, previews, tips, cheats and features guaranteed to keep your games knowledge at its peak.

This month, for example, our featured stories are the arrival of a new Super NES Batman beat-em-up, the launch of the UK Mega CD, East 17 and Said Florence's Celebrity Challenge and a background look at Probe Software - Britain's leading development house.

There's a full 40 pages of software reviews, 20 pages of tips and, er, 2 pages of Dominik.

So there we have it. The latest issue is out now, and at the thoroughly inexpensive rate of £1.95, the question you've really got to ask yourself is - can I afford to be without it?

50 NEW GAMES!

Britain's biggest-selling games magazine! **£1.95**

GAMES MASTER

Sega! Nintendo! Amiga! More!

MEGA CD
The future of Mega Drive gaming is here! Check our reviews of three new titles on page 26!

Issue Five May 1993

INSIDE!
TIP FRENZY! CHAOS ENGINE, STARFOX, SUNSET RIDERS, SF 2, MORE

MEGA DRIVE
Cool Spot, Tiny Toons, Summer Challenge

SUPER NES
Lost Vikings, King Arthur's World, Robocod

AMIGA
Body Blows, Desert Strike, Lion Heart

DOMINIK!
Read all about his day out at Delphine in Paris!

WIN
Hundreds of vids! Loads of posters! And a couple of hats!

PLUS
The Hit Factory! We 'Probe' Britain's leading games programmers!

BAT'S ENTERTAINMENT!
The Dark Knight returns in an all-new SNES adventure, and it's great! See page 51

EAST 17 AND SAID FLORENCE IN BUMPER BAR-ROOM BRAWL!
London's finest star in our claret-splattering Streets of Rage challenge! Rush to page 44!

Future
The games it's all about

4
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Q&A

Tell us all your gaming troubles - we'll make you feel better!

Dear TOTAL,

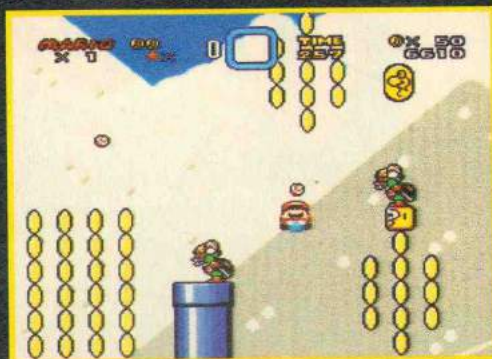
I own a Game Boy with Hyper Lode Runner. I can reach level 5, although I've had the cart for a year! I have the code for level 50 but can't get the key to open the door to get the gold.

Matthew Sealey, Droitwich.

Dear Mazza,

Sorry, I'm afraid you've stumped us here. If any readers can help out, please write in to Q & A. (If you want to get to level 50 to see if you can do it, enter the code QM-0388, which will get you to any level.)

STEVE



Do you keep going down the tubes in Tubular? What you need is a balloon, see?

Dear TOTAL,

On Super Mario World's Special World I can do Gnarly but I can't do Tubular. Please help me.

Ashley Clews, Coventry.

Dear Ash,

First you need to master Balloon Mario. To get the first balloon, hit the 'P' Block, drop onto the trampoline and jump into the '?' Block. Drop onto the trampoline again and steer towards the balloon. Now float across the level, dodging the plants' fire and the Chargin' Chucks. Hit '?' Blocks for more balloons. Stay above the Chucks and below the plants and you should be okay.

CHRIS

Dear TOTAL,

I'm stuck on Blaster Master. I've got as far as stage 5, but I can't kill the Alien Mutant. I've tried everything but no result.

A J Medcalf, Cambridge.

Dear A J,

I guess you mean the Lobster at the end of the level. The best way to tackle him is to stay back and use your two most powerful guns on him - you can't get too close cos of the bubbles it blows to keep you back. It's difficult to use the bombs successfully on him, so keep plugging away with the guns.

ANDY



Would Sir prefer his Lobster Thermidore, Bisque or just plain Master Blasted?

TOTAL! CHALLENGE

Keep those challenges coming. Make 'em hard but make 'em do-able!

TINY TOON ADVENTURES NES

Try completing the first part of level 1 without getting any emeralds or any weapons, or killing any baddies.

Peter van Vliet, Birkenhead

TETRIS GB

Play Game B, Level 9, High 5 and try to get five shapes to reach the bottom of the screen. It's very, very difficult.

Kevin Milne, Airdrie

RAINBOW ISLANDS NES

Wait at the bottom of a level until the HURRY sign appears and the water rises. Now try to complete the level before you lose a life.

Daniel Foster, Tonbridge

SUPER WRESTLEMANIA SNES

On the hard level, Survivor Series, see if you can pin all four opponents but without tagging and without losing any energy.

Dylan Clarence-Smith, London

SUPER OFF ROAD NES

Play a one- or two-player game and on races 1 to 6 try to win the race four laps ahead of the other cars.

Daniel Lawson, Thamesmead

PRINCE OF PERSIA GB

Complete the first level within one minute of game time. And try playing holding your pad upside down. (Hmm, not sure about that one.)

Tariq Ali, Warrington

SUPER MARIO BROS 1 NES

See if you can finish it in under seven minutes - I've finished in six minutes 56 seconds!

Gary Kinzler, Ilford.

PILOTWINGS SNES



In Flight Area 2, use the Rocket Pack and try to complete the lesson in under 35 seconds.

Stuart Window, Bromley.

DUCK HUNT NES

Select one duck. Put your Zapper in your pocket, wait till the sky turns pink, then draw it 'n' blast.

Michael Ferrol, Doncaster

Send your challenge to us at: TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW

My challenge is for:

Game Boy

NES

SNES

Name

Address

Tel

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LAST FEW!

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Wrestlemania on the NES and SNES! Plus Bubble Bobble, Hook, and your FREE TOTAL postcards!

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Street Fighter II on the SNES - four-page special! Plus Super Smash TV, Probotector on GB, and FREE TOTAL Sunglasses.

ISSUE 9 • code: TOT9

Racing special with... (er, right... or Persia? Idiot - Steve.)

ISSUE 10 • code: TOT10

Cop our Robocop spesh! We got Robocop 2 on the NES and GB, SNES Robocop 3 preview, and FREE Roboposter!

ISSUE 11 • code: TOT11

Star Wars! Battle... (er, right... or Persia? Idiot - Steve.)

ISSUE 12 • code: TOT12

The Force is with us - we've got GB Star Wars, NES Empire Strikes Back and SNES Star Wars! Plus Super Mario Land 2!

ISSUE 13 • code: TOT13

Hey, Mickey, you're so fine! M. Mouse works his magic on the SNES! Plus Desert Strike, and John Madden '93!

ISSUE 14 • code: TOT14

New Nintendo gamers start here! We've got a shoot 'em up special and stonking reviews of SNES Spindizzy Worlds and GB Lemmings!

TOTAL Back issues,

Future Publishing, Somerton TA11 7BR. Tel: 0458 74011



ISSUE 15 • code: TOT15
Turn And Burn, F-15 Strike Eagle and Top Gun on the Game Boy!



ISSUE 16 • code: TOT16
Spook! The Addams Family go batty on GB, NES and SNES!



ISSUE 17 • code: TOT17
We find The Lost Vikings on SNES! Free Mario badge too!



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READER ADS

Buying? Selling? Just want to see your name in print? This is where it's all at!



● UK Super Nintendo, four games inc. Super Mario Kart, Castlevania IV, NHLPA Hockey, converter, Turbo joystick, £200 or swap for Amiga. **Tel: 0993 842960**

● For sale, UK F-Zero, perfect condition (boxed and instructions

included), only £25. Call Matthew, evenings and weekends only.

Tel: 081-948 0332

● For sale! DDII, WWF Steelcage Challenge, Snake, Rattle And Roll and Bubble Bobble, each £25, offers welcome.

Tel: 081-555 3873

● NES for sale, two pads, Zapper, NES Advantage and three games, Bart Vs The Space Mutants, Mario and Duck Hunt, only £100.

Tel: 061-969 1485

● UK SNES games, Axelay (no manual) £15, Super Probotector and Super Ghouls And Ghosts, as new, one month old, £20 each.

Tel: 0423 565344

● NES games, Rainbow Islands £26, Snake, Rattle And Roll £22, Zelda II £25, Low G Man £15, Solar Jetman £15.

Tel: 0256 330491

● Boxed NES with eight games, including SMB1 & 3, Kick Off, and Captain Skyhawk. Worth £300, sell for £160 ono.

Tel: 081-866 6384

● For sale! Sega Master System and two games, £40 or swap for Game Gear.

Tel: 0865 511957 (we think)

● Powerglove for sale in perfect condition, £40 ono or swap for Chip 'n' Dale, Dizzy, Micro Machines on Nintendo.

Tel: 0533 537502

● For sale, NES games, Gauntlet II £17, Super Mario 1 £15, Kung Fu £7, RC Pro-Am £12, Snake, Rattle And Roll £15, or make me a sensible offer, or all for £60. Ask for Jeremy.

Tel: 0932 244563

● I've got a Master System II with five good games and lots of accessories, only £100. Come on, buy it!

Tel: 0372 275013

● NES for sale! Eight games, inc. Mario 2 & 3, Turtles, World Cup and Blades Of Steel (excellent game). Worth £325, sell for £135 (what a bargain!).

Tel: 0793 772331

● NES games, £5 each plus p & p, Defender Of The Crown, Donkey Kong Classics. Ring Jackie after 6pm.

Tel: 0481 47849

● Game Boy, carry case + five games, Blades Of

● NES, 25 games, inc. Micro Machines, Hunt For Red October and Legend Of Zelda I & II + Game Genie + 4-Score + three controllers + Zapper, £400 ono.

Tel: 0705 462078

Steel, Mario 1, Tetris, Hook and Side Pocket. All games boxed with manuals, only £120.

Tel: 0243 602684

● NES + Robot + Zapper + 11 games + two double-player remote-control consoles! Worth £450, sell for £275.

Tel: 0664 76681

● UK SNES & 31, yes 31, games, £650. Do not ask for less. Only phone if you've got the money.

Tel: 0484 423374

● Atari Lynx for sale with eight games, Deluxe carry case, power adaptor, £120 ono.

Tel: 0252 542345

● Nintendo for sale with 36 games, inc. Zelda 1 + 2, Wizards & Warriors, Double Dragon, Wrestlemania, Gradius, worth £900, asking £375 or nearest offer.

Tel: 0243 602684

● Super Mario Land 2 on the Game Boy. Will sell for £17 ono.

Tel: 0276 66302

● Nintendo NES eight-bit, three games, two joypads, boxed as new, £50 ono. Ask for Carl after 5pm.

Tel: 0327 359474

● UK SNES games for sale, all given excellent TOTAL reviews! Includes F-Zero, Super Mario World and more, prices as low as £30!

Tel: 0483 768354

● NES for sale, nine games, includes Zapper, SMB3, Probotector, Punchout, adapted for US games - inc. Mega Man 4, Empire Strikes Back. Bargain, £120 ono.

Tel: 071-435 2177

● NES + two controllers, Zapper, Advantage joystick and six games, Mario 1 & 3, Star Wars, Captain Skyhawk, Gumshoe, Tetris, £150 ono, a bargain. Phone after 6pm weekdays.

Tel: 0532 484311

● For sale, SNES + six games, Jap/US adaptor and carry case, £300 ono. Must be able to collect. Ask for Tim.

Tel: 0952 462061

● Game Boy for sale, two games, The Flash and Tetris + stereo earphones and two-player lead.

Tel: 081-668 3771

● 13 NES games for sale, good condition, all boxed with instructions, £12-£20.

Tel: 0895 633475

● NES with five games, four control pads and four-score adaptor, all boxed, good condition, sell for £70.

Tel: 0244 681881

● SNES Super WWF Wrestlemania, complete with box and instructions.

Tel: 0222 791017

● Five NES games, £45, or NES, five games, two controllers, £70. With Commodore 64, £150, three months old.

Tel: 021-433 3450

● For sale, NES with six games, including SMB3 and Blaster Master. Ask for James. Sell for £120 or nearest offer.

Tel: 081-778 0639

● NES for sale, excellent condition, 10 games, including Dizzy, Star Wars, Punch Out, for £200.

Tel: 071-602 4447

● NES for sale with six games and joystick, will play American games. Will sell for £125 ono.

Tel: 0772 628655

● NES (excellent condition) with two control pads + four new games (SMB3, Tiny Toons, Mega Man 3, Isolated Warrior). Worth £240, sell for £120. Ask for Colin.

Tel: 041-332 8582

● For sale, NES games, Star Wars £28, SMB3 £28, Jack Nicklaus Golf £20, California Games £17, Digger T. Rock £17, Maverick joystick £9. All in excellent condition. Also, SNES games, (US) Irem Skins Golf £35, (US) Pilotwings £32. No offers.

Tel: 0262 671434

● Sell Super Castlevania IV or swap for Joe 'n' Mac, Magical Quest or Super Star Wars (SNES).

Tel: 0656 734116

● NES, four games, Zelda I + II, Marble Madness, Double Dragon II (two pads). Super value, £110. NES, still boxed. Would make excellent present.

Tel: 0255 671802

● NES for sale, nine games, include SMB1, 2, 3, Champ Explorer, Mega Man 2, Probotector and RC Pro-Am. Worth £450, sell for £200.

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● Mega Drive for sale, two control pads plus Sonic. In good nick, £100. Tel Chris.

Tel: 0282 813954

● SNES for sale, with six games, two joypads, Action Replay cart and US/Jap converter. The lot, £300 ono.

Tel: 0905 425090

● NES for sale with three games, SMB1, Snake, Rattle And Roll and New Zealand Story, £70: Phone Andrew.

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● NES Nintendo plus two joypads, joystick, 10 games, £145 or swap for SNES + games or Game Boy plus games.

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All the lot for just £220 ono.

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● NES for sale, good condition, five brill games, with two joypads and Phaser. Worth £350, for you £175 ono. Ask for Matt between 4pm and 7pm.

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● NES for sale with seven games, worth £300. Will sell for £120 ono.

Tel: 0295 810153

● Game Boy for sale + seven games, Pro-Action Replay, light and magnifier, all for £160. Call after 6pm.

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● Game Boy game, Choplifter II, £15 or swap for Monopoly or Lemmings.

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● Commodore Format back issues for sale, 18 for £20: 4, 5, 8, 11, 12, 16, 30, 31 with tape; 6, 9, 10, 13, 14, 18, 20, 22, 23, 24 without. Call David after 6pm.

Tel: 0377 43429

● Hey! Everyone out there who can pack a punch, listen! I'm selling a punching bag and bracket for 50 quid ono.

Tel: 081-743 8563

● NES, eight games, two joypads, two joysticks and Game Genie, worth £380, sell for £200 or swap for Amiga.

Tel: 091-483 2821

● Spectrum 48k + cassette player + over 50 games inc. Rainbow Islands & Gauntlet, all boxed, will sell for £50 or swap for NES games.

Tel: 0772 432387

● For sale, US SNES game, Mickey Mouse's Magical Quest, excellent condition, will sell for £45 ono or swap for Super Mario Kart (US).

Tel: 0225 704797

● Lynx 2 with three games (Ninja Gaiden, Batman Returns, Warbirds) with box. Sell for £90 or nearest offer.

Tel: 0434 606951

● Game Boy for sale, includes Handyboy, five games, including Tetris, battery pack, all for £85 or nearest offer.

Tel: 0684 81618

● Yo! Lush GB games, SML1, Duck Tales £12-13, and Pitfighter £14. There must be someone. (Wooton-under-Edge.)

Tel: 0453 842536



● Swap Game Gear + three games and NES + eight games, two pads, joystick, Robot and gun for an Amiga, printer and monitor. Games or no games. Glasgow area.

Tel: 041-630 2247

● Will swap Zelda III (SNES) for Super Mario

Kart or Turtles In Time.

Tel: 0204 32110

● Wanting to swap Joe 'n' Mac: Caveman Ninja for Road Runner: Death Valley Rally or SFII.

Tel: 0254 264224

● Will swap NES + Advantage with Game Genie

+ six games. Also, Sega Master II with Zapper for SNES with Super Scope + Desert Strike game. Tel: 0526 342034

● I would like to swap Super Tennis for Super Probotector or Super Mario Kart. Tel: 0273 731872

● I will swap Balloon Kid and Golf for Lemmings and Super Mario Land 2, one for one or two for two. Tel: 0636 814403

● I will swap Castlevania Adventure (GB) for Super Mario Land, Lemmings or Battletoads (boxed with instructions). Call Jane. Tel: 0707 654622

● I would like to swap Wrestlemania Challenge for Battle Of Olympus. Tel: 091-410 8278

● I will swap SMB2 for any NES game except Robot or Zapper games and Gremlins 2 or Super Mario Bros. 3. Tel: 0662 83269

● SNES game swap, Joe 'n' Mac for other good SNES game. Ask for Satvinder. Tel: 0203 459055

● I will swap Solar Jetman for Micro Machines or Wrestlemania or Dizzy. Tel: 051-336 6898

● Will swap Top Gun, Godzilla, Marble Madness or Paper Boy for Probotector, Zelda or Mega Man 1, 2 or 3. Tel: 0274 606626

● I will swap Super WWF (SNES) for Lemmings (Super NES). Tel: 0867 578385 (Ask for Paul.)

● Atari Lynx, four games, including Bill And Ted + California Games, AC mains adaptor + carry case, swap for Game Boy + two or more games. Tel: 0902 609566

● Will swap my NES games for your unwanted SNES (UK) games (two for one). Also, NES Advantage for sale, £20. Tel: 0291 690771

● Will swap Dragon's Lair for Soul Blazer, Aliens Vs. Predator or Star Wars. Contact David. Tel: 051-480 7648

● I will swap my SNES games, Actraiser, Lemmings + Krusty's Fun House, for Super Star Wars, Super Probotector + StarFox. Call now. Tel: 081-941 4213

● Will swap Tiny Toons or Captain Skyhawk or Snake, Rattle And Roll for Lemmings, Rainbow Islands or New Zealand Story (NES). Tel: 0892 870171

● I will swap SNES Actraiser and SNES Dragon's Lair for SNES Mickey's Magical Quest and Soul Blazer. Tel: 0363 773242

● Attention! Game Boy games for swap or sale. Will swap or sell Parasol Stars, Super Hunchback or Turtles 1 for Motocross Maniacs or Golf, or will sell for £15 each. Tel: (Cwmcar, S. Wales) 272568

● Swap (or sell) Super Mario World and UK Super NES Kick Off for any other SNES games,

preferably driving or sport sims. Call after 6:30pm. Tel: 0422 340119

● I will swap my Game Boy for a Sega Master System and game(s) if possible. Tel: 0823 480222

● Six games to swap separately, (Super NES) Zelda III, Mickey Mouse, Turtles In Time, Drakkhen, Super Soccer + Castlevania IV. All good games considered. Tel: 0458 74241

● I will swap SMB1 for Tiny Toon Adventures. Tel: 0267 202260

● I will swap Super Probotector (UK) for Axel, Prince Of Persia, Tiny Toons or Soul Blazer, US or UK versions only. Tel: 0292 312036

● I will swap Smash TV on SNES for your Super Tennis or Jimmy Connors Pro Tennis Tour, with instructions please. Tel: 021-556 7329

● SNES swap. I've got Krusty's Super Fun House, Top Gear, Mario 4, SFII. Swap for Mystical Ninja, Joe 'n' Mac, Dragon's Lair. (Ask for James.) Tel: 0923 774488

● Help! I have Bionic Commando (I'll be sorry to part with it, it's not bad). What I need is a Game Genie or Action Replay (for my NES). Please phone me! Tel: 0832 735144

● I will swap my NES for your Sega Mega Drive or will sell it for £150 (10 games, also three joypads). Pretty cool, huh? Tel: 0343 820540

● I will swap Probotector or Digger T. Rock for Dizzy or Mega Man 3 (for NES). Tel: 0494 524863

● Swap your UK NHLPA or Super Star Wars for my UK Mario 4, Zelda III or WWF. Tel: 0229 860284

● SNES swap wanted, Pilotwings, Pushover or Top Gear for SFII, not boxed, or sell for £45. Tel: 041-886 4317

● SNES swap, Populous (UK) for Lemmings (UK), boxed with instructions. Ring after 4:30pm (not Monday or Wednesday). Tel: 0208 72241



● Wanted! (GB) Super Mario 2 £13, (SNES) Lemmings, £27, Lethal Weapon £27, Mickey Mouse £31, Gods £28. Oh, and by the way, the price is the same as in the Whizz Kid catalogue. Please phone at 6:30, ask for Steve. No Jap or American games please. Tel: 0709 890194

● Earn £30 per 100 envelopes. Work from home. Send sae to: A. Jiggins, 183A, Huntingdon Road CB3 0DL

● I am looking for a copy of Super Play, issue 3.

Will pay cash. Tel: 0805 251688

● Wanted! NES game Micro Machines or any other good sport game. Will pay between £10-£20 for each game. Tel: 0292 671318

● SNES games wanted, will pay £15-20 each. Tel: 0286 880057 or send list to: Bryn Mor, Carmel, Caernarvon, Gwynedd LL54 7AD

● Sega Mega Drive wanted + any game (preferable Sonic or Sonic 2). Will pay £100 if necessary. Please, please, please sell. Tel: 0460 41442

● Desperately wanted, issue 1 of TOTAL mag for my son who has Super Mario 3 and wants to see the article. Tel: 0276 37348

● Wanted, Tennis for Game Boy. Will pay £12-15. Tel Nicholas between 6-8pm. Tel: 0904 704841

● Wanted, Super Mario Bros. 2. Will pay £20. Tel: 081-691 0354

● Wanted, GB Fortress Of Fear. Will pay £25. Phone and ask for Tim. Please help. Tel: (Tetbury) 503140

● Burai Fighter wanted, with instructions, or swap for Kick Off, NES. Tel: 0533 779007

● Seeking Monster In My Pocket models, will pay. Tel: 0732 810469

● Will pay for any tips, maps, spells, solutions for Dungeon Master for the Atari. Apply to: 21 Churchill Court, Newmarket, Suffolk

● Wanted, Solar Jetman and Micro Machines books (photocopies). Tel: 0734 791138

● Wanted, issue 1 of TOTAL. Any reasonable condition considered, good price paid. Tel: 0679 62791



● Hi! I would like lots of pen pals from any country (Japan, China, Hong Kong, USA, etc.). I enjoy playing the SNES and Game Boy. Males and females, aged 14-20 years. Write to: Mizzy, 35 New Road, Llanelli, Dyfed

● Male, 26, into Nintendo, football (Leeds United), wrestling, Rugby League, puzzles, photography. Anyone can write to me. Write to: David Basnett, 33 Ronaldshay, Widnes, Cheshire WA8 0YR

● Pen pal wanted, male or female, aged between 10 and 12. I like swimming, computers, football. Write to: Paul Cattigan, 4 Waterside Terrace, Kilbarchan, Renfrewshire, Scotland PA10 2AE

● Hi, my name is Mark. I'm looking for a pen pal who loves music and SNES, aged 13-16. Write to: Mark Adams, 129 Hamilton Road,

West Norwood, London SE27 9SE

● Yo, dudes! The ultimate gamers' club is here! Pen pals, swaps, fanzine and more! Send sae for full details to: S. White, 28 Church Field, Ware, Hertfordshire SG12 0EP

● I'm looking for a pen pal. I am 12. You can be male or female but you have to own a SNES. Write to: Jonathan Coxon, Thurston, Gate Farm Road, Shotley, Ipswich IP9 1QH

● Hi, my name's Andy. I'm looking for attractive girls aged between 13 and 16 who like music, sport and computers. Write to: Andy Bowles, 34 Boarshaw Rd., Middleton, Manchester M24 3AG

● My name is Gary. I am aged 11. I would like a pen pal who shares an interest in Nintendo or Game Boy. Write to: Gary Courtenay, 11 Laurel Close, Adeyfield, Hemel Hempstead, Hertfordshire HP2 5ET



● A good hello to Matthew Wetton and Gavin Bosley, from Paul Smith.

● I would like to say hi to Ben, sorry to Paul, and thanks to Michael.

● To Tamara, the best friend anybody could have – even more than a Game Boy. From Paul.

● My friends and I fancied getting our names in TOTAL, so here they are: Andrew, Paul, Alex, Lee, Kelly, Hellen, Rowan, Emma.

● Say hi to Co-co the dweeb! From Barry!

● Hi, my name is Colin McLaren and I just wanted to see my name in TOTAL. Okay!

● Happy birthday, Dad, on the 7th April. Love from Richard.

● Hi, Steve (Baldy), Andy (Thicky), James (Jimbo) and Chris (Brains). Remember me – John Edwards, the one who came down to Bath for the weekend?

● Paul Hopwood is looking for Elizabeth Reynolds. They met at Treynon Caravan Park about three or four years ago. Elizabeth has a brother called David and two sisters. Her granddad used to drive a big red van and her auntie drove a black Maestro. If anyone knows Elizabeth, or if Elizabeth is reading this message herself, then contact Paul Hopwood.

● I just want to say 'hi' to Amy Vennard (a devoted TOTAL reader), from Nadine.

● Karen and Katie Wells from B. R. love Mark O. more than anyone and K. W. loves S. P. forever.

● Hello from Vicky to Flicker – love you lots.

● Hello from Bob to Kath. Fancy a drink tonite?

● Hello to everyone at 27 Tynning Terrace – Rich, Eila and James.

● Chris sends greetings to those little bundles of joy, Mookie and Pushka.

Reader ads! £1 for a normal ad £5 for a boxed ad Free to subscribers!

If you want to place an advertisement in TOTAL, please write it in BLOCK CAPITALS on the coupon on the left. Send it to:

Reader Ads, TOTAL, Future Publishing,
30 Monmouth Street, Bath BA1 2BW.

You can pay by 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.

We'll do our best to print your ad in the next issue of TOTAL, but we can't guarantee inclusion by any specific date. Remember that we work at least a month ahead of the publication date – if you want your ad to be in the July issue, get it to us not later than May 21st.

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

Name

Address

Postcode

Telephone number

Parental signature

(Get your parent to sign if you're under 16)

Tick here if you're a subscriber

Okay, write your message in here!

Remember to use BLOCK CAPITALS.

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Classification

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Recall Top Ten - the best of NES

SUPER MARIO BROS. 3
Nintendo
1-2 players £40
Eat your heart out, Sonic!
Even the eight-bit Mario beats
the blue rodent hands down!



98% (Issue 1)

ELITE Imagineer
1 player £20
If you want a game to get
engrossed in, you won't find a
better buy than this. Saying
that it's big doesn't even
come close!
92% (Issue 1)

MICRO MACHINES
Codemasters
1-2 players £33
This mini race 'em up is
probably even more fun than the
real thing! Brilliant!
92% (Issue 9)

DIZZY Codemasters
1 player £30
A great arcade adventure,
packed with variety, and fast
into the bargain. A real plea-
sure to play.



90% (Issue 12)

RAINBOW ISLANDS Ocean
1-2 players £40
Forget Rod, Jane and Freddy -
this is a superb platformer,
with wonderful gameplay.



92% (Issue 5)

NEW ZEALAND STORY
Ocean
1-2 players £35
A terrific platform blaster,
packed to the brim with great
sounds and glorious graphics.



93% (Issue 5)

DYNABLAST Hudson Soft
1-2 players £35
Easily the best multi-player
game ever to hit the NES.
90% (Issue 13)

TOTAL! RECALL

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

Blimey, we've got even more games in TOTAL Recall this month than we had last month. And next month we'll have even more than we've got this month. Where's it all going to end? Will TOTAL Recall eventually take over the world?

Remember, game prices can vary a lot. The prices here are as accurate as we can make them, but you may find different ones. Shop around for the best deal.



4-PLAYER TENNIS
Asmik
1-4 players
A few new ideas, but ruined by bad controls and awful collision detection.
52% £33 (Issue 10)

A BOY AND HIS BLOB
Nintendo/Absolute Entertainment
1 player
Original, with nice backdrops, but it's too slow and lacks action.
55% £35 (Issue 2)

ACTION IN NEW YORK
Infogrames
1 player
A tasty blaster (similar to Protobector) with only five levels but lots of action.
69% £40 (Issue 12)

ADAMS FAMILY Ocean
1 player
Playable at first, but marred by poor collision detection and too-easy levels.
55% £40 (Issue 7)

ADVENTURE ISLAND II
Hudson Soft
1 player
Loads of levels, but too simplistic. Needs more going on and more to do.
57% £43 (Issue 9)

ATF STEALTH Nintendo
1 player
A flight sim with very little variety and nothing noteworthy. Monotonous.
21% £21 (Issue 17)

BAD DUDES Ocean
1-2 players
Yes, a bad beat 'em up - bad sounds, bad animation and bad gameplay.
39% £25 (Issue 13)

BART VS. THE WORLD
Acclaim
1 player
A tough platformer with five massive levels and lovely backdrops. A must.
67% £40 (Issue 8)

BATMAN Sunsoft
1 player
A tough platformer with five massive levels and lovely backdrops. A must.
81% £45 (Issue 1)

BATMAN RETURNS Konami
1 player
A run-of-the-mill platformer that lacks inspiration and imagination.
48% £40 (Issue 15)

BATMAN: RETURN OF THE JOKER Sunsoft
1 player
Luscious graphics and lots of variety, but it's sluggish and unresponsive.
64% £45 (Issue 12)

BATTLETOADS Tradewest
1-2 players
Tough, amazing-looking arcade that sets new standards for the NES.
92% £40 (Issue 11)

BATTLE OF OLYMPUS
Nintendo/Imagineer
1 player
A truly engrossing and highly playable quest with lots to discover. Lovely!
92% £20 (Issue 1)

BAVOU BILLY Konami
1 player
An awful mixture of ripped-off game styles. The worst Zapper game ever.
22% £25 (Issue 4)

BIONIC COMMANDO
Capcom
1 player
Not awful, but hasn't got the slick playability of the arcade original.
63% £25 (Issue 13)

BLADES OF STEEL
Konami/Palcom
1-2 players
A highly playable ice hockey sim which will keep you going for months.
81% £35 (Issue 3)

BLASTER MASTER Sunsoft
1 player
Neat graphics and lots of exploring, but no passwords and it goes on a bit.
71% £40 (Issue 6)

BLUES BROTHERS
Nintendo
1 player
Tough, mazy platformer with big, varied levels, but graphics let it down.
30% £48 (Issue 12)

BLUE SHADOW Taito
1-2 players
A slick platform hack 'em up. Great backdrops and varied enemies.
74% £23 (Issue 4)

BOULDER DASH
First Star Software
1-2 players
Addictive and challenging diamond-collecting, boulder-dodging action.
90% £30 (Issue 1)

BUBBLE BOBBLE
Taito
1-2 players
Frantic, addictive platform action. An almost perfect arcade conversion.
89% £30 (Issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT
Kemco/Seika
1 player
Jerky scrolling, crap graphics and repetitive levels. Oh dear.
31% £45 (Issue 4)

BUCKY O'HARE Konami
1 player
The difficulty level's a bit patchy, but it's a huge, great-looking platformer.
86% £40 (Issue 16)

BURAI FIGHTER
Nintendo/Taxan
1 player
A solid blaster with a good mix of mindless blasting and tactical play.
77% £30 (Issue 16)

CAPTAIN PLANET Mindscape
1 player
A scrolling shoot 'em up with brilliant animation and a varied challenge.
70% £35 (Issue 3)

CAPTAIN SKYHAWK
Nintendo/Rare
1 player
A superb blast 'em up with smooth graphics and frantic action.
83% £23 (Issue 1)

CASTELIAN Storm
1 player
Frustrating but enjoyable climb 'em up. Difficult yet compulsive.
71% £36 (Issue 8)

CASTELANIA Konami
1 player
A big, fun game, although you may find the gameplay a little repetitive.
71% £30 (Issue 7)

CASTELANIA II Konami
1 player
More adventure than the first game, but still pretty repetitive.
61% £30 (Issue 7)

CASTELANIA III Konami
1 player
The best of the Castelvania series. A meaty beat 'em up with lots of action.
80% £40 (Issue 7)

CAVEMAN NINJA Elite
1 player
Looks good but plays bad. Repetitive and badly structured.
67% £39 (Issue 4)

CHIP 'N' DALE RESCUE RANGERS
Capcom
1-2 players
Great graphics, great gameplay and great fun, if a bit too easy.
81% £35 (Issue 4)

CRACKOUT Palcom
1 player
Classic Breakout style, but bad design and stupid additions make it tedious.
22% £35 (Issue 8)

DAYS OF THUNDER
Mindscape
1 player
Clever view of the track, but all the races are very boring.
61% £25 (Issue 13)

DEFENDER OF THE CROWN
Palcom/Konami
1 player
A complex quest which looks interesting but doesn't quite work.
71% £25 (Issue 1)

DEFENDERS OF DYNASTON CITY
JVC/Lucasfilm Games
1 player
Basic boring and cruddy all round.
37% £40 (Issue 12)

DIE HARD Activision
1 player
Looks tatty, but there's a neat game inside. Realistic and engrossing.
78% £35 (Issue 7)

DIGGER T. ROOK: THE LEGEND OF THE LOST CITY
Milton Bradley/Rare
1 player
Colourful graphics and slick animation, but it's deathly dull.
58% £35 (Issue 1)

DISNEY'S ADVENTURES
Capcom
1 player
A collection of five badly done sub-games. Basic and full of glitches.
44% £45 (Issue 10)

DIZZY Codemasters
1 player
Massive, good-looking arcade adventure. Lots of variety, lots of challenge.
90% £30 (Issue 12)

DRAGON'S LAIR
Elite
1 player
A bit straightforward, but intriguing puzzles and amazing animation.
83% £35 (Issue 3)

DONKEY KONG
Nintendo
1 player
Two ancient platform games which are showing their age a bit now.
40% £25 (Issue 5)

DOUBLE DRAGON II
Acclaim
1-2 players
More dull beat 'em up 'action' from the duff Double Dragon team.
43% £40 (Issue 14)

DOUBLE DRAGON III
Acclaim
1-2 players
It's tough, but you'll get bored before you finish it. Seriously repetitive stuff.
36% £40 (Issue 11)

DOUBLE DRIBBLE
Konami
1-2 players
Simple basketball sim that is enjoyable but lacks variety. Strictly for fans.
67% (at some stores) £13 (Issue 17)

DROPZONE Mindscape
1 player
An oldie, but it's a frantic megablast and ideal for a swift pick up 'n' play.
90% £40 (Issue 14)

DUCK HUNT Nintendo
1 player
A mildly entertaining Zapper game. Okay if it's free with the Action Set.
43% £30 (Issue 4)

DUCK TALES Capcom
1 player
Unoriginal but playable, with good animation and groovy characters.
69% £45 (Issue 2)

DYNABLAST
Hudson Soft
1-2 players
Probably the best multi-player game ever invented - simply unmissable!
90% £40 (Issue 13)

ELIMINATOR BOAT DUEL
Storm
1-2 players
A two-player racing game which is fun for a while but ultimately boring.
56% £30 (Issue 17)

ELITE Imagineer
1 player
This shooting explore 'em up is old but ace. Huge, absorbing and tough.
96% £40 (Issue 11)

EMPIRE STRIKES BACK
JVC
1 player
It's just a platformer at heart, but it's big, looks good and is great fun.
85% £50 (Issue 12)

FAXANADU Nintendo
1 player
Zelda-type adventure full of little puzzles. Great to look at and play.
88% £23 (Issue 13)

F-15 STRIKE EAGLE
Microprose
1-2 players
An above-average flight sim, but the graphics and sound are un spectacular.
56% £35 (Issue 9)

FERRARI GRAND PRIX CHALLENGE Acclaim
1 player
Some nice ideas, but the awkward controls make it too unplayable.
61% £40 (Issue 9)

THE FLINTSTONES Taito
1 player
Lovely graphics, but finicky gameplay makes it too frustrating.
46% £45 (Issue 10)

GALAXY 5000 Activision
1-2 players
Futuristic race and blast 'em up which is absorbing but too hard to control.
52% £30 (Issue 7)

GAUNTLET II Mindscape
1-4 players
Smooth scrolling and over 100 levels. An almost perfect arcade conversion.
88% £25 (Issue 1)

GEORGE FOREMAN'S KO BOXING Sunsoft
1 player
Looks old and doesn't have enough oomph to compete. Very basic stuff.
51% £35 (Issue 15)

GHOSTBUSTERS II
HAL Laboratory Inc
1 player
Some decent graphics and varied opponents, but it's far too easy.
52% £35 (Issue 5)

GOALI! Jaleco
1-2 players
Lousy graphics, confusing gameplay and slow action. Very unrealistic.
39% £40 (Issue 1)

GREMLINS II Sunsoft
1 player
Challenging platform shoot 'em up. Graphics are great, gameplay less so.
73% £50 (Issue 5)

GODZILLA Toho
1 player
How shall we describe this? Ah yes. Crap, crap, crap, crap. And crap.
10% £35 (Issue 8)

GUMSHOE Nintendo
1 player
More like a Mario game than a Zapper one. Fun, but a bit too weird.
75% £30 (Issue 4)

HAMMERIN' HARRY
Irem
1 player
Looks nice and plays well but it's unoriginal and far too easy.
58% £35 (Issue 14)

HIGH SPEED Jaleco
1 player
A pinball game with messy visuals and frustrating gameplay. Very limited.
47% £45 (Issue 8)

HOGAN'S ALLEY
Nintendo
1 player
Point 'n' shoot action which is fairly entertaining but lacks variety.
64% £30 (Issue 4)

HOME ALONE THQ
1 player
Looks a real dud at first, but once you get into it you'll find it's quite fun.
61% £40 (Issue 16)

HOOK Ocean
1-2 players
A neat movie licence, with sweet graphics and bright, clear graphics.
84% £45 (Issue 6)

HUNT FOR RED OCTOBER
Hi-Tech Expressions
1 player
This waterlogged shoot 'em up gives you lots of weapons, but it's too slow.
32% £43 (Issue 7)

IRON SWORD Acclaim
1 player
Aka Wizards & Warriors 2, this has great animation but is frustrating.
79% £25 (Issue 13)

ISOLATED WARRIOR
Nintendo/Vap Inc.
1 player
Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.
72% £35 (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Nintendo/Trade West
1-4 players
Far too easy, but this dirt-track racer is still great fun with friends.
54% £30 (Issue 1)

JACK NICKLAUS GOLF
Konami
1-4 players
Good but flawed: detailed views and loads of features, but too inaccurate.
57% £35 (Issue 4)

JACKIE CHAN ACTION KUNG FU
Hudson Soft
1 player
Smooth and smart-looking, but the beat 'em up action is too simplistic.
60% £43 (Issue 7)

JAMES BOND JR. THQ
1 player
Nice graphics and a huge game area, but it's not challenging enough.
79% £40 (Issue 17)

KABUKI QUANTUM FIGHTER
Nintendo
1 player
Nifty graphics, but the levels are badly designed and it's all rather average.
71% £20 (Issue 13)

KICKLE CUBICLE
Nintendo/Irem
1 player
This novel puzzler has great graphics and sound but it's a bit easy.
62% £13 (Issue 4)

KICK OFF Anco
1-2 players
Playable, challenging and fast. This really is a remarkable game.
93% £36 (Issue 4)

KONAMI HYPER SOCCER
Konami
1-2 players
Fast and exciting, with good two-player controls, but can be a bit easy.
83% £35 (Issue 6)

KUNG FU Nintendo
1 player
Tedious beat 'em up with naff controls and lots of walking along.
36% £13 (Issue 13)

LENNINGS Ocean
1 player
The world's most sadistic puzzler hits the NES, and it's as addictive as ever.
85% £43 (Issue 11)

LITTLE NEMO Capcom
1-2 players
This fun cartoony arcade adventure may be cute, but it's as hard as nails!
77% £35 (Issue 8)

LOLO HAL Laboratory
1 player
A decent, challenging puzzler, but it lacks character and is a bit colourless.
65% £30 (Issue 8)

LOW G MAN
Nintendo/Taxan Group
1 player
Huge, playable and ingenious, with vast levels and beautiful graphics.
94% £20 (Issue 2)

MANIAC MANSION
Jaleco/Lucasfilm Games
1 player
Looks nice and plays well but it's unoriginal and far too easy.
58% £35 (Issue 14)

MARBLE MADNESS
Milton Bradley/Rare
1-2 players
An excellent graphic conversion, but with only six levels it's too simple.
56% £40 (Issue 2)

MARIO AND YOSHI
Nintendo
1 player
A decent enough puzzler, but it lacks that all-important addictive edge.
66% £40 (Issue 15)

MAXIVISION 15
Maxivision
1-2 players
What a load of rubbish! There are 15 games here and they're all crap.
27% £60 (Issue 10)

MEGAMAN Ocean
1 player
Not a particularly original platformer, but it looks okay and is quite playable.
77% £40 (Issue 13)

MEGA MAN Capcom
1 player
An extremely tough platform shooter, with no password system. Beware!
68% £35 (Issue 6)

MEGA MAN 2
Capcom
1 player
Not as tough as Mega Man, and better all round. Bright and funny.
83% £45 (Issue 6)

MEGA MAN 3
Capcom
1 player
The best of the lot - tough gameplay, smooth graphics and lots of baddies.
87% £40 (Issue 10)

MICRO MACHINES
Codemasters
1-2 players
This mini racer's fast and fun, with realistic gameplay and brilliant handling.
92% £33 (Issue 9)

MISSION IMPOSSIBLE
Palcom
1 player
There's lots of fun to be had with this spy sim if you persevere.
79% £40 (Issue 4)

MONSTER IN MY POCKET
Konami
1-2 players
It's got the looks, it's got the gameplay, but where's the challenge?
69% £25 (Issue 15)

NES OPEN GOLF Nintendo
1-2 players
Doesn't break any new ground, but manages to be both fun and realistic.
86% £35 (Issue 10)

NEW ZEALAND STORY
Ocean
1-2 players
A stunning arcade conversion from Ocean. Blinkin' fab!
93% £40 (Issue 5)

NOAH'S ARK Konami
1 player
Non-stop action, huge levels and loads of monsters. Superb platform shooter.
86% £20 (Issue 16)

NORTH AND SOUTH
Infogrames
1-2 players
Patchy graphics, but this Civil War game is varied and enjoyable.
74% £45 (Issue 12)

OPERATION WOLF Taito
1 player
A crap lightning game which is irritating as well as boring.
36% £30 (Issue 10)

Top of the TOTAL charts

We've hardly got the best taste in music here in the TOTAL office, and the fights over what goes on the CD player are getting worse. Anyway, here's what's tops on the TOTAL scene at the moment.

Steve gets on down to the rave scene, shouting, 'Techno, techno, techno, techno, there's no limit!' The Stereo MCs' 'Ground Level' is also a big hit with him. Oh, hang on... I think that was a joke.

Andy is shaking his head around to Pearl Jam at the moment, usually causing severe neck injuries in the process. And,

rather pathetically, he does actually like 'No Limit' by 2 Unlimited - no kidding! What a sad git he is, eh, readers?

Chris keeps trying to play his Rage Against The Machine CD in the office but when he's in a less angry mood he'll mellow out to Julian Joseph's latest, 'The Language Of Truth'. Oh, and the sad gimp likes the Bee Gees too! James will bang his head around to just about anything, which is a good job because no-one appreciates his taste in music. So long as it's loud, heavy, bassy, not jazz, and complete crap, he'll listen to it. He's not fussy.

- PAPERBOY 2** Mindscape 1 player
Unoriginal, uncontrollable and badly programmed. Oh, and boring.
50% £40 (Issue 14)
- PARASOL STARS** Ocean 1 player
Cute, addictive and tough. This great platformer will soon get you hooked.
91% £30 (Issue 13)
- PIRATES** Konami 1 player
Atmospheric strategy game which will keep you playing for ages.
85% £20 (Issue 16)
- POWER BLADE** Taito 1 player
Rip-roaring sound effects and impressive beasties, but it's a bit of a doddle.
49% £25 (Issue 2)
- PRINCE OF PERSIA** Mindscape 1 player
Shoddy animation and awkward controls. Looks very dated now.
35% £40 (Issue 15)
- PRINCE VALIANT** Ocean 1 player
Mildly engaging for a while, but ultimately too primitive and awkward.
59% £35 (Issue 14)
- PROBOTECTOR** Konami 1-2 players
The NES version of the classic Contra. A frantic and challenging shooter.
85% £23 (Issue 4)
- PROBOTECTOR II** Konami 1-2 players
A superb shoot 'em up which is tough, action-packed, and great-looking.
91% £45 (Issue 14)
- PUNCH OUT** Nintendo 1 player
One of the better NES boxing sims, but too basic and simple.
74% £30 (Issue 11)
- RAD GRAVITY** Activision 1 player
Looks a bit drab, but it's an intriguing platformer with loads of variety.
74% £35 (Issue 14)
- RAD RACER** Bandai 1 player
Not bad, but spoiled by average graphics and repetitive gameplay.
66% £30 (Issue 9)
- RAINBOW ISLANDS** Ocean 1-2 players
Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
92% £40 (Issue 5)
- RESCUE - THE EMBASSY** Kemco 1 player
Sniping, abseiling and lots of tip-toeing, but boy, is it dull.
48% £30 (Issue 5)
- RC PRO-AM** Nintendo/Rare 1 player
A weird game which plays really well but the gameplay lacks depth.
62% £35 (Issue 15)
- RC PRO-AM II** Nintendo/Rare 1-4 players
A racer which can be fun for four players but doesn't involve much skill.
76% £40 (Issue 17)
- ROAD FIGHTER** Palcom 1 player
Addictive and fun, but looks awful and is far too primitive.
44% £30 (Issue 6)
- ROBIN HOOD** Virgin 1 player
An RPG-type explore 'em up with minor puzzles and major flicker.
63% £40 (Issue 14)
- ROBOCOP** Ocean 1 player
A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.
66% £40 (Issue 2)
- ROBOCOP 2** Ocean 1 player
A brilliant platform shooter, but with infinite continues it's far too easy.
79% £40 (Issue 10)
- ROBOCOP 3** Ocean 1 player
A tough but intelligent game - brute force is not a good tactic here!
88% £40 (Issue 13)
- ROLLER GAMES** Palcom 1 player
A good mixture of jumping and punching. Not brilliant, but fun.
72% £40 (Issue 2)
- SHADOWGATE** Kemco 1 player
Taxing puzzles and plenty of places to visit. It's a shame you keep dying.
74% £25 (Issue 2)
- SHADOW WARRIORS** Tecmo 1 player
Huge levels and varied graphics, but frustrating and awkward to control.
47% £25 (Issue 3)
- THE SIMPSONS: BART VS THE SPACE MUTANTS** Acclaim 1 player
Lots of humour, but it's tough and there are no passwords. Pros only.
81% £40 (Issue 1)

- SKATE OR DIE** Palcom 1-2 players
This has five sub-games, but none is very good and some really stink.
52% £35 (Issue 1)
- SKI OR DIE** Palcom 1-2 players
Just like Skate Or Die - with more white in it. Incredibly dull.
53% £40 (Issue 2)
- SNAKE, RATTLE 'N' ROLL** Nintendo/Rare 1-2 players
A cracking 3D scrolling collect 'em up. Pretty graphics and two-player action.
90% £30 (Issue 1)
- SNAKE'S REVENGE** Konami 1 player
Quite fun to begin with but gets mighty dull after a while.
44% £35 (Issue 6)
- SMASH TV** Acclaim 1-4 players
Lots of baddies make this a frantic blaster, but it's a bit too repetitive.
82% £40 (Issue 3)
- SOLAR JETMAN: HUNT FOR THE GOLDEN WARSHIP** Nintendo/Rare 1 player
With a massive task, this shooting explore 'em up is one of the best.
92% £20 (Issue 1)
- SOLSTICE** Nintendo/Software Creations 1 player
A platform shooter with wonderful graphics and superb playability.
90% £20 (Issue 1)
- SPIDER-MAN: RETURN OF THE SINISTER SIX** Nintendo 1 player
Not very fast, frantic or, er, frilling. There are loads of better platformers.
67% £35 (Issue 15)
- STAR WARS** JVC/Lucasfilm Games 1 player
A platform shooter with wonderful graphics and superb playability.
88% £45 (Issue 3)
- STREET GANGS** Infogrames 1 player
An odd-looking and unspectacular beat 'em up with a few good touches.
61% £40 (Issue 12)
- SUPER MARIO BROS. 2** Nintendo 1 player
More varied than the first Super Mario game but not as good as SMB3.
79% £40 (Issue 5)
- SUPER MARIO BROS. 3** Nintendo 1-2 players
The most stunning platform game your NES will ever see - it's gorgeous!
98% £40 (Issue 1)
- SUPER SPORTS CHALLENGE** Codemasters 1-2 players
Good value four-in-one sports game. Very basic, but fun for two players.
63% £30 (Issue 17)
- SWORDS & SERPENTS** Acclaim 1-4 players
Bland scenery, but the animation and adventure action make up for it.
82% £20 (Issue 2)
- SWORD MASTER** Activision 1 player
Probable the most boring NES game ever. Simplistic and repetitive.
22% £40 (Issue 7)
- TALE SPIN** Capcom 1 player
Cute and colourful graphics, but it's too fiddly and frustrating.
59% £45 (Issue 14)
- TERMINATOR 2** LJN Ltd 1 player
A spiffy little game-of-the-film. Good platform beat 'em up action.
74% £40 (Issue 3)
- TIME LORD** Milton Bradley/Rare 1 player
Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.
43% £35 (Issue 1)
- TINY TOON ADVENTURES** Konami 1 player
A brilliant conversion which is even more fun than watching the cartoons.
88% £40 (Issue 9)
- TO THE EARTH** Nintendo 1 player
A proper 3D shoot 'em up, but with a Zapper. The best lightgun game out.
82% £30 (Issue 4)
- TOM AND JERRY** Hi-Tech Expressions 1 player
An ordinary and not very inspired platformer. (And where's Tom?)
67% £43 (Issue 11)
- TOP GUN** Konami 1 player
Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.
69% £40 (Issue 14)

- TOP GUN - THE SECOND MISSION** Konami 1-2 players
Amazingly fast visuals, but it's too hard to be much fun.
66% £40 (Issue 1)
- TOTALLY RAD** Jaleco 1 player
Original and lovely-looking, but the difficulty structure's badly designed.
54% £40 (Issue 8)
- TRACK AND FIELD II** Konami 1-2 players
Another complex button-bashing sports sim. For fans of the genre only.
54% £35 (Issue 9)
- TROG** Acclaim 1-2 players
Looks great and plays well, but it's not difficult enough. Short-term fun only.
67% £30 (Issue 3)
- TURBO RACING** Data East 1-4 players
Nice-looking and smooth-playing. A bit simple, but it'll last a while.
81% £30 (Issue 9)
- TURTLES** Palcom 1-2 players
Looks a bit cack, but this mixture of maps and bashing plays okay.
68% £20 (Issue 13)
- TURTLES 2** Palcom 1-2 players
Lots of action and a few nice touches, but too repetitive and slow-paced.
66% £45 (Issue 6)
- TURRICAN** Imagineer 1 player
Platforms, guns, nasties - Turrican's got 'em all, but it's a bit tiresome.
77% £42 (Issue 14)
- ULTIMATE AIR COMBAT** Activision 1 player
The best NES flight sim yet. This will test even the toughest gamers.
82% £35 (Issue 15)
- WIZARDS AND WARRIORS III** Acclaim 1-2 players
A bit dull to start with, but quickly becomes intriguing and very playable.
76% £40 (Issue 7)
- WWF WRESTLE MANIA** LJN/Rare 1-2 players
Under the surface this game's a real lightweight, even for wrestling fans.
30% £35 (Issue 6)
- WWF WRESTLE MANIA CHALLENGE** LJN/Rare 1-2 players
Good graphics and impressive moves, but it lacks challenge or excitement.
37% £35 (Issue 1)
- WWF STEEL CAGE CHALLENGE** Acclaim 1-2 players
Despite having all the big names of wrestling in it, this is very tedious.
40% £40 (Issue 13)
- WRATH OF THE BLACK MANTA** Taito 1 player
Good graphics, but it's unplayable - the hero dies every few seconds!
42% £23 (Issue 13)

- THE LEGEND OF ZELDA** Nintendo 1 player
The quest is vast but do-able, and the task holds your interest. A classic.
78% £40 (Issue 2)
- ZELDA 2: THE ADVENTURES OF LINK** Nintendo 1 player
Graphics could be better, but there's plenty of action and tantalising clues.
82% £40 (Issue 2)
- BLADES OF STEEL** Palcom 1-2 players
Disappointing version of a great game. Not really suitable for the GB.
60% £20 (Issue 6)
- BLUES BROTHERS** Titus 1 player
A tough platformer with slow graphics but big and varied levels.
74% £23 (Issue 10)
- BOULDER DASH** Mindscape/First Star 1 player
Superb graphics and lots of tough screens keep this interesting.
89% £25 (Issue 3)
- BOMB JACK** Infogrames 1 player
Maybe not sophisticated enough for some tastes, but still great fun.
84% £25 (Issue 12)
- BOXKLE FCI** FCI 1 player
Looks simple, but the 108 puzzling levels just get harder and harder.
69% £20 (Issue 9)
- BOXKLE 2** FCI/Pony Canyon 1 player
Simple but engrossing. You won't find more refined puzzle-solving than this.
72% £25 (Issue 10)
- BRAIN BENDER** Electro Brain 1 player
A fun and fiendish puzzler with a challenge that'll last for ever!
77% £25 (Issue 11)
- BUBBLE DOBBLE** Taito 1 player
Terrifically addictive platform action. Passcodes make it too easy, though.
68% £20 (Issue 6)
- BUBBLE GHOST** FCI 1 player
Blowing a bubble around a house could have been fun. Sadly, it ain't.
22% £20 (Issue 8)
- BUGS BUNNY** Kemco 1 player
This game has 80 levels, but sadly they're all much the same.
43% £20 (Issue 1)
- BURAI FIGHTER** Nintendo 1-2 players
A beautifully structured eight-way scrolling shoot 'em up which will last.
84% £20 (Issue 4)
- BURGER TIME DELUXE** Data East 1-2 players
Maybe a bit too simplistic, but still an addictive, if odd, platformer.
71% £20 (Issue 8)
- CASTELIAN** Storm 1 player
Simple, frustrating and addictive, but could annoy rather than enthral.
75% £25 (Issue 8)
- CASTLEVANIA ADVENTURE** Konami 1 player
Lovely animation and detailed backdrops make this a real treat.
89% £23 (Issue 1)
- CASTLEVANIA II** Konami 1 player
Massive levels and fewer gripes than the above. A really classy game.
90% £20 (Issue 5)
- CAESAR'S PALACE** Ocean 1 player
None of the five gambling games here requires enough skill.
60% £20 (Issue 6)
- CENTIPEDE** Acclaim 1-2 players
Basic, but tough and addictive. Fun to zap away at now and again.
68% £23 (Issue 5)
- CHOPFLIFTER II** JVC 1 player
Graphics are unimpressive, but it's an involved game with lots of challenge.
80% £23 (Issue 6)
- THE CHESS MASTER** Software Toolworks 1-2 players
Snap this up if you can still find it - it's the only chess game you'll ever need!
90% £22 (Issue 1)
- DAEDALIAN OPUS** Nintendo 1 player
Challenging, but not exciting enough if you're not into puzzles.
45% £20 (Issue 5)

GAME BOY

- ADDAMS FAMILY** Ocean 1 player
A tough challenge, but it's all a bit plain. More pukier than ooky.
52% £20 (Issue 7)
- ADVENTURE ISLAND** Hudson Soft 1 player
Loads of levels and smooth, clear graphics. Lame gameplay, though.
56% £22 (Issue 9)
- ADVENTURES OF ROCKY AND BULLWINKLE** THQ 1 player
One of the naftest platform collect 'em ups ever to hit the Game Boy.
39% £22 (Issue 13)
- ALFRED CHICKEN** Mindscape 1 player
A classic-looking yet original game, with fab graphics and superb design.
85% £26 (Issue 17)
- ALLEN** Acclaim 1 player
Big, eerie and rock 'ard arcade adventure. Much better than the movie.
83% £25 (Issue 17)
- ASTEROIDS** Accolade 1-2 players
The simple but compulsive blaster of old just isn't the same on the GB.
55% £20 (Issue 5)
- THE AMAZING SPIDER-MAN** Nintendo 1 player
Lots of web-throwing and beat 'em up sequences make this fun.
68% £20 (Issue 3)
- BALLOON KID** Nintendo 1 player
A cutesy little adventure providing excellent hazard-dodging fun.
76% £25 (Issue 3)
- BART SIMPSON'S ESCAPE FROM CAMP DEADLY** Acclaim 1 player
Nicely structured gameplay and heaps of challenge. Wow!
92% £22 (Issue 4)
- BART VS THE JUGGERNAUTS** Acclaim 1 player
Mildly entertaining at first, but then utterly frustrating. Sloppily done.
45% £22 (Issue 12)
- BATMAN** Sunsoft 1 player
A tricky little platform shoot 'em up. Small graphics but speedy action.
80% £25 (Issue 1)
- BATMAN: RETURN OF THE JOKER** Sunsoft 1 player
Glorious graphics, fab sounds and five exceedingly tough levels.
86% £23 (Issue 10)
- BATTLESHIPS** Mindscape 1 player
The Game Boy version of the pen-and-paper game. Boring and pointless.
23% £25 (Issue 14)
- BATTLETOADS** Tradewest 1 player
Heaps of variety makes this a real treat for Game Boy arcade fans.
90% £20 (Issue 11)
- BILL AND TED'S EXCELLENT GAME BOY ADVENTURE** LJN 1-2 players
Rush down to your local Circle-K and buy this most bodacious cart now!
91% £20 (Issue 3)

- BATTLETOADS** Trade West/Rare 1-2 players £36
Forget the Turtles - these dudes really kick butt! Serious platform beat 'em up action.
92% (Issue 11)
- PARASOL STARS** Ocean 1 player £30
Rainbow Islands sequel, with loads of power-ups, bonuses, and other in-game treats.
91% (Issue 13)
- PROBOTECTOR 2** Konami 1-2 players £40
How much hardware can you handle? This game's got more ammo flying around than you've ever seen! Not for the faint-hearted.



91% (Issue 14)

Recall Top Ten - the best of GB

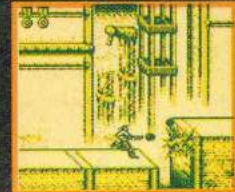
SUPER MARIO LAND Nintendo 1 player £25
It had to be number one, didn't it? The best-designed, most playable GB game ever!



94% (Issue 1)

TENNIS Nintendo 1-2 players £20
What a racquet! This is easily the best sports sim available on the Game Boy.
95% (Issue 1)

PROBOTECTOR Konami 1 player £25
Don't even think of buying another shoot 'em up until you've checked this out!



92% (Issue 8)

DYNABLASTER Nintendo 1-2 players £25
Kapow! This is a game involving running around a maze dropping bombs, and it's brilliant!
93% (Issue 2)

BATTLETOADS Trade West 1 player £25
The Turtles had better look out, cos the 'Toads are in town! Loads of different game styles make this fab.
90% (Issue 11)

The TOTAL Horror-scopes

- ARIES**
The problems you're experiencing now are all of your own making. But don't suffer in silence - moan LOADS!
- TAURUS**
Make a move on someone this month. This can take the form of presents, poetry, or a really flash dance move.
- GEMINI**
If you're going to rock the boat, someone's going to get wet or fall over - so make sure it's someone you don't like.
- CANCER**
Before you tell someone you love 'em, make sure no one else is listening. It's hard denying you said it when there's witnesses.
- LEO**
A change of direction is needed right now. South-west is usually quite a good one to try, or up at a 30-degree angle.
- VIRGO**
Hesitation can lead to a missed opportunity, romance, or even bus. But don't forget to look before you leap.

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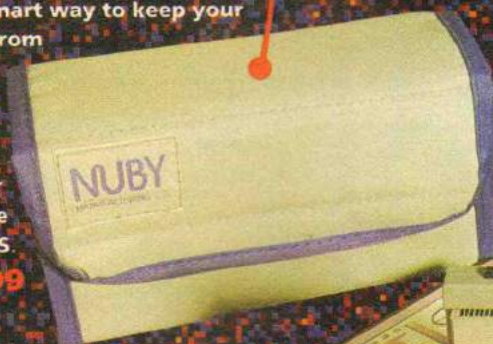
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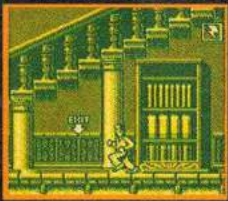
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PARASOL STARS Ocean
1 player £25
An umbrella, stuff to collect and bags of cuteness – what more could you ask for?
92% (Issue 11)

DR FRANKEN Elite
1 player £25
A seriously massive game set in a huge mansion. Plenty of platform adventure stuff, and oodles of exploring. Is there a doctor in the house? Uh-huh.



92% (Issue 4)

FACEBALL 2000 Bullet Proof Software
1-4 players £25
Anyone who says that the maze game has had its day hasn't seen this!



93% (Issue 5)

SOLOMON'S CLUB Tecmo
1 player £25
A buildy blocky-blowy-upy sort of puzzler which is fun and tremendously addictive.
93% (Issue 7)

NEMESIS 2 Konami
1 player £25
This is easily the most awesome shoot 'em up available on the Game Boy.
91% (Issue 3)

Recall Top Ten – the best of SNES

DRAGON'S LAIR Elite
1-2 players £45
Don't be put off by the old arcade game – this version is big, tough and addictive.



93% (Issue 10)

SUPER TENNIS Nintendo
1-2 players £40
Nintendo really got it right when they produced this spiffing sports sim. It's got loads of moves and it's brilliant.



96% (Issue 5)

DAYS OF THUNDER Mindscape
1 player
Smooth(ish) vector graphics but sadly it ain't that fast. For racing fans only.
73% £20 (Issue 4)

DOUBLE DRAGON 2 Acclaim
1-2 players
Slick enough to keep you amused if you want yet another beat 'em up.
77% £20 (Issue 4)

DRAGON'S LAIR Elite
1 player
Some of the best Game Boy graphics you'll ever see. Hard but playable.
79% £23 (Issue 3)

DR FRANKEN Elite
1 player
Beautiful platform adventure with detailed graphics. Flippin' brilliant.
91% £23 (Issue 5)

DR MARIO Nintendo
1-2 players
Forget the Mario connection – after a while this gets pretty dull.
64% £17 (Issue 1)

DROPZONE Mindscape
1 player
Loses summit on the 'Boy, but still a stiff challenge for shootin' freaks.
79% £25 (Issue 15)

DUCK TALES Nintendo
1 player
A snazzy little collect 'em up with a tough challenge and good control.
78% £20 (Issue 2)

DYNABLASTER Hudson Soft
1-2 players
With four games in one cart this offers terrific value for money.
93% £25 (Issue 2)

EMPIRE STRIKES BACK Ubi Soft
1 player
Not as classy as Star Wars but still a challenging platform blast.
88% £25 (Issue 17)

F1 RACE Nintendo
1-4 players
Loads of courses, four-player link-up and fast graphics make this a corker.
88% £25 (Issue 1)

F-15 STRIKE EAGLE Microprose
1 player
Frantic seat-of-the-pants combat, but not enough depth or variety.
78% £25 (Issue 15)

FACEBALL 2000 Bullet Proof Software
1-4 players
Graphics you could frame and addition you could bottle. Essential!
93% £23 (Issue 5)

FERRARI GRAND PRIX CHALLENGE Acclaim
1 player
This has all the usual racing stuff but doesn't offer anything new.
63% £20 (Issue 11)

THE FLASH THQ
1 player
Not much action, but this platformer is enjoyable and challenging.
74% £25 (Issue 17)

FOOTBALL INTERNATIONAL Bandai
1-2 players
A bit second-division. With only one player it gets dull quickly.
70% £25 (Issue 8)

FORTIFIED ZONE Jaleco
1 player
With only four short levels this mazy blaster won't entertain for long.
68% £25 (Issue 4)

FORTRESS OF FEAR Acclaim/Rare
1 player
A platform collect 'em up with good gameplay but no passwords.
84% £20 (Issue 2)

GARGOYLE'S QUEST Capcom
1 player
Variety, challenge and good looks. This needs brainpower and reflexes.
76% £25 (Issue 3)

GAUNTLET 2 Mindscape
1-2 players
A faithful conversion, but it's a bit of a pain on the small screen.
41% £20 (Issue 3)

GEORGE FOREMAN'S KO BOXING Acclaim
1 player
What can we say? Er... 'Don't buy it!'
20% £20 (Issue 14)

GHOSTBUSTERS 2 Activision/HAL Laboratory
1 player
Slick gameplay, and controlling two characters at once makes it different.
85% £20 (Issue 4)

GOLF Nintendo
1-2 players
Everything you could ask for is here, including two-player link and battery.
92% £20 (Issue 1)

GREMLINS 2 Sunsoft
1 player
Great graphics and fun gameplay. Tough but well worth the aggro.
82% £20 (Issue 2)

HAL WRESTLING HAL Laboratory
1-2 players
A truly crap wrestling game. You can't even tell the players apart.
28% £20 (Issue 10)

HARMONY Accolade
1 player
A tough game, with original puzzling gameplay. Maybe a bit too hard.
69% £20 (Issue 11)

HIT THE ICE Taito
1 player
At first this ice hockey sim seems okay, but after a while it's deathly dull.
50% £25 (Issue 13)

HOME ALONE THQ
1 player
Wander around an empty house and bash a burglar every half hour. Dull.
38% £20 (Issue 4)

HOME ALONE 2 THQ
1 player
Slightly better than the SNES game, but far too easy. Hardly a 'must buy'.
57% £23 (Issue 16)

HOOK Ocean
1-2 players
Fast, smooth graphics and excellent gameplay. Lots of fun.
88% £20 (Issue 6)

HUDSON HAWK Sony Imagesoft
1 player
Looks nice, but the boring gameplay won't last for more than an hour.
35% £19 (Issue 10)

HUNT FOR RED OCTOBER Hi-Tech Expressions
1-2 players
Loads of levels, but they're all very similar. Little resemblance to the film.
40% £22 (Issue 5)

HYPER LODE RUNNER Nintendo
1-2 players
A classically simple platform game. Sad graphics, but huge playability.
84% £23 (Issue 2)

ISHIDO Nexoft
1-2 players
Fun to begin with, but not enough variety to last for long.
68% £20 (Issue 5)

JOE N MAC Elite
1 player
If you're after some raw challenge this little monster will keep you going.
75% £20 (Issue 14)

JORDAN VS BIRD EA
1 player
Three-in-one basketball sim which is sometimes annoying but usually fun.
71% £20 (Issue 11)

KID IKARUS Nintendo
1 player
An engaging little platformer, but it's all a bit samey. You'll soon get bored.
68% £19 (Issue 11)

KILLER TOMATOES THQ Inc.
1 player
A silly scenario but quite a fab game. Big levels and oodles of action.
79% £20 (Issue 9)

KING OF THE ZOO Nintendo
1-2 players
Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.
87% £25 (Issue 1)

KIRBY'S DREAMLAND HAL Laboratory
1 player
An original idea, and it looks pretty, but it's far too easy. Shame.
39% £20 (Issue 12)

KRUSTY'S FUN HOUSE Acclaim
1 player
A puzzler with simple design but tons of gameplay. Playable and well done.
84% £25 (Issue 13)

KWIRK Acclaim
1-2 players
Fiendishly hard puzzler, but so playable you'll be battling for ages.
78% £20 (Issue 1)

LEMMINGS Ocean
1 player
The graphics are a bit dodgy but this is still as fun and addictive as ever.
90% £25 (Issue 14)

THE LITTLE MERMAID Capcom
1 player
This swimmie game is too easy and too cute for all but the youngest players.
45% £26 (Issue 17)

LOONY TUNES Sunsoft
1 player
Annoying scrolling levels, but brilliant animation and great action.
80% £22 (Issue 13)

MCDONALDLAND Ocean
1 player
Fun for a while, but frustrating in the long run and desperately unoriginal.
66% £25 (Issue 14)

MARBLE MADNESS Mindscape
1-2 players
Graphically great and very playable, but it's too small and too dated.
31% £20 (Issue 4)

MARIO AND YOSHI Nintendo
1-2 players
Fantastically simple, but guaranteed to draw you in and not let you go.
80% £20 (Issue 15)

MAX Infogrames
1 player
An average platformer with some nice ideas but disappointing graphics.
57% £25 (Issue 14)

MEGA MAN 3 Capcom
1 player
A challenging blast which is nothing new but still addictive and fun.
83% £22 (Issue 16)

MERCENARY FORCE Nintendo
1 player
Tough, different but ultimately tedious scrolly lefty-righty game.
54% £20 (Issue 9)

METROID 2 Nintendo
1 player
Too big, empty and bland. Not enough action for most gamers.
66% £25 (Issue 8)

MICKY MOUSE/BUGS BUNNY 2 Kemco/Sekka
1 player
A pretty and fairly varied platformer which is sneakily addictive.
80% £28 (Issue 14)

MICKY'S DANGEROUS CHASE Capcom
1 player
A non-eventful, sad excuse for a platformer. Very bland early stages.
38% £22 (Issue 9)

MISSILE COMMAND Accolade
1-2 players
Poor control method and lame visuals mean this falls short of the target.
49% £22 (Issue 7)

MOTOCROSS MANIACS Palcom
1-2 players
Fast 'n' furious action makes this race 'em up totally addictive.
91% £23 (Issue 6)

MOUSETRAP HOTEL Milton Bradley
1 player
Sad platformer with an uncontrollable character and repetitive gameplay.
47% £20 (Issue 13)

MR DO Ocean
1 player
Highly-perfect conversion of the highly addictive and cerebral maze-muncher.
80% £22 (Issue 10)

MYSTERIUM First Star
1 player
Adventure-cum-maze game with added shooting which works well.
79% £30 (Issue 11)

NAIL 'N' SCALE Data East
1 player
A tedious puzzle game which is more annoying than challenging.
32% £18 (Issue 10)

NAVY SEALS Ocean
1 player
Run-along-and-shoot 'em up with good blasting gameplay.
79% £25 (Issue 2)

NEMESIS Konami
1 player
If you like dash blasters then add this one to your collection immediately.
92% £20 (Issue 2)

NEMESIS 2 Konami
1 player
Just as brilliant as its predecessor. Tough but intensely playable.
93% £25 (Issue 12)

NINTENDO WORLD CUP Nintendo
1-2 players
More oddball than football. Looks, er, interesting, but lacks excitement.
64% £20 (Issue 1)

OTHELLO Nintendo
1-2 players
Wipes the dust off the ancient board game and brings it bang up to date.
92% £20 (Issue 2)

PACMAN Namco
1-2 players
Basic gameplay and fiddly control. Definitely showing its age now.
51% £23 (Issue 7)

PAPERBOY Nintendo
1-2 players
This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.
77% £20 (Issue 3)

PAPERBOY 2 Mindscape
1 player
Virtually identical to the first game and just as lame.
50% £23 (Issue 10)

PARASOL STARS Ocean
1 player
Don't let the cute looks fool you – this arcade's tough and very playable.
92% £25 (Issue 11)

PARODIUS Palcom
1-2 players
A standard shooter at heart, but it looks fab and is plenty of fun.
83% £25 (Issue 10)

PIT FIGHTER THQ
1 player
This has a massive five opponents and a grand total of three fighters. Hmm.
27% £23 (Issue 10)

PONEY 2 Hudson Soft
1-2 players
Honest little platformer with no frills but fast graphics and good gameplay.
82% £25 (Issue 15)

POP-UP Infogrames
1 player
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.
61% £25 (Issue 14)

PRINCE OF PERSIA Virgin
1 player
A bit superficial, but well-designed, nice-looking and great fun to play.
83% £23 (Issue 8)

PRINCE VALIANT Ocean
1 player
An absorbing and playable bash 'em up. Best by far as a head-to-head.
71% £29 (Issue 14)

PROBOTOCTOR Konami
1 player
Would-be Arnie won't find a better blaster on the Game Boy than this.
92% £20 (Issue 8)

PROPHECY GameTek
1 player
Big and varied platform game, but it's too tough and the action's patchy.
51% £23 (Issue 11)

THE PUNISHER Acclaim
1 player
Similar to Operation Wolf but too repetitive and too annoying.
49% £20 (Issue 14)

Q*BERT Jaleco
1 player
Just another platform puzzler, but the gameplay is timeless and addictive.
80% £19 (Issue 7)

QIX Nintendo
1-2 players
Guide a ship around, filling the screen as you go. Weird but worth a look.
81% £20 (Issue 3)

RADAR MISSION Nintendo
1-2 players
This is just like that old pen 'n' paper war game, Battleships. Hmm.
53% £20 (Issue 3)

THE RESCUE OF PRINCESS BLOLETTE Nintendo
1 player
Same old aimless wandering as the NES version, and just as dull.
55% £20 (Issue 2)

REVENGE OF THE 'GATOR HAL Laboratory
1-2 players
Ace pinball sim with smooth graphics and an arcade's worth of features.
85% £20 (Issue 1)

ROBOCOP Ocean
1 player
Entertaining and challenging enough, but too slow to be brilliant.
74% £20 (Issue 1)

ROBOCOP 2 Ocean
1 player
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.
86% £22 (Issue 10)

ROBIN HOOD Virgin
1 player
Great graphics and lots of flashy bits, but if you don't like RPGs, forget it.
74% £25 (Issue 15)

R-TYPE Irem
1 player
One of the all-time classic shoot 'em ups. Plenty of frantic blasting.
86% £22 (Issue 1)

R-TYPE II Irem
1 player
A very smart version, and technically even better than its predecessor.
68% (Woolworths) £25 (Issue 14)

SIDE POCKET Data East
1-2 players
This pool game's okay with two players but is otherwise disappointing.
59% £20 (Issue 1)

SKATE OR DIE (BAD 'N' RAD) Konami
1 player
Sufficiently different from the NES original to make it rather fab.
76% £20 (Issue 2)

SNEAKY SNAKES Tradewest
2 players
The GB version of NES Snake, Rattle, 'n' Roll, but it's only 2D and a bit dull.
58% £20 (Issue 4)

SNOOPY'S MAGIC SHOW Kemco
1-2 players
With clear, simple graphics, this is great on the move. Too easy, though.
71% £25 (Issue 6)

SOCCER MANIA Sony Imagesoft
1 player
A very sad soccer sim, with appalling control and indistinguishable players.
13% £22 (Issue 11)

SOLAR STRIKER Nintendo
1 player
A playable top-to-bottom shooter, but let down by crude visuals.
72% £18 (Issue 1)

SOLOMON'S CLUB Tecmo
1 player
Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.
93% £20 (Issue 7)

SPEEDBALL 2 Mindscape
1 player
A very hard version of the classic game. It's too slow and the targets are unclear.
51% £25 (Issue 16)

SPIDER-MAN II FCI/Pony Canyon
1 player
A playable little platformer, but not really of super hero proportions.
69% £23 (Issue 9)

STAR SAVER Taito
1 player
A tedious game with weedy visuals and formulaic gameplay.
34% £18 (Issue 7)

STAR TREK Ultra Games
1 player
This has loads of levels and nice graphics, but the gameplay's lame.
57% £20 (Issue 10)

STAR WARS Ubi Soft
1 player
Exact copy of the NES platform shooter. Big and tough.
80% £40 (Issue 12)

SUPER HUNCHBACK Ocean
1 player
Brilliantly animated platformer with dreamy gameplay and loads of extras.
90% £20 (Issue 7)

SUPER KICK OFF Anco
1 player
Quite simply the best footy game available for the Game Boy.
77% £25 (Issue 6)

SWAMP THING THQ
1 player
Poor excuse for a platformer, despite its environmental message.
21% £22 (Issue 14)

SUPER MARIO LAND Nintendo
1 player
A cracking play, with all the class of its full-size counterparts.
94% £20 (Issue 1)

SUPER MARIO LAND 2 Nintendo
1 player
This has all the usual Mario stuff, but it's not really up to scratch.
70% £25 (Issue 12)

SUPER OFF ROAD Tradewest
1 player
Even weaker than the SNES game. Slow, uncontrollable and frustrating.
16% £23 (Issue 13)

SUPER RC PRO-AM Nintendo/Rare
1-4 players
Great fun for four players but gets tiresome if you're on your own.
87% £25 (Issue 1)

TAIL 'GATOR Natsume
1 player
A brilliant little arcade platformer. The levels are varied and it looks ace.
86% £19 (Issue 11)

TENNIS Nintendo
1-2 players
Superb control and perfect graphics. You'll never pick up a racket again!
95% £19 (Issue 1)

T2: THE ARCADE GAME LJN
1 player
If you can ignore the samey-ness, you'll love this action-packed mayhem.
71% £25 (Issue 13)

TERMINATOR 2 Acclaim
1-2 players
A neat game with spiffy graphics and all the best bits from the film.
80% £23 (Issue 3)

TINY TOON ADVENTURES Konami
1 player
Some of the cutest graphics you'll ever see. A very playable platformer.
89% £23 (Issue 9)

TIP OFF Imagineer
1 player
A basketball sim which isn't that original but does the job nicely.
78% £25 (Issue 13)

TITUS THE FOX Titus
1-2 player
An average platformer, but the two-player link-up option is nice.
71% £30 (Issue 16)

TOP GUN: GUTS AND GLORY Konami
1 player
Easy to learn and loads of missions, but the air combat is sub-standard.
60% £25 (Issue 15)

TRACK MEET Interplay
1 player
Well-designed athletics sim which has nothing new to offer but is still fun.
64% £20 (Issue 9)

TRAX HAL Laboratory
1 player
A blaster with almost no action. Sad.
32% £22 (Issue 10)

TURN AND BURN Absolute Entertainment
1 player
A feature-packed, realistic flight sim, with clean and detailed graphics.
80% £24 (Issue 15)

TURRICAN Accolade
1 player
Massive and very challenging shoot 'em up. Almost as slick as on the NES.
79% £20 (Issue 5)

TURTLES: FALL OF THE FOOT CLAN Konami
1 player
A great beat 'em up, especially if you're a Turtles fan.
91% £23 (Issue 1)

TURTLES 2: BACK FROM THE SEWERS Konami
1 player
A fine sequel to the first game, with more variety and a tougher mission.
84% £23 (Issue 6)

ULTIMA FCI/Pony Canyon
1 player
It's a bit too easy to die, but this is a huge RPG which you'll want to finish.
84% £26 (Issue 12)

WAVE RACE Nintendo
1 player
Not the best racer ever, but the addition of water makes it interesting.
70% £25 (Issue 16)

WORDTRIS Spectrum Holobyte
1 player
A poor imitation of Tetris and unexciting in the extreme.
44% £25 (Issue 16)

WORLD CIRCUIT SERIES Ultra Games
1-4 players
A good, playable racing sim. The F1 tracks are fiendishly hard.
75% £25 (Issue 9)

WWF SUPERSTARS LJN
1-2 players
Beautiful graphics and heaps of neat moves, but it's far too easy.
40% £25 (Issue 4)

WWF SUPERSTARS II LJN
1 player
This has nothing new to offer and is ridiculously uncontrollable.
44% £23 (Issue 11)

XENON 2 Mindscape
1 player
A polished conversion of a classic shooter, but it's looking dated now.
69% £23 (Issue 13)

ACTRAISER ENIX
1 player
An arcade slash 'em up with lovely graphics and loads of atmosphere.
91% £40 (Issue 12)

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91% £40 (Issue 12)

The TOTAL Horror-scores

LIBRA
Before you make any decisions, first think about the alternatives. That's what they're there for, after all.

SCORPIO
Don't succumb to temptation; it's only there to tempt you, and you'll just feel less content with what you have already.

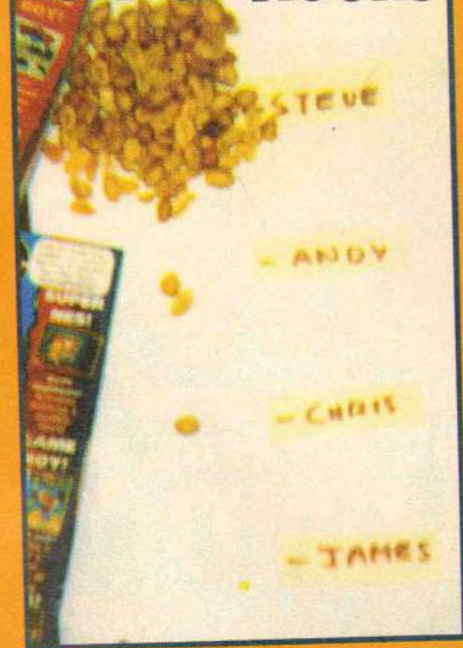
SAGITTARIUS
You're likely to lead someone on this month. So keep a bag-full of good excuses handy, just in case.

CAPRICORN
Now's the time to tell people exactly what you think of them, but make sure they're not too much bigger than you.

AQUARIUS
Fab times ahoj! Stand by for a serious injection of good times – and you deserve it! Start doing the pools NOW!

PISCES
You really ought to get your head down and do some work at the moment. Pretty boring, huh? So forget it.

OFFICE HOURS



Life in the TOTAL office, # 7. It's pay day! We all get paid peanuts, but some get paid more peanuts than others...

THE ADDAMS FAMILY Ocean 1 player
Slick arcade adventure which is good-looking and a hell of a challenge. 70% £40 (Issue 8)

ANOTHER WORLD Interplay 1 player
Technically stunning and potentially a classic, but it's too easy. 74% £43 (Issue 12)

AMAZING TENNIS Absolute Entertainment 1-2 players
Ridiculously poor tennis sim that is simply unplayable. A real dodo. 33% £43 (Issue 15)

AXELAY Konami 1 player
The prettiest alien-blasters ever, but the gameplay's too patchy. 81% £45 (Issue 11)

BATTLE BLAZE Sammy 1 player
A second-division slugger which looks good but isn't varied enough. 59% £45 (Issue 8)

BATTLE CLASH Nintendo 1 player
A tedious, simplistic Super Scope game. Shoot robots and, er, that's it. 28% £35 (Issue 12)

BART'S NIGHTMARE Acclaim 1 player
This looks good and is fairly varied but the gameplay is all over the place. 53% £43 (Issue 12)

BLAZED Atlas 1 player
A sad sideways blaster with a lack of aliens and shuddery scrolling. 28% £45 (Issue 10)

BLAZING SKIES Namco 1 player
Random game play, shabby graphics and no atmosphere. Dreadful. 42% £45 (Issue 12)

CASTLEVANIA IV Konami 1 player
A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun. 74% £40 (Issue 7)

CALIFORNIA GAMES II DTMC 1 player
Unbelievably basic and repetitive attempt at a sports sim. Truly awful. 31% £50 (Issue 17)

CHUCK ROCK Sony Imagesoft 1 player
A very basic platformer. It's pretty, but the gameplay's too simplistic. 61% £45 (Issue 14)

DARIUS TWIN Taito 1 player
A shooter which can be both action-packed and seriously repetitive. 62% £45 (Issue 14)

DESERT STRIKE EA 1 player
An excellent shoot 'em up with a great mix of shooting and strategy. 88% £43 (Issue 13)

DEATH VALLEY RALLY Sunsoft 1 player
Fab-looking, fast and funny, but it's awkward and ludicrously hard. 75% £43 (Issue 15)

DINOSAURS Irem 1 player
Big, pretty and playable enough, but it's all pretty standard stuff. 55% £45 (Issue 11)

D-FORCE Asmik 1 player
This vertical scroller looks basic, but it might keep you amused for a while. 67% £45 (Issue 15)

DRAGON'S LAIR Elite 1-2 players
Probably the most tortuous and atmospheric SNES game you'll ever play! 93% £45 (Issue 10)

DRAKHEN Infogrames 1 player
An RPG which gives you four characters to control but is too methodical. 64% £45 (Issue 14)

FINAL FIGHT Capcom 1 player
Look no further if you want a decent, varied and colourful beat 'em up. 78% £42 (Issue 9)

F1 CIRCUS Nichitsu 1 player
There are loads of options here but the viewpoint is too confusing. 64% £45 (Issue 10)

F1 EXHAUST HEAT Ocean 1 player
Nice Mode 7 racetracks but the gameplay is a complete non-starter. 59% £45 (Issue 12)

F-ZERO Nintendo 1 player
This futuristic burn-up has to be seen to be believed! Heart-pumping stuff. 91% £40 (Issue 5)

GOOS Mindscape 1 player
A great-looking game with a nice mix of killing and puzzle-solving. 80% £43 (Issue 15)

HARLEY'S HUMUNGOUS ADVENTURE Masaya 1-2 players
Poor excuse for a platformer. You'd be mad to spend 45 quid on this. 45% £45 (Issue 16)

HOLE IN ONE Hal Labs 1-4 players
Although this only has 18 holes, the smart Mode 7 graphics make up for it. 75% £40 (Issue 11)

HOME ALONE 2 Ocean 1 player
This sprawling platformer is big, empty and contains nothing new. 33% £45 (Issue 13)

HOOK Sony Imagesoft 1 player
If you liked the film, you'll be disappointed with this standard platformer. 60% £45 (Issue 11)

JACK NICKLAUS GOLF Tradewest 1 player
A potentially good game ruined by slow graphics and gameplay. 39% £45 (Issue 11)

JACK CRUSH Nakat 1 player
With only one table, this pinball game soon gets monotonous. 60% £45 (Issue 17)

JAMES BOND JUNIOR THQ 1 player
A ludicrous plot and gameplay that manages to be even worse. 42% £40 (Issue 14)

JOE 'N' MAC: CAVEMAN NINJA Elite 1-2 players
Uncontrollable characters and it's too easy to finish, but it's still playable. 72% £40 (Issue 9)

JIMMY CONNORS TENNIS Ubi Soft/Blue Byte 1 player
A superb, incredibly playable tennis sim. Even better than Super Tennis! 93% £50 (Issue 15)

JOHN MADDEN '93 Electronic Arts 1-2 players
Fans of American Football won't find a better sim than this. 86% £43 (Issue 13)

KA-BLOOEY Kemco 1 player
A taxing puzzler, but not really worthy of the SNES's capabilities. 69% £45 (Issue 13)

KIKIKAIKAI NINJA Natsume 1-2 players
This cute shoot 'em up is well done and fun, but it's not big enough. 76% £45 (Issue 17)

KING ARTHUR'S WORLD Jaleco 1 player
A slick, well-presented strategy game à la Lemmings. A bit slow, though. 78% £45 (Issue 17)

KING OF THE MONSTERS Takara 1 player
A cross between Godzilla and WWF. Sounds fun but the novelty wears off. 41% £50 (Issue 10)

KRUSTY'S SUPER FUN HOUSE Acclaim 1 player
A bit gloomy for a 'Fun House', but good-looking and atmospheric. 80% £40 (Issue 8)

LEMMINGS Sunsoft 1 player
The squillion-year-old classic comes to the SNES and it's still fun and frantic. 81% £43 (Issue 10)

LETHAL WEAPON Ocean 1 player
Unimaginative use of a movie licence. A standard platform beat 'em up. 84% £26 (Issue 16)

LOST VIKINGS Interplay 1-2 players
Hard-core cerebral action. Good-looking, innovative and slick. 87% £45 (Issue 17)

MARIO PAINT Nintendo 1 player
A user-friendly art and music package but it's far too limited. Disappointing. 48% (& SNES mouse) £70 (Issue 10)

MONOPOLY Sculptured 1-4 players
A bit pointless, really - this costs £35 more than the real thing! 41% £45 (Issue 17)

MUSYA Datam 1 player
This Oriental arcade adventure has some neat bits but it's too boring. 59% £45 (Issue 8)

NHLPA ICE HOCKEY Electronic Arts 1-2 players
A realistic and easy-to-learn ice hockey sim which plays wonderfully. 91% £43 (Issue 14)

PAPERBOY 2 Mindscape 1-2 players
Almost as bad as doing the real thing and just as tedious as Paperboy 1. 32% £40 (Issue 10)

PARODIUS Konami 1 player
A fun shoot 'em up with plenty to get your teeth into. Too easy, though. 61% £54 (Issue 9)

PGA TOUR GOLF EA 1-4 players
A nice user-friendly golf sim, with a simple layout and easy-to-use menu. 69% £43 (Issue 11)

PHALANX Ocean 1 player
A horizontally scrolling shooter with all the biz, but the action's patchy. 59% £40 (Issue 13)

PILOTWINGS Nintendo 1 player
Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous! 91% £40 (Issue 11)

POPULOUS Imagineer 1 player
A good conversion of the old god-game, but the novelty's worn off now. 61% £45 (Issue 12)

POWER ATHLETE Kaneco 1-2 players
Another SFII rip-off, and it's a pile of cack. The graphics are appalling. 28% £45 (Issue 14)

PRINCE OF PERSIA Konami 1 player
Very tough arcade puzzler. Lovely graphics and stunning animation. 84% £43 (Issue 9)

PRO QUARTERBACK Trade West 1-2 players
Some nice features, but it doesn't make it as an American footy sim. 33% £45 (Issue 16)

PUSH OVER Ocean 1 player
Tricky puzzler, but not as arcadey or as puzzley as it should be. 68% £43 (Issue 13)

RACE DRIVIN' T+HQ 1 player
Probably the worst SNES driving game ever. Pathetically slow graphics. 17% £43 (Issue 12)

RANMA 1/2 Masaya 1-2 players
A nifty best-of-three-rounds beat 'em up which wins no prizes for originality. 67% £45 (Issue 10)

RANMA 1/2 PART 2 Masaya 1-2 players
Like part one, with a few bits added. 68% £45 (Issue 16)

RIVAL TURF Jaleco 1-2 players
Excellent two-player stroll 'n' beat 'em up with high-speed gameplay. 70% £45 (Issue 9)

ROBOCOP 3 Ocean 1 player
A major disappointment. Poor graphics and non-existent gameplay. 37% £40 (Issue 12)

THE ROCKEETER IGS Corp. 1-2 players
Impressive to look at but the gameplay's a real turkey. Pointless. 28% £45 (Issue 7)

RPM RACING Interplay 1-2 players
More of a tourer than a racer - it's far too slow to get the blood rushing. 46% £40 (Issue 9)

SKÜLJAGGER American Soft, Corp. 1 player
Bland scenery, basic animation and bog-standard action. Lacklustre stuff. 61% £45 (Issue 13)

SIM CITY Nintendo/Maxis 1 player
Possibly the best £40 you'll spend! A simple concept but a huge game. 94% £40 (Issue 7)

SOUL BLAZER ENIX 1 player
Similar to Zelda, and almost as good. Huge, atmospheric and pretty. 89% £45 (Issue 12)

SPANKY'S QUEST Natsume 1 player
Not bad but hardly worth the £40 price tag. 54% £40 (Issue 12)

SPIDER-MAN AND THE X-MEN Acclaim 1 player
Die-hard Marvelites may enjoy this, but it's a very average platformer. 67% £45 (Issue 13)

SPINDIZZY WORLDS Activision 1 player
A wonderful puzzle arcade game with bags of variety. 91% £45 (Issue 14)

STARWING Nintendo 1 player
Also called StarFox, this FX-chip game is the best shoot 'em up ever seen! 96% £50 (Issue 16)

STREET FIGHTER II Capcom 1-2 players
Sound, graphics and gameplay in harmony. The best beat 'em up ever! 94% £65 (Issue 8)

STRIKE GUNNER Activision 1 player
A scrolling shooter with nice-looking ships but tedious gameplay. 51% £45 (Issue 12)

SUPER ADVENTURE ISLAND Hudson Soft 1 player
Ignore the groovy rave-style tunes - this is a very basic platformer. 40% £40 (Issue 11)

SUPER ALESTE Toho/Compile 1 player
Forget Axelay - if it's vertical scrolling shooters you're after, this is the biz! 85% £45 (Issue 12)

SUPER BATTLETANK Absolute Entertainment 1 player
Like Desert Strike, but with tanks. Unlike Desert Strike, it's tedious. 50% £40 (Issue 14)

SUPER BUSTER BROS. Capcom 1 player
A Pang conversion which, with no two-player mode, doesn't really work. 57% £45 (Issue 14)

SUPER DOUBLE DRAGON Tradewest 1 player
Decent graphics, but like the other DD games there's no challenge. 61% £45 (Issue 12)

SUPER GHOULS 'N' GHOSTS Capcom 1 player
Lovely scenery and a challenge to knock your socks off. 87% £40 (Issue 11)

SUPER JAMES POND Ocean 1 player
Fairly humorous, but horrendous slow-down and very little challenge. 55% £45 (Issue 17)

SUPER KICK OFF Anco 1-2 players
Too fast, too wild, and control is too cumbersome. Super Soccer's still best. 49% £45 (Issue 14)

SUPER MARIO KART Nintendo 1-2 players
A highly original racing collect 'em up with Mode 7 split-screen tracks. 82% £40 (Issue 11)

SUPER MARIO WORLD Nintendo 1-2 players
This game's got it all - graphics, depth, challenge... It's wonderful! 98% Free with SNES (Issue 4)

SUPER OFF ROAD Tradewest 1-2 players
Weedy cars and samey tracks. Only any good as a head-to-head. 53% £45 (Issue 7)

SUPER PLAY ACTION FOOTBALL Nichitsu 1-2 players
Far too complex and uncontrollable for novices. Try John Madden instead. 53% £45 (Issue 11)

SUPER PROBOTECTOR Konami 1-2 players
Unbelievable graphics and out-of-this-world gameplay. Incredible stuff! 88% £45 (Issue 9)

SUPER R-TYPE Nintendo 1-2 players
Stunning graphics, but let down by shallow gameplay. 71% £40 (Issue 6)

SUPER SCOPE Nintendo 1 player
The SNES version of the Zapper. Fun for a while, but not really worth it. 43% £50 (Issue 8)

SUPER SMASH TV Acclaim 1-2 players
Stupendously brutal, thrilling and rock-hard! The ultimate shoot 'em up! 93% £40 (Issue 8)

SUPER STAR WARS JVC/LucasArts 1 player
Not very original, but a great movie tie-in, with sumptuous graphics. 87% £50 (Issue 15)

SUPER STAR WARS Nintendo 1 player
A fine platformer. Gorgeous graphics and awesome sound, but lacks variety. 87% £50 (Issue 15)

SUPER SOCCER Nintendo 1 player
Great visuals, a choice of teams and flexible controls, but it's unrealistic. 80% £43 (Issue 6)

SUPER SWIV Sales Curve 1-2 players
A classic SNES top-down blaster. Be warned - it's incredibly tough! 83% £45 (Issue 16)

SUPER TENNIS Nintendo 1-2 players
One of the most playable and realistic tennis sims ever! 96% £40 (Issue 5)

SUPER WWF Acclaim 1-2 players
Even if you hate wrestling, this'll wow you. It looks and sounds great. 81% £40 (Issue 6)

SYVALION JVC 1 player
This is utter crap. Don't buy it. 20% £45 (Issue 16)

THE MAGICAL QUEST STARRING MICKEY MOUSE 1 player
Graphically stunning but the life span leaves something to be desired. 81% £50 (Issue 13)

THE IREM SKINS GAME Irem 1-4 players
Ignore the rather odd title - this is just another golf game, and it's dull. 64% £45 (Issue 13)

TERMINATOR Mindscape 1 player
An ordinary platform shooter with below-par gameplay. What a waste. 55% Dunno yet (Issue 17)

TOP GEAR Kemco/Gremlin 1-2 players
A fast, furious and fun racer. The Mode 7 graphics are exceptional. 93% £40 (Issue 9)

TOM AND JERRY Hi-Tech 1 player
What a waste of the licence. Lifeless, poorly designed and unimaginative. 49% £45 (Issue 17)

TRUE GOLF CLASSICS T&E Soft 1-4 players
If it's realistic rather than playable golf you're after, give this a whirl. 72% £42 (Issue 11)

TURTLES IN TIME Konami 1 player
Good-looking and occasionally quite fun, but it won't get the pulse racing. 63% £50 (Issue 10)

ULTRAMAN Bandai 1 player
Poor animation and an almost total absence of gameplay. Dire. 26% £45 (Issue 11)

UN SQUADRON Capcom 1 player
Horizontal scrollers don't come much better than this. 92% £43 (Issue 10)

WING COMMANDER Mindscape 1 player
An alien-blasting flight sim with stunning graphics and thrilling combat. 89% £45 (Issue 14)

WORDTRIS Interplay 1-2 players
A nicely done puzzler, but it's not exciting or addictive enough. 61% £45 (Issue 15)

XARDION Asmik 1 player
Everything about this platform shoot 'em up is naff. Avoid like the plague. 27% £45 (Issue 9)

X-ZONE Kemco 1-2 players
The best blasting Super Scope game to be released so far. 70% £45 (Issue 16)

ZELDA III: A LINK TO THE PAST Nintendo 1 player
Fantastic adventure that's big, atmospheric and very tough. A real laster. 93% £43 (Issue 11)

ZELDA III Nintendo
1 player £40
The toughest adventure you'll ever encounter on your Nintendo. It's brilliant!



91% (Issue 11)

TOP GEAR Kemco/Gremlin
1-2 players £45
With serious speed, nitro injections and a heavy challenge, this is in a class of its own. 93% (Issue 9)

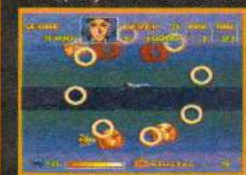
STREET FIGHTER II Capcom
1-2 players £65
So, what's all the fuss about this Street Fighter II, then? Play it and you'll find out!



94% (Issue 8)

SUPER SMASH TV Acclaim
1-2 players £45
Can you handle this blood bath of a game? Super Smash TV is definitely not for wimps! 93% (Issue 8)

UN SQUADRON Capcom
1 player £45
For awesome graphics and action that will blow your mind, put your trust in the UN!



92% (Issue 10)

JIMMY CONNORS TENNIS Blue Byte/Ubi Soft
1-4 player £45
A real pro's tennis game. The four-player option is ace. 93% (Issue 15)

STARWING Nintendo
1 player £50
The first of the Super FX games, this is a 3D shoot 'em up which is out of this world! (Also known as SarFox.)



96% (Issue 16)

SUPER MARIO WORLD Nintendo
1-2 players £40
The king of platform games appears in a real stonker here. An almost perfect game.



98% (Issue 4)

New game for old!

Have you got an old game that hasn't appeared in TOTAL Recall or been reviewed yet? Yes? Then cop this for a deal: we'll swap your old game for a new one and review it in the mag. The only rules are that it can't be an import and it can't be a game we've already reviewed. So, have a root under your bed and see what you come up with. If you find one, write and tell us (don't send us the game!) at: **New Game For Old, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.**

TOTAL!

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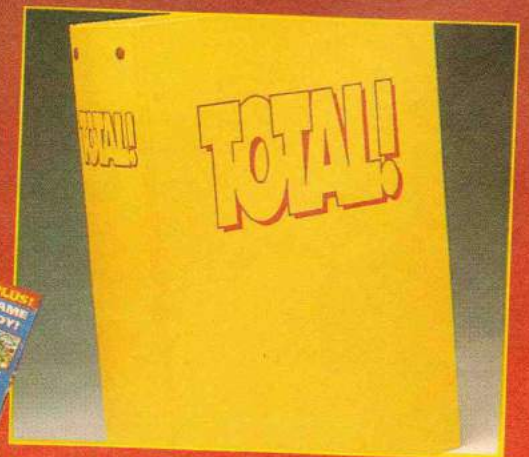
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NEWSAGENT

Oohh... Issue 19 of TOTAL, eh? What a stonker it's going to be. It's gonna be full of lovely Nintendo-related paraphernalia!

On the...



NES

Got a NES? Better get TOTAL then, cos next month we've got reviews of Robocod (definitely), Incredible Crash Dummies (probably) and some other stuff (as well).

Plus...

The Game Boy titles just keep comin'! We've got Rodland, Populous, Battle Of Olympus, Adventure Island II, Race Drivin', Robocod, Pugsley's Scavenger Hunt, Cool World and absolutely tons more!

GAME BOY



and of course...



SNES

16-bit gamers have never had it so good! You'll be treated to reviews of Wayne's World, Powermonger, Cybernator, Bubsy The Bobcat and others too!

TOTAL issue 19 will be on sale at all good newsagents from Thursday 17th June - make a date!

On the cover of TOTAL issue 19, you'll find the biggest freebie we've ever done. It's huge! It's massive! It's gigantic! It's, er, the TOTAL inflatable sausage! (Look, just pop out and buy the next issue and all will be revealed, okay?)

Dear Newsagent,
Please keep/deliver a copy of TOTAL issue 19 (July) for me. Cheers.

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SUPER NES'S



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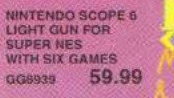
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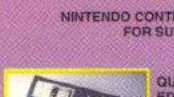


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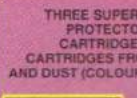
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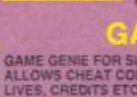
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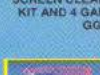
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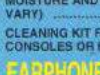
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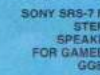
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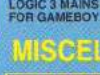
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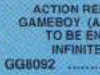
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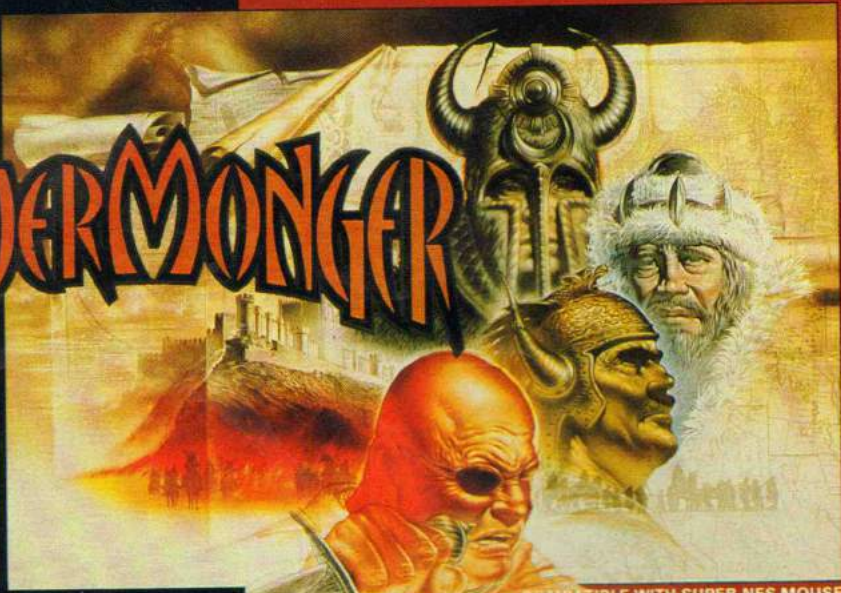
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