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EUROPE'S FIRST INDEPENDENT NINTENDO MAGAZINE

GAME BOY ● NES

TOTAL!

MARIO MOVIE MADNESS!

STREETFIGHTER II
TURBO EDITION

EXCLUSIVE PREVIEW INSIDE!

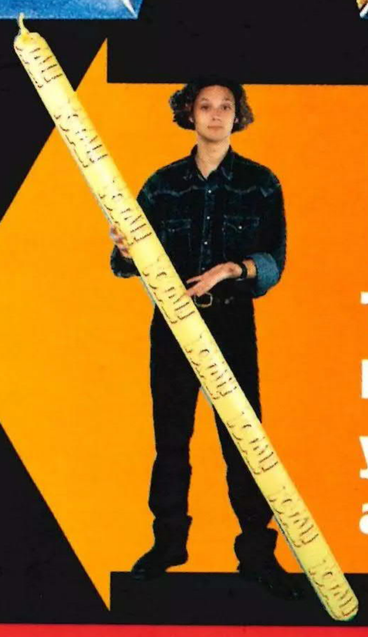
TURN TO PAGE 7 FOR MORE DETAILS



July 1993
Issue 19
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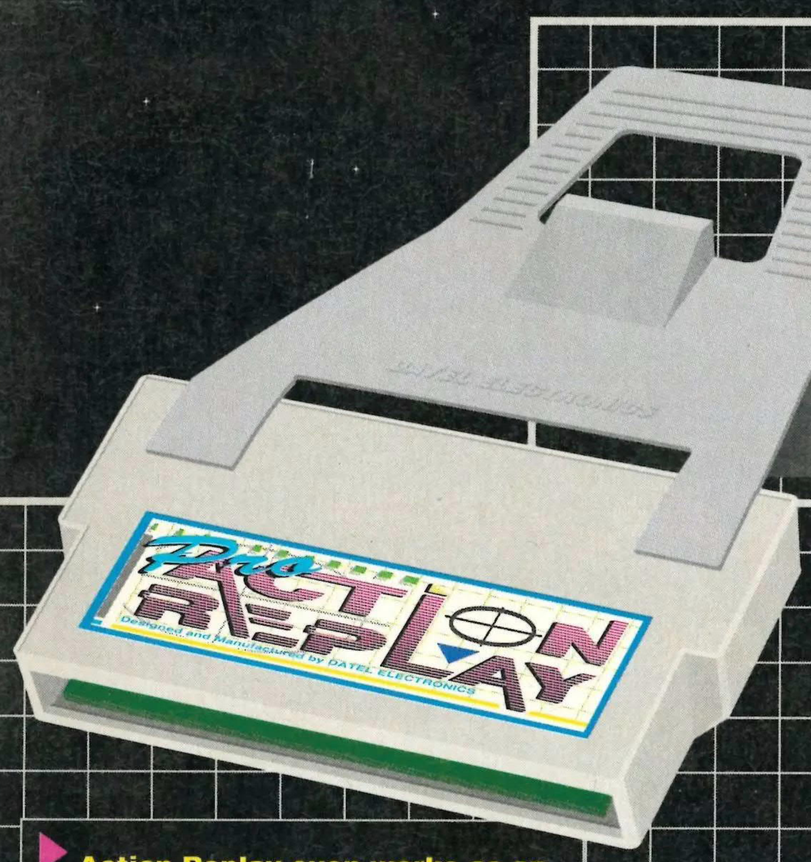
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TOTAL

Issue 19 July 1993

TOTAL is the UK's biggest independent mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month: ABC Jul – Dec 1992 **81,313**

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

News 6 Feast your eyes on the hottest info from the world of Nintendo. We've got sizzling news about Street Fighter II Turbo and the new Super NES Mario compilation cart, plus a competition to win 20 radio-controlled Mario Karts!

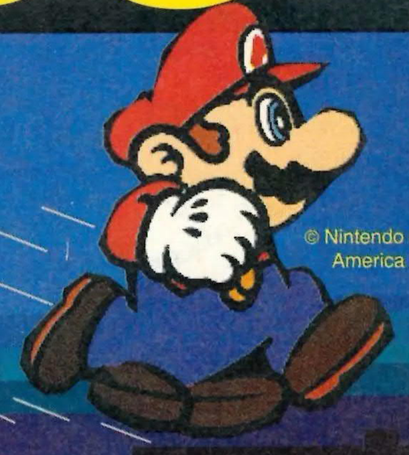
Charts 10 Find out what's gone up, what's gone down, and what's just hanging around in this month's Charts.

Letters 12 This is where you test new Editor Fat Frank's Nintendo know-how – it's up to you to put him through his paces!

Previews 18 Sneaky peeks at Mario Is Missing, Shadowrun and loads more.

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WIN!

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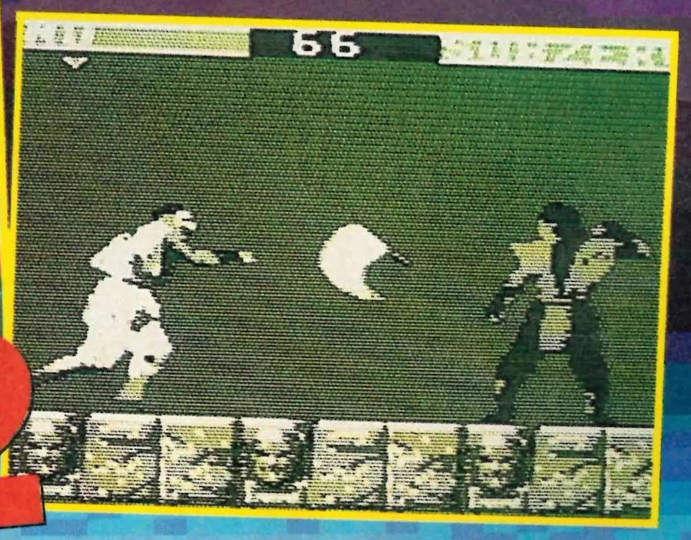
48 What does that mysterious 'M' mean? Meander over to the centre pages and everything will be revealed!





Exclusive! TOTAL goes into Kombat!

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Is the game up for SFII? Check out our kickin' four-page special on Acclaim's forthcoming Mortal Kombat!

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FREE! Exclusive Mario movie poster inside this issue!

SUPER NES • GAME BOY • NES

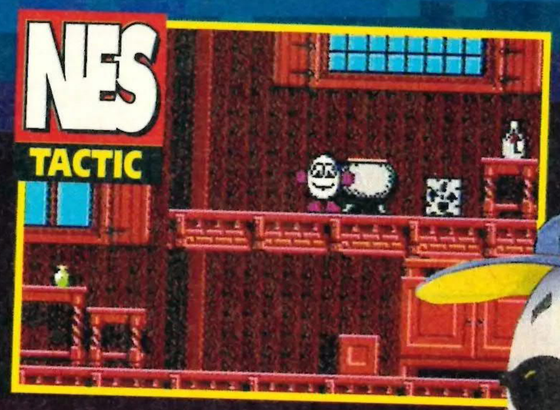
For total Nintendo fun, get the mag that's got the lot!

71 TOTAL Tactix

As usual, TOTAL's tips are the best in the world! Turn to page 71 and blow a game away today!



STARWING Reach for the stars with our four-page player's guide to one of the top SNES games released this year.



DIZZY Has Dizzy been driving you round the twist? TOTAL will straighten you out!



ALFRED CHICKEN Alf's a tough old bird, but our guide will get him pecked!



TOTAL quality control – get the best!

Don't throw your money away on crap games – *we're* hard on games so *you* don't get ripped off!



BOMBER MAN Page 38
Bomb around a maze in one of the best four-player games ever!



RODLAND Page 56
For the fairy best in platform action, join Tam and Rit in this rollicking Game Boy *rodeo*!



CRASH DUMMIES Page 64
Fasten your seat belts and go for a spin in this bone-shaking platform smash 'em up – tried, tested and driven by TOTAL.

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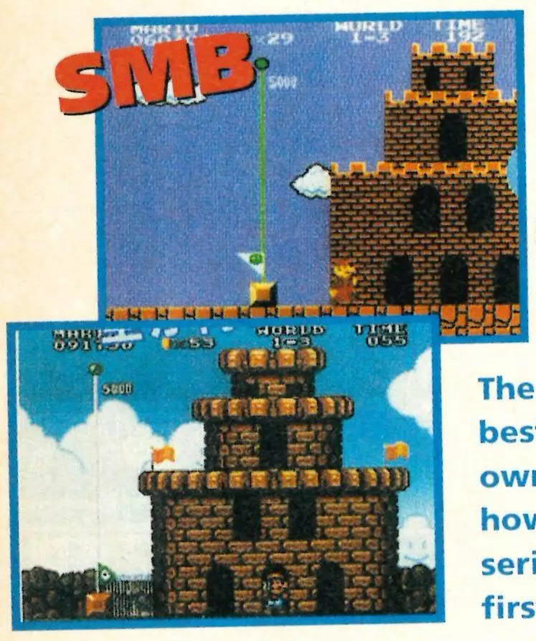
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TOTAL not only has the most trustworthy reviews, but also lowdown on everything that's happening on the Nintendo

The Mario Collection

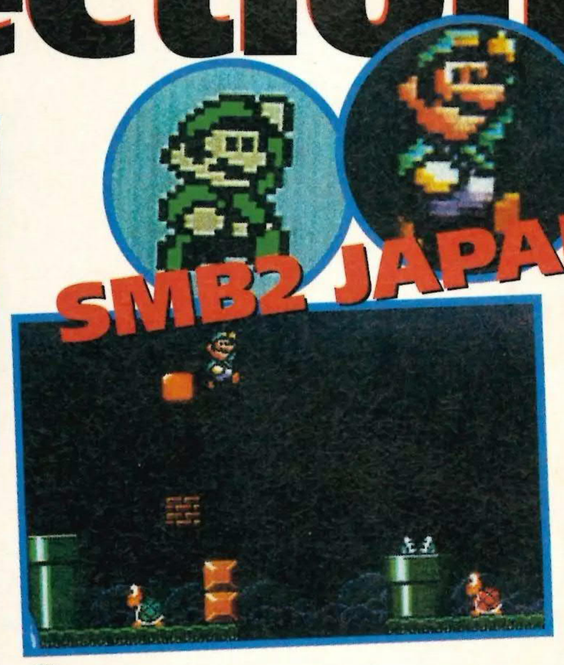




The original and still the best? Soon Super NES owners will be able to see how the Super Mario series has evolved since it first appeared in 1985.

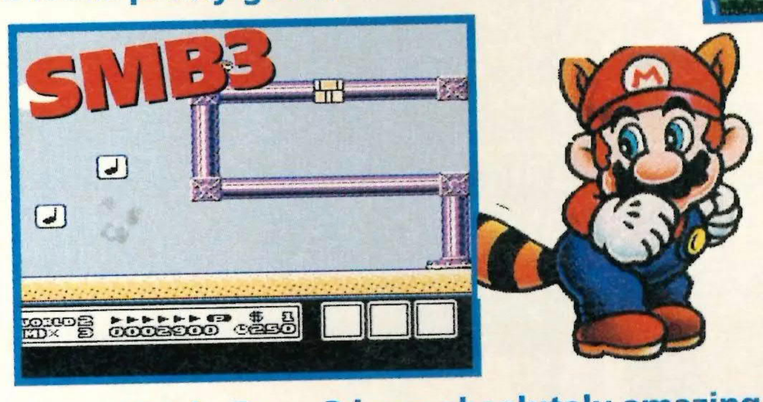


SMB2 in the USA and UK was identical to the Jap game Doki Doki Panic and therefore wasn't as well received as the other Mario games. Still, the Super NES one looks pretty good.

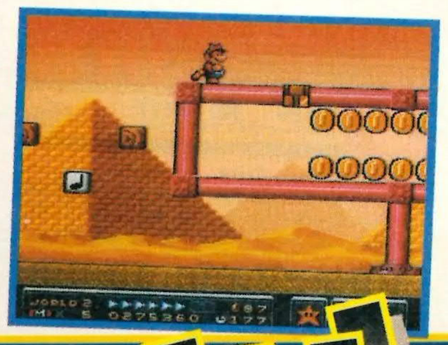


Never seen before outside Japan, an enhanced version of SMB Part 2 will be on the new Mario cart.

More Mazza mania! In last month's news pages we told you that all four NES Mario games (Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 2 Japan and Super Mario Bros. 3) would be converted for the Super NES and would appear togeth on *one* cartridge. Well, this month we've got our first pictures of these new Super NES Mario games, so take a look at them – and the NES originals – and start drooling at the thought of playing them when the cart comes out in August on import from Japan.



Super Mario Bros. 3 is an absolutely amazing game – only Super Mario World comes close. From the look of this pic it should be brill!



WIN! a radio-controlled Super Mario Kart! WIN!



If you've played Super Mario Kart on the Super NES you'll know what a laugh it is. Well, now you can take a real Mario Kart for a spin! This new radio-controlled car is modelled on the vehicles in the game and will be out in the shops in August, priced at a mere £25. TOTAL has **20** Mario Karts to give away. To win one, just answer these questions:

1 What's the correct spelling of Super? Is it...
- **A.** SUPER?
- **B.** DUPER?
- **C.** WUPER?

2 What's the correct spelling of Mario? Is it...
- **A.** MARIO?
- **B.** WARIO?
- **C.** DARIO?

3 What's the correct spelling of Cart? Is it...
- **A.** CART?
- **B.** KART?
- **C.** WART?

Got 'em? Well, pop 'em **on a postcard** and send 'em off to us at Super Mario Kart Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

NDO NEWS

the hardest Nintendo news in the business. If you want the scene, turn to TOTAL first!



Street Fighter II Turbo

Believe the hype: Street Fighter II is back! As we revealed last month (before certain other Nintendo mags we could mention), Street Fighter II Turbo has been converted for the Super Nintendo and will be released this summer. The Turbo edition is the last word in SFII: the fighters are much more balanced (Chun-Li has a fireball, for instance) *and* you can play the four boss characters – M. Bison, Sagat, Vega and Balrog. Not sure if Capcom will change the names of the bosses for the US and European versions as they did with the original Super NES Street Fighter II, but who cares? It looks set to be the biggest Super NES release since StarFox/StarWing – and let's hope that it will be priced a bit more reasonably than the first SFII.

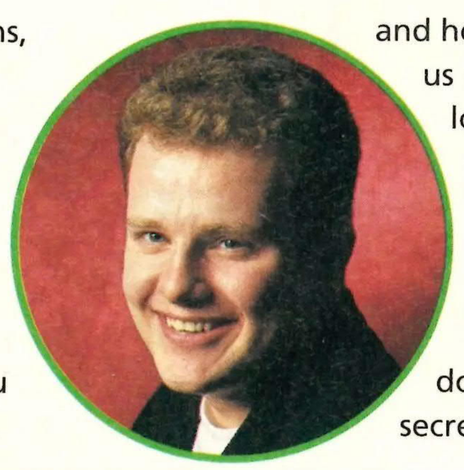






Frankly, we don't give a damn

Bring out the violins, folks. After 18 months at the helm of Britain's best Nintendo mag, Steve Jarratt – balding, miserable, no visible scars – is leaving TOTAL. By the time you read this he'll be gone,



and he won't be able to stop us making loads of hair loss-related jokes. Steve says: 'I've enjoyed my time on TOTAL, but I was made an offer I couldn't refuse.'

Steve's gone off to do something very top-secret and we're not allowed to tell you anything about it (so there). But what we can tell you is that bouncing into the Editor's chair is Frank O'Connor – erstwhile editor of SNES-only mag Super Action, former deputy editor of C&VG and all-round chubby Scotsman. Frank says: 'I've got lots more hair than Steve Jarratt, but to be perfectly honest, I'm a bit fat.'

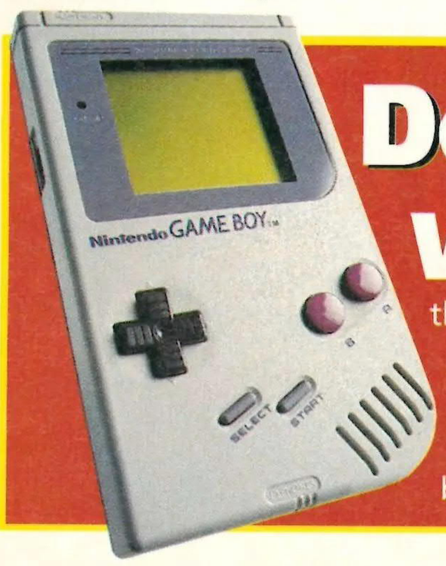
FREE! TOTAL, er, sausage!

No, nothing to do with Cumberland prime-pork bangers! This month's cover gift is the TOTAL inflatable sausage – eight feet of fun-filled polythene. Blow it up, tie a knot in it, and, um... Well, we're not quite sure what you do next, but we found it very useful for beating Jimbo over the head with to get him to do some work!



It's big, it's yellow and it's lashed to the cover of TOTAL!

Down with Game Boys!



We all know that the 'Boy is the best-hand-held around but the good news is that it's now going to be cheaper. We've heard that Nintendo are planning to drop the price of a Game Boy on its own to £40, with the Tetris pack falling to £50.

Why reduce the price? Well, Nintendo probably want to keep flogging loads of Game Boys over the summer (when the video-games market usually slackens). Still, whatever the reasoning behind the price cut, the more people who buy Game Boys the more games will be made for it, which is good news for all Game Boy owners.

So, if you haven't got a Game Boy yet, now is the time to buy one. It's always been the best, but now it's the cheapest as well!

BORN IN THE USA!

The latest game news from across the water.

STREET FIGHTER II TO RUN FOR PRESIDENT?



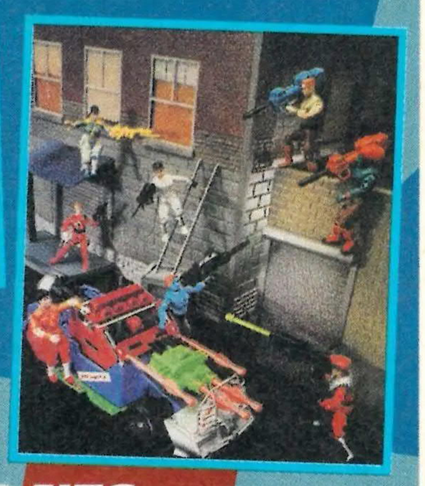
Metal SFII figures – just like the old D & D figs!

Uh, not really, but you have to admit that, with the amount of hype it's getting, if SFII were to stand for the most important elected office in the world it would give Bill Clinton a run for his money. The latest Street Fighter II tie-in is a range of plastic figures from Hasbro. The weird thing is that all the characters have guns and drive naff-looking cars – don't remember that in the game. Other SFII goodies include crisps, underpants, fluffy dolls and metal figurines. What next? A Street Fighter II garden shed? SFII scouring pads? A matching set of SFII saucepans?



Oooh! Cute and fwuffy Stweet Fighter fingies.





Play the game, eat the crisps and arrange the figures in 'interesting' poses.

ATARI GAMES FOR SUPER NES





Way back in the late '70s there were no Nintendo or Sega consoles about. The only games machine to have was the Atari 2600 VCS, which had tons of great games for it – like Space Invaders, Pacman, Defender, Crystal Castles, Joust, etc. Some of the best carts around were from the US games company Activision, who have now decided to convert true classics like Pitfall, River Raid and Kaboom to the Super Nintendo. First the Super Mario Collection and now these old carts – it looks as if Super NES gamers are in for a summer of nostalgia.

VIVA NES VEGAS!





The Super NES has been out in the US for a couple of years now, so it's nice to see that US software companies are still making games for the NES (unlike most UK companies). And it's not just big games that make it out over there: just released is a game called Casino Kid II, a gambling simulator featuring blackjack, poker and roulette. Let's hope UK software houses realise there are still loads of NES gamers out there willing to buy new games.

SPEEDY GONZALES

We've had Bugs, Daffy and Taz, so it was only a matter of time before that other Warners cartoon star, Speedy Gonzales, got his own video game. At the moment Speedy's only going to be available on the Game Boy, and from what we've seen it's a high-speed platform game.

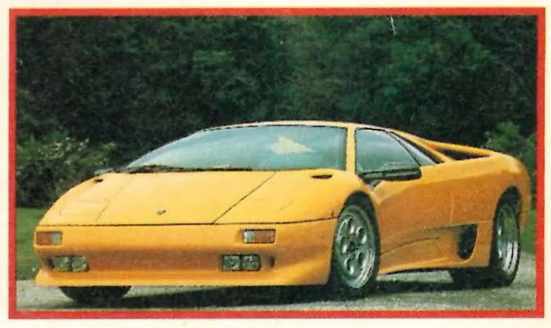
Play while you wait at Planet Hollywood

The Planet Hollywood restaurant opened last month in a flurry of hype, with co-owners Sly Stallone, Bruce Willis and Arnie Schwarzenegger blabbing on about how fab it was. They're expecting huge queues for the place, but while you wait you'll be able to order a Game Boy to play with! Nintendo have even made some specially customised Game Boys with the Planet Hollywood logo on 'em. Planet Hollywood is in Coventry Street in London, if you fancy checking it out.

Diablo a-go-go

Vrrooom! The top-of-the-range Lamborghini Diablo has to be one of the hottest racing cars in the world – even better than Andy's Vauxhall Chevette when he's wound all the windows down! French software company Titus are making a game based on the Lambo supercar which has a top speed of over 200 mph (er, the car, that is, not the game, otherwise you might have a little trouble catching it). The game is a Super NES version of Titus' excellent Amiga game Crazy Cars III, the difference being that the central car is a Diablo, with all the characteristics of the real motor.





Look at the size of that!

My God, it's huge! Fire's new two-player Street Fighter II joystick is definitely the biggest controller we've ever seen. It's also the most expensive, with a £200 (!) price tag. That works out at £100 a player – more than any other joystick available. Is it worth the cash? Well, it's certainly very sturdy and does feel like a proper arcade machine, but it was tough to get SFII special moves and combos to work and the buttons felt a little soft. And it's difficult to imagine anyone passing up five new games (£200, remember) and buying this monster joystick instead.



GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamers Number 16 Belinda Carlisle

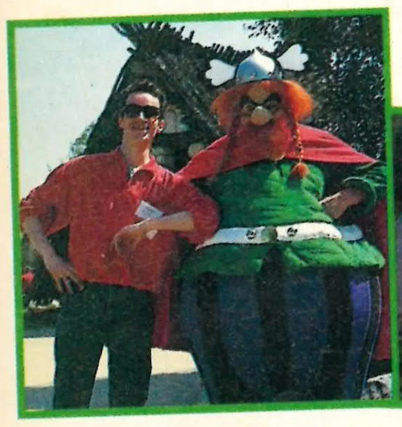
Her music's a bit naff, but there's no denying that our Belinda is a bit of a looker. And she plays Nintendo as well! What more could anyone ask for?

Alien Sex Fiend in video game shock!

No, it's not a Sun headline – Alien Sex Fiend is the name of the band who are developing the soundtrack to a new Ocean game. The game is called Inferno and the soundtrack will be specifically for the CD-ROM version of the game. But the big question on everybody's lips is: 'Who the hell are Alien Sex Fiend?' Not exactly famous, are they? Apparently they're a tongue-in-cheek tacky Goth band, but can you name any of their songs? Thought not. Ah well, at least it's not James Last or Richard Clayderman.

Playing away in the Parc

What's this? TOTAL's holiday snaps? Well, you see, the European launch of the Asterix game took place in May at Parc Asterix – a huge amusement park north of Paris – and Steve and Chris were there to see the game and check out all the great rides. Steve got soaked on the giant water splash (twice!), Chris felt a bit icky after going on the giant rollercoaster of doom, and they both got told off for standing on the seats during the scenic boat cruise. Meeting Steve and Chris was a big thrill for Asterix and the rest of the villagers: 'They're even funnier in person than they are on paper,' said Asterix.





And what about the game? Full review coming up soon...

James Pond Crazy Sports

James Pond is back. After a dismal début on the Super NES in Robocod, Pond's next Nintendo game is a conversion of the Mega Drive cart Aquatic Games, to be called James Pond's Crazy Sports. The game is similar to those old sports games like Track And Field and Winter Games – lots of frantic button-pushing and very sore thumbs – and there are eight events for James and his mates to try, including the 100-Metre Splash, Leap Frog and Kipper Watching (what?). It should be available sometime in September.



Video game garb

Future Shooter is a new range of clothes designed especially for game players – about time too, as we're fed of sitting around in the buff. The manufacturers are hoping for big things from the dudey Future Shooter character (a game, a cartoon, a film, etc.) but at the moment all you get are T-shirts with his boat-race on. If you fancy getting your hands on a T-shirt, call the Future Shooter enquiry line on 081-968 9444, or just put your name and address on the back of a postcard and send it to Future Shooter Freebie, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW, cos we've got a few to give away.



BIG IN JAPAN!

The hottest stories from The Land Of The Rising Sun.

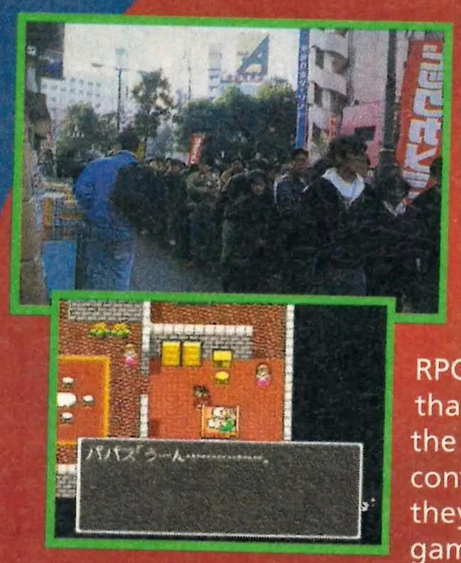
SNES R-TYPE III

The first R-Type game was one of the four games available when the Super NES was launched in the UK last year. It was a good-looking game, but a bit disappointing due to the terrible slowdown. Now Irem are set to release R-Type III (dunno what happened to number two) soon in Japan and over here. No idea what it'll be like but we doubt very much that the basic shoot 'em up gameplay will have changed. More news as and when it appears, but for now take a look at these exclusive pics.

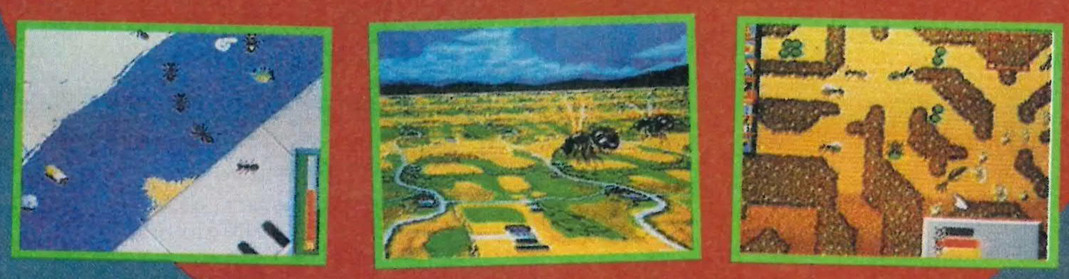


STARRING ROLES – Qs FOR RPGs

Street Fighter II and Mario may be huge overseas but in Japan the most popular carts are role-playing games, with the two biggest being the Dragon Quest and Final Fantasy series. When Dragon Quest V was released last year 1.3 million copies of the game were sold during its first day on sale (one shop in Tokyo had 12,000 people queueing outside!) and when Final Fantasy V was released it sold 900,000 copies on its first day. To Westerners these games look like basic versions of Zelda III with less action – they're far more structured than European RPGs and you're more part of a fixed storyline than a player determining your own fate. Still, the Japanese love 'em and as long as they continue to buy them in massive numbers they'll continue to outsell even the best arcade games. Funny lot, the Japanese.



SIM ANTICS



Sim Ant is a new game written by Maxis, the same people who made Sim City and Sim Earth. It looks a lot more like an arcade game than the previous two Sim games, which were very strategic. You control a colony of black ants and your goal is simply to keep the colony going by organising food hunts, fighting off red ants, digging tunnels and doing loads of other tasks – even making the queen lay eggs. It's played from several different viewpoints and looks pretty darn impressive. More news soon.

GARGOYLE'S QUEST II – The Demon Darkness

History lesson time! The first Gargoyle's Quest game was an awkward GB platform adventure, which had as its hero a gargoyle who was originally one of the end-of-level nasties in the arcade game Ghosts And Goblins. Got that? Well, there's already a Gargoyle's Quest sequel in the States for the NES only and now there's a Japanese Gargoyle's Quest II, subtitled The Demon Darkness, which will only be out on the Game Boy. Confused? Tense? Nervous? Hearing strange angelic voices? Have a lie-down, then.



NINTENDO CHARTS



It's another poptastic edition of the TOTAL chart show! There's some megatabulous newies, so let's rock! And remember, it's all for cheerity.

THE INDIE CHARTS

Charts compiled by Whizz Kid Games. Mail order hotline: 0689 891000

Super NES

1 **StarFox**
TOTAL rating: 96%
2 **The Magical Quest**
Total rating: 81%
3 **Buster Busts Loose!**
TOTAL rating: 87%
4 **Batman Returns**
TOTAL rating: 66%
5 **Ball Brothers**
Not reviewed
6 **Fatal Fury**
Not reviewed
7 **Prince Of Persia**
TOTAL rating: 84%
8 **King Arthur's World**
TOTAL rating: 78%
9 **Wing Commander**
TOTAL rating: 89%
10 **Hit The Ice**
Not reviewed

Game Boy

1 **Tiny Toons**
TOTAL rating: 88%
2 **Track And Field**
TOTAL rating: 54%
3 **Lemmings**
TOTAL rating: 90%
4 **Super Mario Land 2**
TOTAL rating: 70%
5 **Alien³**
TOTAL rating: 83%
6 **Bonk's Adventure**
Not reviewed
7 **Darkwing Duck**
TOTAL rating: 76%
8 **Parasol Stars**
TOTAL rating: 92%
9 **Spider-Man II**
TOTAL rating: 69%
10 **Crash Dummies**
TOTAL rating: 70%

Super NES

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP

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

1 ★ **Star Wars**
I'll never rule the Universe by your side!
TOTAL rating: 87%
2 ● **Super Mario Kart**
Vroom! Parp! Roar! And other noises.
TOTAL rating: 82%
3 ★ **Buster Busts Loose!**
Top platform game heads all the way up.
TOTAL rating: 87%
4 ★ **NHLPA Hockey**
Hmm. Ice hockey, eh? It's all very cold.
TOTAL rating: 91%
5 ★ **Pugsley's Scavenger Hunt**
Fab effort from Ocean shocker!
TOTAL rating: 89%
6 ▼ **Desert Strike**
Blam! Kerpow! Kill all the little blokes.
TOTAL rating: 88%
7 ▼ **Super Kick Off**
Oh dear. You lot will buy anything.
TOTAL rating: 49%
8 ▼ **PGA Tour Golf**
It's on the slide (or is that slice?).
TOTAL rating: 69%
9 ▼ **Mickey's Magical Quest**
Oh Mickey, you're so fine, etc.
TOTAL rating: 81%
10 ★ **Parodius**
Fantastic blasting laffs from Konami.
TOTAL rating: 87%

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

GAME BOY

1 ● **Lemmings**
Save the green blokes from certain death.
TOTAL rating: 90%
2 ● **Super Mario Land 2**
Mario's evil alter ego needs sorting out.
TOTAL rating: 70%
3 ● **Crash Dummies**
Also known as 'Escape from Volvo'.
TOTAL rating: 70%
4 ★ **Super Mario Land**
Old-style laffs with the first GB Mario.
TOTAL rating: 94%
5 ★ **Populous**
God-related shenanigans of old.
TOTAL rating: 70%
6 ★ **Star Wars**
What are you Luke-in at?
TOTAL rating: 80%
7 ★ **Tiny Toons**
Cartoon capers from the Konami boys.
TOTAL rating: 89%
8 ▼ **Bart Vs The Juggernauts**
Yellow hair and a bad attitude.
TOTAL rating: 45%
9 ▼ **WWF Superstars 2**
Erm, a spot of wrestling.
TOTAL rating: 44%
10 ▼ **Alien³**
Have you ever been mistaken for a man?
TOTAL rating: 83%

NES

1 ★ **Maniac Mansion**
What's this doing here, eh?
TOTAL rating: 83%
2 ● **Super Sports Challenge**
Lazy geezers gather round the telly.
TOTAL rating: 63%
3 ★ **Road Fighter**
Do you lot have any sense at all?
TOTAL rating: 44%
4 ▼ **Micro Machines**
Small, but perfectly formed.
TOTAL rating: 92%
5 ★ **Blue Shadow**
Kick Ninja ass, or something like that.
TOTAL rating: 74%
6 ★ **Swords And Serpents**
RPG things and a bit of a maze.
TOTAL rating: 92%
7 ★ **Silent Service**
Will this one sail into history?.
TOTAL rating: 75%
8 ★ **Bayou Billy**
Yeeha, it's swamp fever time.
TOTAL rating: 22%
9 ▼ **Teenage Mutant Hero Turtles**
Lean, green and still blimmin' here.
Not reviewed
10 ★ **Rescue: Embassy Miss.**
Rescue hostages from the baddies.
TOTAL rating: 48%

OVERDOSED ON GRAVITY RAYS.
DOWN TO YOUR LAST ENERGY BAR.
AND PLAGUED BY KILLER MUSHROOMS?



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All the latest cures for hard and software addicts, currently available on prescription at every branch.

Nintendo® at WOOLWORTHS

LETTERS!

New TOTAL editor Frank O'Connor buckles down to answering your Nintendo questions. Let's hope he's a bit better than that Steve Jarratt character, eh?

Frankie's Shorties
Size isn't everything!

Dear TOTAL,
After reading your news section on the Super NES CD system I got very excited. I thought the new design looked really smart as well. But in another, lesser, mag, the Super NES CD looked totally different! It looked more like an old BBC disk drive, with a big black box plugging into the cartridge slot. It looks really ugly and it doesn't even suit the SNES. I hope your impression of the system is right as it is a much better design.
Terry Summerbell (13), Kenilworth



The CD unit will look almost exactly like the one we showed, but the system cart is as yet an unknown quantity. Chances are that it will be colour-coded to look like an ordinary SNES cart, but you never know. Expect the American version to look like a big purple-and-grey toaster, though. FRANK

Dear TOTAL,
In Sega Power, issue 31, June '92, they did Sonic Vs. Mario. You can probably guess who won (Sonic) but when it came to me reading about how bad Mario was meant to be, you let all Nintendo fans down by saying all the Marios were rubbish. Is this true – did you really say that?
James Johns, Dorchester



Sure! As if! Like we'd really say that Super Mario World, with 96 levels

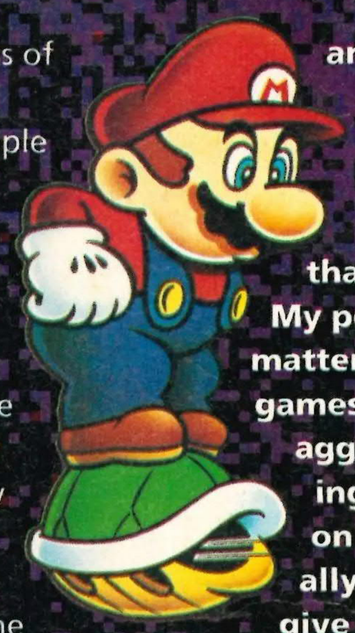
Thanks also to these people for writing in: David Cooke, Stoke-on-Trent; Martin McGowan, Halifax, West Yorkshire; Shane Hedges, Southampton (check out our NES Battletoads review in issue 11); Alex Bazoomer asks, 'Does anyone know what EDGE is all about?'; Gerald Johnston, Caterham, Surrey; Erik Vlasblom, Zwyndrecht, Holland; Shakeel Yousaf, Tooting, London; Charles Mathy, Amsterdam (keep entering the compos – you've got just as much chance of winning as anyone!).

Vicky's not violent!

Dear TOTAL,
I'm totally DISGUSTED at the way everyone is talking about video games at the moment. I have been playing games for as long as I can remember and I'm not an epileptic addict who goes around killing people and being generally violent. There's loads of violence on the TV and nobody seems to complain as much as they do about games. Everybody I know who plays video games is (reasonably) normal and I don't think people get influenced by them at all. I mean, loads of people have bought Mario games and do all these people wear blue dungarees and caps and have black moustaches? Do they go around jumping on shells and falling down pipes? No, they do not. There you have it. Conclusive evidence that people aren't influenced by video games.

Keep up the good work with the magazine.
Vicky Smith (14), St. Albans

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



Chill out, Vick! Actually, we here at TOTAL wholeheartedly agree with you. Too much of anything can be bad for you, and that includes telly, food and beer as well as video games. People will always abuse things, and it's better if it's video games than drugs or alcohol. My personal feeling on the matter is that because video games are interactive, any aggression or bad feelings will be taken out on the game. It's actually quite therapeutic to give M. Bison a proper kicking on Street Fighter II, cos presumably it gets rid of any feelings of aggression that you might otherwise channel into duffing a real person up. Besides, we've all be playing video games for years and there's definitely nothing wrong with us (gibber, gibber!). FRANK

WIN! WIN! WIN! WIN! WIN!



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

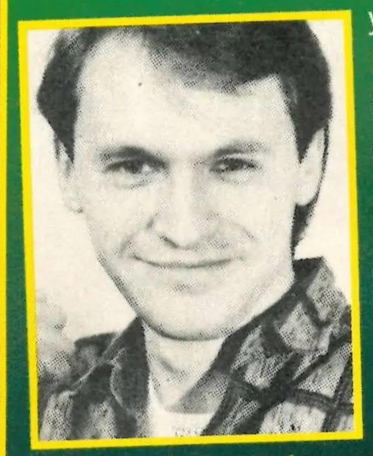
Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

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!

Gone but not forgotten...

Dear Steve,
I think your mag is great, so please don't ever leave, because you are my favourite. My sister really fancies you but my friend thinks you look like Ciaran Brennan. My brother used to read ZZAP! 64 magazine and I was reading one lately and came across this picture of someone called Steve Jarratt X. What I want to know is, is this you? It looks like you, only more hunky and with a wig. Come on, Steve, the game is up, I know who you are. What did the X stand for? Was it Xylophone or Xevious? I would like to know and I think the readers should be told as well.
Gary Penn, St. Albans



Who is the mysterious Mr. X?





Frank O'Connor is not only the new editor of TOTAL but he's also from Scotland. Poor chap.

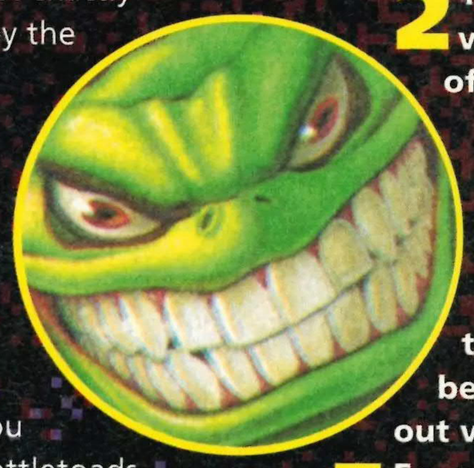
Dear Gaz,
As you may already know, the bad news is that Stevie J. has left TOTAL to do a top-secret project. *(But don't worry, cos he's been replaced by Big Frank who's also turning into a slap-head just like Steve – CHRIS.)* However, he still works for Future Publishing so he'll still be around to help us out occasionally. FRANK

Konami are the busiNESs!



Bucky O'Hare – it's cheap but is it any good? See page 90!

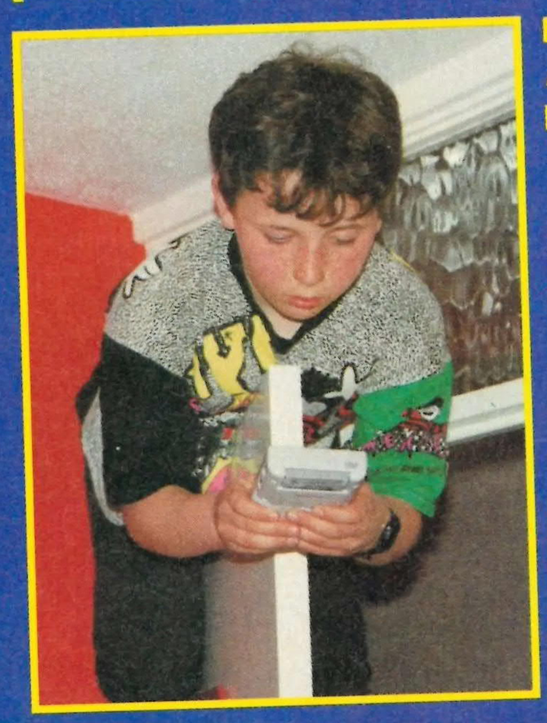
Dear TOTAL,
1 The four new games from Konami for the NES (Noah's Ark, Bucky O'Hare, Pirates and Monster In My Pocket) are only £20-25 brand-new. How come, as other new releases are £35-40?
2 In your Mario's life story feature in issue 17 you said that Donkey Kong had come out for the coin-ops. I have got a game for my old BBC called Killer Gorilla which looks almost exactly the same. Are they the same game?
3 I have Chase HQ for my GB and I want to know what you think of it, so, er, can you review it for me, please?
4 In issue 11 you said Super Battletoads would be coming out in early '93. How come we haven't seen it yet?
5 Can you bring back the big posters, please?
Tom Wares, Billericay



Dear Tom,
1 Because Konami are top geezers with good sense and an eye for a bargain.
2 Yes, but your BBC version is a dodgy rip-off of the original.
3 It's a bit poo, with only five levels. I'd give it 56%.
4 Because Tradewest keep tweaking it to make it better and better. It'll be out very soon, though.
5 Er, maybe.
FRANK

Weird Places I've Played My Game Boy

(Number 16)



NAME Sam Stansfield
AGE 9
FROM Little Wakering, Essex
FAVE GAMES Super Mario Land 2, Tiny Toons, Escape From Camp Deadly

Win a GAME BOY cart!

Are you sitting comfortably? Well, it doesn't look as if Sam Stansfield is! Our Sam is a bit of a social *climber* and reckoned that Game Boy playing would really *open doors* for him. We think he's completely *unhinged!* Anyway, it's obviously an *open-and-shut* case of GB weirdness, and Sam will be receiving a Game Boy cart courtesy of TOTAL.

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.

of jaw-droppingly good gameplay, brilliant platform puzzles and awesome graphics, was crap! Sonic, on the other hand, is eight levels of rubbish, albeit with extremely fast action. Sonic is nowhere near as good as Mario, just ask anyone. Even your Mum. FRANK

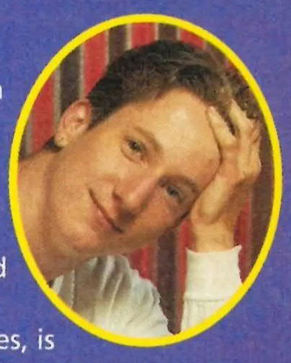
Dear TOTAL gang,
I live in the Republic Of Ireland and I am appalled by the prices of games such as Super Ghouls And Ghosts (Ir£79.99). The most reasonable prices are £50. I'm not criticising or anything, but I'm just wondering why the prices are so high.
Patrick McLaughlin (11), Cork, Ireland

££s

It's all to do with the unreasonable import tax your government charges. You'd be better off getting your software from a reputable mail order company, but don't tell anyone we told you that. FRANK

Dear TOTAL,
Can you use the Action Replay or Game Genie on Plug-Thru games like Micro Machines?
Adam Dawey (14), Cleveland
Yes you can, but you end up with three cartridges sticking out of your NES and it all looks a bit precarious. It seems to work perfectly well, though, and we've had no problems, but I'd watch out when using battery back-up games on this kind of set-up.
FRANK

Dear TOTAL,
I am sitting down after a hard session playing Sim City and reading through some old issues of TOTAL. I notice that you said **Neil West**, host of The House Of Games, is a 'good friend of TOTAL'. Well, Neil, get someone from TOTAL on your show right now! Steve's reviews on GamesMaster were excellent and I want to see some more!
Iain Coburn, South Shields



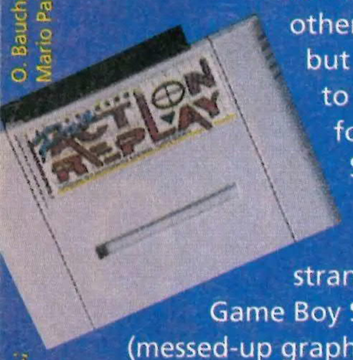
Well, now that Frank O'Connor has joined us, all your TV troubles are solved. He's been on House Of Games a couple of times already and GamesMaster about 50 squillion times. *(I don't let it go to my head though, luvvies – FRANK.)*
CHRIS

Dear TOTAL,
While reading issue 14 of TOTAL I was dismayed to hear that Chris cancelled his place on the British Airways training programme. It may not sound like much but I cannot believe anyone was such a twag or smeghead as to do that. I fail to see why he did it.
Neal Conti, Reading
Fear not! Chris didn't actually cancel his place; he showed such promise that a top-secret government organisation kidnapped him and for two years they trained him as a military test pilot. He later

Daniel Ray, Tadworth, Surrey; Steven Buchan, St. Combs, Aberdeenshire (Yep, you're right); James Alexander, London; Ian Kerrigan, Aintree, Liverpool; Martin Rigby, Newcastle-under-Lyme (surprisingly enough, it takes a month to do one issue of TOTAL); Graeme Scott, Canel, Western Australia; Paul Younger, Tynemouth; Suraj Halai, London; Andrew Watt, Glasgow; Fraser Smillie, Chester; C.J., Co. Antrim; Martin Jack, Glasgow; Robert Gregory, Manchester (nice pic, Rob, but we haven't got any Moving Sound stuff any more); David Dodds, Glasgow (depends whether you prefer SFII or Super Mario World, doesn't it – they're both fab);

tested the amazing Blamstar aircraft and crashed it into a mountain. Using the latest bionic technology, they rebuilt his body and replaced his brain with a lump of coal and some egg-custard. FRANK

Dear TOTAL,
I recently bought two Action Replays, one for the Super NES, the other for the Game Boy, but I could not get them to work on the following games: Super NES Super Mario Kart (the screen went a strange colour) and Game Boy Super Mario Land 2 (messed-up graphics). Please tell me what is wrong.



Douglas Graham (14), Ilford, Essex
It sounds to me like a bit of a hardware/software incompatibility problem. Both the games you describe have special hardware built in. These things happen, I'm afraid, and there's nowt you can do about it. Sorry! FRANK

Dear TOTAL,
I was looking through a very dire issue of N-Force when I came across an advertisement for the Gamekey – which allows you to play American NES games on your British NES. This was of no interest to me, but I was interested in one of the games advertised with the Gamekey. The game was Streetfighter 2010. Is this anything like the Super NES version of Street Fighter II?
Andy Anand, London
Erm, nope. I reckon it's probably referring to a dead dodgy Taiwanese conversion of Street Fighter II which appeared briefly (and illegally) in the Far East. It's a bit ropey, but not tragic. Look out for an official Capcom NES version late this year, though. FRANK

Final rating 33 Percent

Dear TOTAL,
Why did you give Amazing Tennis 33% when other magazines gave it over 80%? Have you got stingy writers or what? How can we trust your opinions? Also on Amazing Tennis, you put the thumbs down and put a good point about the game and vice versa. Don't you check the reviews before publishing the magazines?

Final rating 80 Percent

Daniel Mackenzie, Paddock Wood, Kent
Um, because it was a crap game. Yes, we have got stingy writers, and that's exactly why you can trust our opinions – unlike some other mags we could mention, we don't give games high marks unless they really deserve it, which means you don't get ripped off. Er, not sure what you mean about the thumbs being wrong. I've just looked at the review and they look the right way round to me. FRANK

Dear TOTAL,
When will the Barcode Battler be on sale in Britain? How much will it cost?
Lee Bailey and the Super-dudes, Knottingley, W. Yorks.
Right now and it costs around £55. FRANK

A match made in heaven?

Dear TOTAL,
I've got a concern which has been troubling me for some time. I've been hearing rumours that Nintendo and Sega are going to unite and form one big company to reduce the price of the software. Now don't get me wrong, I'm not saying that Nintendo would be bone-headed enough to agree to this contract (although the thought of cheaper games would be nice) but it would give me no greater pleasure than to hear from a reliable source (preferably you) that the whole thing is a mistake. I mean, honestly, can you see a blue hedgehog with red overalls, a moustache and an automatic sawn-off plunger as the new games mascot?

Ninsego?

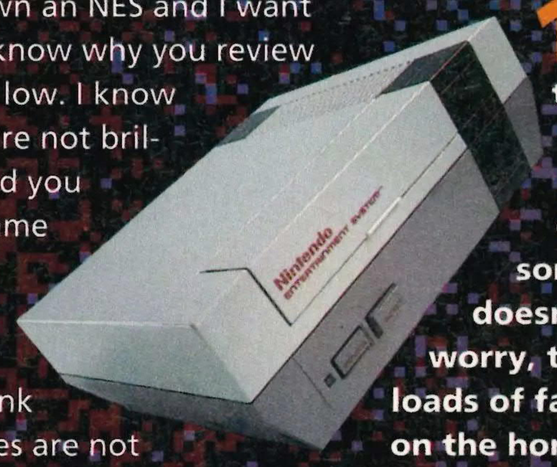
John Finnigan, Stockport

Senintenga?

Dear John,
I don't know who told you that, but he was obviously some kind of drongo to give you such duff info. The short answer to your question is no. Sega and Nintendo are arch-rivals and will never, ever join forces. Nintendo could buy out Sega with their pocket change, anyway. FRANK

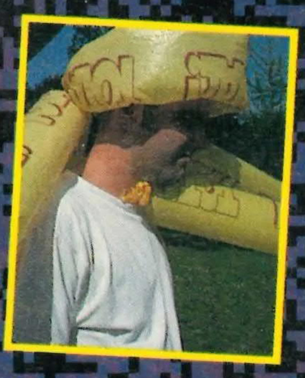
Nasty to the NES?

Dear TOTAL,
1 I own an NES and I want to know why you review NES games so low. I know some games are not brilliant, but could you review one game in each issue that's over 90%? I am starting to think that NES games are not very good and that you have already reviewed all the best ones.



2 When SFII comes out on the NES, will it have as many moves as in Street Fighter II on the SNES? Also, will it have the same characters when it comes out?
3 I have found out that when games come out on the SNES they make the same game on the NES but they change the characters and they look different. Why don't they keep the original characters for each console?
4 Why have you stopped giving out free posters with the mag? If you have, could you just make one more, maybe with the whole TOTAL team in cartoon form like you do in the mag?
Sukhpreet Singh, Reading

Dear Sukhpreet,
1 Sorry, but unfortunately that's all the games were worth. We'd love to have a 90% title in every issue, but sometimes it just doesn't happen. Don't worry, though, there are loads of fabulous NES goodies on the horizon.
2 Probably not. Expect NES SFII to be a slightly cut-down version with less moves and a revised control method. You never know, though – Capcom might pull out all the stops. Incidentally, the Power Stick Fighter also works on the 8-bit NES by means of a simple lead swap.



3 I don't know which games you mean, but this generally happens as a result of the NES's rather limited graphical abilities.
4 We haven't stopped, we're just resting. Besides, we have to give away other freebies, like the badge and the balloon, or you'll all get bored and stroppy. FRANK



Rainbow Islands – if only every NES game could be this good!

Game for anything

Dear TOTAL,
Hi! I've been buying your mag since issue 9, when I bought my Game Boy, and I think it's brill. I was wondering if you could answer some questions for me.
1 Why do Game Boy carts from the USA and Japan run on British Game Boys without needing an adaptor, unlike

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Colour origination Avon Scanning and Planning, Brislington, Bristol, Avon
Printing Cradley Print Plc, Cradley Heath, West Midlands
Distribution Future Publishing
Future Publishing Addresses
Editorial TOTAL! Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW
Telephone 0225 442244
Fax: 0225 465079
Subscriptions TOTAL Subscriptions, The Old Barn, Somerton, Somerset TA11 7BR
Telephone 0458 74011

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Er, that's it, really.

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Mark Ritchie, Houghton-Le-Spring, Co. Durham; Bruce Docker, East Lothian; Louisa Hipkiss, Tiverton; Richard Hawkes, Rickmansworth, Herts; Simon Hemp; Kevin Van Hover, Aalst, Belgium (your friend's telling porkies!); Manjit S. Sangha, Alex Chiari (hello to you too! Ta for the pic!); Ross Ellner, Truro, Cornwall; Adam, Bracknell; Peter Thorn, Bath, Avon (thanks for the tips); Richard Doyle, Liverpool (come on, do you really believe everything NMS say?); James Alexander, London (Super Mario Paint's not really a game, is it?); O. Bauchery (?), Nottingham;

WIN AWESOME COMPUTER COMPETITION WIN

10 GAMES TO BE WON



WIN A SEGA MEGA DRIVE

The Sega Mega Drive is the ultimate computer game console, utilising the Awesome Power of the latest 16 bit technology, Mega Graphics and Mega Sound.

Q: How many bits does the Sega Mega Drive have?

(a) 12 (b) 16 (c) 18

PHONE: 0336 408702/408602 Answer the question and then say why you would like to win a Sega Mega Drive when you leave your name and address



WIN A SUPER NINTENDO STREET FIGHTER II

The Super Nintendo Entertainment System has brilliant 3D Graphics, Awesome colour and digital sound and comes complete with Street Fighter II

Q: What is the highest belt in Karate?

(a) Brown
(b) White
(c) Black

PHONE: 0336 408700/408600

Answer the question and then say why you would like to win a Super Nintendo when you leave your name and address

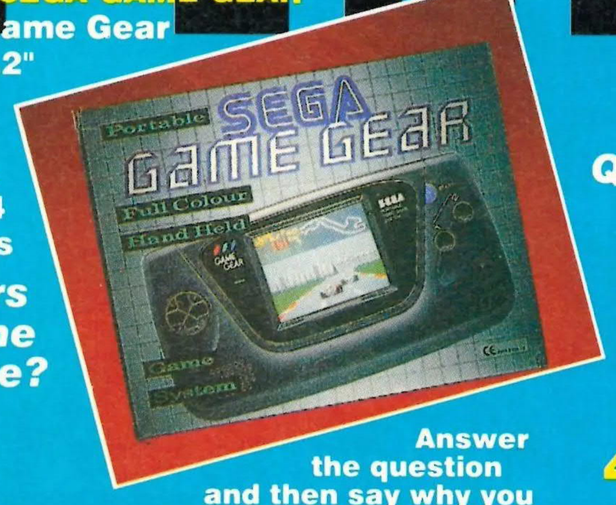
WIN A SEGA GAME GEAR

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

Q: How many colours does the Sega Game Gear screen use?

(a) 12 (b) 32 (c) 7

PHONE: 0336 408722/408622



Answer the question and then say why you would like to win a Sega Game Gear when you leave your name and address

WIN A NINTENDO GAMEBOY

Simply the best hand held, portable platform game ever.

Q: In which game did Mario first appear?

(a) Donkey Kong
(b) Tetris
(c) Street Fighter

PHONE: 0336 408732/408632



Answer the question and then say why you would like to win a Nintendo Gameboy when you leave your name and address

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- **The Ninja (Sega Master system)**
- **Wrestlemania, Super R-Type (Super Nintendo)**
- **Tetris (Nintendo Game Boy)**
- **Columns (Sega Game Gear)**

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I enclose cheque ☐ Postal ☐ Made payable to Q&Q Ltd. for £6.95 (including postage & packing) & 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.

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NES and Super NES carts?

2 I've heard there is going to be a QWERTY keyboard for the Game Boy. Is this true? If so, when will it be released and how much will it cost?

3 I've also heard that in America there are game-rental shops where you can hire games. Do you think anything like that will ever exist in England?

Thanks for your help and for a great magazine!

Lizzy Hopkinson (12), Macclesfield

Qwerty?



Dear Lizzy,
Yes, of course I can answer your questions. It's what I live for!

1 The machine's LCD screen is the biggest reason for the Game Boy's international compatibility. Because it doesn't need a telly, you can run it in any country and on any power system (with an adaptor) or using batteries which are identical all over the world. Also, Nintendo don't have to redesign the internals for each new country and so they saved money by not bothering with security chips.

2 There are actually a couple of keyboards in development and when they arrive they will be bundled with Filofax-style software, including a personal diary and all that sort of stuff. As to price and release dates, nothing has been finalised yet.

3 Probably not for Nintendo, who make more money selling games than from allowing them to be rented. Sega games can be hired from certain shops, though. FRANK

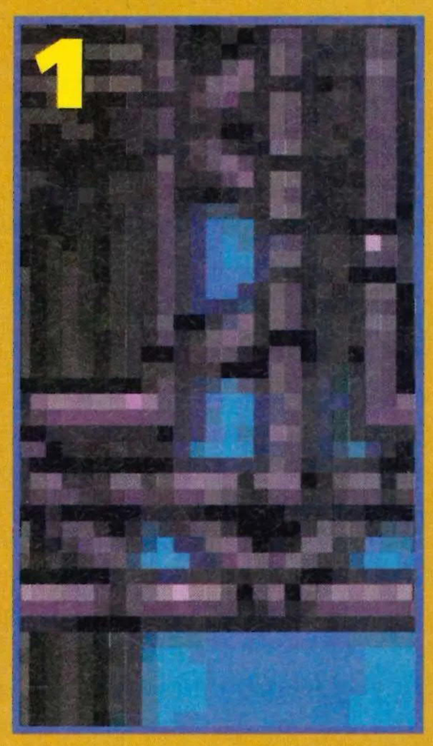
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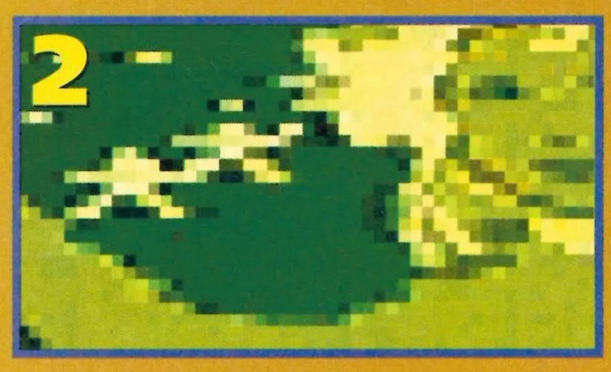
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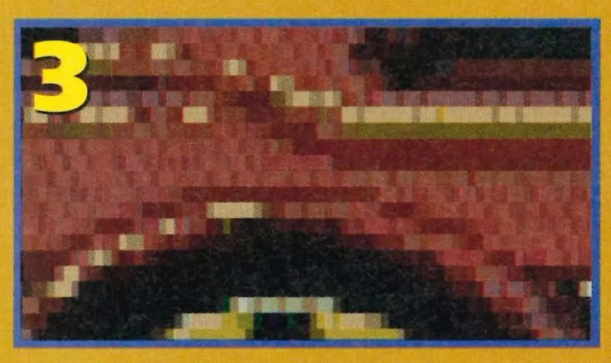
Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae – we've got a magazine to produce, you know!

TOTAL Teaser – it's back!

But now it's just for fun! See if you can tell what games these are – answers are on page 98.









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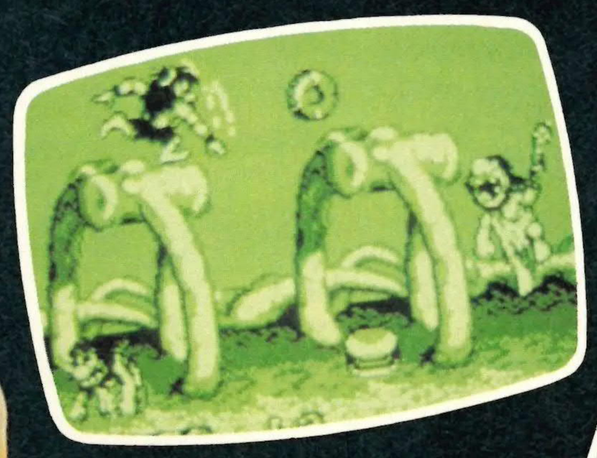
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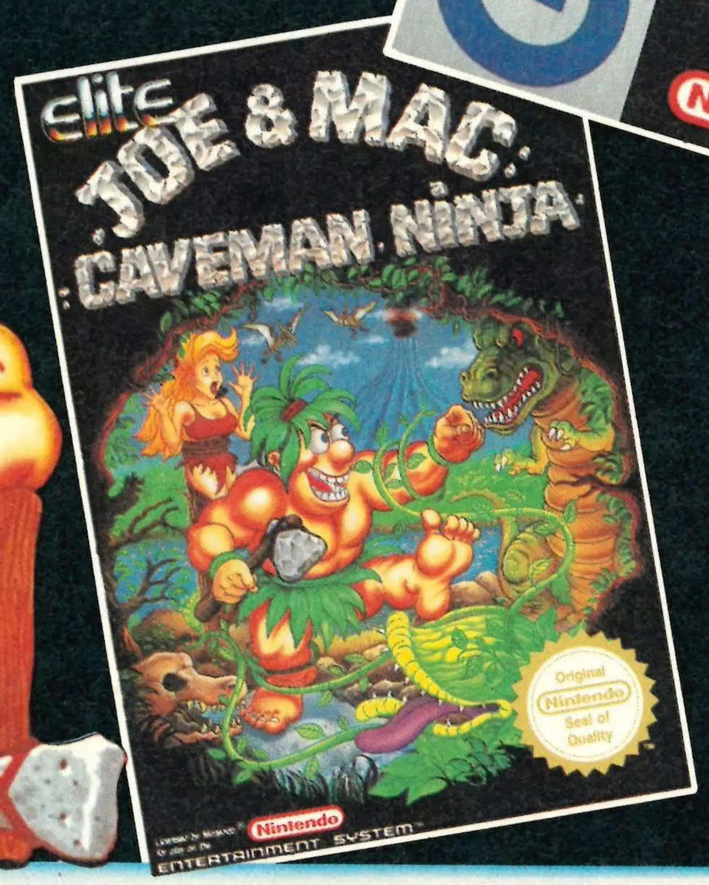




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SNES PLAY

Right, what shall we do now? Ooh, how about some previews? Okay, here's a quick look at the games coming soon to your Nintendo console.

MARIO IS MISSING

For Super NES **From** Mindscape **When** Dunno yet





SUPER SHADOW OF THE BEAST

For Super NES **From** Psygnosis **When** Autumn

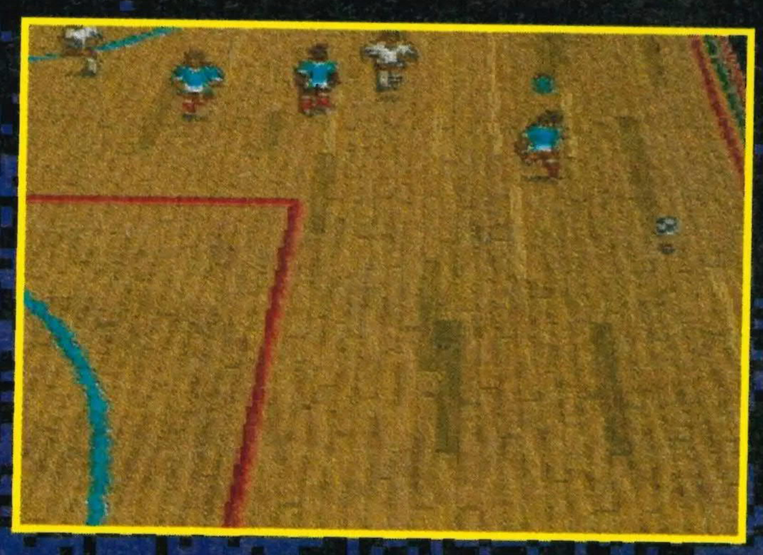


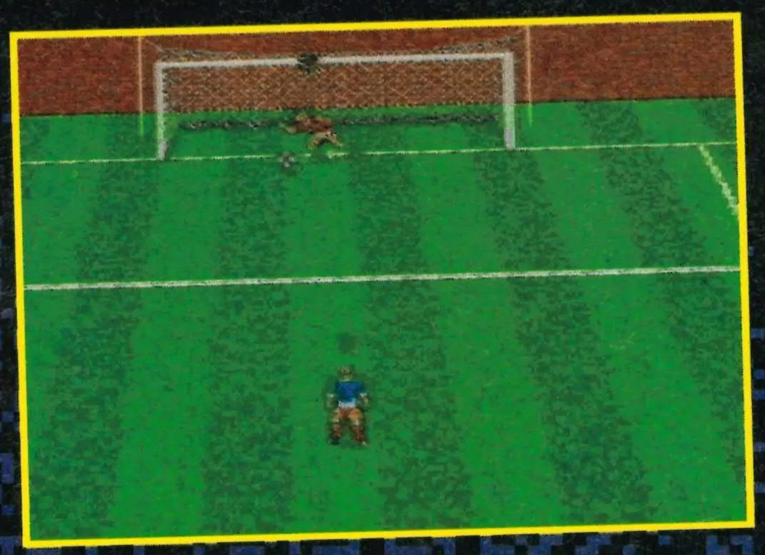


This game was a massive hit on the Amiga years and years ago. The SNES version appears to have the same style of graphics and gameplay as the original but the coders say that they've changed the gameplay slightly. More soon.

STRIKER

For Super NES **From** Elite **When** August





Okay, we know we've looked at Striker in Previews before, but we recently had an extended play on it and it really is fab.

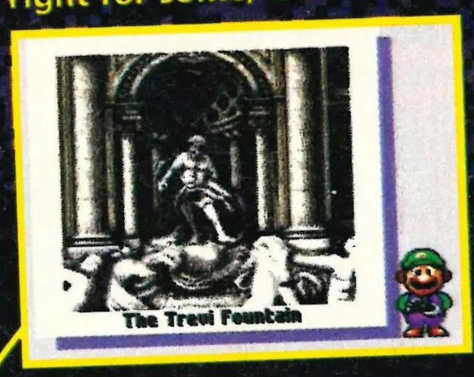
The Mode 7 pitch works like a dream, there are tons of options and it's easily the best footy game about. Review next issue.



In Rome you have to get pics of The Sistine Chapel, the Colosseum and...

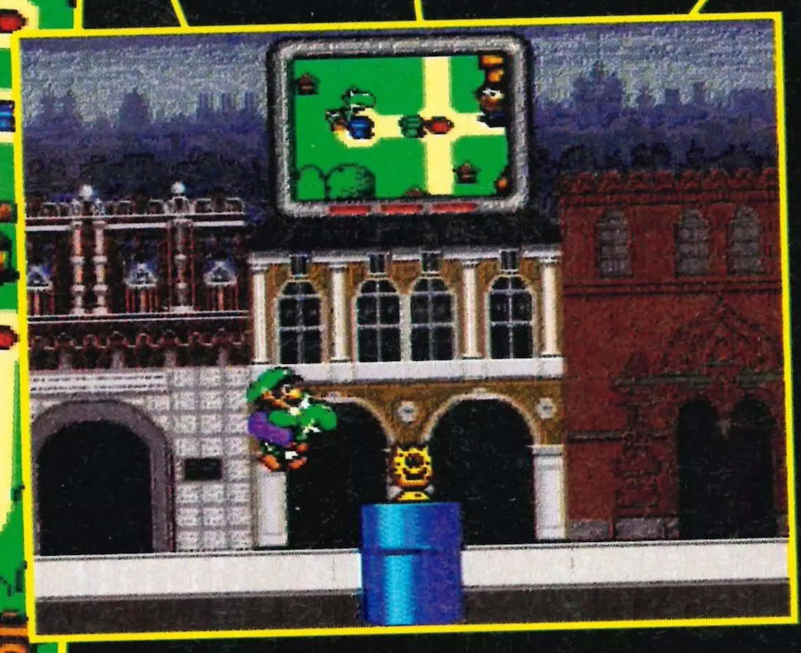


... The Trevi Fountain. All this travelling – it's all right for some, isn't it?



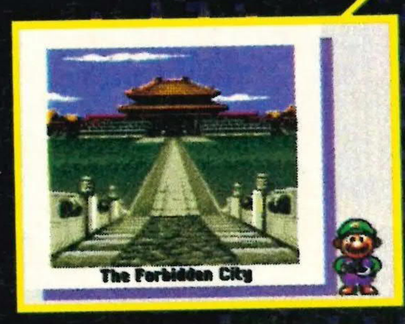








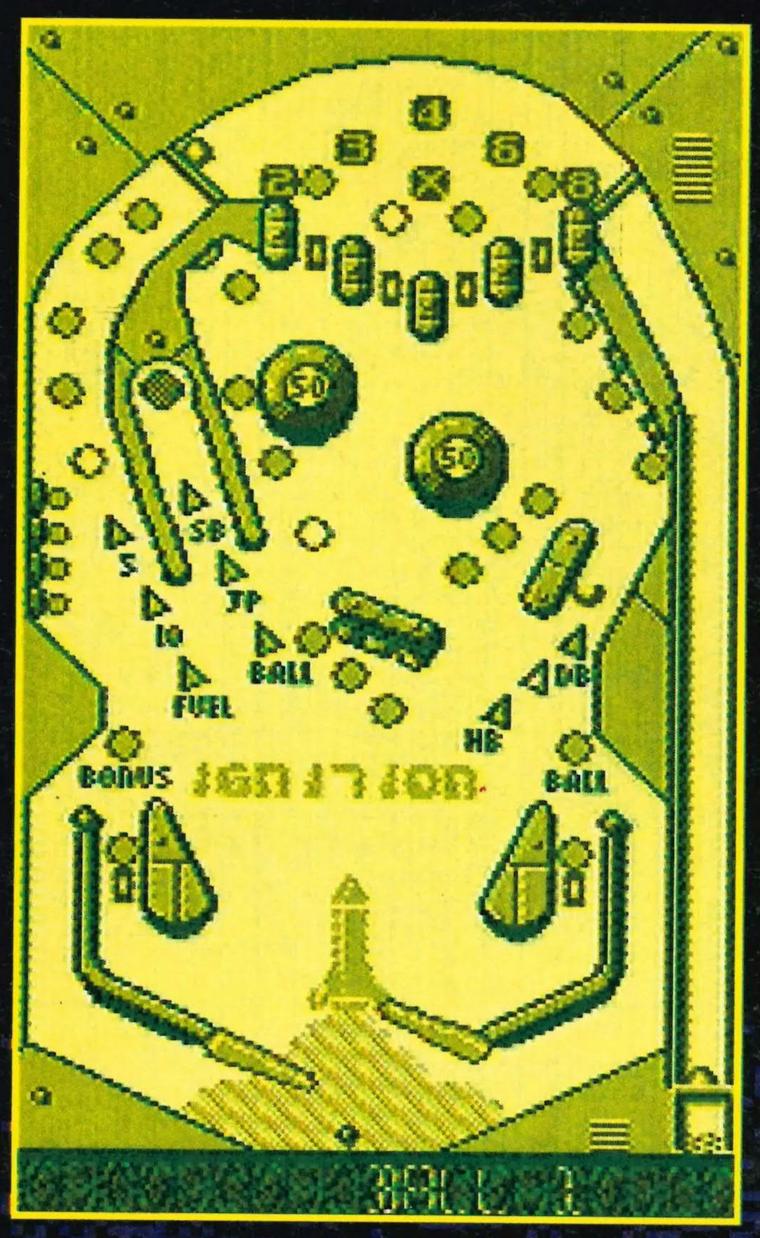
This game started life on PC computers. It's an 'edutainment' (education + entertainment) package in which you play Luigi, who's searching the world for Mario. You have to wander about the world's cities, talk to the locals to get information, and answer general-knowledge questions. You must take three photos of famous things in each city, and there are over 20 cities to visit before Luigi can free Mario.





PINBALL DREAMS

For Game Boy **From** GameTek
When Dunno yet



Pinball's ideal for the Game Boy – if you've seen Revenge Of The 'Gator you'll know what we mean. Pinball Dreams is a conversion of a great Amiga game and looks very slick on the 'Boy, with three tables to choose from, including this one, Ignition.

SHADOWRUN

For Super NES **From** LaserBeam **When** Dunno yet





Shadowrun is adapted from a rule-books-'n'-dice role-playing game of the same name. It's set in an apocalyptic future and has the same Cyberpunk style as movies like Blade Runner and Hardware. Your character wakes up on a slab in the mortuary with no memory of who he is or why he's there – and that's where you take over.



These screens look fairly arcadey but there are loads of menus to access if you want to do anything except wander about and shoot.





Shadowrun, which, as you can see, is very moody-looking, is the first of this style of RPG to appear on the SNES, and we're looking forward to it.

PREVIEWS

SUPER POP 'N' TWINBEE

For Super NES **From** Konami
When August/September

Once upon a time there was a coin-op called Bells And Whistles. This coin-op was converted for NES and PC Engine in Japan, and everybody thought it was very good and extremely cute. So much so, in fact, that Konami decided to make another game like it for the Super Nintendo. And Konami called it Super Pop 'n' Twinbee, and lo! it was even cuter and prettier than the first game. And it's coming soon...



Super Pop 'n' Twinbee has some gorgeously pretty graphics. Your enemies are giant walking pineapples, helicopter grapes, flying melons and aubergine rocket-launchers. And that's just on level 1!



The backgrounds in Super Pop 'n' Twinbee are even more lush than the sprites.



Make it to the end of the level and you'll face the obligatory big nasty. Just like the rest of the game, they're all very cute.



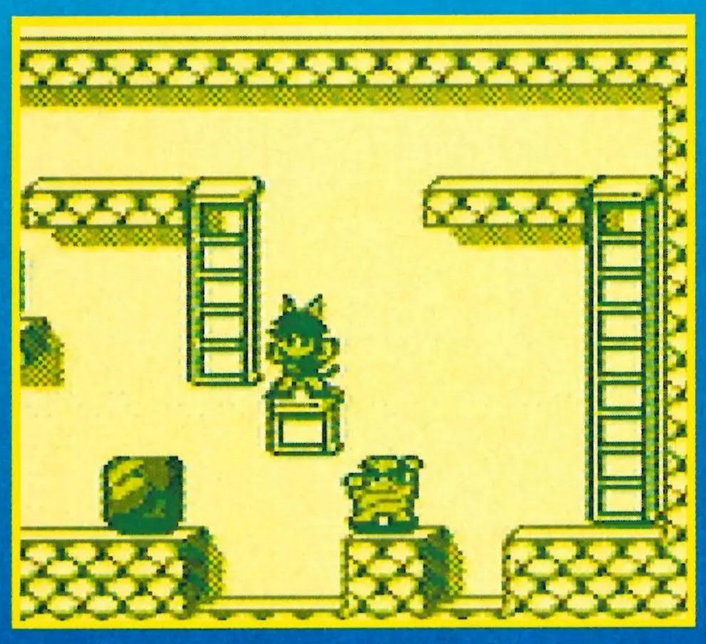
Your ship can bomb ground targets by chucking grenades with its little arms.



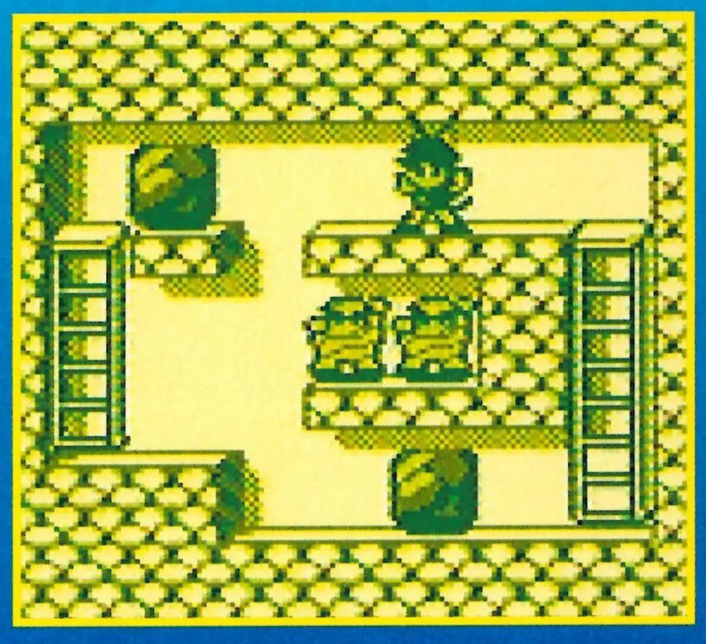
The second level takes place under the sea, with the graphics distorted and wobbly as if you're looking through water. Very nice.

POWERPAWS

For Game Boy **From** Storm **When** Summer

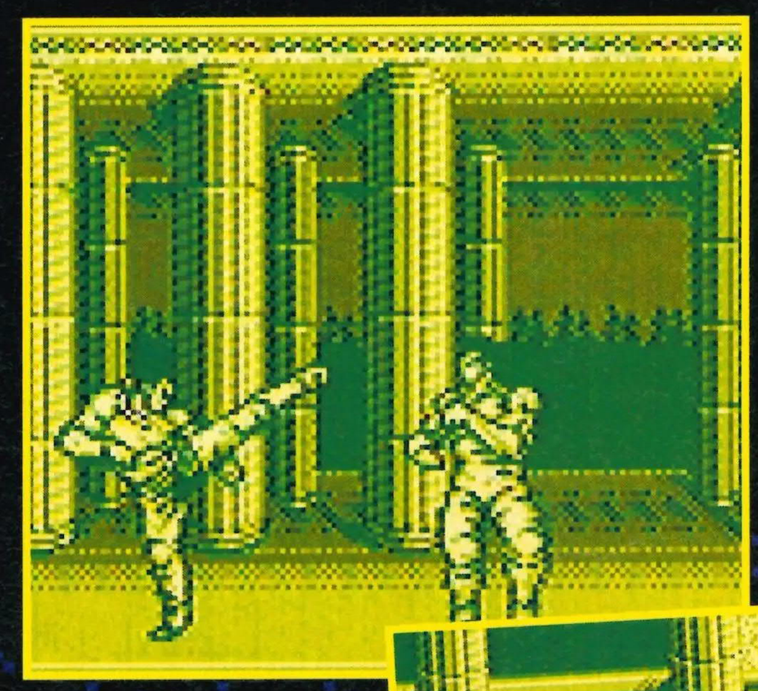


Powerpaws the cat is rock hard – so hard that when he touches a nasty it dies instantly. The only trouble is that he can't get to all the nasties on screen without shifting blocks about – and that's the basis of this cute puzzle game.



RAGING FIGHTER

For Game Boy **When** Soon
From Konami





A beat 'em up on the Game Boy? Yep, but with the limited capabilities of the Game Boy don't expect Street Fighter II – Raging Fighter doesn't have too many moves but it will have a review in next month's TOTAL.

PREVIEWS **Oooh, what a lovely previews section that was! In fact, it was so nice that we'll probably do another one next month as well. See you then!**

MORTAL KOMBAT



What's got four arms, a stupid ponytail and a bad attitude? Goro, that's what, and you can read about him and his mates in our exclusive interview with the creators of Mortal Kombat!



MORTAL K

For SNES, Game Boy (1-2 players)
When September 13th 1993

From Acclaim
Price Dunno yet



First things first: select your character from a choice of eight top fighters. Choose wisely, though, or you'll suffer later.



Raiden performs a diving head-butt while Scorpion awaits his fate. Looks rather like SFII's Eddie Honda, don'tcha think?

TOTAL secret agent Gary Penn investigates the biggest new beat 'em up since Street Fighter II. Can it possibly be good enough to capture the Capcom crown?

Street Fighter II is history. There's a new fighting force in town and it's called Mortal Kombat. It's gruesome, it's groovy, and it's hard! Mortal Kombat first appeared in the UK arcades earlier this year, when most players were still going gaga over SFII, and the Super NES and Game Boy versions are now shaping up nicely. It's very much in the Street Fighter II vein, only faster, meaner and bloodier.

Mortal Kombat's very much in the SFII vein, only faster, meaner and bloodier

This is what the game's about. For the past 500 years this chap called Shang Tsung has held a tournament. The losers' souls become his life-force and keep him young. Seven contestants have to fight each other and a carbon copy of themselves before taking on Goro, the huge, four-armed champion of Shang Tsung. Should a lone player manage to defeat Goro, Shang Tsung presents himself as the supreme opponent, capable of assuming the shape and skills of any one of the contestants. He has a few of his own tricks up his sleeve as well. You can also slug it out with friends (using the same characters if desired).

Mortal Kombat's strength is that you can unleash a vicious volley of violence with ease. The standard high-speed punches and kicks look, sound

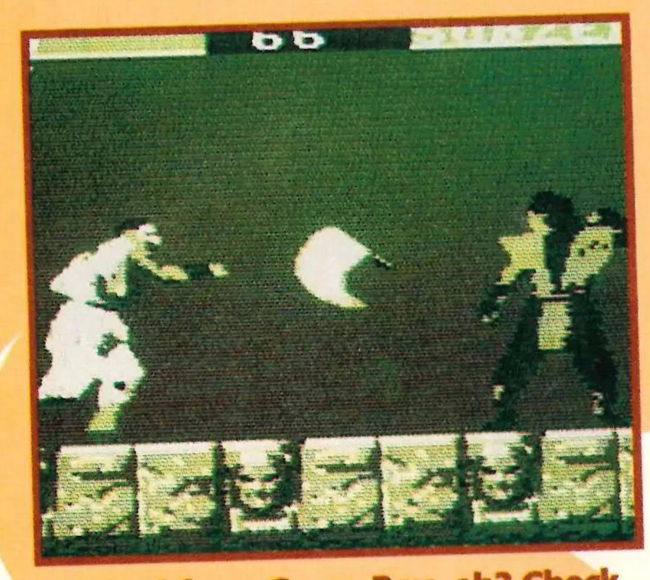


Sub Zero launches an icy blast at Kano, the four-armed fiend.



The Game Boy character selection screen displays only six of the eight original fighters. It's all the cuts, you see...

KOMBAT



Not bad for a Game Boy, eh? Check out that sprite action!



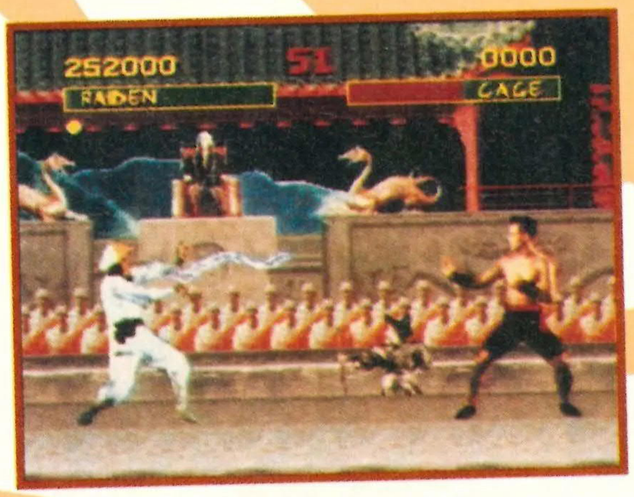
Raiden unleashes his spectacular Roundhouse Kick. Each fighter has a distinctive style and temper.

and feel so meaty that you just can't help but wince.

But no fighting action would be complete without special moves. Mortal Kombat has plenty, all executed by moving the joystick in different directions before you press a button or two (sound familiar?). Best of all are the special secret moves and weapons unique to each character. For example, Johnny Cage's repertoire includes his patented Shadow Kick and the Package Check, while Raiden's weapon is Raidentricity and Scorpion has a harpoon which he shoots into the neck of his opponent.

Real men try to discover a character's Death Blow – an extra special, extra gruesome move which is brought into effect in the same way as the special moves. Kano rips out his opponent's heart, while Sub Zero tears off the loser's head, leaving the spine dangling. Hmm, nice. A hefty Fatality Bonus is yours for winning in that way. There are loads of other secrets to discover, too.

This is definitely shaping up to be one of the best Game Boy games ever!



As you can see, the graphics are a perfect copy of the arcade ones, with all the detail and all the colour.

Between rounds you are invited to 'Test your might!' with a simple trial of strength for bonus points. The idea is to rapidly pound a button to build up power before unleashing a fist in the direction of a stack of tiles – wooden at first and then stone, steel and even diamond.

Mortal Kombat was created by Williams, the company behind such video-gaming milestones as Defender. The near arcade-perfect Super NES conversion of Mortal Kombat is being written in the States by Sculptured Software, whose most recent work is WWF2: Royal Rumble for Acclaim. The Game Boy version, though, is in the capable hands of Britain's Probe Software. Given the hand-held's limitations, the team have done a phenomenal job of accurately re-creating Mortal Kombat.



Choose to play the tournament, or enter an exhibition match – rather like Street Fighter II's Vs mode.

SUB-ZERO



Age: 32
Height: 6' 2"
Weight: 210 lbs
Hair: Black
Eyes: Brown
Legal status: None. However, resides somewhere in China
Known relatives: None
Birthplace: Unknown
Occupation: Life-long member of the Lin Kuei, a rare clan of Chinese Ninja-type assassins
Notes: Played by Daniel Pesina

GORO



Age: 2,000
Height: 8' 2"
Weight: 550 lbs
Hair Black
Eyes: Red
Legal status: Earth – none, Outworld – Prince Of Kuatan
Known relatives: King Gorbak (father), Queen Mai (mother), plus seven wives
Birthplace: Kuatan, fourth astral plane of Shokan, Realm Of The Outworld
Occupation: Prince Of Kuatan, ruler supreme of Shokan's armies
Notes: Stop-motion miniature model by Kurt Chiarelli

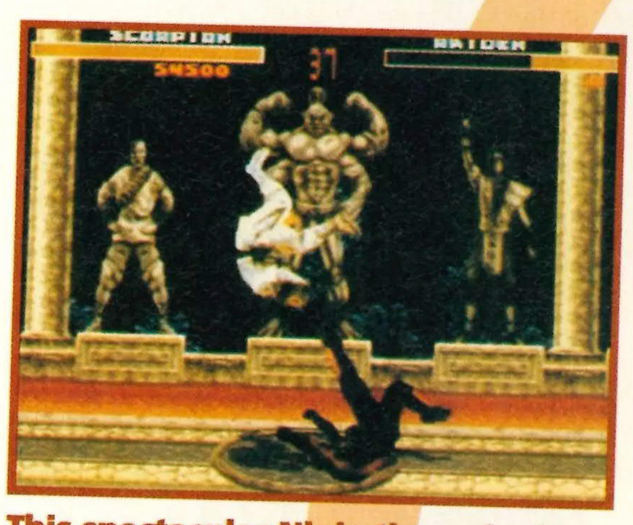
KANO



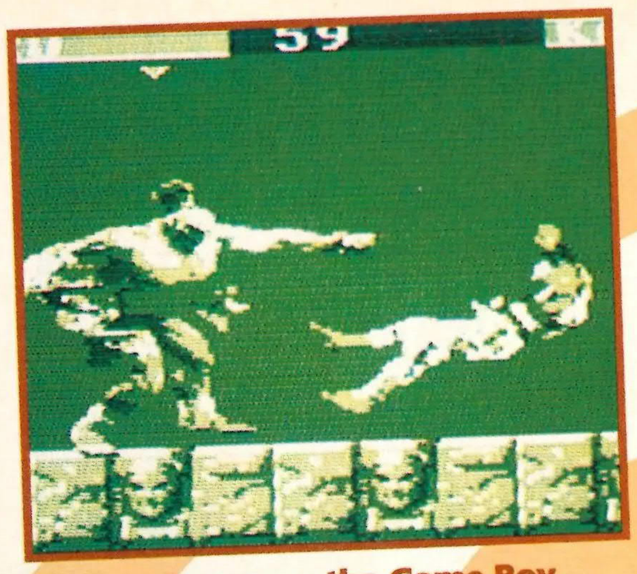
Age: 35
Height: 6'
Weight:: 205 lbs
Hair: Black
Eyes: One brown, one infra-red (built into metal implant)
Legal status: Deported from Japan, wanted criminal in 35 countries
Known relatives: None – was adopted as a small child by an American woman in Tokyo
Birthplace: Unknown
Occupation: Criminal, member of the Black Dragon organisation
Notes: Played by Rich Divizio

'The biggest problem was getting it all in because it's just so big,' reveals Probe producer Gary Liddon. 'The arcade machine has eight megabytes of graphics alone so we've had to lose a few hundred of the 2000-plus animation frames, not that you'd notice the difference.'

For the arcade version of Mortal Kombat, actors were filmed to provide the basis for the animation of the characters – with the exception of Goro, who was a miniature model. To ensure as accurate a translation as possible, Probe wrote a special program called TLA 1000 to convert the thousands of character animations and the background scenery to the console formats. Only the backdrops needed the attention of an artist.



This spectacular Ninja throw looks more than a bit similar to Ken and Ryu's version.



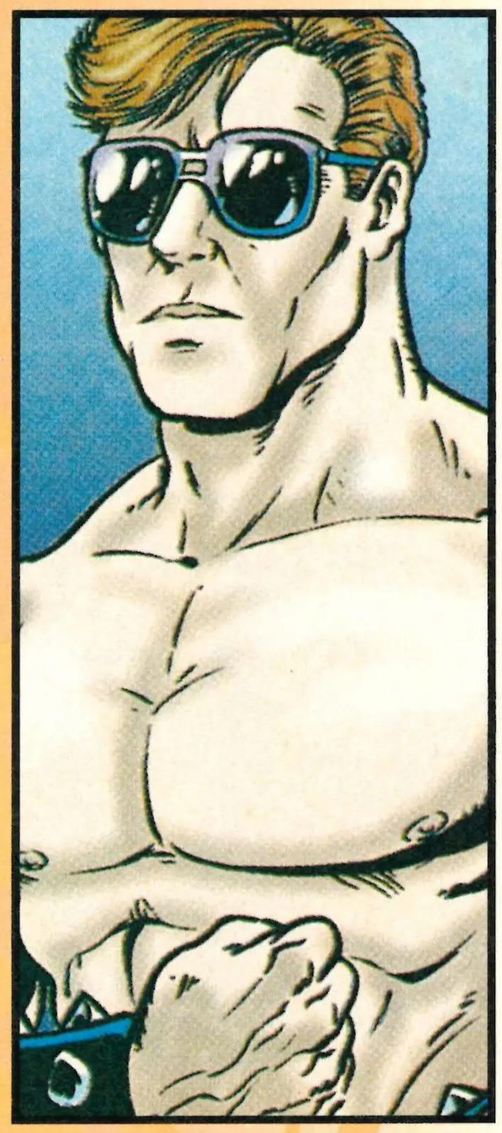
Kano kicks ass on the Game Boy. Here you see how big Game Boy sprites can actually be.

'It was a nightmare overcoming the colour limitations of the target machines,' says Gary, 'but we've done it. The arcade version has 64 sets of 64 colours so each character can have his or her own 64 colours. Although we don't have anything to do with the Super NES version, the machine has eight sets of 16 colours for the sprites and the same for the background, so I would say that would have been less of a problem. But the Game Boy version was hard.

'We had to lose Johnny Cage for the Game Boy – that was a tough decision – and four of the six backgrounds and the speech won't be there – there just isn't enough space to fit everything in, but we've managed to get the playability

JOHNNY CAGE

Age: 29
Height:6'1'
Weight: 200 lbs
Hair: Brown
Eyes: Blue
Legal status: Citizen of the United States
Known relatives: Robert Carlton (father), Rose Carlton (mother), Rebecca Carlton (sister), Cindy Ford (ex-wife)
Birthplace: Venice, California
Occupation: Actor
Notes: Played by Daniel Pesina



SONYA BLADE

Age: 26
Height: 5' 10"
Weight: 140 lbs
Hair: Brown
Eyes: Blue
Legal status: Citizen of the United States
Known relatives: Maj Herman Blade (father), Erica Blade (mother), Daniel Blade (twin brother, deceased)
Birthplace: Austin, Texas
Occupation: Lieutenant in the US Army, member of a special paramilitary police force
Notes: Played by Elizabeth Malecki



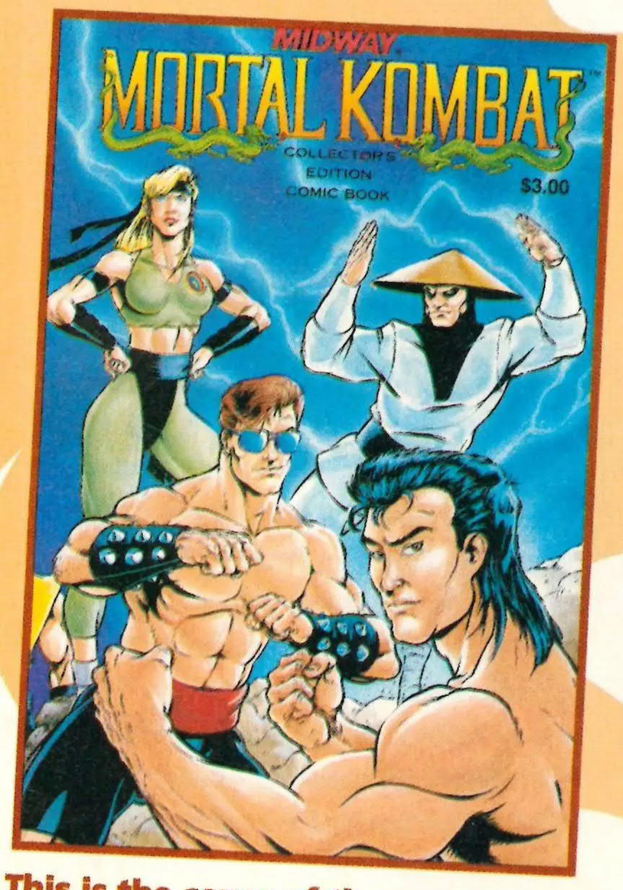
just right. I'd say the characters are more intelligent than Street Fighter II's. They do actually learn from the way you play.

'We thought the artificial intelligence of the characters would cause the most problems but it didn't. Not only does the Game Boy version run at a very similar speed to the arcade original, it plays just like it. The important thing is, people can pick up the Game Boy version and say "That's Mortal Kombat". I can't see how they'd attempt SFII on the Game Boy.'

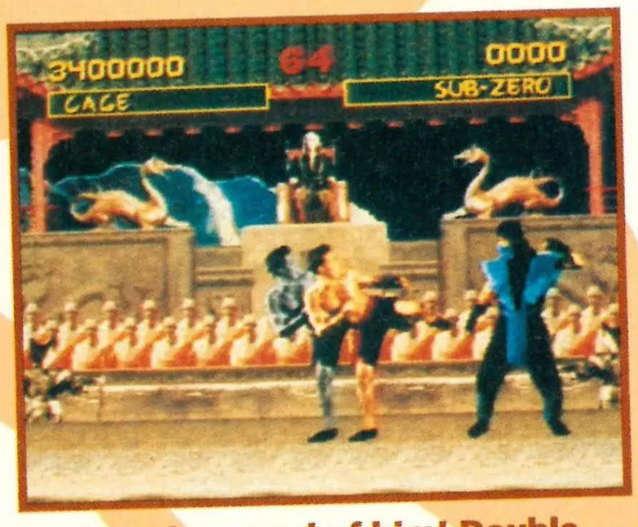
The Game Boy version runs at a similar speed to the arcade original

Comparisons with SFII are inevitable. Liddon reckons: 'Mortal Kombat is easily the better of the two. The gameplay's more fluid, it's more entertaining and... less crap, really. SFII Turbo is a lot better but it's still nowhere near as playable as Mortal Kombat.'

Well, he would say that, wouldn't he? You can find out the truth in September, when TOTAL will be putting the Mortal Kombat games through their paces. **GARY PENN**



This is the cover of the ace new Mortal Kombat comic. It features all the heroes and a spooky plot.



Look at the speed of him! Double vision sets in as Cage lets loose.

RAIDEN



Age: Immortal
Height: 7'
Weight: 350 lbs
Hair: Black
Eyes: None
Legal status: Deity – does not apply
Known relatives: None
Birthplace: None
Occupation: Thunder god
Notes: Played by Carlos Pesina

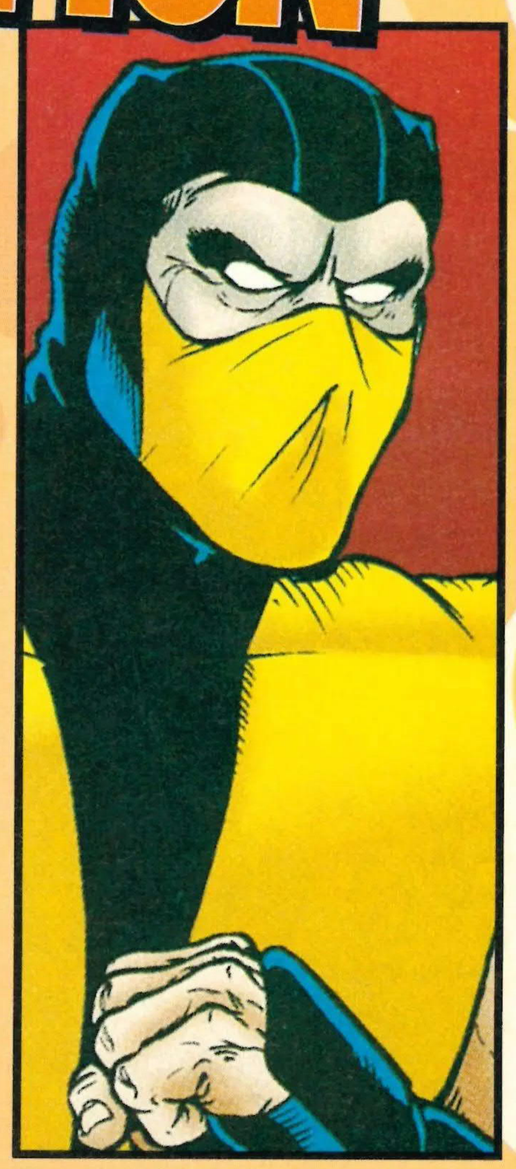
LIU KANG



Age: 24
Height: 5' 10"
Weight: 185 lbs
Hair: Black
Eyes: Brown
Legal status: Citizen of the People's Republic Of China
Known relatives: Lee Kang (father, deceased), Lin Kang (mother, deceased), Chow Kang (brother, whereabouts unknown)
Birthplace: Honan province, China
Occupation: Shaolin monk, fisherman
Notes: Played by Hosung Pak

SCORPION

Age: 32
Height: 6' 2"
Weight: 210 lbs
Hair: Black
Eyes: Varies
Legal status: Scorpion is a reincarnated spectre and has no legal status
Known relatives: Wife and child in former life
Birthplace: Unknown in former life, hell as a scorpion
Occupation: Unknown in former life, a lost soul hell-bent on revenge as a scorpion
Notes: Played by Daniel Pesina



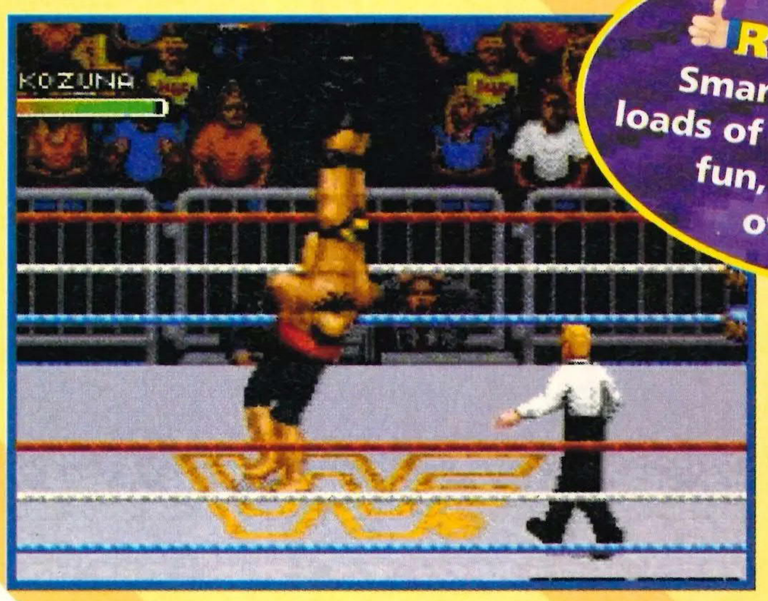
WWF 2 ROYAL RU

For Super NES (1-2 players) **From Acclaim** **Price £50**

Welcome, grapple fans, to Madison Square Gardens for the contest I know you've all been waiting for. Wrestlemania is proud to present the WWF Royal Rumble. A clash of Titans featuring 12 of the world's biggest, baddest wrestlers. We have tag-teams, triple tag-teams and, for bloodthirsty wrestlemaniacs, The Brawl. The Royal Rumble commences later on, but first let me tell you about the two tag-team matches we have for you

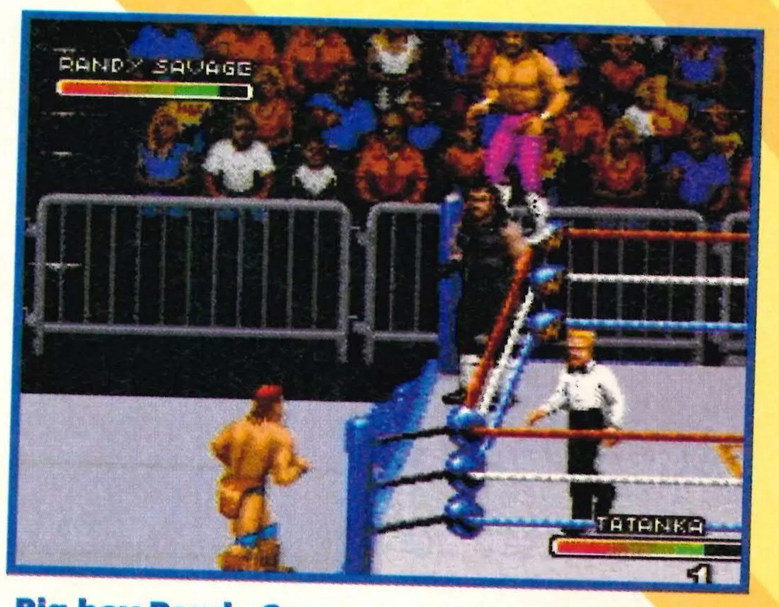
There's the standard tag-team, which has two teams and four wrestlers. But for extra excitement, check out the triple tag-team: six wrestlers and three teams! This is the kind of frenzied wrestlefest that you guys live for. It looks confusing, but don't worry – the wrestlers know what they're doing.

Back to the main event, The Royal Rumble. An all-in tournament featuring your favourite

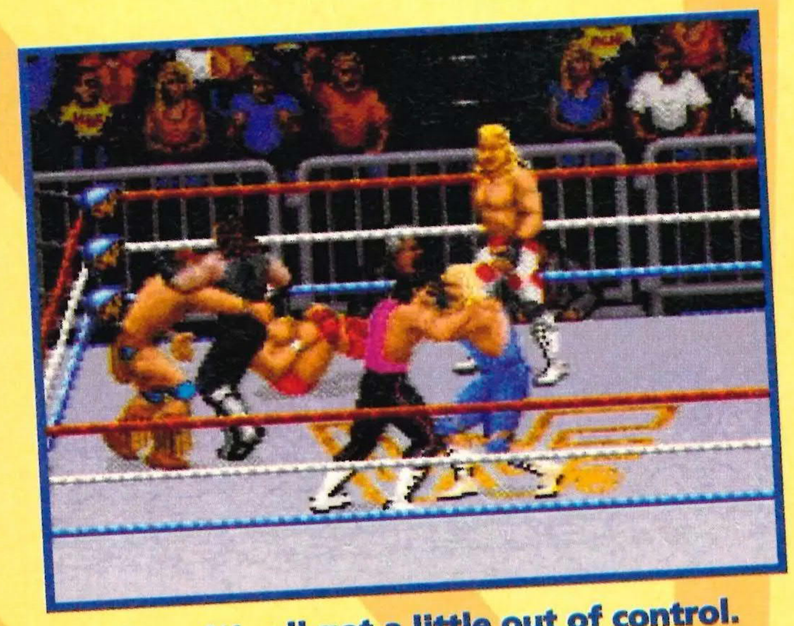


RUMBLES
Smart graphics and loads of characters. Great fun, with plenty of options

Fat boy Yokozuna shows who's boss with a spectacular throw on Razor Ramon.



Big boy Randy Savage prepares to jump on Tatanka from a great height.



Oh dear. It's all got a little out of control. Someone call the police, and sharpish!

Ring masters!



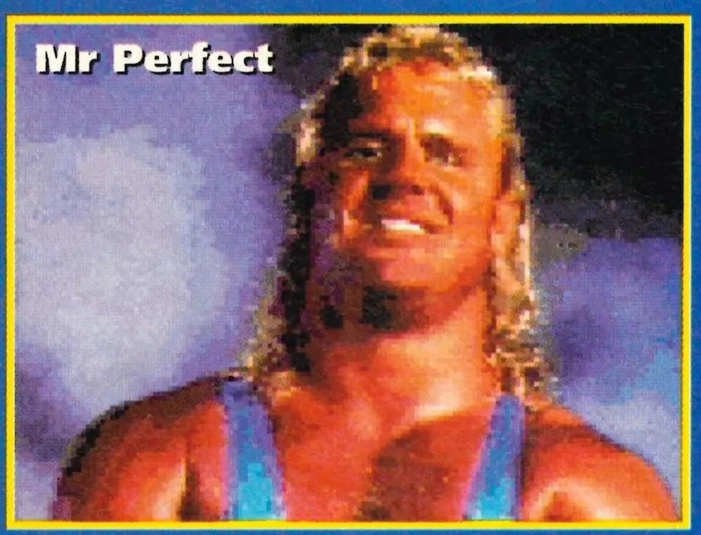
Randy Savage

Height: 6' 2" **Weight:** 237 lbs
Birthplace: Florida
Distinguishing Features: A fairly flashy wrestler whose amazing Flying Elbow Drop has stopped more than a few grapplers. Completely bonkers.



The Undertaker

Height: 6' 10" **Weight:** 328 lbs
Birthplace: Death Valley
Distinguishing Features: Doom merchant who terrifies opponents into submission. His Tombstone Piledriver could send you to an early grave.



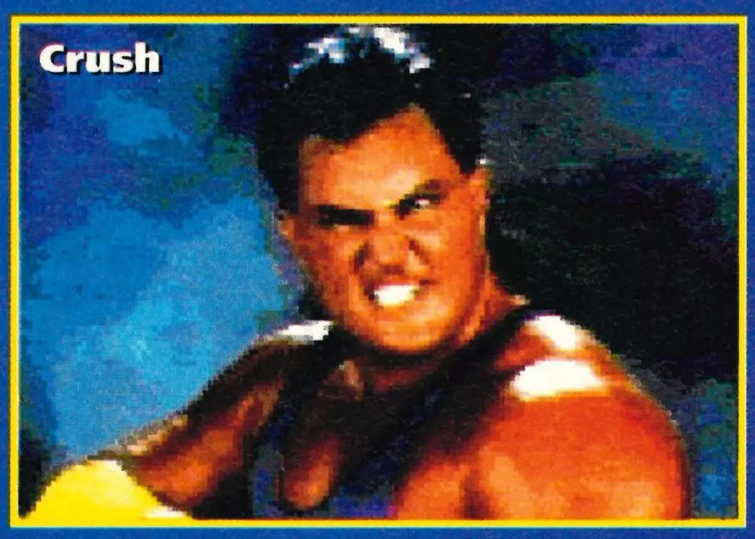
Mr Perfect

Height: 6' 4" **Weight:** 257 lbs
Birthplace: Minneapolis
Distinguishing Features: Hails from the same town as pop funster Prince, and is just as vain. His Perfect Plex is a variation on the Superplex move.



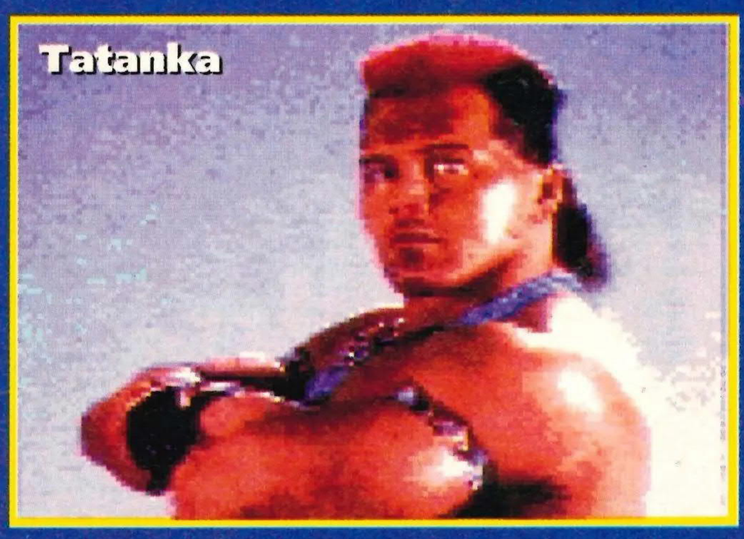
Bret Hart

Height: 6' **Weight:** 234 lbs
Birthplace: Canada
Distinguishing Features: Nice sunglasses, bad attitude. Fast and agile, he has no particularly impressive moves, but performs them all with style.



Crush

Height: 6' 8" **Weight:** 315 lbs
Birthplace: Hawaii
Distinguishing Features: Gentle and amiable, with an endearing personality and a love of small furry creatures. He also likes to crush people's heads with his bare hands.



Tatanka

Height: 5' 11" **Weight:** 255 lbs
Birthplace: North Carolina
Distinguishing Features: Half-crazed Red Indian with a mistrust of modern ways. His fave move is the Reverse Fallaway Slam, and he dances a jig when he wins.

WWF RUMBLE

wrestlers, like The Undertaker, Randy Savage and Yokozuna. This tournament is a straightforward elimination contest, and the wrestlers will use all the moves at their disposal to get their opponent onto the mat – including kicks, punches, throws and holds. If it gets out of the ring, you can never tell what might happen. Let's put it this way, though: a chair coming into close contact with the head can be very painful.

What Royal Rumble boils down to is a remix of the first WWF game, with more characters, more moves and more options. In terms of graphics, it looks very similar, but the animation and presentation have been vastly enhanced. The music and sound effects are better too, although they're still nothing to write home about.

BUMBLES
A distinct lack of variety, only just cured by the two-player option



Randy Savage throws a tantrum as Tatanka and Yokozuna look on, obviously unimpressed by his display.

Where this game really shines is in good, straightforward, old-fashioned violence. One or two players can knock seven shades out of the computer, or each other. It's nothing new or original, but what's there is great fun. A tad too easy for a single player, though. **CHRIS**

TOTAL!

TOTAL! TEK-SPEX

Game	**WWF2: Royal Rumble**
Levels	None
Difficulty	Hard
Continues	No
Release date	Out now



This is much better than the original game, but if you've got that already it's not worth buying this one as well. And if you're not a fan, forget it

Final rating
83 Percent

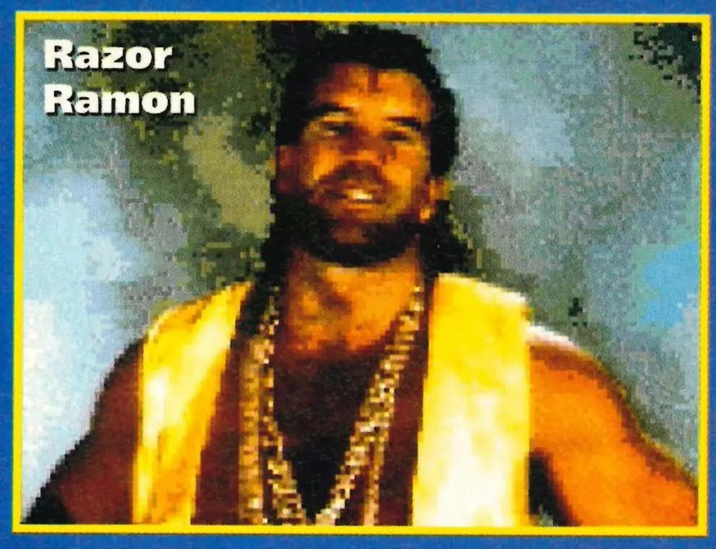
Looks
■ Excellent sprites and fab intros, but they're let down by boring backgrounds

Sounds
■ Amazing heavy-metal soundtrack and highly amusing grunts and screams

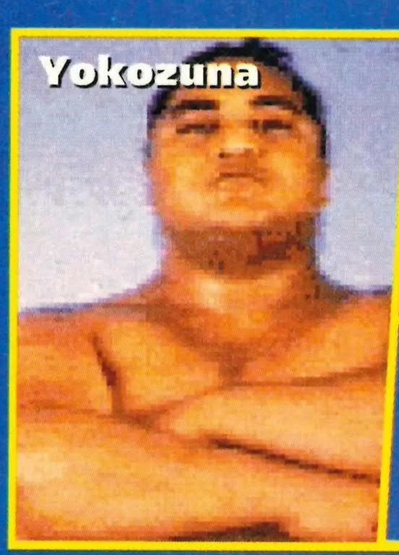
Gameplay
■ Actually a lot more fun than the original, but could do with more moves

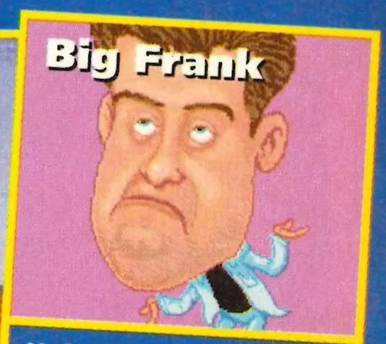
Life span
■ Loads of characters, tag-team options, and, of course, a smart two-player option

ROYAL RUMBLE



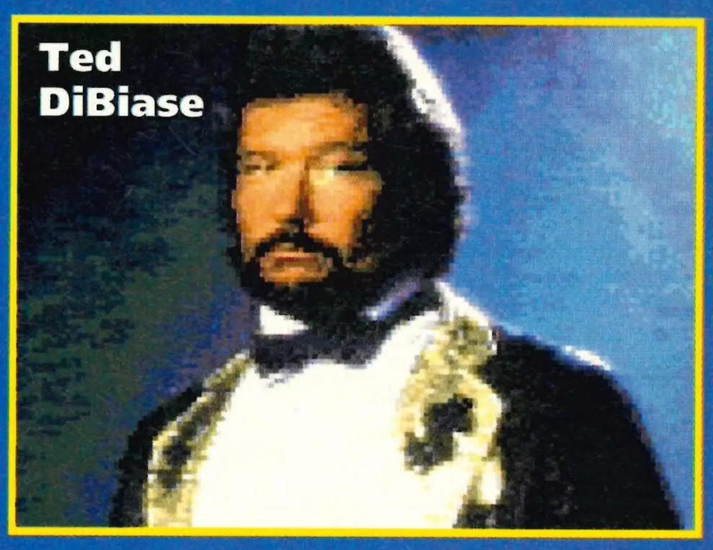
Height: 6' 7" **Weight:** 287 lbs
Birthplace: Cuba
Distinguishing Features: Hairy chest, hairy back – in fact, hairy on every square inch of his body. His top move is the Razor's Edge backdrop.



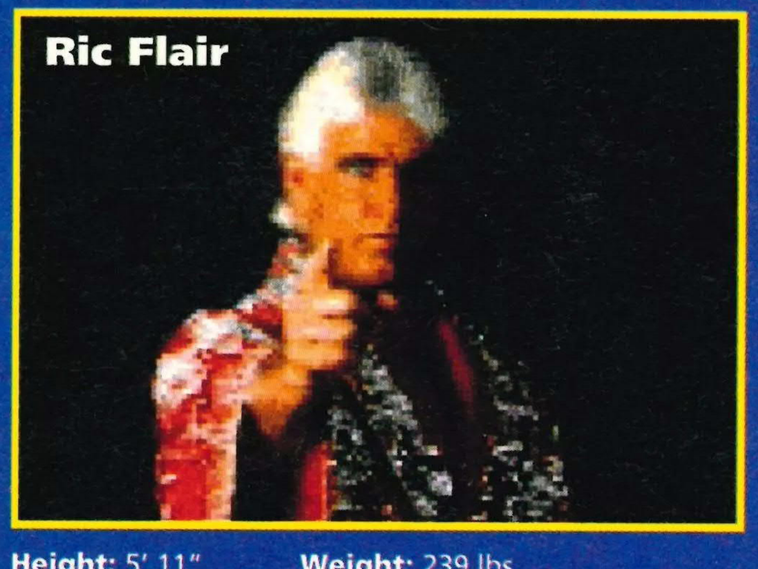


Height: short
Weight: 506 lbs!
Birthplace: Scotland
Distinguishing Features: Very **BIG**

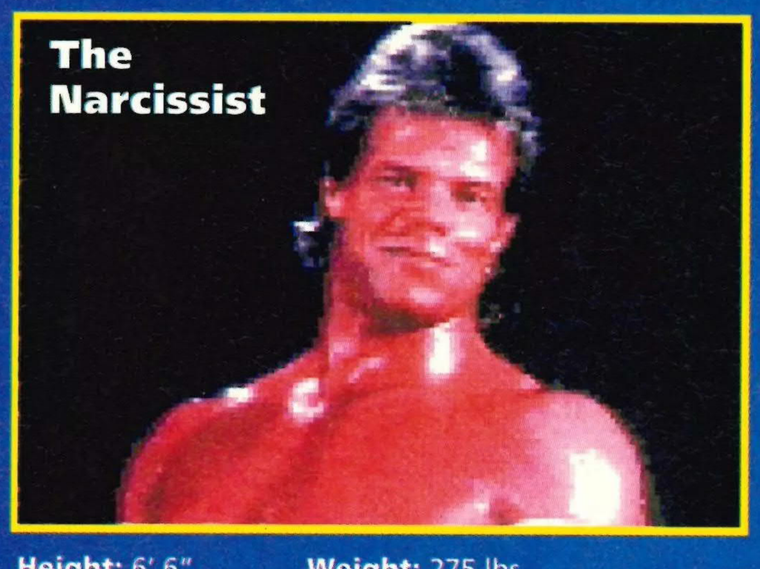
Height: 6'5" **Weight:** 505 lbs!
Birthplace: Japan
Distinguishing Features: Fat Eddie Honda look-a-like – easily the heaviest wrestler around. His favourite move is the amazing Banzai Drop.



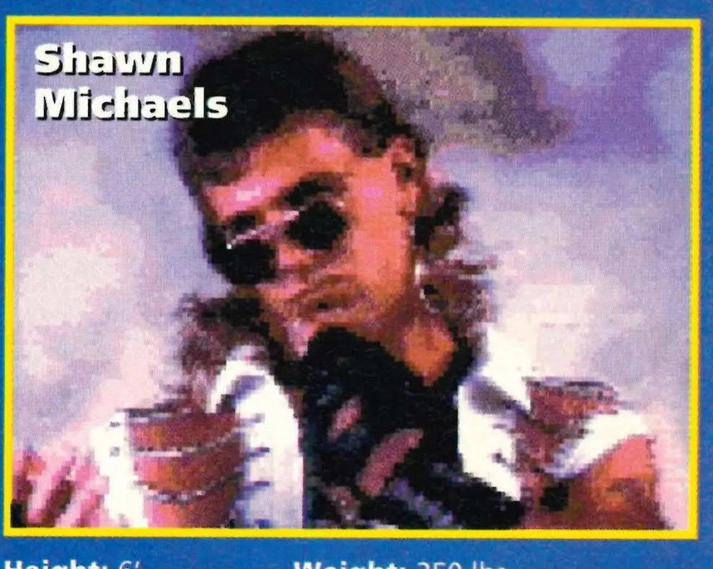
Height: 6' 3" **Weight:** 256 lbs
Birthplace: Hollywood
Distinguishing Features: Very rich – known as the man with the biggest wad in wrestling. His favourite move is The Million-Dollar Dream Sleeperhold.



Height: 5' 11" **Weight:** 239 lbs
Birthplace: North Carolina
Distinguishing Features: A complete poseur with a platinum rinse and dodgy taste in clothes. His nick-name is Nature Boy, but nobody really knows why.



Height: 6' 6" **Weight:** 275 lbs
Birthplace: Atlanta
Distinguishing Features: Enormous muscles and a huge ego. This ex-bodybuilder favours the more traditional Full Nelson when doing a spot of grappling.



Height: 6' **Weight:** 250 lbs
Birthplace: Texas
Distinguishing Features: Long hair, silly shorts and a high opinion of himself, but you wouldn't say that to his face if you'd seen his Back Suplex move.

THE BLUES BROTHERS

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

You must have seen the movie: Jake and Elwood Blues get out of jail and try to get their blues band together. The result is the most spectacular display of comedy and car crashes ever to hit the screen. So why is none of this included in the game?

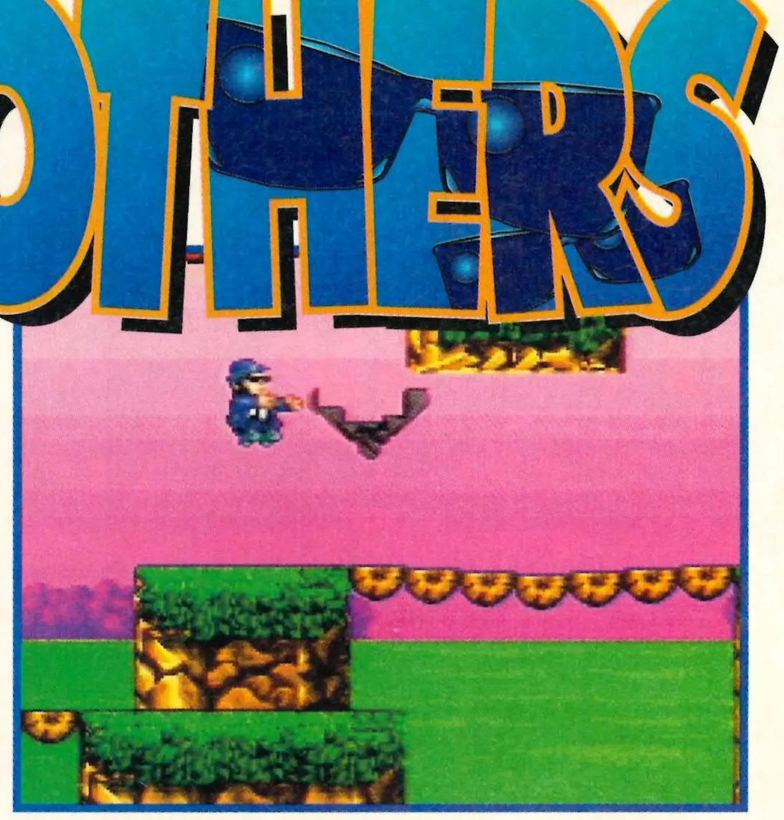
Cos it's not actually a movie licence, that's why. Titus have the rights to the characters but not the plot, so they've gone for the easy option: a scrolling platformer.

RHYTHMS
Plenty of upbeat music and some rather nice-looking backdrops

You have to race around the landscape and collect the records floating around (much like the coins in Mario). There are loads of nice features, like falling platforms, bridges, swinging chains and nasty baddies. You can blast the enemy with the records you've collected and perform some quite amazingly athletic manoeuvres. There are also loads of secret bits and bobs to discover.

BLUES
Not much in the way of originality or challenge. It's just too easy

So what's wrong with it? Well, the stuff that's actually there is great, bordering on ace, but the game is just too darned small – it's got very few levels and it's far too easy. Nice try, but a bit more variety would have been welcome. **ANDY**



Jake Blues dances a bit of a tango with a killer mantrap. It gets weirder, believe me.



Fatso tries to get past an enormous plunger. (Don't get caught underneath it.)



Elwood shows off his amazing acrobatic skills as he leaps a chasm with ease.



TOTAL!

TEK-SPEX

Game	The Blues Brothers
Levels	Not enough
Difficulty	Easy
Continues	3
Release date	Out now

Got the blues? Get powered up!

The Blues Brothers is littered with power-ups and stuff. This is what they all do...



ICE CREAM: Turns you into a muscular 'Super Blues Brother'.



MINI JUKEBOX: Temporary invincibility. There are quite a few of these lying around.



SPRING: This trampoline-thing sends Jake or Elwood hurtling skyward at a horrible speed.



SNAKE: On later levels, the snake helps you 'fly' through danger.



MUSHROOM: On the outdoor levels, the mushroom can be used as a trampoline, usually to pick up extra records or bonus items.

THE BLUES BROTHERS

Looks
■ Some stages are very pretty, but others are rather repetitive

Sounds
■ Very well done – an upbeat techno-rave rendition of the movie soundtrack

Gameplay
■ Extremely good, fluid platform action, but there's not nearly enough of it

Life span
■ If this had been huge, it would have been great. But it's not and, er, it's not



It's got all the usual bits and bobs but it's unoriginal and all a bit too blimmin' easy. With a bit more to it, it could have been a classic

Final rating
68 Percent

1969

There are much cheaper magazines.

Some have posters. Or stickers.

Some review every game good, bad or average.

Some are easy to get hold of, any time: they never sell out.

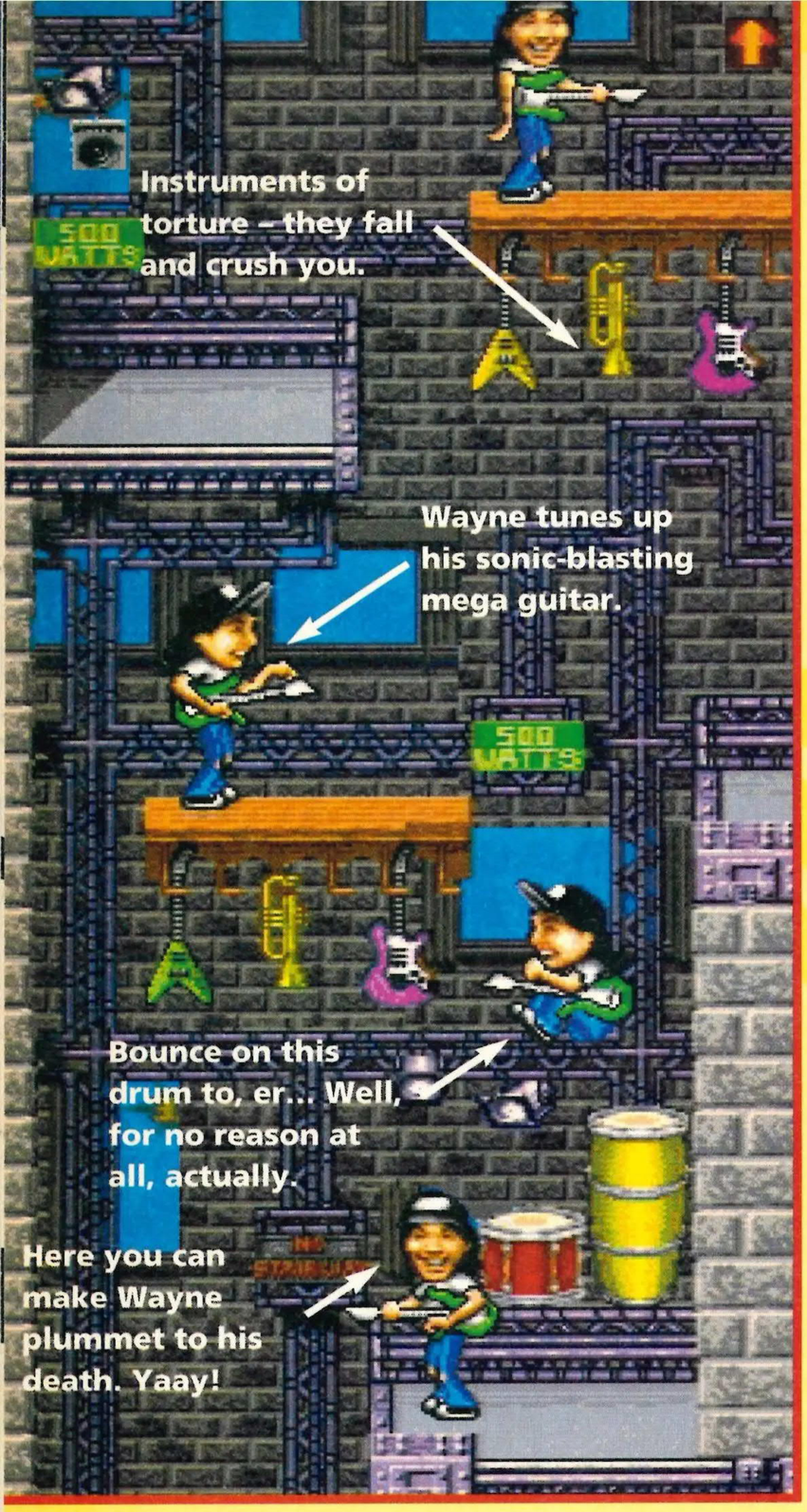
Edge isn't like that.

To be honest, **Edge** isn't for everyone.

Edge: decide for yourself.

Thursday 19 August 1993.

EDGE



WAYNE'S WORLD

For SNES (1 player) **From T•HQ** **Price £45**

Yaay! It's TOTAL! It's page 32! And it's PARTY TIME! Welcome to James' World!

James: Totally bodacious, dudes. I'm your excellent host, and with me, as always, is Chris.

Chris: Er, totally excel... Look, do I have to do this?

James: Shut up and grin inanely... And now my most brainy companion will review Wayne's World. Woooeeeooow! Extreeeeeme close-up!

Chris: I'd rather keep as far away from it as possible, actually.

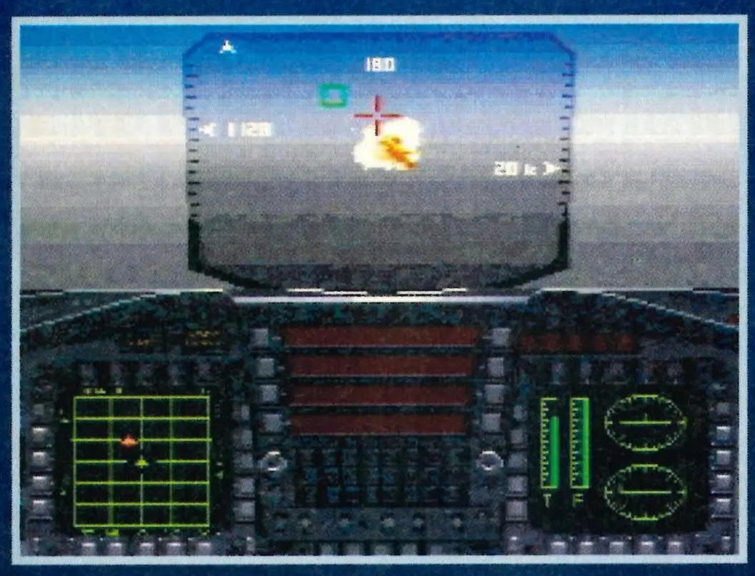
James: Why? Is it most bogus?

Chris: You could put it that way. It's a bog-standard platformer of the boggiest standard. Garth's been kidnapped by a big pink monster who obviously has the rather sensible idea of ridding the world of irritating Californian kids. Unfortunately, you play Wayne and your job is to save him by rushing around platforms, picking up pick-ups, avoiding nasties and, er, that's it. You blast things with your guitar, improving it with the pick-ups (although they just seem to make it sound different).

YES-WAYS
Most excellent sprites. Sampled sounds. Loads of pick-ups

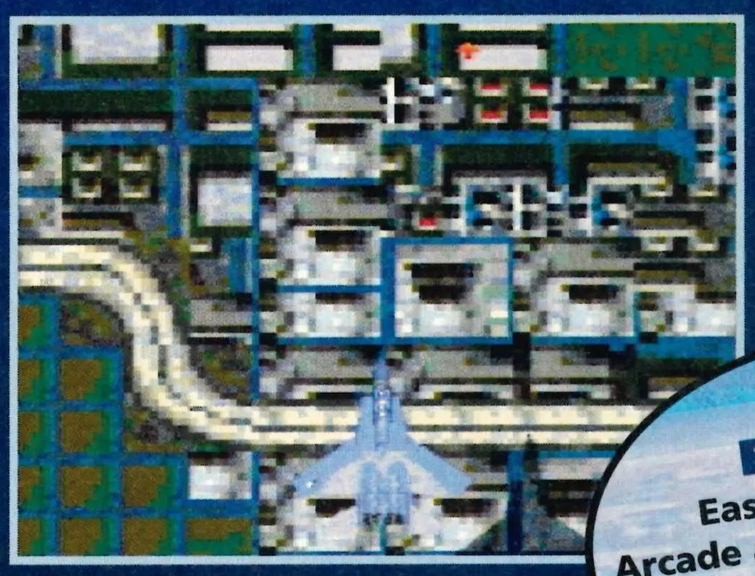


'With or without you-oo-ee-ooo... Hey, dudes, dig my most bodacious Bono impression?'



This is a Head Up Display. It sort of tells you where to go. And stuff.

For SNES (1 player)
From Microprose
Price £45



Zoom towards the ground in amazing 3D Chunk-o-vision.

EAGLES
Easy to get into. Arcade action gives a new twist to the genre. Nice intro and between-level graphics

Hurrah! A SNES flight sim from Microprose! Anyone as old as Steve will know that on the Amiga, PC and ST, Microprose sims were The Business, so a SNES sim from the same people is bound to be fab, isn't it? Or at least pretty good. Well, that's what I thought, but sadly all my hopes and dreams were soon dashed. So what went wrong?

Super Strike Eagle is a cross between a real flight sim and an Afterburner-style arcade blast, consisting of a group of sub-games ranging from cockpit-view dogfighting to slot-view ground attack. Gone are the strategy and finesse of the flight sim and what replaces it is not fast or smooth enough to pass as 'arcade action'. The dogfight graphics look great, until they start moving, when they become primitive and jerky – more Amiga '89 than SNES '93 – and when you fly low in the air-to-ground combat sections you find that all the tanks, buildings and missile sites are flat and pixelated.

SUPER STRIKE EAGLE

The graphics are functional and colourful, though uninspired. The backgrounds to the four levels change, but unfortunately the gameplay doesn't. And the whole look and feel of this game seems wrong for Wayne's World – some of the baddies (mutant bagpipes and mail-boxes) would be more at home in Rainbow Islands.

James: I see. Look, I'm supposed to say NOT at the end and... Oh, never mind. **CHRIS**

NO-WAYS
Totally unoriginal. Dull in the first degree. No two-player mode



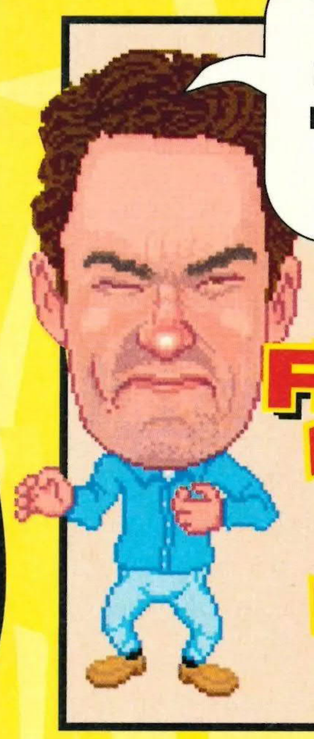
It's the bagpipe monster from hell... but what's it doing in Wayne's World?



Wayne goes into the 'not worthy' routine when he loses all his lives. Talk about over-the-top theatrics – what an attention seeker.

TOTAL! TEK-SPEX

Game	Wayne's World
Levels	4
Difficulty	Average
Continues	5
Release date	Out now



Not worthy! Not worthy!
No way! No way!
Not! Not! Not! Not! Not!
Not worthy! Not worthy!
No way! No way!
Not! Not! Not! Not! Etc.

Looks
Unimaginative backgrounds, but the characters are excellently animated

Sounds
Most heinously irritating. You'll never want to hear anyone say '*ax*cellent' again

Gameplay
Tedium city. Easy to get into but rapidly becomes most unengrossing

Life span
Slightly less than listening to the whole of Bohemian Rhapsody

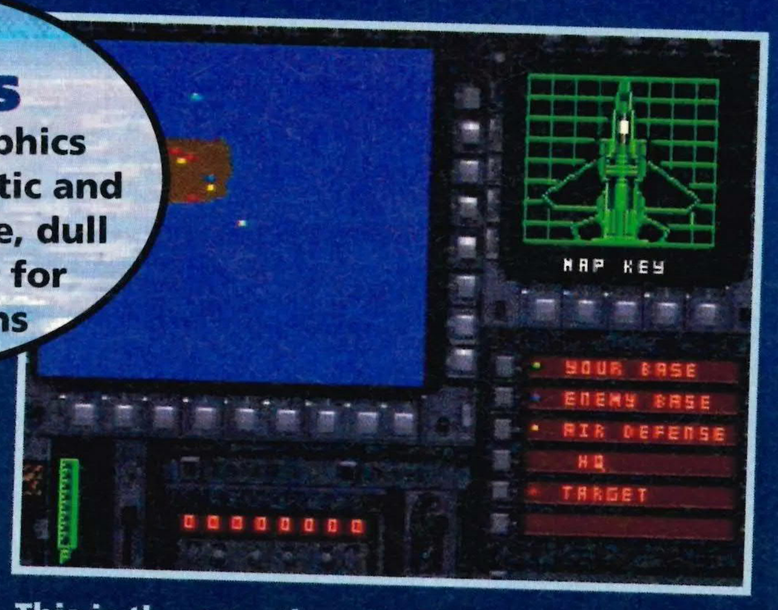
Final rating 35 Percent

GREEN GLOBAL WAYNE'S WORLD

WORLD WRECKING!

This (and several other sad examples of lame gaming) would be bad enough no matter what the heritage of the game was, but coming from Microprose it's as tragic as Ferrari making sports cars with knobbly BMX wheels and an engine powered by a rubber band. FRANK

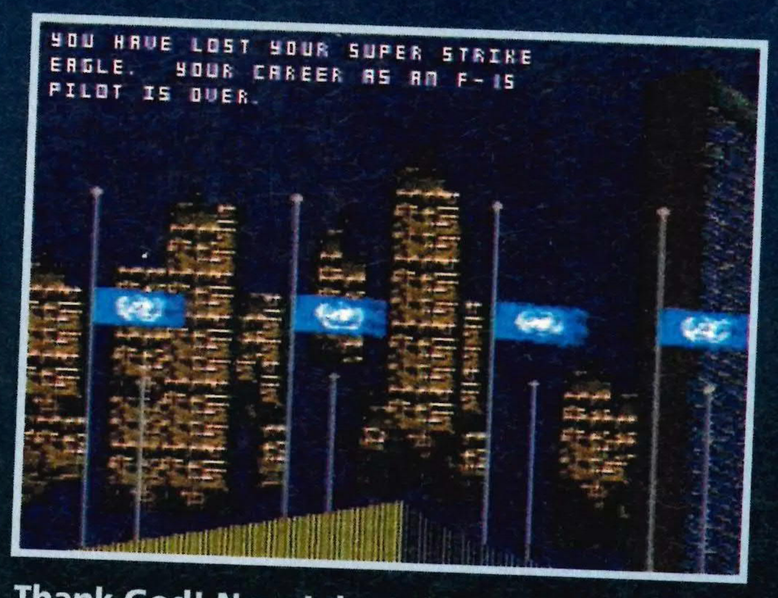
TURKEYS
The Mode 7 graphics look flat, unrealistic and blocky. Repetitive, dull and too simple for flight sim fans



This is the map that shows you where to go next. However, the big question is: can you actually be bothered?

TOTAL! TEK-SPEX

Game	Super Strike Eagle
Levels	Lots
Difficulty	Average
Continues	Passwords
Release date	Out now



Thank God! Now I don't have to play this rubbish game any longer.



These are the new Eastenders titles – the F-15 (Flown by Mad Jack) drops a bomb on Michelle and then makes off with Dot!

SUPER STRIKE EAGLE

Looks
The ground looks good from on high but is laughably bad on low-level sorties

Sounds
Snappy intro stuff and nice engine noises, beeps and missile shots. Like, wow

Gameplay
Amusing for five minutes, appalling for ten and then tedious forever

Life span
There's a lot of flying time in there, but you won't want to put in the hours

A nice idea, but the sub-levels are weak and the Mode 7 graphics just don't work. An ordinary flight sim would have been much better

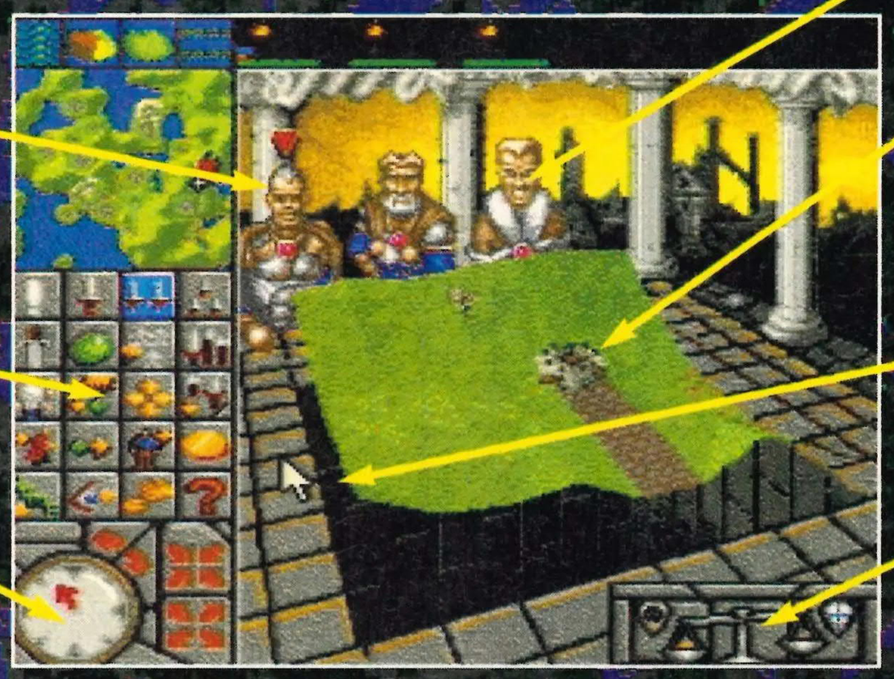
Final rating 38 Percent



'I distinctly heard someone call me a bald git. Come on, who was it? I simply won't stand for that kind of behaviour.'

Hey, icon do that!

All those icons are very confusing. This should make it clearer...



The guv'nors. You decide, they carry out your orders.

Control Icons. Lots of orders. Hideously complicated.

Compass. Click on directions to move the map around.

Another guv'nor – sort of understudy to the captain.

Your men. Use the Control Icons to boss them around.

The mouse pointer. Move it around. It's great, really.

Scales. Tells you who's winning. Er, you're losing.

Some things just make you want to scream. There you are, presiding over your kingdom with a fair, only occasionally authoritarian rule, when suddenly the entire land is obliterated by a rather nasty earthquake. Well, understandably, you cut your losses and take to the seas in search of a new kingdom. When you and your soldiers finally arrive at a rich and fertile new domain, the current inhabitants are reluctant to let you just take over. You therefore have to react in the time-honoured fashion – with extreme violence.

WARRIORS
Well-designed and atmospheric. With a little effort, it's rewarding and satisfying

Powermonger is, in the tradition of previous SNES release Populous, a 'god-game'. You make the decisions that influence the actions of the on-screen captains and, as a result, your soldiers go on to either conquer the current island or perish at the hands of better-prepared, better-equipped enemy armies.

The general idea is to take control of the armies and settlements within a particular area, via either diplomacy or brutality, before moving on to the next island where more complex geography, smarter enemies and less resources will hinder your increasingly slow progress. You need to ensure that your men are well-fed (by foraging for food), well-equipped (by knocking together a catapult or, er, super-peashooter), and, most importantly, loyal to their captains. Forcing everyone to plod aimlessly around in the pouring rain is not generally considered to be good for morale. It helps to occasionally make camp and sit around a fire, quaffing ale, telling macho stories and singing bawdy songs.

Powermonger is a slow, considered and hugely strategic experience which doesn't fit too easily with the immense technical capabilities of the SNES, and you'll need to sacrifice alarmingly large

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

POWERMONGER

'It's nasty, nasty, very very nasty...'

How to be vicious, barbaric, and generally not very nice. And still fail to make it to the next level.



1 Firstly, click on the double sword, the extreme violence option, and move right in to attack a nearby enemy town.



2 Move in and, in a frenzy of violence, mercilessly slaughter everything that moves. Then have a rest.



3 Now begin to wish that you'd been a little more reserved and spared a few of the enemy to use as slaves.



4 Now try (rather arrogantly) to make friends with a nearby enemy... Er, with slightly mixed results.



Everyone sits around and swears a bit before smashing up a nearby workshop.

SORRIERS

Progress is slow – you'll need superhuman patience. Can be hard to tell how you're doing

chunks of your social life in order to cope with the shockingly steep learning curve. It is rewarding – eventually – and if you think your brain can handle something so complex and demanding, then it's worth a look. Otherwise, opt for something more immediately playable. **CHRIS**

TOTAL!

TOTAL! TEK-SPEX

Game	**Powermonger**
Levels	195+ areas
Difficulty	Hard
Continues	Passwords
Release date	Out now

Staying alive

TOTAL! TACTIX

Here's how to avoid pushing up the daisies.



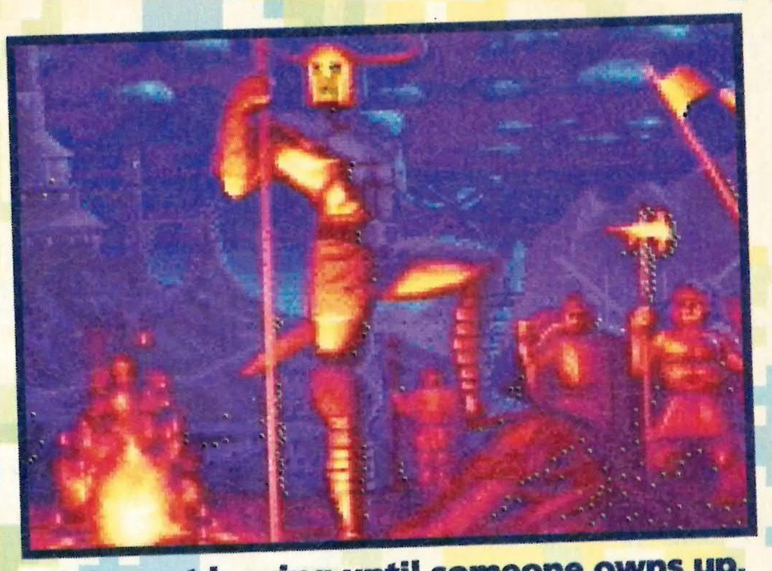
Always check on the size of an enemy army before just storming in and getting beaten up by 50,000 men.



If you have an advantage, it's often best to attack with minimum force and use survivors as slaves. Nice.



Check your captain's speed regularly. Anything above 30 is okay. Drop some heavy stuff if you have to.



'We're not leaving until someone owns up. I can stand here all night, you know.'

POWERMONGER

Looks ■■■■■■■■■■

■ **Generally good. Seasonal changes are convincing and add to the atmosphere**

Sounds ■■■■■■■■■■

■ **Excellent. Swords clanging, men cheering and, erm, sheep baaing**

Gameplay ■■■■■■■■■■

■ **Master the huge range of options and you'll find a mildly addictive game here**

Life span ■■■■■■■■■■

■ **Depends on your staying power. It's a long-lasting challenge if you get into it**



The novelty of the god-game may have worn off a little, but this is an initially daunting and well above-average slaughter simulator

Final rating 70 Percent

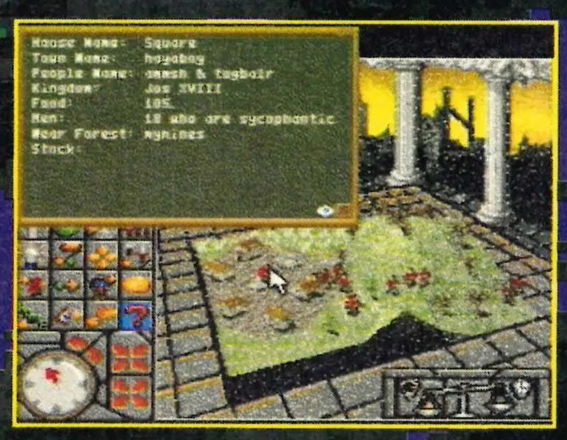
... Or, 'violence is golden'!



5 Having sent your frail young captain into the fray, get mad and start to fight aggressively. Again.



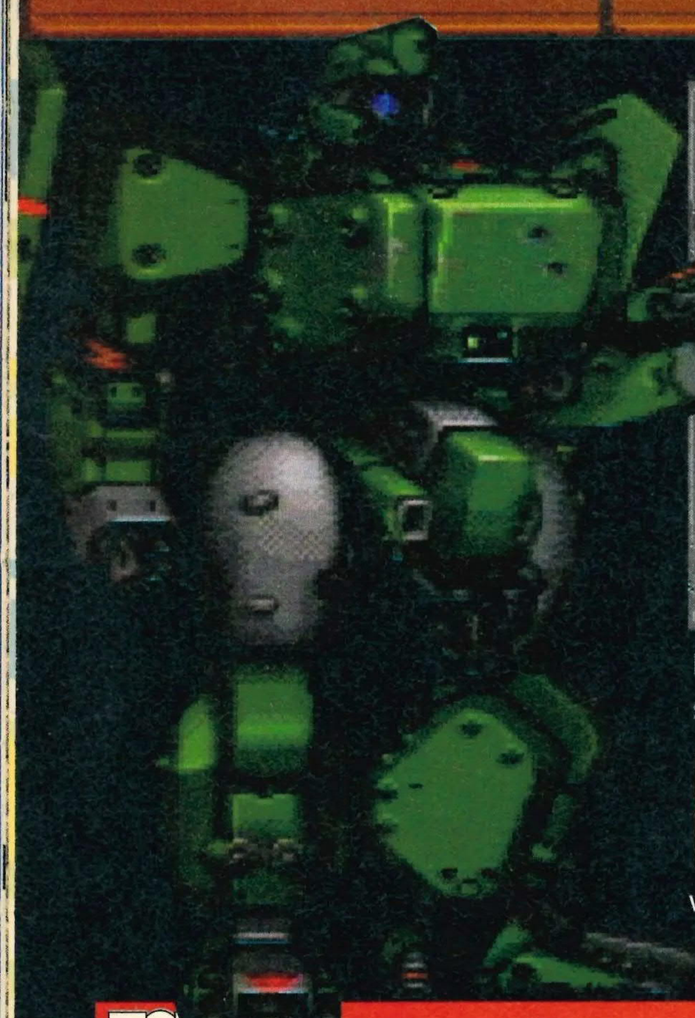
6 Er, now, due to your weakness and inferior strategy, you start to die in alarmingly great numbers. Oh dear.

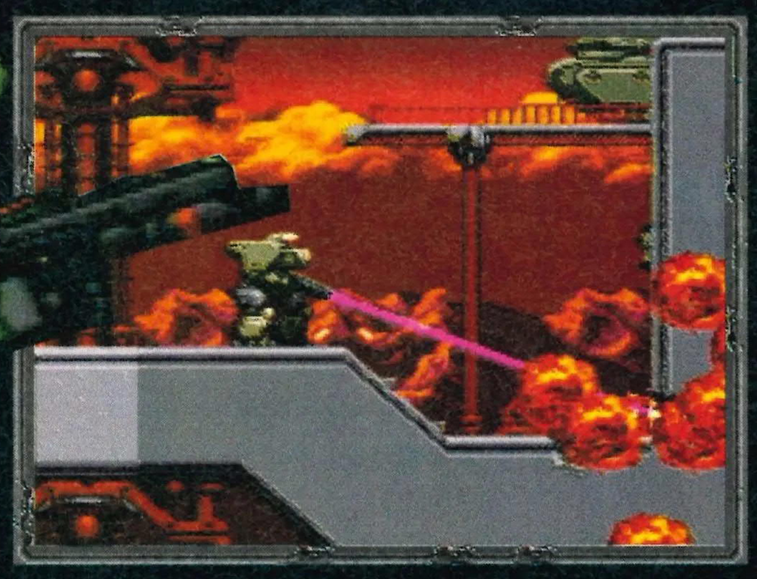


7 Run away and stand outside someone's settlement in the snow, calling them names, until they come out...



8 ... And kick your head in. That's it. You're dead. End of game. Powermonger rating: complete and utter handbag.





Eat plutonium death, you twisted alien space-fiends. Or something.

CYBERN

For SNES (1 player)

Picture yourself wrapped from head to foot in ten-inch-thick plate steel. Then imagine a huge Howitzer gun emplacement strapped to your arm. Face it, you wouldn't exactly move with the grace of a prancing ballerina, would you? Well, that's what a cybernator has to put up with, and since a cybernator is what you control in this platform shoot 'em up, the game has been deliberately designed to have the response and control of a paralytic slug. Hmm... Hardly a recipe for an exciting, fast-moving blaster, surely?

NAPALMS

Moody graphics. Novel gameplay and plenty of variety throughout the game. Realistic, in a strange Cybernator sort of way

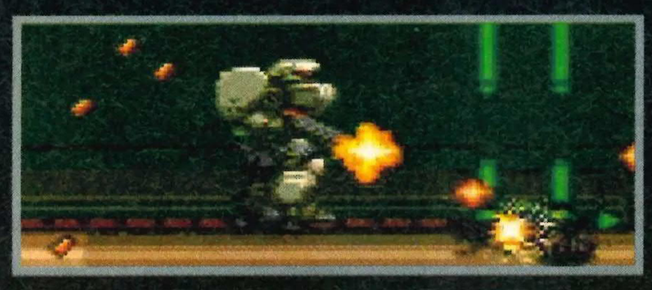
The idea of the game is to blast your way through seven levels of exploding mayhem, giving a guardian a good kicking at the end of each one. You load up with two weapons at the start, Punch and Vulcans, and collect more as you toddle through the game. You can boost the strength of your weapons with 'P' power-ups which are hidden all over the place in just about everything from little grey capsules to massive gun emplacements. When you collect three of

TOTAL! TEK-SPEX

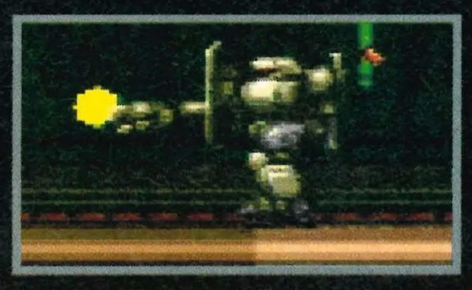
Game	Cybernator
Levels	7
Difficulty	Hard
Continues	3
Release date	July

He ain't heavy. Or is he?

Get to grips with the real man of steel – and use those shields!



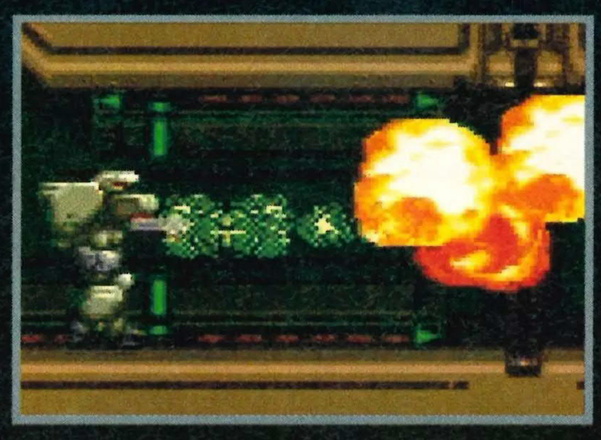
You can shoot the little blokes – just aim at the floor and keep blasting.



Use your shields (everyone seems to forget them).



Hold down the jump key to activate your jets.



Napalm takes out baddies in a fairly wide arc. Use it wisely.



Block enemy fire and you'll live much longer.



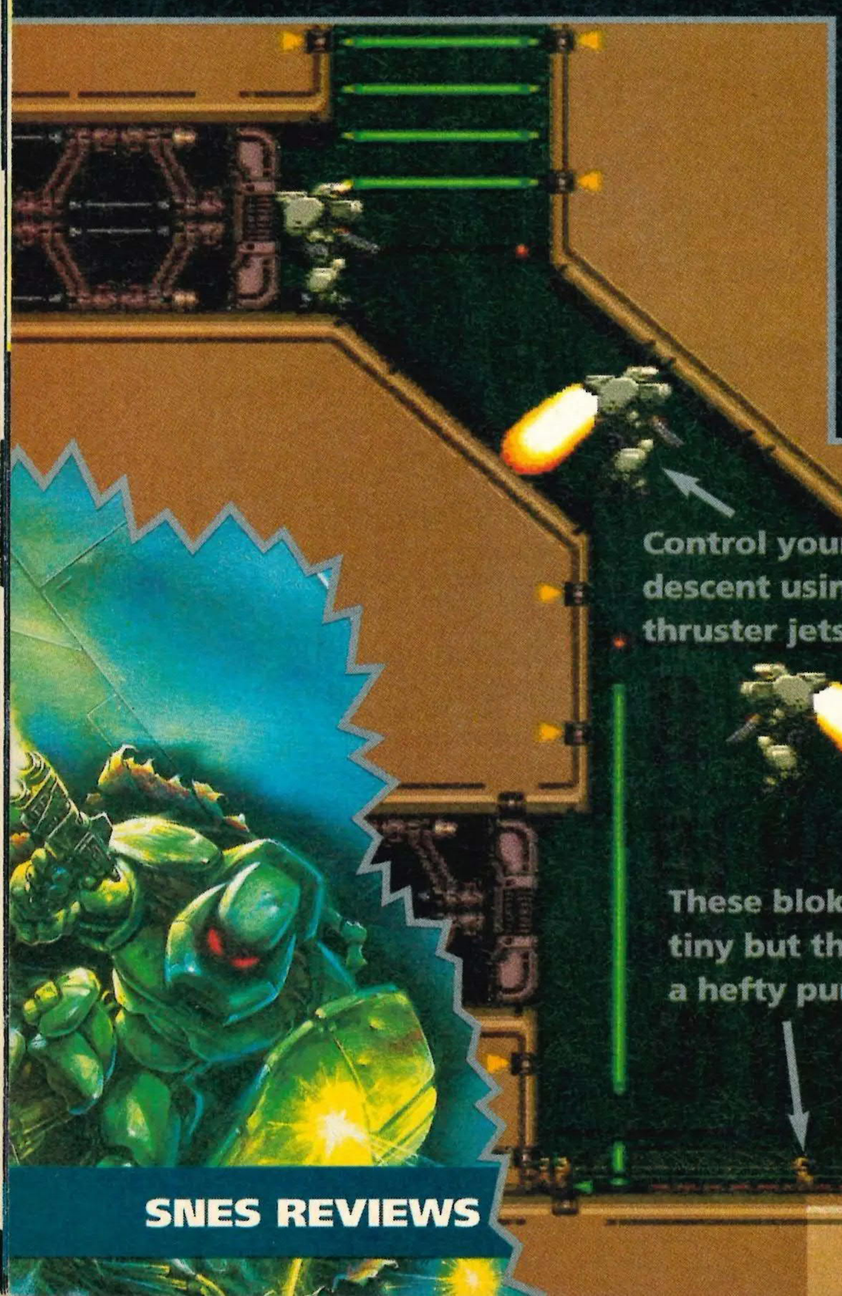
The narrow laser is immensely powerful but tricky to aim.



Use the skid technique to zip through levels.



Use napalm to generate a cloud of protective and destructive flames.



...ATOR

From Konami **Price £45**



This is the big pla... ...er. The only better weapon is the napalm cannon.



Hit this critter on the nose to send it back to whence it came.

them your selectable weapon gets a boost. More interesting weapons appear on later levels, such as lasers, missiles, and the amazing napalm instrument of death.

At first, the difficulty curve from level to level seems nothing short of stupid. Level 1 is nice and easy – you can wander around gathering power-ups and destroying stuff to your heart's content, but level 2 is a different matter. The energy-sapping scrolling section at the beginning of the level means that when you get to the bit that counts you're running on fumes, and death invariably follows. However, this is where the awesome cheat from hell comes in! To access it, get all the way through level 1 without shooting anything apart from the boss, and you'll then be able to start level 2 with the napalm cannon. But be careful, because if you don't complete level 2 first time with this weapon, some nasty little chip inside the cart decides you're not worthy of it and takes it away from you. Bummer, eh?

NAPPIES
Could have done with a few more levels. The 360-degree rotation of the gun can be frustrating – you can fix it at one angle, though

Once you've beaten level 2 (with the aid of the cheat) you discover that Cybernator is actually a rather brilliant game. The difficulty curve is more gradual and sensible on the later levels – although the game's still a fearsome challenge – and when you've mastered the heavy controls you can sit back and enjoy a feast of spectacular blasting action. With superb graphics and a throbbing stereo soundtrack to top off the heart-stopping gameplay, Cybernator is all in all a pretty explosive game. **JAMES**





Cybernator numero uno slides along the floor of a very, very big spacecraft. In this section you have to find the engine room.



Cor! Look at those gorgeous mountains in the background, and that lovely sunset (but don't get killed doing it).

CYBERNATOR

Looks
■ Superb. Everything explodes, and if it doesn't, you can still blow bits off it

Sounds
■ Lots of shooting and explosion noises, and all of it in glorious stereo

Gameplay
■ The heavy sprites feel odd, but the game is still intensely playable

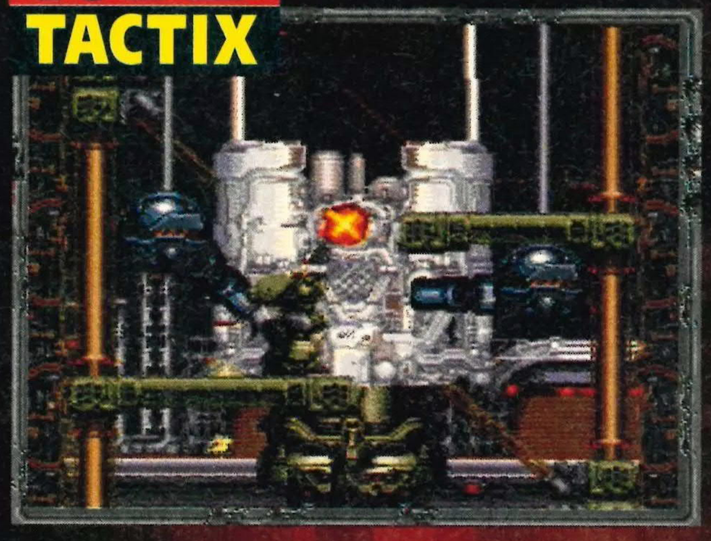
Life span
■ Even with the great cheat for level 2, this ain't an easy game to complete



TOTAL! TACTIX

Flame-grilled frenzy!

How to go further, act harder and look dead brave and clever...



Try this top tip to achieve near-invincibility. Race through level 1 without shooting anything. When you reach the end-of-level boss, shoot him – but not his guns. You should now start level 2 with the awesome napalm cannon.





This all looks a bit mysterious. I wonder what's going on. And who are they?



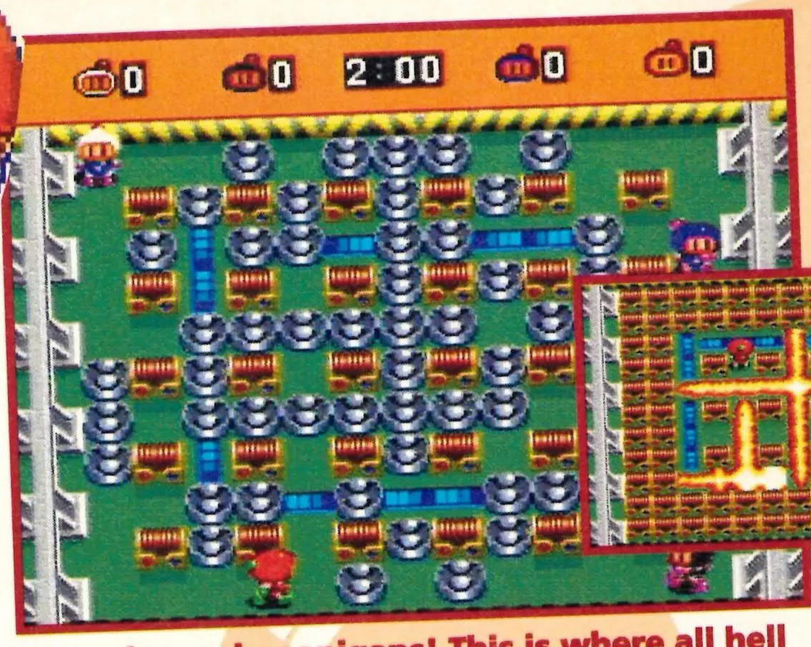
The evil Devil Bomber! Eep! Quick, call for Bomber Man before he gets us all!



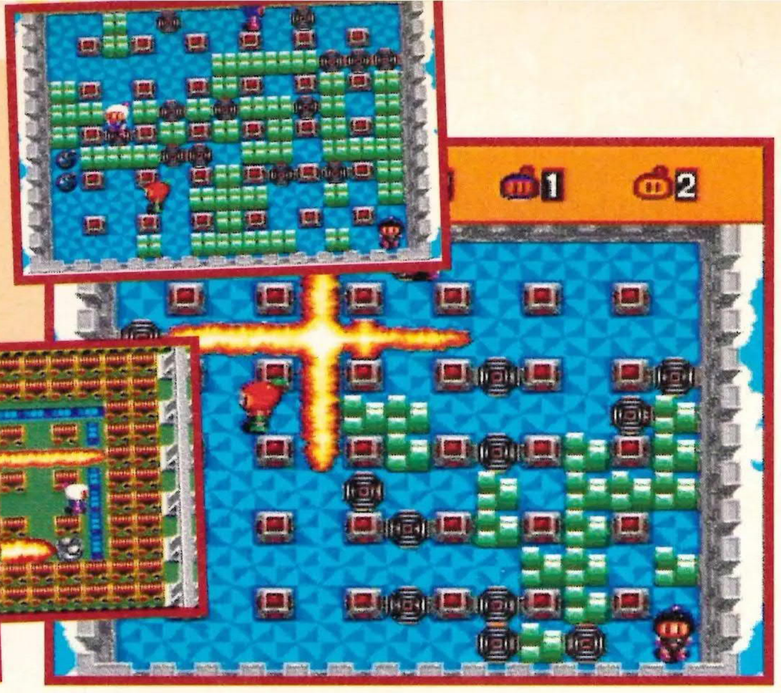
Bomber Man's brother cops a nasty at the hands of the sinister Devil Bomber. Aaww!







Four-player shenanigans! This is where all hell breaks loose and you charge around the maze.

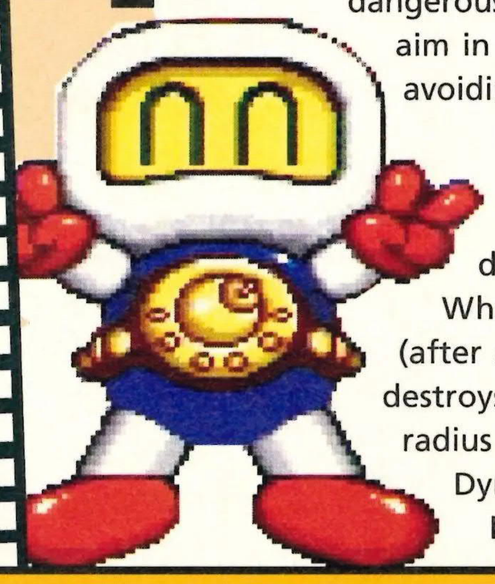


A very large bomb goes off, much to the distress of the other players.

SUPER BOMBER MAN

For SNES (1-4 players) **From Hudson Soft** **Price £45**

Your name is Bomber Man and you are a bomber, man. You're armed to the teeth with extremely dangerous and explosive devices and your aim in life is to blow things up, while avoiding getting blown up yourself.



Bomber Man is a bit weird but incredibly simple to play. You wander around a maze, dropping bombs as you go. When a bomb explodes (after about three seconds) it destroys any object within the radius of the blast (just like in Dyna Blaster on the Game Boy). There are two different modes to choose from. In Normal Mode you have to kill all the creatures which inhabit each maze, before moving on to the next. In Battle Mode you can choose to play against up to three other Bomber Men and the object is to kill everyone else and end up as the sole survivor.

APLOMBS
The best multi-player game ever devised, with great sound, fab graphics and loads of blamtastic action

For fast, frantic gameplay, there's nothing to beat Battle Mode. Having three enemy bombers all dashing around trying to blow you up is a sure-fire way to get the adrenaline pumping. Any of the bombers can be controlled

For your booming generation...

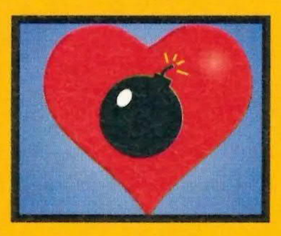
When you destroy certain blocks in each maze, bonus items and special power-ups are revealed. Picking them up makes life more difficult for the opposition and also makes the game more strategic.



Fire This increases the range of your explosions, making long-distance bombing an easy task. (It also makes it easier to blow yourself up.) The more you collect, the bigger the blast.



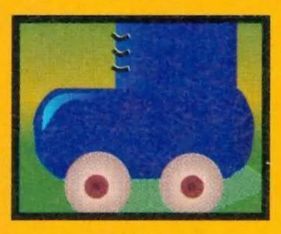
Punch Use this to wang bombs away. It's like the Kick, except bombs that are punched can fly over obstacles, and if they go off screen they come back on the other side.



Detonator Potentially the most dangerous power-up. It lets you drop a remote-controlled bomb which you can detonate at will. Wait till an enemy walks past it... Blam!



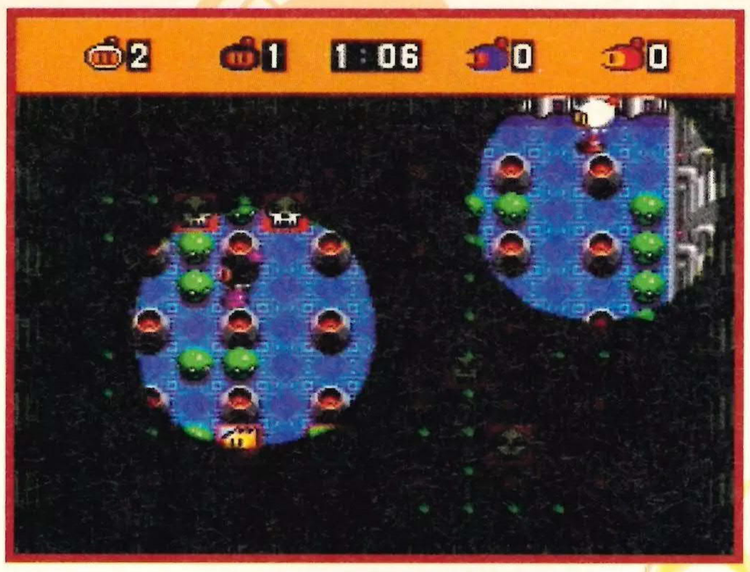
Bomb You usually have to wait until one bomb has exploded before you can drop a second. These symbols enable you to drop more than one at a time.



Roller Skates This simply speeds up your Bomber Man, enabling quick getaways. Don't collect too many, though, or he'll just become uncontrollable.



Kick Start This lets you kick an unexploded bomb in any direction. Watch your mate run for it and then kick the bomb after him. SPLAT! He's a goner! Great fun!



Ooh! It's all gone very dark. The spotlights are the only way you can spot the enemy, and vice versa, so stay in the shadows.

Four-player fandango!



Hudson Soft and a number of other companies have made four- and five-player adaptors for the SNES. Hudson Soft plan to release theirs in the UK at around the same time as Bomber Man. It allows up to four players to blast around the mazes at any time and plugs into port two, leaving a port free for a fifth player!

The adaptors will be used by more games in the future and if they're cheap enough they'll be a fantastic investment.

BOMBER MAN

TOTAL! TEK-SPEX

Game	**Bomber Man**
Levels	Sqillions
Difficulty	Insane
Continues	Infinite
Release date	Dunno yet

manually or by the computer, so you can play against up to three human opponents (using a four-player adaptor), up to three computer opponents (whose intelligence level you can set) or any combination in between. But be warned: don't play it if your mother's in the room. With three mates hunched around the telly, you'll invent plenty of swear words and use a few old ones for good measure.



When you first start playing, you run around like a lunatic, blowing up everything and everyone in sight – including yourself! Soon, though, you'll discover that strategy and patience reap rewards. Take your time, figure out what everything does and trick your pals into blowing themselves up.

Some of the blocks which make up the walls of the maze explode to reveal power-ups. One of these increases the range of your blast, another allows you to lay more than one bomb at a time, another lets you punch bombs away. Once you've got the hang of using the power-ups the game becomes much more strategic.

Bomber Man is a real blast. The classic four-player action means it's one of the few games that can generate any kind of real tension – the excitement often becomes unbearable. You'd be mad to miss it.

CHRIS

BOMBS
Erm. You need loads of mates to get the most out of it, but once you've bought this you'll have no trouble making friends



This is Bomberland. After the pasting it's taken over the years I'm very surprised it still looks this pretty.



This maze is evil. Basically, the first person to reach the outside edge has the game in the bag, so get bombing.

BOMBER MAN

Looks

■ Simple, colourful and clear graphics – absolutely perfect for the job

Sounds

■ Top tunes, big explosion sounds, loads of bleeps and not a lot else

Gameplay

■ Faultless. Great fun, easy to play and almost impossible to put down

Life span

■ Even with one player it's enjoyable and tough, but with two or more it's endless

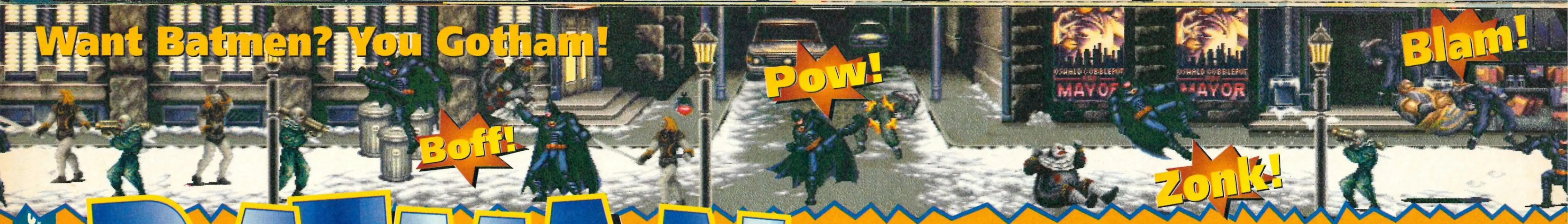


Bomber Man is more fun than any game has a right to be. Get the four-player adaptor and invite your mates round. Un-blimmin-real!

Final rating 93 Percent

VICTORY!

Want Batmen? You Gotham!



BATMAN RETURNS

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



Batman can grab hold of a bad guy and smash him into a window. Steady on, Batters.



One of the later levels plonks you in the Batmobile. Sounds fun, but it's ludicrously easy – it's impossible to crash!

BATTIES
Great graphics and animation for Batters. Some good sound effects too

Batman Returns is a game firmly in the Final Fight/Double Dragon vein – lots of walking from left to right and lots of pixelated violence that would doubtlessly make 'Outraged of Tunbridge Wells' even more upset. Like FF and DD, Batman Returns is also instantly playable. Grab the pad and in seconds you'll be in the thick of it – punching, kicking, butting and chucking bad guys all over the place.



Batman slugs it out with, with, er... Dunno who it is, actually. Any guesses, folks?

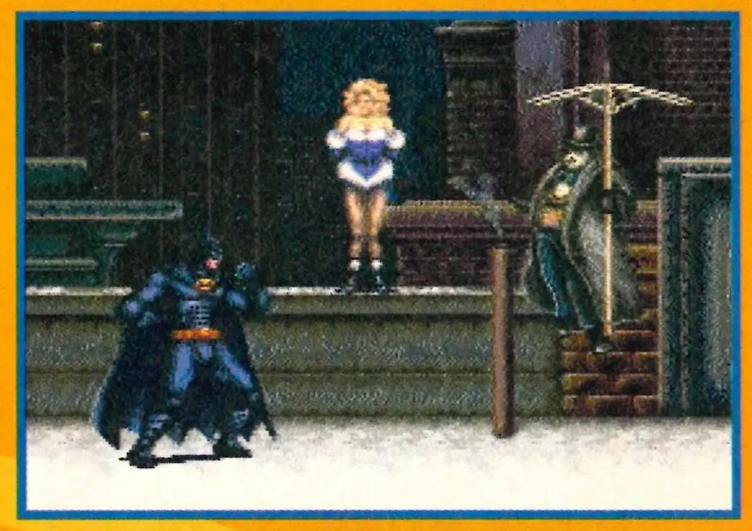
Batters has all the fighting moves you'd expect, but they're all too basic – they're controlled by just one or two fire buttons – and most of them are context-sensitive. This wouldn't be so much of a problem if the rest of the game was a little more exciting, but once you've seen Batman try out his moves on the baddies a few times you've seen the whole game. Every new level looks good but there are only a few types of baddies and no real difference between 'em. After a few hours' play it's a chore ploughing through the same stuff simply to reach a new level that's just as dull as the last one.

BOTTIES
The same few enemies keep turning up and the basic gameplay's very limited

Sorry, Bats, but if you plan on returning again, get a different costume. **FRANK**



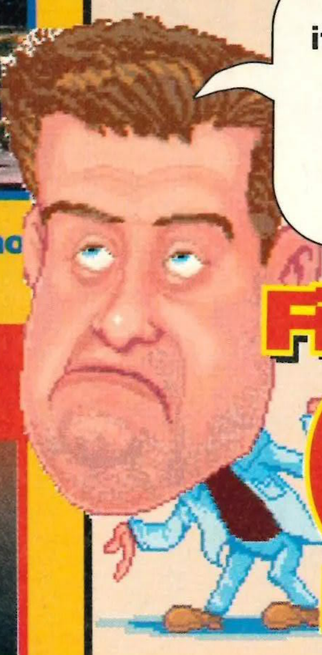
Ding! Going up! Second floor, mindless undead thugs in kinky romper suits.



'Hah, Batman! You'll never guess that my weak spot is under my chin... Damn.'

TOTAL! TEK-SPEX

Game	Batman Returns
Levels	7
Difficulty	Adjustable
Continues	Variable
Release date	Out now



It looks like Batman and it sounds like Batman, but poor old Bats hasn't got much to offer in this simple and monotonous fighting game

Final rating 66 Percent

Looks
■ Batman himself looks really good and the levels are moody too

Sounds
■ Superb renditions of the movie tunes and crunchy effects to top it all off

Gameplay
■ Simple fighting action. Fun for a bit but boring in the long run

Life span
■ Repetitive after the first few goes (although you can adjust the difficulty)

BATMAN

SNES ROUND-UP

Will any of these Super NES games make it to Mode Seven Heaven?

COSMO GANG: THE PUZZLE

For SNES **From Namcot** **Price £45**



Two-player Cosmo is just about the best SNES puzzler about!

Oooh, this one caused some unsightly scuffles in the office. Once we twigged how much fun two-player Cosmo was, it was a no-holds-barred, biting, gouging and hair-pulling sesh to see who got the joypads.

The game's very similar to Tetris. Blocks and creatures drop down in random clusters of three, and you have to make a line from the blocks to make them disappear. However, the creatures get in the way, so every third drop a ball rolls down the screen and wipes out all the creatures it hits. And that's it.

In two-player mode it's great fun, cos for every creature you take out with the ball, one appears on the other player's screen to get in *his* way. It's basic, but if you've ever played two-player Tetris then you'll know how fabbo this sort of thing can be. The one-player game's okay, but not for long – ploughing through it to see how high a score you can run up soon gets boring.

So there you have it – great to play little 'n' often with two, but repetitive with one. Worth £45? Not really, but if you really fancy a two-player puzzler this one will do. **CHRIS**



As soon as that ball with the arrow on it stops, it rolls left...



... Rebounds off the wall, drops down and wastes the creatures.

COSMO GANG: THE PUZZLE

Looks
- Very basic graphics, but you don't need much more in a puzzler

Sounds
- Certainly nothing amazing – all you get is a few effects

Gameplay
- Great two-player game but only an average one-player puzzler

Life span
- You'll play the two-player game a lot in short bursts but the solo game's dull

Final rating
69 Percent

EVIL SWORD MA KENDO

For SNES **From Datam** **Price £45**

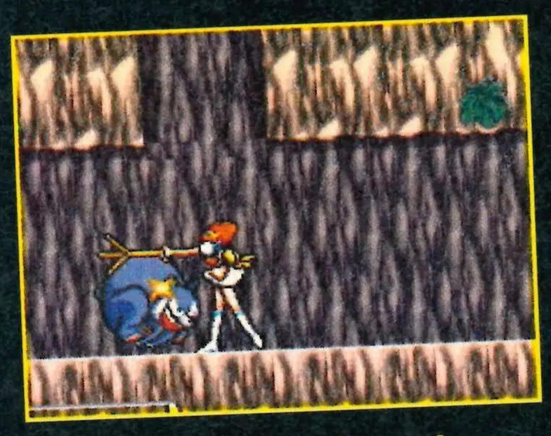


'Yes, tonight, Gal With Fluffy Hair, This Is Your, er, Thingy...'

A squeaky, giggly girl's voice, a pair of big doe eyes and some very chubby end-of-level baddies. That can mean only one thing – this is a cutesy Japanese platformer. It also smacks of the old arcade game Strider – big levels, some nice graphics and a couple of swish sword effects.

The girlie who's the star of the game doesn't do much – she walks, she swings her sword, and she does a weird charging flamey trick. It's not a lot for yer modern Japanese chick, and it means she's boring to play with. The later levels are quite pretty, though, and include an underwater level, a cable-car ride and a scene set on a moving train.

Evil Sword Ma Kendo isn't too bad but it does appear to have gone for the 'never mind the quality, feel the width' approach to game design. The characters are big and so are the levels but there isn't a lot going on in 'em – you only have a couple of nasties to deal with on screen at once, so it's dead easy. You can bump up the difficulty level but the basic game is still distinctly average. It looks nice but there's just not enough here. The Japanese probably like it, though. **CHRIS**



Super Jap Girlie fights a bear – with her magic music stand!



More cuteness – this game's so wet you'll need a mop!

EVIL SWORD MA KENDO

Looks
- Manga-style stuff with some clever levels. The animation is basic

Sounds
- Average. The effects and music don't do anything special

Gameplay
- Simple platform action with nothing spectacular or unexpected

Life span
- Too easy to last anyone very long, even complete novices

Final rating
56 Percent

Before you take one of these F1 racing games for a spin, make sure you've got everything you need...



Fast cars are pretty essential. Top tip is a Mark III Cortina (with mooning doll in the back window). Failing that you could go for one of these.



As well as a car, a driver might come in useful. However, I wouldn't go for one who downs this much champers.



And to go with your car and driver you'll need a track – unless you're Dick Van Dyke with Chitty Chitty Bang Bang.

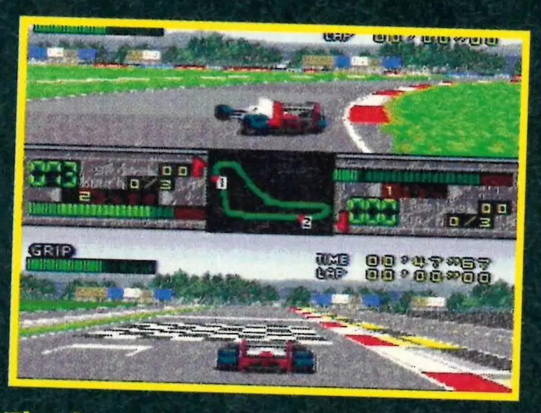
AGURI SUZUKI F1 SUPER DRIVING

For SNES **From** Lozc **Price** £40

Okay, a Nigel Mansell race game, that I can understand, but Aguri Suzuki? The man may be a hero to millions of Japanese, but over here he's known as 'that really crap racing driver who seems to be under the impression that crashing into the barriers at 200mph is a good thing'. Still, the game's coders have thrown realism out the window and made this a proper Formula 1 racing game instead of a game where you fill out BUPA forms.

GREY IMPORT

Joshing aside, this game isn't too bad. It's not very original – it takes the same view as Pole Position (and countless other games) and has all the usual tracks from around the world – but it's fairly playable and very fast. The corners come at you very quickly and you've really got to keep an eye on the map to see when they're coming up unless you know the course layout. Still, despite the split-screen head-to-head option, which gives it the edge over many other F1 games, Aguri Suzuki is on the whole a pretty average racer. **CHRIS**



The head-to-head race is the best thing about the game.



This is more like the real Aguri – lots of near-fatal crashes.

AGURI SUZUKI F1 SUPER DRIVING

Looks
- Mode 7 tracks and behind-the-car viewpoint à la Pole Position

Sounds
- Whirring engine noises and a few skid effects. The usual stuff, in other words

Gameplay
- Standard Formula 1 stuff. The two-player mode is good

Life span
- It takes a long time to play a season and the two-player game makes it last

Final rating
67 Percent

SUPER F1 GRAND PRIX

For SNES **From** Video System Co. **Price** £45



Unless you know all the F1 circuits you'll be lost with this.

This game tackles Formula 1 in a completely different way to Aguri and Super F1 Hero (see other page), in that you view the action from above instead of behind the car – your car stays roughly in the middle of the screen all the time and the Mode 7 racetrack rotates around it.

The game sounds nice enough and looks impressive, but it's not as good as it seems on the surface. The big problem is that you can't tell where the hell you're going. You can see a few car lengths in front of you but that's all – there's no way you can react to a corner before you're into it. On most F1 games you need to learn the track layout but on this one you need to stare at the on-screen map all the time – which makes the rest of the screen redundant.

GREY IMPORT

Super F1 Grand Prix has got all the usual Formula 1 gubbins, but the overhead viewpoint makes it so tough to play that I doubt that anyone would stick at it long enough to get their money's worth out of it. **CHRIS**



Go into the pits and the game cuts to this dull old screen.

SUPER F1 GRAND PRIX

Looks
- Fairly good-looking tracks, but the car has a bad case of the flickers

Sounds
- Functional but unimaginative intro tunes and effects

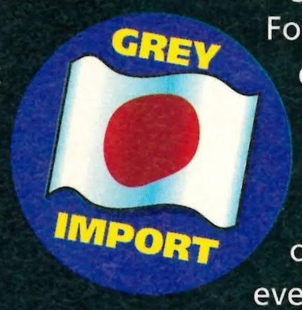
Gameplay
- It's just too tough. The corners are virtually impossible to judge

Life span
- From the start, its longevity is limited by the flawed gameplay

Final rating
56 Percent

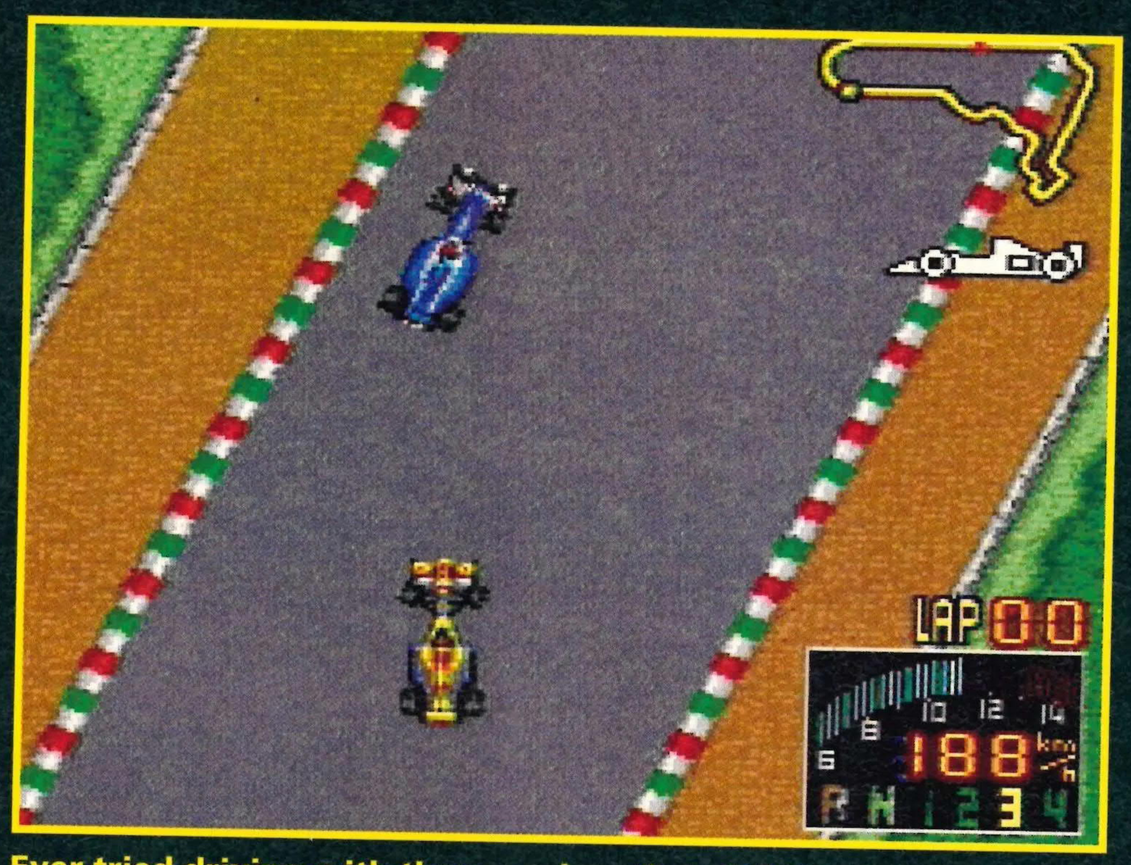
SUPER F1 GRAND PRIX PART 2 For SNES From Video System Co. Price £45

The sequel to Super F1 Grand Prix is slightly different to the original and better to look at, but it's still basically the same game, and suffers from the same basic flaw – you can't see where you're driving.

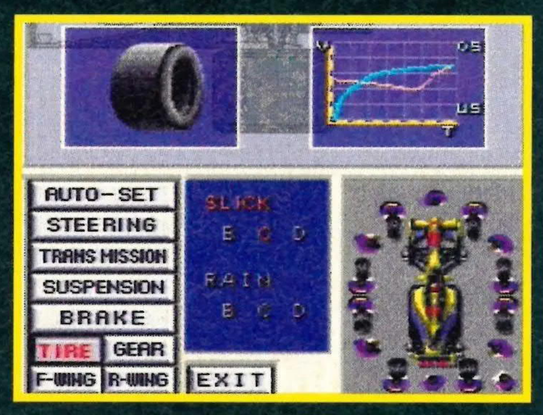


It's got all the real-life Formula 1 constructors and drivers and has some very impressive presentation – you can change loads of things about the set-up of your car and you can even get your sponsor to invest in developing new bits for your motor. But all these things don't save the game from being as unplayable as its predecessor. In fact, it's worse, cos the overhead view is even closer to the car and track so you can see even less. This results in yet more 'parking' by the crash barriers.

Basically, this game is unreasonably tough. The gameplay should have been changed instead of the graphics. **ANDY**



Ever tried driving with three car lengths' visibility? You can here.



Pit nightmare: 'Sorry, guv, can't fit you in till Friday.'



Take corners too fast and it's spin time!

SUPER F1 GRAND PRIX PART 2

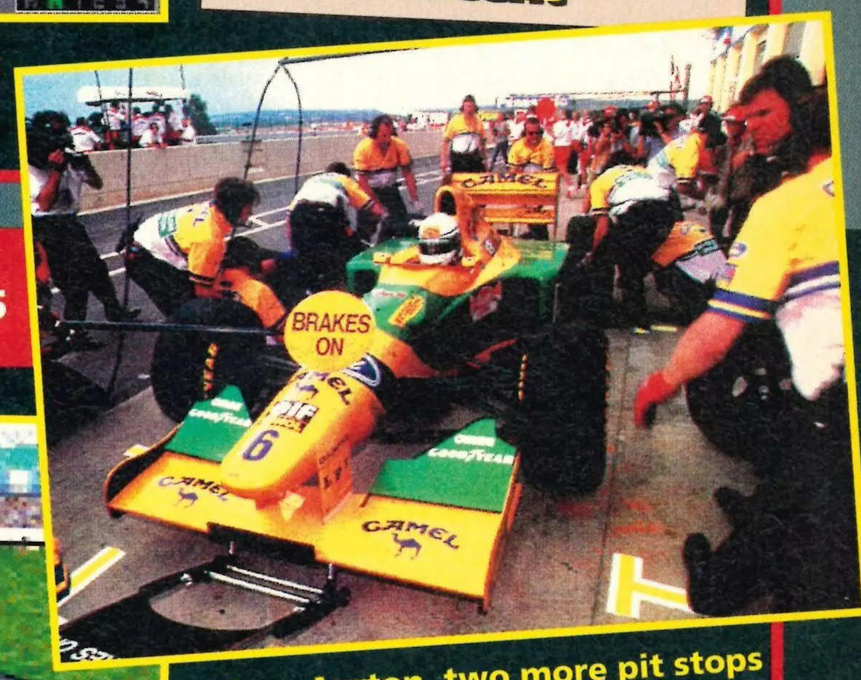
Looks
- Crisp graphics for the roads and some good menu screens

Sounds
- Nothing spectacular but the vrooms are better than average

Gameplay
- Ridiculously unfair and almost completely unplayable

Life span
- It'll be too much of a struggle for even the keenest speed-freaks

Final rating 53 Percent



'Okay, Ayrton, two more pit stops and we get the decanter set.'

SUPER F1 HERO For SNES From Varie Price £45



These are your options. So where's the stereo, then?



If you get bored with the game, you can always cut the grass.

Despite Super F1 Hero having the same Pole Position appearance and Mode 7 tracks as Aguri Suzuki, it's a very tatty-looking game. The track looks awful and the cars have so few frames of animation that they jump jerkily towards you down the screen when you overtake 'em.

However, although the graphics are scabby it plays okay and gives you a fairly exciting race. The trouble is, the computer cars are too perfect – spin off once or twice and you'll never catch them. It's got five difficulty levels and all the traditional F1 guff but it's really not very inspiring and not worth the money if you're in the market for a racing sesh. **CHRIS**



Think I'll go for the X-reg Ford Escort with fluffy dice instead.



This game's so crap you can't tell if the cars are moving!

SUPER F1 HERO

Looks
- Crappy Mode 7 track and badly rendered cars

Sounds
- Well, it's a racing game, with the same old racing game effects

Gameplay
- Good fun at first but just too annoying in the long run

Life span
- A long season – if you can stand to play it to the end

Final rating 51 Percent

SUPER VOLLEY 2

For SNES **From Video System** **Price £40**

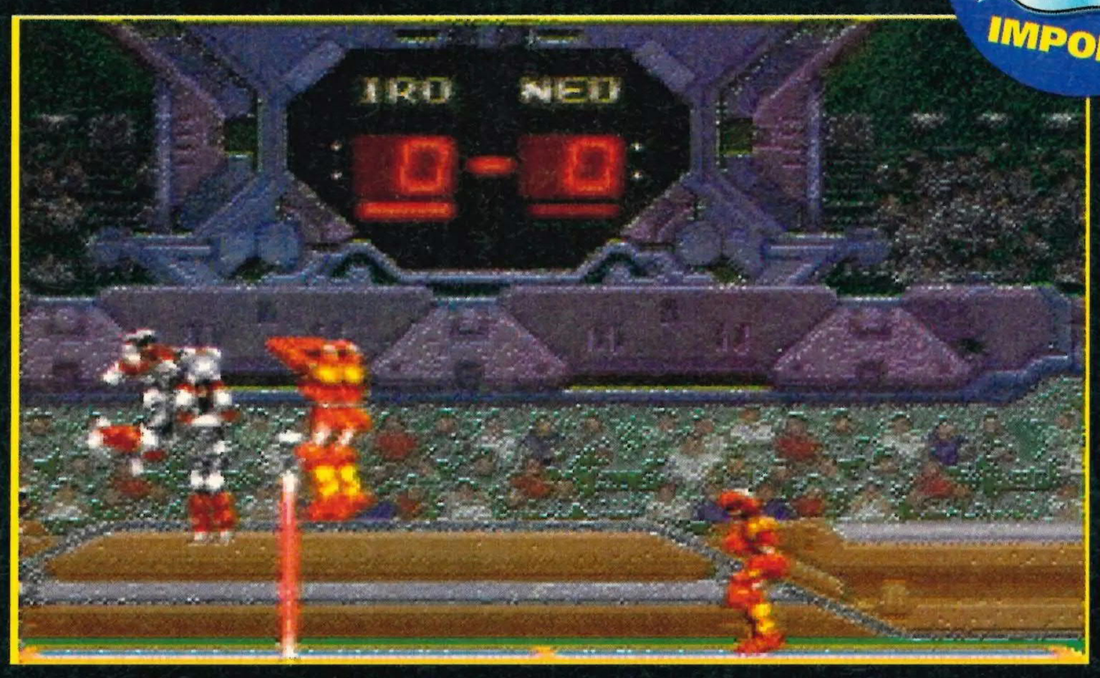


Control option #1 – press the button twice to serve.

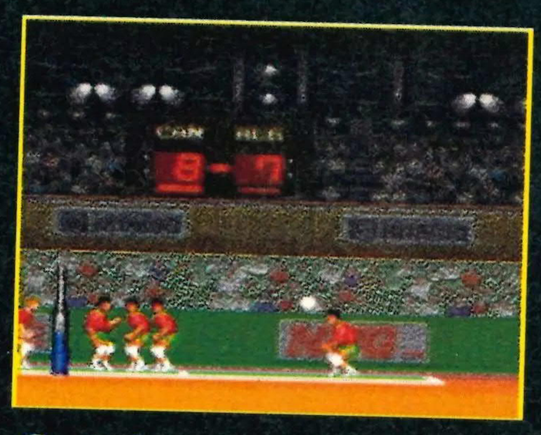
Volleyball's a bit of a weird sport for a video game. It's not much fun to watch and certainly isn't as popular as, say, football, tennis or Venezuelan Beaver racing. (*Er, Are you sure about that last one, Chris – Frank.*)

Now, you'd have thought that the designers of Super Volleyball 2 might have had a look at a decent tennis game beforehand – after all, they've got the same court and are sort of similar to play. But no. They decided, in their infinite wisdom, to make the game *two-dimensional*. All you can do is move your players backwards and forwards and there's just one button to push to hit the ball! You move the player who 'sets' the ball (knocks it up in the air as it comes over the net) and after that all you do is press the button at the right time to smash.

Did I say two-dimensional? More like one-dimensional. There are a few teams to choose from and there's also a set-up with robots instead of humans, but whatever team you choose, the game is still very basic and extremely boring. **CHRIS**



Control option #2 – press the button twice to smash the ball over the net. (Note the crap futuristic kit. Fab eh?)



Control option #3 – press the button to 'set' the ball, ready for a smash.

SUPER VOLLEY 2

Looks
■ The graphics are so poor the members of your team merge together

Sounds
■ A crowd cheer and a ball-hit noise. Pretty impressive, huh?

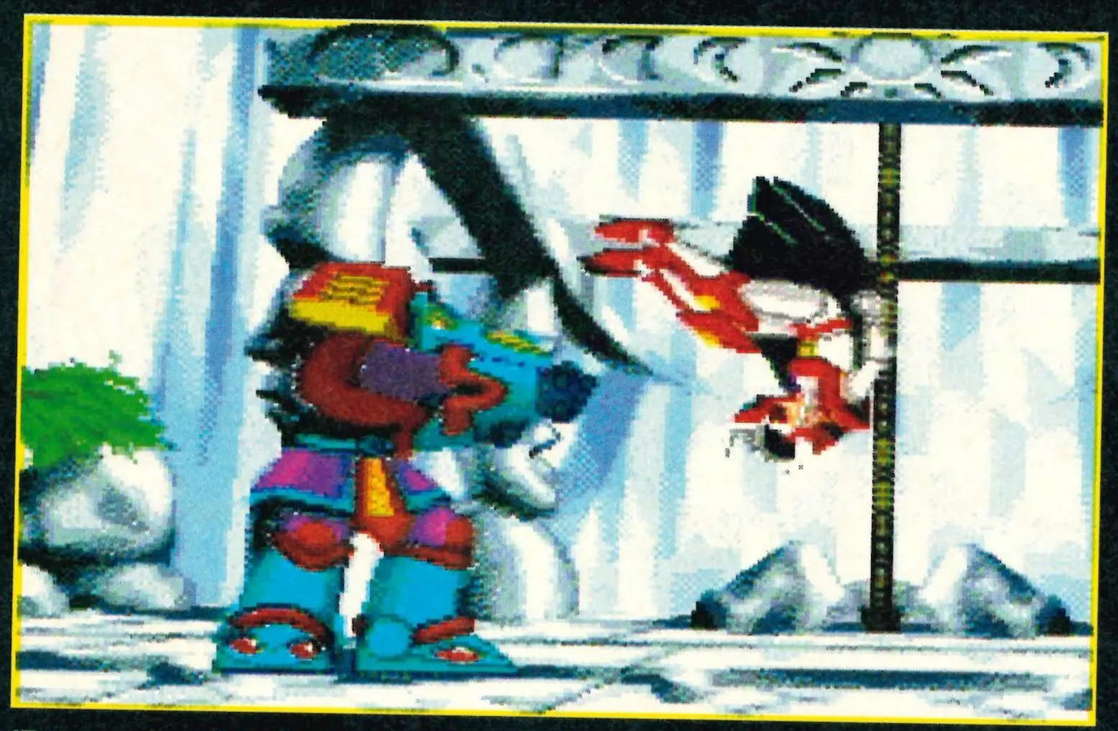
Gameplay
■ Absolutely terrible. There's virtually nothing for you to do

Life span
■ Even finishing a couple of games is a real endurance test

Final rating 26 Percent

SUPER BIRKURI MAN

For SNES **From Interbec** **Price £45**



'Fancy a tumble?' 'Well, anything's better than playing this game.'



Coo, it's the Scurrying Pile Of Dust special move. Look out!



My God, a bit of variety. Surely some mistake?

SUPER BIKURI MAN

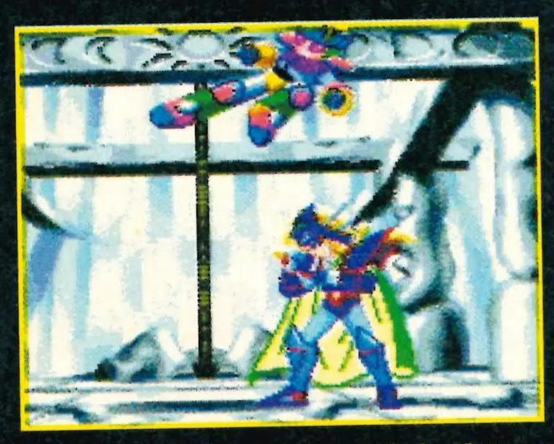
Looks
■ There's really not an awful lot of point in you reading...

Sounds
■ ... All this rating-type stuff. All you need to know is that...

Gameplay
■ ... This game is a gobbling turkey of huge proportions...

Life span
■ ... And you'd have to be dribblingly mad to consider buying it. Okay?

Final rating 16 Percent



Awful, terrible, dreadful – it's the N-Force of beat 'em ups.

Ughhhhh! Not another dreadful one- or two-player Street Fighter II 'homage' (read, rip-off)!

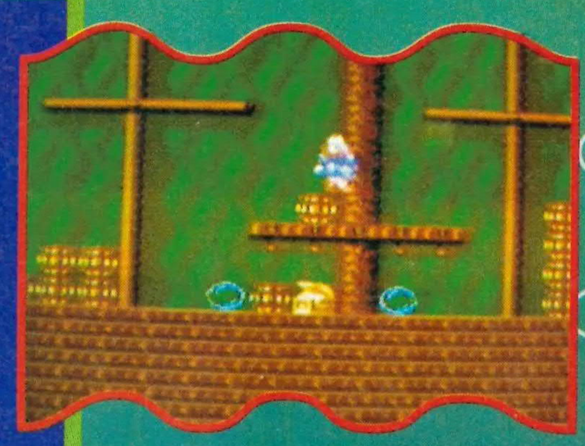
Imagine a barrel of rotting pilchards floating in the middle of a large pool of year-old garlic mayo and you'll get some idea of how stinky this cart is. The game consists of a few – how can we put it without being too offensive? – a few 'graphically challenged' characters with a couple of moves each, getting stuck in to three rounds of tedious fisticuffs.

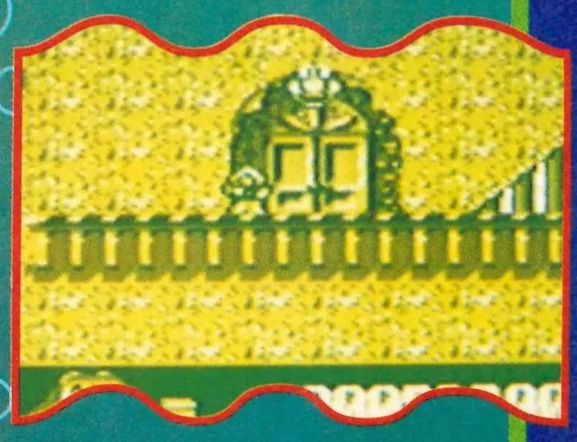
Super Birkuri Man looks bad and plays bad (there's no variety and no fun), and even a professional collector of low-quality Japanese beat 'em ups would think twice before buying this. Truly laughable. **ANDY**

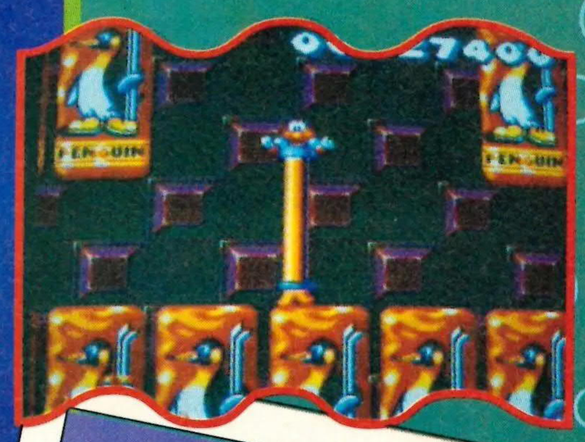
My name is POND: JAMES POND... seacret agent.

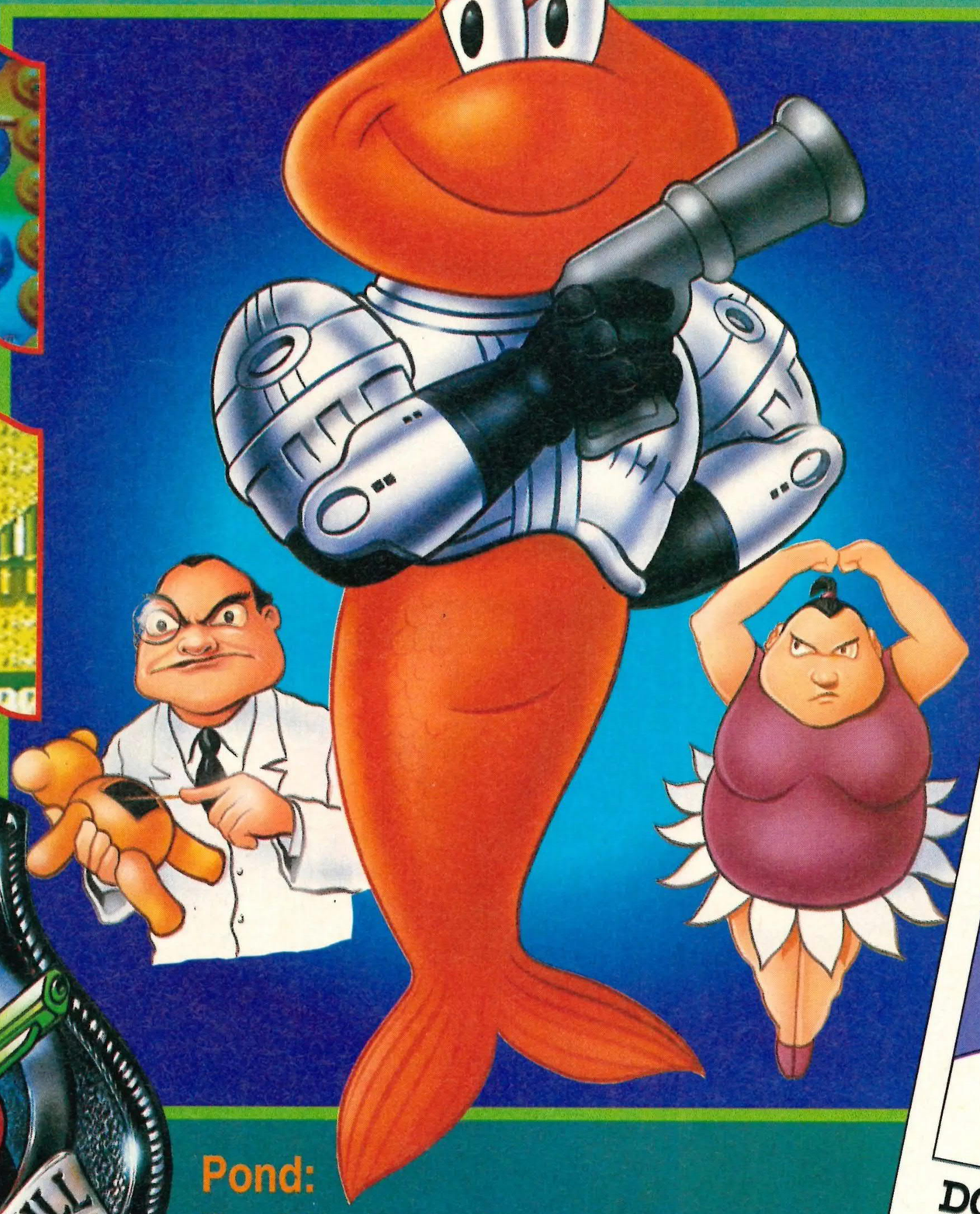
SUPER JAMES POND

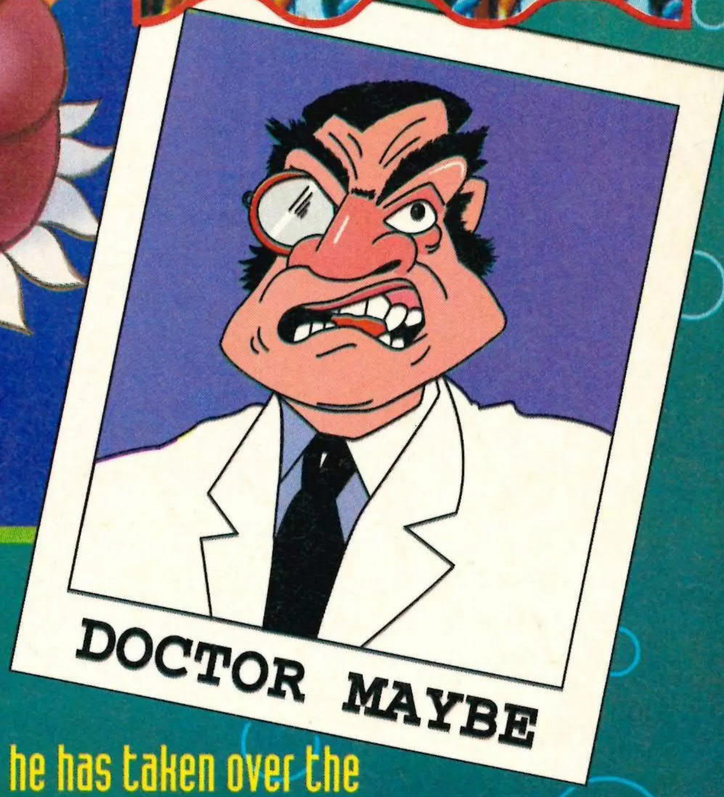


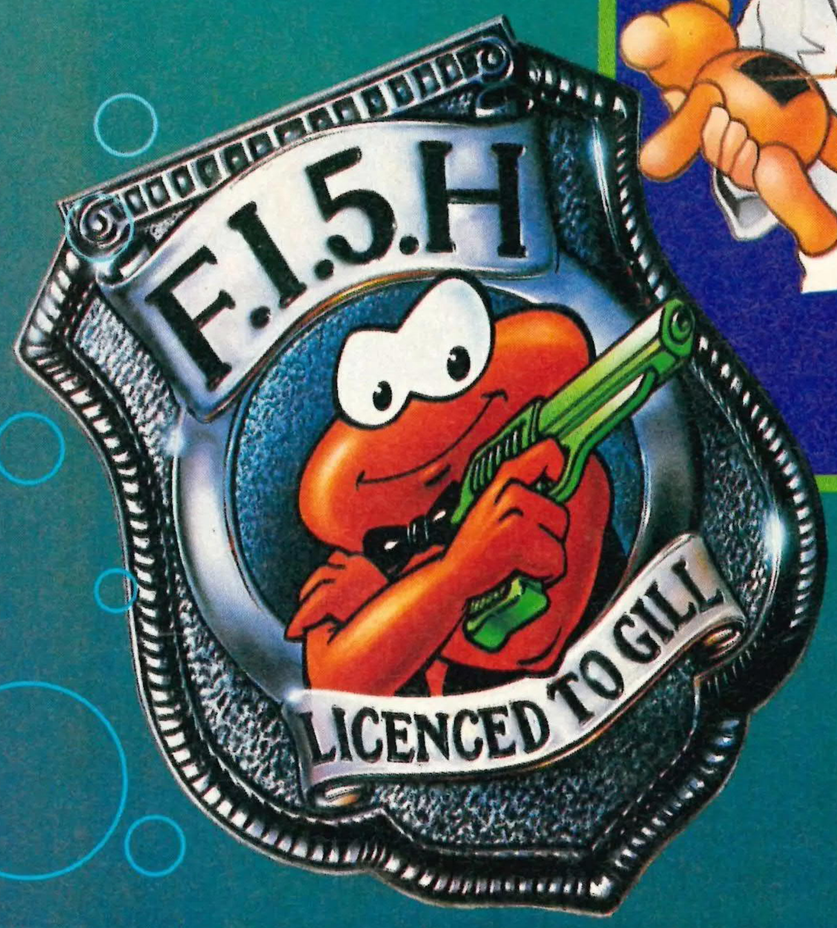












Pond:
Dr. Maybe is back!

We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas.
Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

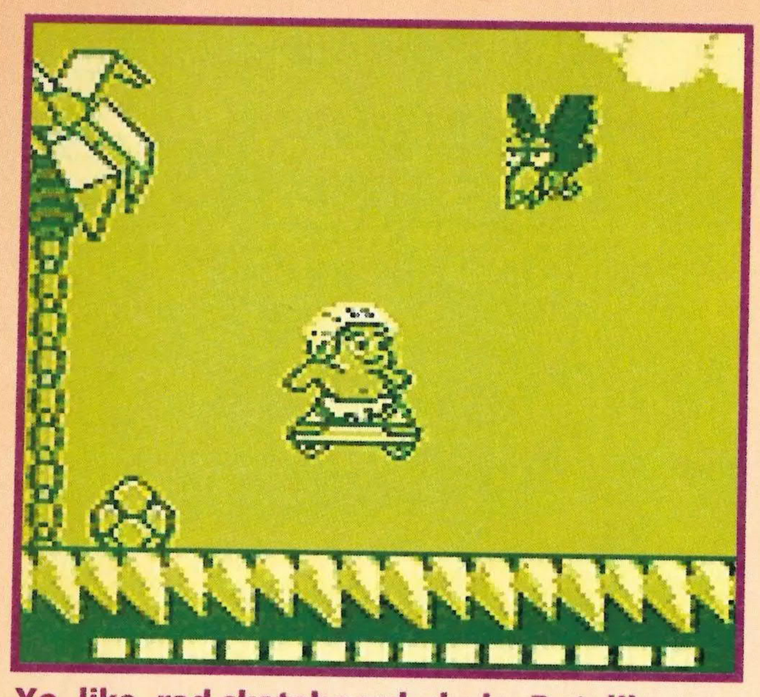
Nintendo® ENTERTAINMENT SYSTEM®

GAME BOY™

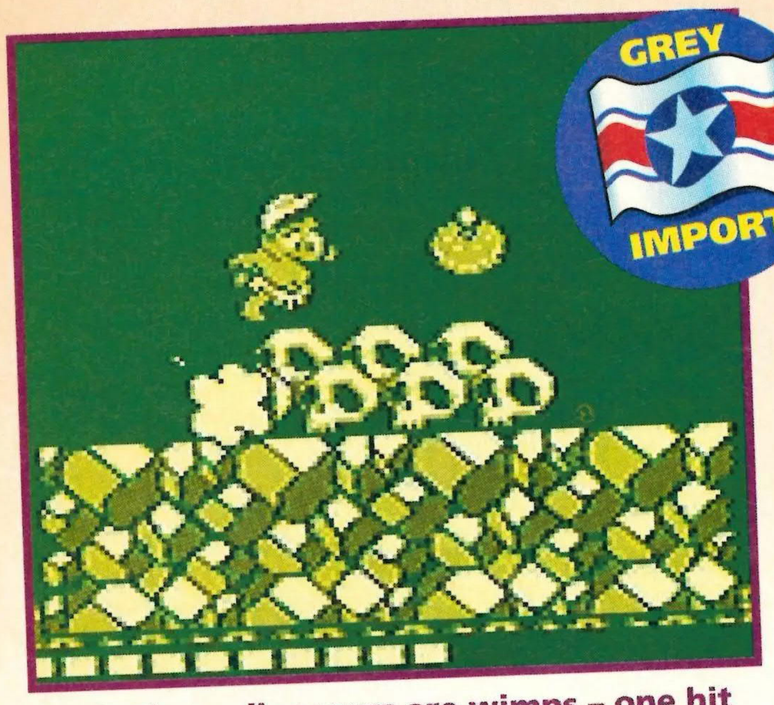
ocean®

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Yo, like, rad skateboard, dude. But, like, where are the waves, man? Bummer.



Poof! These dinosaurs are wimps – one hit and they disappear in a puff of smoke.

DINOSAURS
Hmm, difficult one, this. I suppose the graphics move fairly well...

Tedium. That's the first word that springs to mind when you see this game. The words that don't spring to mind at all are 'game-play' and 'originality'.

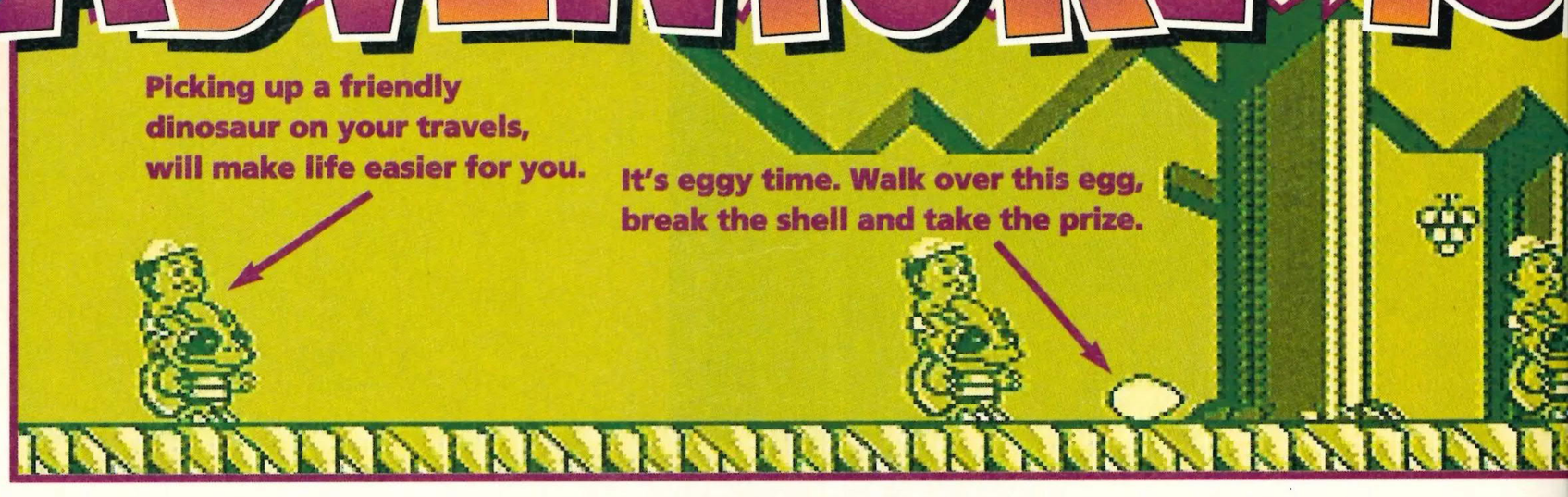
So what's the game about? Well, Jeannie Jungle (who?) has been kidnapped by aliens. It's up to you (Master Higgins) to rescue her from one of the eight islands where she's been hidden (bet you it's the last one). Each island is guarded by a very unfriendly monster, but thankfully there are a couple of friendly dinosaurs which will give you a bit of help – if you can find them, that is.

TOTAL! TEK-SPEX

Game	**Adventure Island II**
Levels	Lots
Difficulty	Easy
Continues	Infinite
Release date	Now: import

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

ADVENTURE IS



THE ADDAMS

PUGSLEY'S SCA

PUGS
Huge, pretty levels. Tons of challenge, and it's very addictive as well

His family may be ooky, kooky and spooky, but young Pugsley is just plain fat. The rest of the Addams gang have tried everything possible to reduce him to a manageable size, but to no avail. And not only is poor Pugsley fat, but now it looks like he's an orphan as well – while he was off sulking after he was deprived of his choccy biccy rations, all his family mysteriously disappeared. Not one to bear a grudge, he decides to try and get them back. To make his search more pleasant, lots of sweets have been left lying around for him to eat.

As you might expect (seeing as this is a platformer), Pugsley has to negotiate loads of platforms and jump on some weird bad guys in order to get his family back. Hmm, sounds very similar to the first Addams Family game, doesn't it? Well, it is. Ocean obviously figured that since the first game was such a gem, using the same

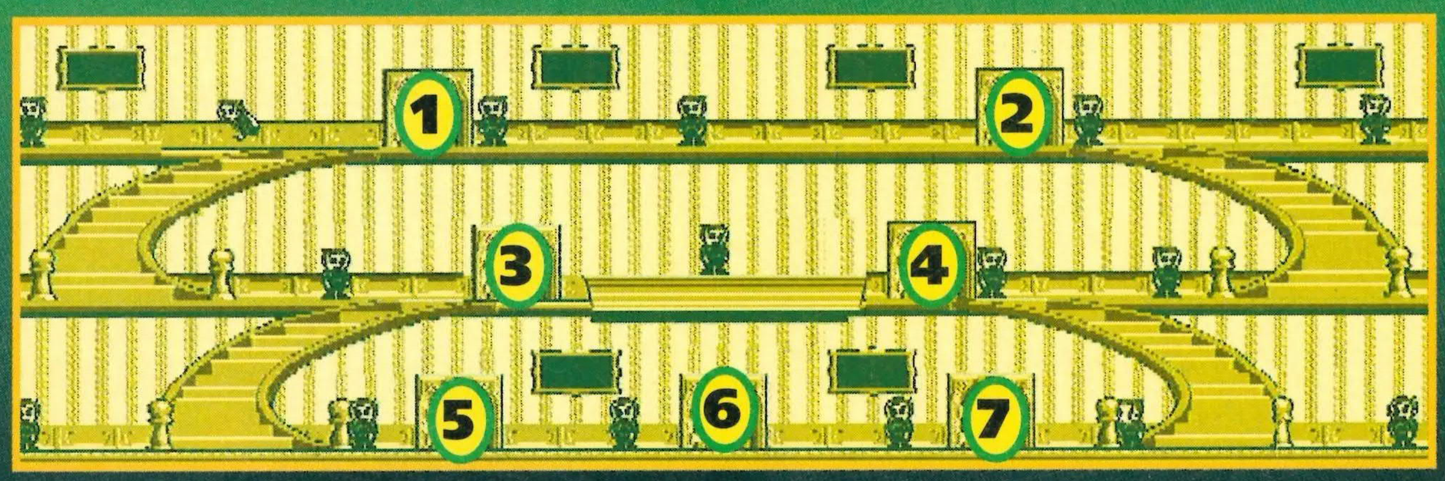
PIGS
Nothing new – it's all been done before. Some of the graphics could have been better



This is a secret room. If you eat all those sweets you'll get as fat as Frank.

The stairway to heaven...

... Well, to all the levels in the game, anyway.



For sale: one seven-bedroomed detached property. Lovely 'old' feel, only one owner. On the market due to mysterious disappearance of owners. Includes Games Room (1), Kitchen (2), Portrait Gallery (3), Conservatory (4), Garden (5), Judge's Chambers (6), Front Door (7).

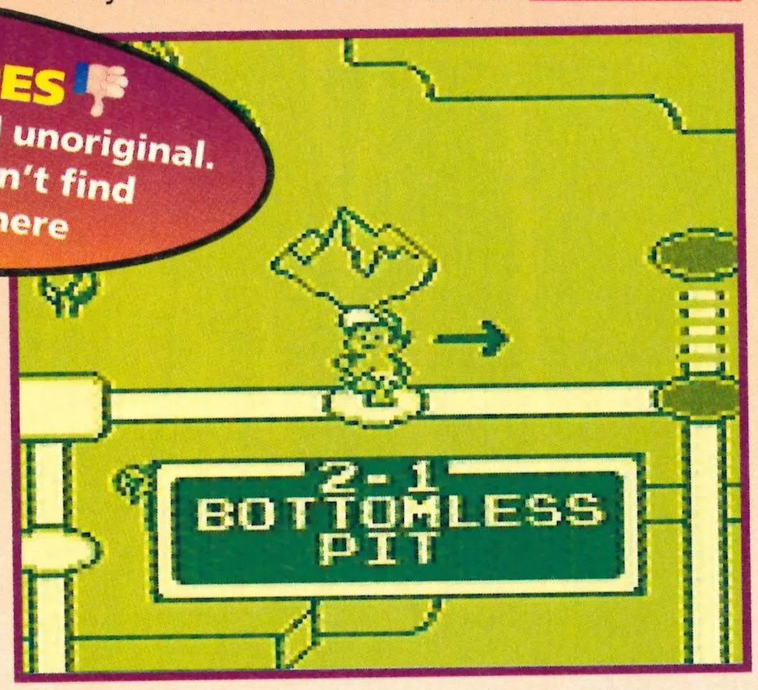
LAND II

There's not an awful lot wrong with Adventure Island II – the graphics are okay, if a little bland and the sound is the usual jolly platform tune – but there's nothing in the game to make it worth playing or to set it apart from the huge number of repetitive, unoriginal Mario rip-off platformers which are already around for the 'Boy. The levels, baddies and bosses are predictable and boring, and because it's all very samey, it's also easy.

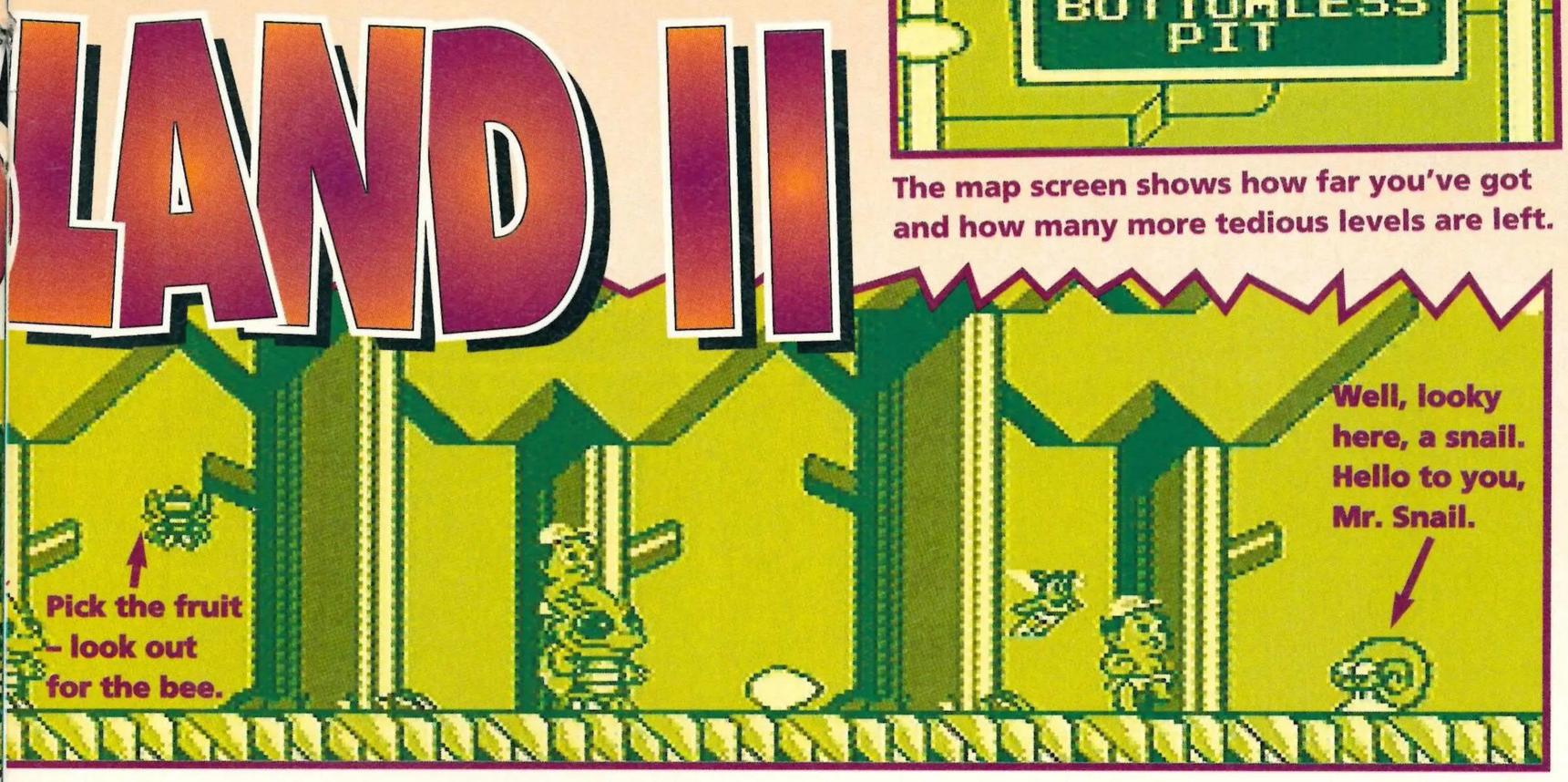
They only way they're going to stop making dull platform games like this is if people like us stop buying them. So please, give this a wide berth and force the software companies to be more inventive. The Game Boy deserves better. **CHRIS**

TOTAL!

DINOSORES
Boring, repetitive and unoriginal. You definitely won't find anything new here



The map screen shows how far you've got and how many more tedious levels are left.



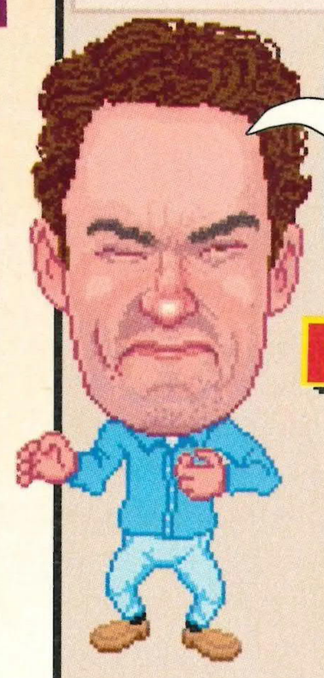
ADVENTURE ISLAND II

Looks
■ Dull and bland throughout. Looks the same as a hundred other games

Sounds
■ Very nice and all that, but again, it's not exactly dripping with originality

Gameplay
■ Sad jumping and throwing-type stuff, but not as jumpy and throwy as Mario

Life span
■ One of those games you'll either finish or get bored with in a couple of days



A dull, samey and easy platformer. You've seen the sort of thing before and you'll probably see lots more in the future. It's a crying shame

Final rating 40 Percent

S FAMILY

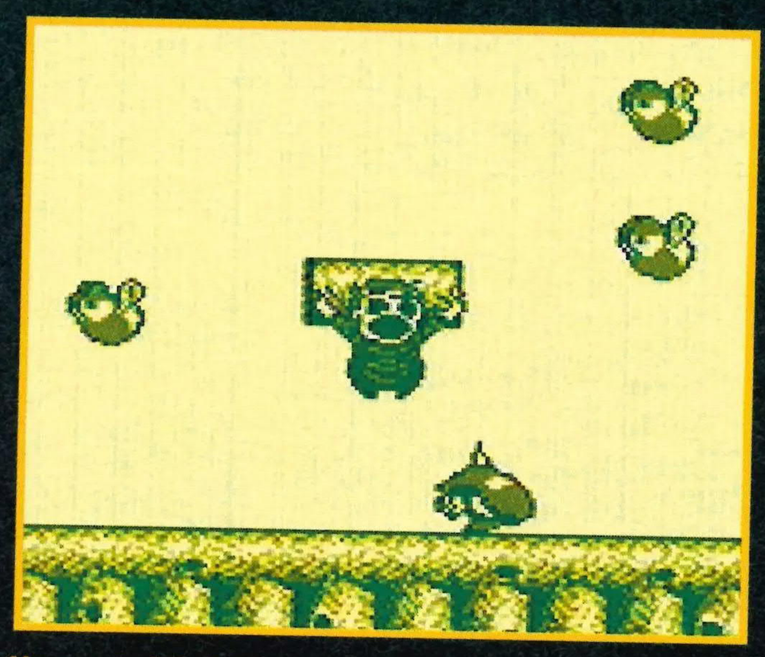
AVENGER HUNT

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

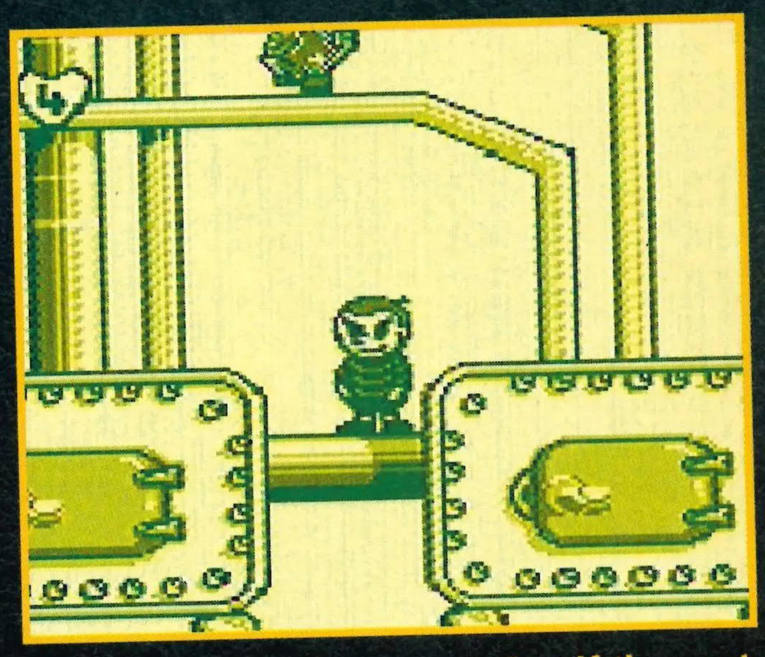
formula in the follow-up couldn't fail, and the result is that the general look and feel of the game is virtually identical to Addams Family Mark 1.

So where does all that leave us? Well, Pugsley's Scavenger Hunt looks good, sounds okay and plays like a demon. A little more originality would have been nice, but in spite of that this is still better than many of the other NES platform games out there. You could do a lot worse than waddling along to your local games shop to buy it. **JAMES**

TOTAL!



Hmm, I think I know where that spike has just been stuck



Call me modern if you want, but if they got a microwave they'd have more space.



The unoriginal platform formula is a bit disappointing, but the game's big, tough, playable and addictive, so who's quibbling? Not me, guv

Final rating 78 Percent

THE ADDAMS FAMILY

ooks
Very similar to the first game, but that's no bad thing. Backdrops are a bit plain

Sounds
■ A few decent spot FX and some good music. Could have been better, though

Gameplay
■ Nothing ground-breaking, but the platform action's solid and dependable

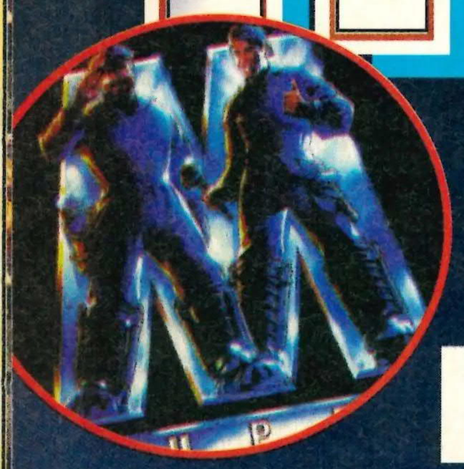
Life span
■ Huge and tough levels. You can expect some late nights with this

TOTAL! TEK-SPEX

Game	The Addams Family
Levels	6
Difficulty	Hard
Continues	Infinite
Release date	August/September

SUPER MARIO BROTHERS:

THE MOVIE



Tipped to be one of the biggest movies of the year, the Super Mario Bros. film is coming soon to a cinema near you. But what's it all about? Can Mario hack it as a Hollywood hero? Read on!

Back in 1981, a young Japanese artist named Shigeru Miyamoto created a legend. He didn't know it at the time, but within a few short years he and Nintendo, his parent company, would be catapulted into the world spotlight. His creation was a small carpenter named Mario.

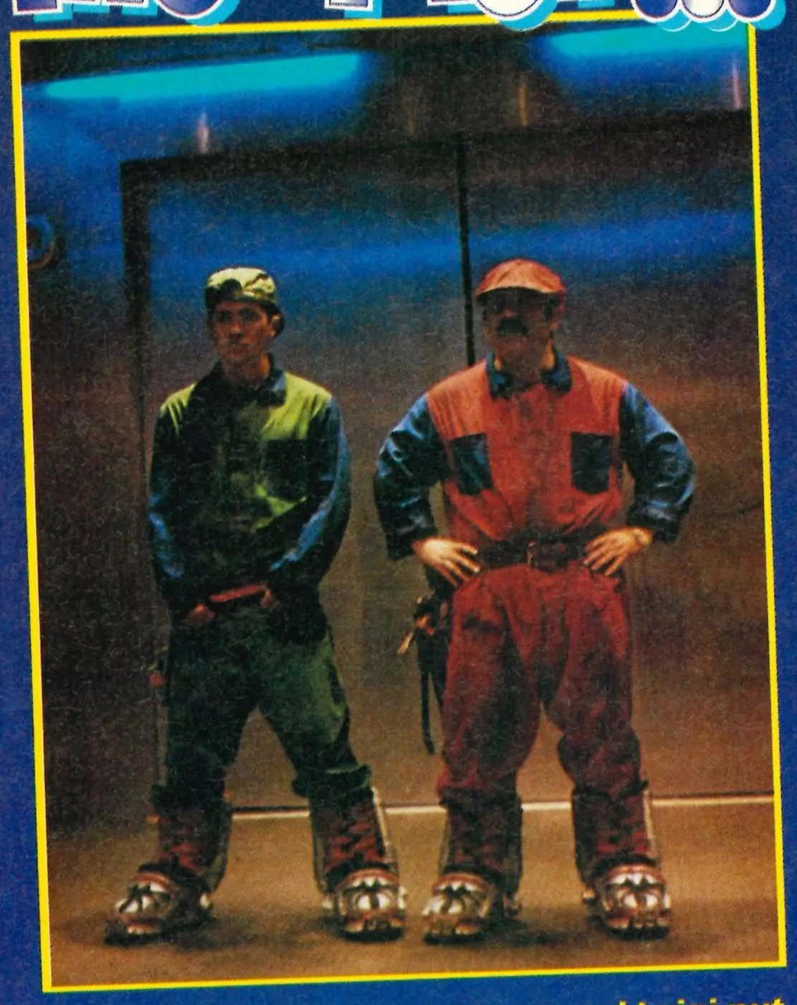
Shigeru Miyamoto was given the job of art direction on a new Nintendo coin-op called Donkey Kong. The computer graphics of the time were limited and Mr. Miyamoto was constantly struggling against low resolution and indistinct images. Thus, Mario's smile ended up looking like a moustache; his hair didn't look right so they gave him a cap; his arms looked strange so they gave him dungarees. Little did Nintendo realise that they were gradually designing none other than Bob 'Get orf my manor' Hoskins.

So here we are in 1993. Mario is a legend, Nintendo are huge, video games are trendy. We've seen Mario cartoons, Mario music videos, even a sad Going Live-style kids' show. The next logical step was a movie, and that step has now been taken by Lightmotive Productions. So how *do* you turn one of the most surreal video games of all time into a fast-action comedy movie?

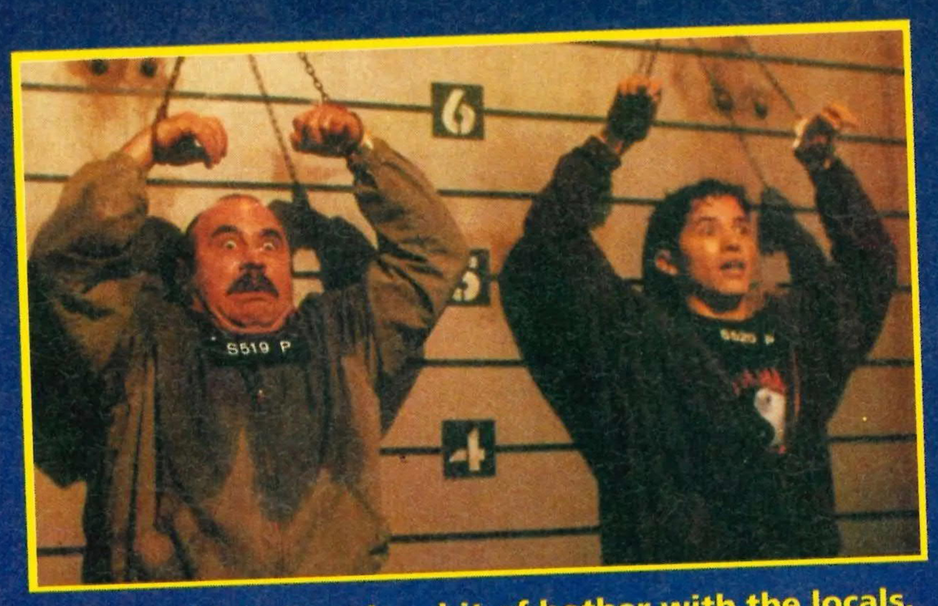


A view of the less-than-pretty streets of Dinohattan, where most of the Mario-related action in the movie takes place.

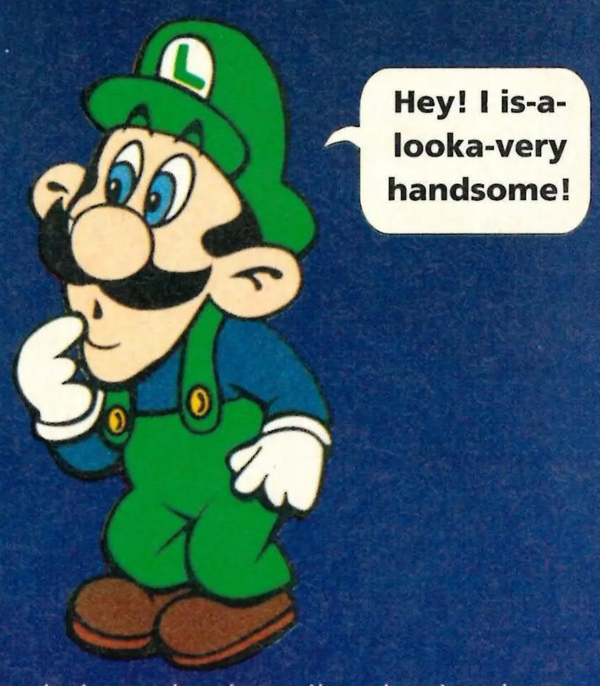
The Plot...



Elevator action ahoy, as Mazza and Luigi put on their special 'kick-ass', er, kostumes.



Mario and Luigi get in a bit of bother with the locals.

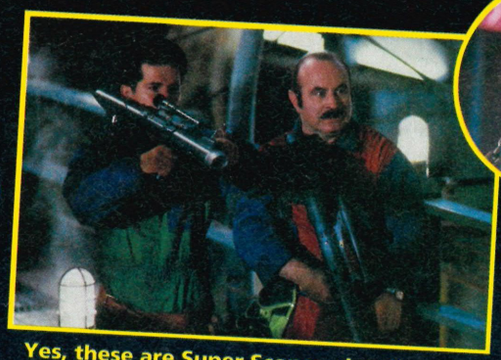


Daisy is a dinosaur researcher. While excavating earth in her ceaseless search for mouldy old bones, she accidentally floods the dig site. Pants! She has to call for a plumber and – you guessed it – Mario and Luigi are the first to arrive. Unfortunately, before they get the chance to mend the leak they get sucked into another dimension. Don't you just hate it when that happens?

As parallel dimensions go, this one is a real doozy. Apparently, the Earth was struck by a meteor over 50 squillion years ago, and the dinosaurs were knocked sideways through space and time. Mario and Luigi arrive in the capital city of this Dino World, a place called Dinohattan, ruled over by the evil and twisted Koopa. The upshot of all this is that Koopa wants to blow a hole through space/time and merge Earth with Dino World. The consequences of this action could be devastating and it's up to Mario and Luigi to stop Koopa's fiendish plan.

Elements of the Mario games have been included in the movie (although in the film Mario and Luigi get hold of smart boots that increase their jumping ability tenfold). Even Nintendo Super Scopes manage to work their way into the proceedings. Bear in mind, though, that this is *not* like any Mario game – it looks more like a cross between Blade Runner and Jurassic Park, if you can dig that. Very bizarre.

The Cast...



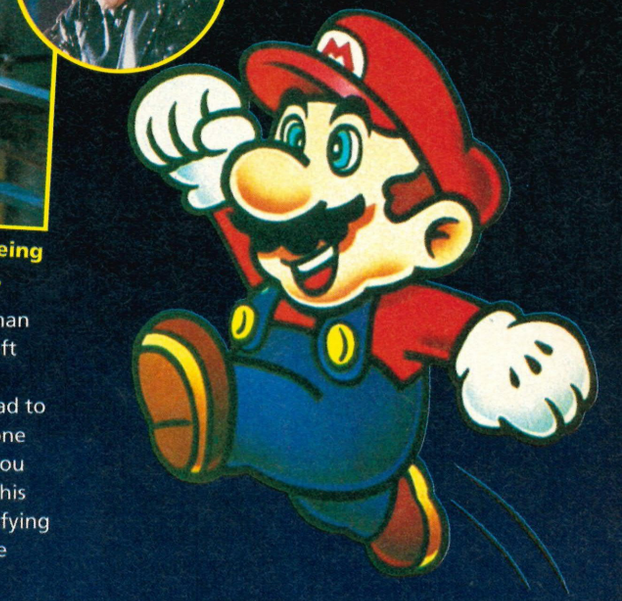
Yes, these are Super Scopes, despite being painted black and covered with tinfoil.

Obviously the producers of this movie had to get the right actors for the job. They originally wanted Danny DeVito to play Mario, but he was working on other things at the time. Cue home-grown fatty, Bob Hoskins. Exactly the right dimensions for the job. Give him a big moustache and a Brooklyn accent and he's the spitting image of Mario.

Luigi will be played by relative newie John Leguizamo, top hunk and Marky Mark lookalike. As far as we remember, Luigi was the skinny, ugly one, but that's Hollywood for you.

Daisy is played by the immensely cute Samantha Mathis, and here a strange anomaly arises. In the game, Daisy is Mario's sweetheart, but the movie sets her up as Luigi's main squeeze. Obviously they decided that our man Bob was not the ideal romantic hero and left him alone to save the Universe.

One of the strangest pieces of casting had to be that of Koopa, who will be played by none other than top movie psycho, Dennis 'Are you looking at me?' Hopper. Quite what effect his combination of murderous intent and horrifying charisma will have on the younger audience remains to be seen.



The Crew...



Cor! Daisy's a lot better-looking than we remember – and just check out Yoshi!



These are Goombas, the evil foot soldiers of Koopa. Small heads, big, bad attitudes.

Remember Max Headroom – the plastic bloke with the lightning wit and the dodgy vertical hold? Well his creators, Rocky Morton and Annabel Jankel, are the directors of the Mario movie, and its dark, futuristic looks are down to them. The producers are Jake Eberts and Roland Joffe (top arty bloke and, again, an odd name to be linked with this film).

Special effects have been designed and co-ordinated by industry veteran Paul Lombardi of Special Effects Unlimited. It's the FX more than anything else which have been the reason for the massive veil of secrecy surrounding the movie since its conception in 1990.

So will it actually be any good, then, or what? Well, we saw a sneak preview in Las Vegas earlier this year, and so far it looks fantastic. With the special effects, the music and the sets, this may be the only movie this year to rival Spielberg's Jurassic Park and Arnie's Last Action Hero. But whatever happens at the box office, you can bet that Mario will be the watch-word for entertainment this summer, both at home and in the cinema.

The Competition

The Mario Movie dudes have very kindly given us 10 CDs of the Mario soundtrack. To win one, just answer these simple questions:

Q1 – Bob Hoskins and a rabbit starred in:

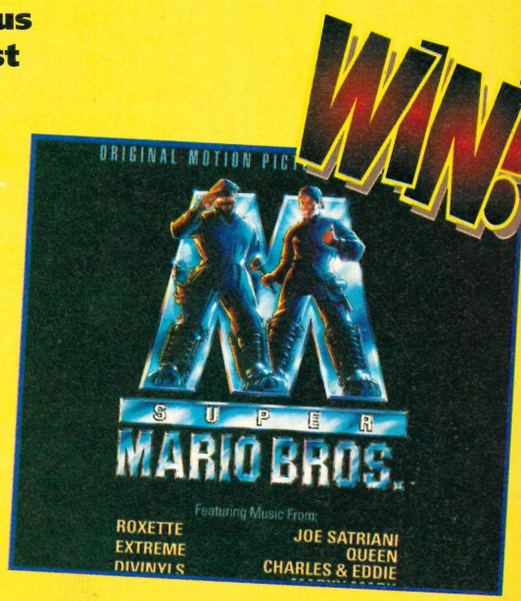
- ☐ **A Apocalypse Now**
- ☐ **B Return Of The Jedi**
- ☐ **C Who Framed Roger Rabbit?**

Q2 – In the movie, how do Maz and Luigi jump?

- ☐ **A Using a big trampoline and a hat**
- ☐ **B Using hydraulic jet boots**
- ☐ **C Using mind over matter**

Q3 – Who plays Princess Daisy in the movie?

- ☐ **A Ken out of Bros.**
- ☐ **B Kitten Natividad**
- ☐ **C Samantha Mathis**



Cut this coupon out and send it to: Mazza Movie Compo, TOTAL, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW



SUPER MARIO BROS.

TOTAL!

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES







ZEN
INTERGALACTIC NINJA

This is a special move. As you can see, it's a kick, but when you see it moving it just looks daft.

They're behind you, below you – in fact, all over the place. This calls for a bit of a special move.

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

Ninjas generally get to use all kinds of spiffy weapons, like throwing stars, sickles, gunpowder charges and big sticks. In Zen: Intergalactic Ninja, however, you just have to make do with the big sticks.

NINJAS
Good idea, nice characters and zippy intro screens. Neat sprites too

Zen is a horizontally scrolling platform beat 'em up, so no points for originality there. It takes place in a world polluted with all kinds of nastiness, which it's up to you to clean up. To do this you have to wander around, whacking people in the gob with your great big stick. Quite how this will help clean up an oil slick is never explained.

WHINJAS
Unoriginal, dull gameplay. It's not that difficult either

Zen, your Ninja bloke, can leap tall buildings in a single bound. Sadly, though, he can't climb even the most pathetic fence. And although he's supposed to be a martial arts master, he has a less than massive arsenal of *two* special moves. He can slide along the ground on his bum, or he can split his stick into two parts and sort of point it at the floor. Not all that scary, really.

There are the usual platform-related hazards to deal with, such as gaping chasms and wobbly platforms, and while dealing with all that, you still have to beat up everyone you encounter, which can get quite tricky at times – especially in the light of Zen's rather crap abilities.

Zen has nice graphics, okay sounds, and rather iffy gameplay. It's not very addictive, not awfully playable and not even big. Try Castlevania for similar, but better, platform antics. **JAMES**

TOTAL! TEK-SPEX

Game	Zen
Levels	4
Difficulty	Average
Continues	Passwords
Release date	July

ZEN -INTERGALACTIC NINJA

Looks
■ Nice sprites and stuff, but not much in the way of spectacular effects

Sounds
■ Decent tunes, reasonable sound effects but again, nothing special

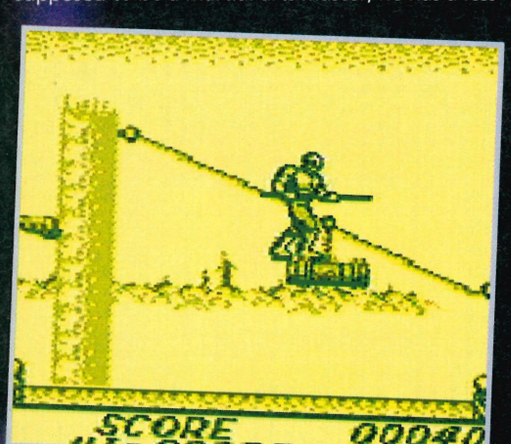
Gameplay
■ Not that much to do and what there is can be rather tedious

Life span
■ Too easy, too short and too dull to sustain any lasting interest

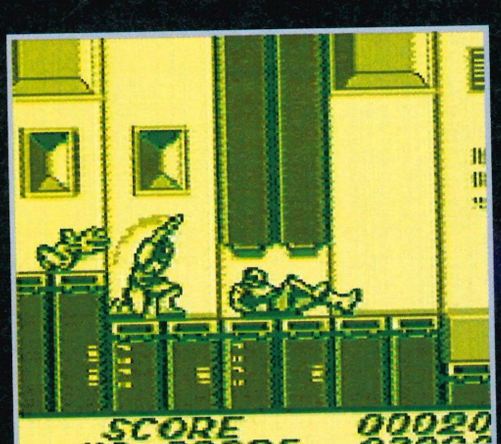


A less than gripping effort from the normally fab Konami. It might have been slightly more interesting if it was more difficult

Final rating 63 Percent



Zen takes a ride on the amazing Tree Trolley and encounters no danger and very little fun. Watch out for, erm, gravity.



Zen performs his amazing Slide Of Doom, in which he sort of slides along on his bum to get under low doorways. Cool, huh?



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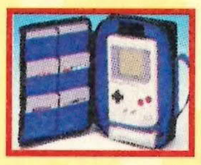
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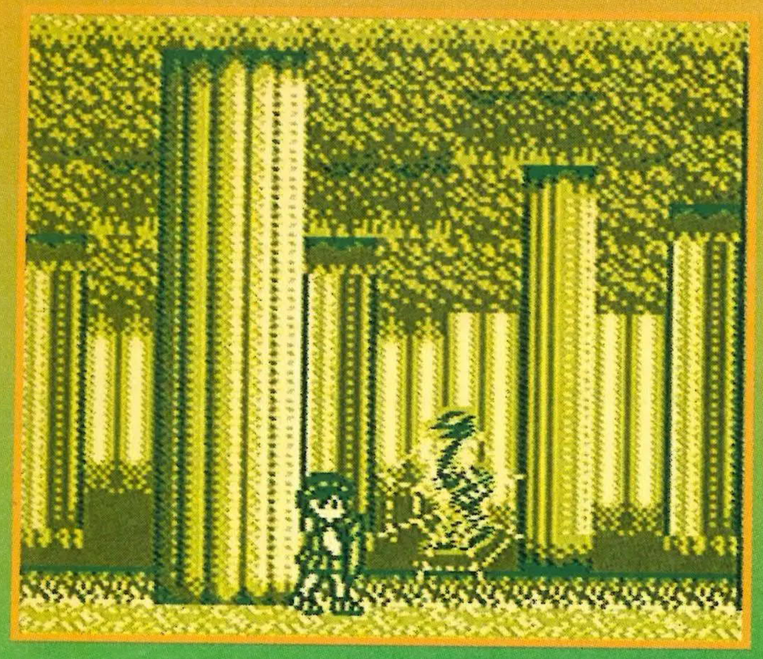
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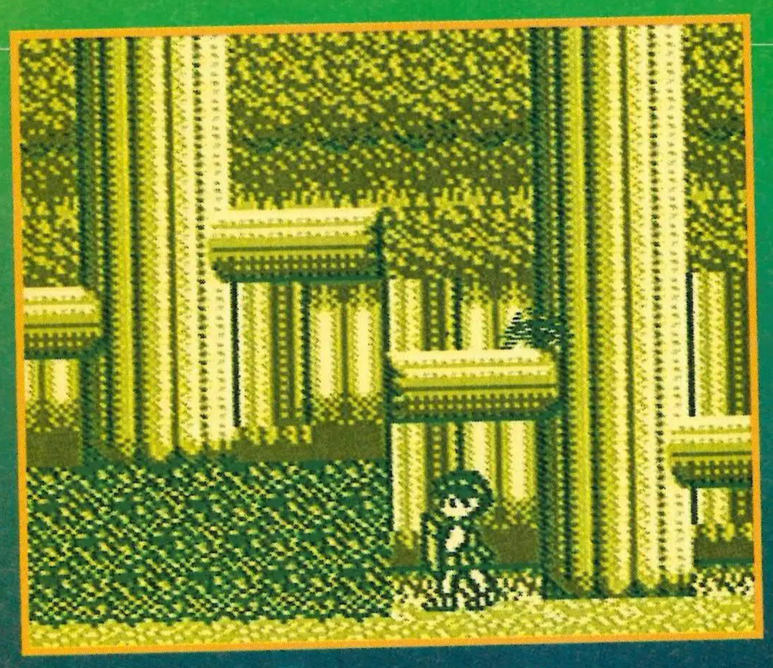
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I don't know about you, but one thing I really hate is... *SPIDERS*! I'm off!

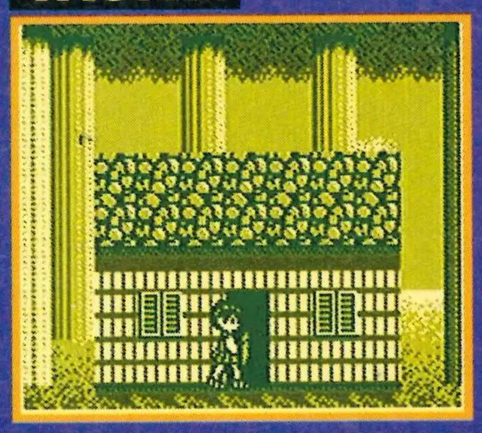


Ooh, a swimming pool. Damn, I've forgotten my trunks and bathing cap.

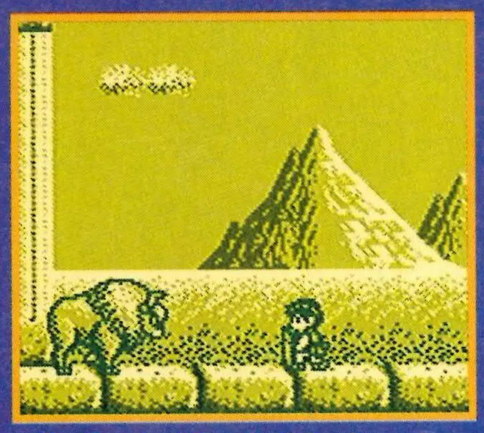
TOTAL! TACTIX

Going around in circles?

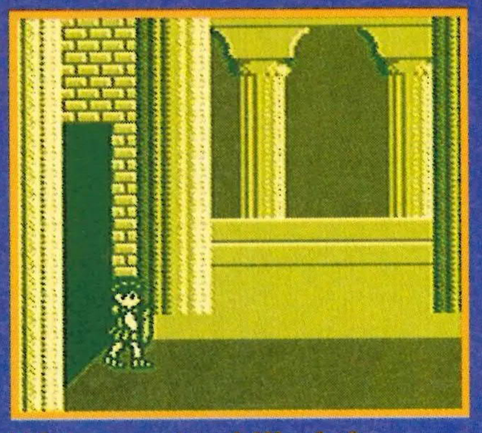
Wandering around aimlessly, wondering where to go and how to begin? Well, gnash your teeth no more, cos here's our guide to getting started...



From the beginning, walk right until you come to here. Go through the door.



Kill the bull outside Zeus's temple by crouching and stabbing as it charges.



When you've killed the bull, enter the temple. Now walk right.

For Game Boy (1 player) From Nintendo/Imagineer Price £30

Long, long ago, in a time before television, cinema or Nintendo, people were forced to seek simpler forms of pleasure. What the ancient Greeks did was write piles of plays and build breathtakingly elaborate temples in which to worship their many gods and goddesses. When the plays had covered just about every subject, and just about every deity had his own temple, they got bored and started to argue about things. Then they had wars. Lots and lots of wars. The gods, a tad annoyed at all this wanton skull-cleaving, began to assert their authority and decided to test the talents of a few of their subjects by sending them on monstrously difficult quests.

This is where you come in – a wannabe hero, thirsting after a suitably heroic role and a distressed damsel to wrench from the clutches of some evil and powerful enemy. You slot in the cart, power up your Game Boy and enter both your own name and the name of, well,

GODS

Excellent design. Superb graphics. Big and complex, but with a self-evident geography that minimises the need for mapping

BATTLE OF OLY

Neighbours. Everybody needs good neighbours...

You won't get far if you don't check out every doorway and listen to the advice of the old duffers and young damsels who greet you.



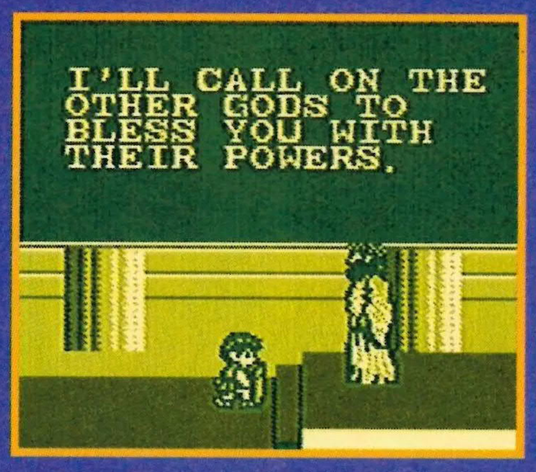
Er, dunno what the heck this is all about.

'Yeah. But where *is* it? Hello? Anyone at home? Oh, never mind.'

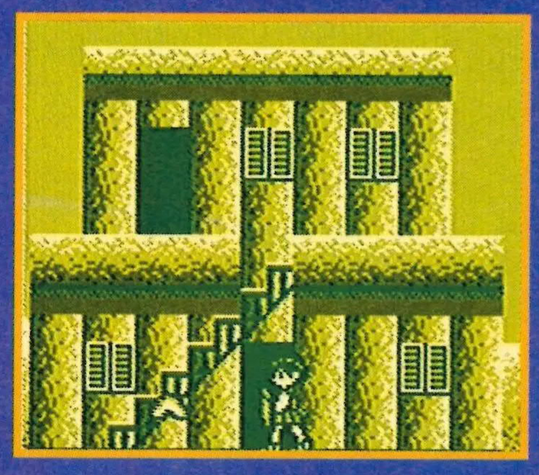
'*What* spirit? Vodka? Gin?' (*Bad Jokes Inc. © 1993*)

'Yeah? Who told you, eh? The fairies? Git.'

Well, get yourself straightened out!



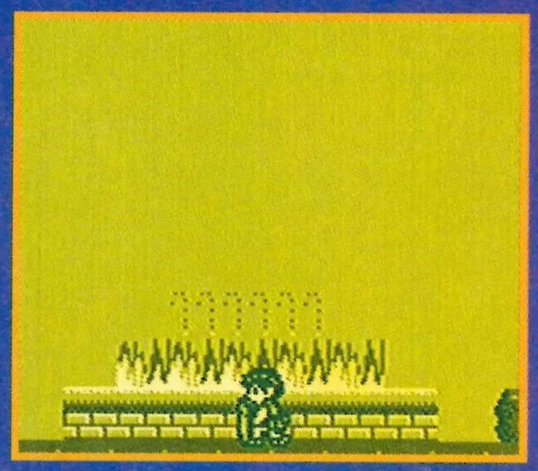
Kneel at the altar and Zeus will give you a quest. Leave, kill the bull, and head right.



Go through this door to enter Attica. Walk right and go down the first set of steps.



When you come to the entrance to this cave, enter and head right.



Kneel at the fountain for an energy refill. Now go right to Athena's temple.

that special person in your life right now (your girlfriend, mum, sister's mate – it's up to you). Suddenly, you're zapped into a world of friendly, hospitable and bearded strangers, mythical creatures, magic spells, formidable weapons, hidden passages and objects, enchanting princesses – and then your mate trips over the power lead and you come crashing back down to reality.

Undeterred, you restart your quest and, marvelling at your new-found cute-geezer-with-a-sword-and-a-skirt guise, you wander around the start village and enter a quaint dwelling. A squat chap wearing an attractive robe greets you. 'First, go to the Temple Of Arcadia to meet Zeus,' he splutters, coughing into an overused handkerchief. You make your excuses and leave.

GITS

It's a role-playing game, so by its very nature it's an acquired taste. Stay away if you prefer your action a little more frantic and laser-oriented

Elsewhere, a young woman with a silly hat and an 'I ♥ Socrates' T-shirt advises you. 'Look for the spirit in the Forest Of Peloponnesus,' she murmurs, 'It holds the strongest sword.' 'What on earth are you talking about?' you answer. But she will say no more and points to the door in silence. Mumbling insults, you decide to make your way to the Temple Of Arcadia, fighting off, er, large maggots and bouncing goats, to be rewarded with coins and energy power-ups.

On the way, you marvel at the beautifully sharp graphics, the smooth-scrolling backdrops and the appropriately heroic tune. You rescue a child from an arrow-slinging vampiress and receive the Staff Of Fennel, giving you the ability to control fire. After fighting off a charging bull you enter Zeus's temple and meet the big 'Z' himself. He congratulates you on your progress, gives you a password and suggests your next port of call. For now, at least, you're happy. You wear the Reviewer's Helmet and speak into camera: 'An absorbing, varied and challenging mix of platform action and quest-type heroics. A suberb conversion of the NES classic. An essential purchase.' **ANDY**

TOTAL!

MPUS

TOTAL! TEK-SPEX

Game	**Battle Of Olympus**
Levels	One big one
Difficulty	Average
Continues	Infinite + passwords
Release date	Out now



'Oh, very exciting. Big deal. The Oracle is speaking. Oh, let's all rejoice and cheer a bit.'

'Look, I don't understand any of this. Let's lose the cryptic crap and have a bit of plain speaking, eh?'

'Well, I'll go to Attica, then, I s'pose. (*Sigh.*) I wish this was a plain old platformer.'

BATTLE OF OLYMPUS

Looks

■ **Clear, detailed sprites. Well-designed backdrops give a nice illusion of depth**

Sounds

■ **Very few spot FX, but the tune cleverly changes according to the location/action**

Gameplay

■ **Big and complex enough for RPGers and lots of action for die-hard platform freaks**

Life span

■ **A tough and lasting challenge – this is a game you'll have to slowly chip away at**



A classic. For now, the finest Game Boy role-player. The standard to which the forthcoming Game Boy Zelda will have to rise to

Final rating 90 Percent

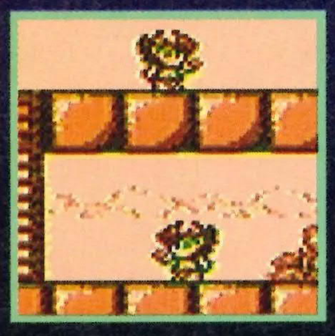
RODLAND



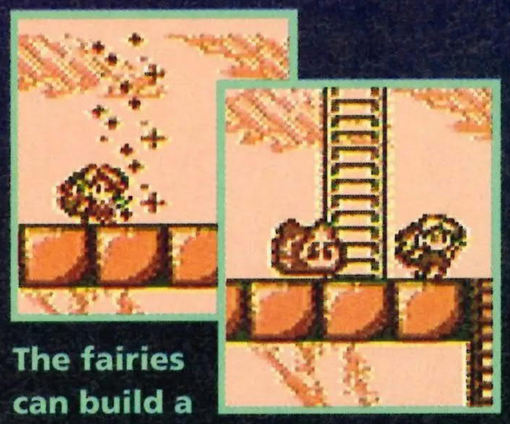
For Game Boy (1-2 players) **From Sales Curve** **Price £25**

Rods, ladders 'n' fairies...

That's what this game's all about!



You play one of two fairies – Tam or Rit. But which is which? Dunno.



The fairies can build a magic ladder which appears in a twinkle of magic stars.



To use your rod, zap the baddie, toss it over your head and bang it on the floor a bit.

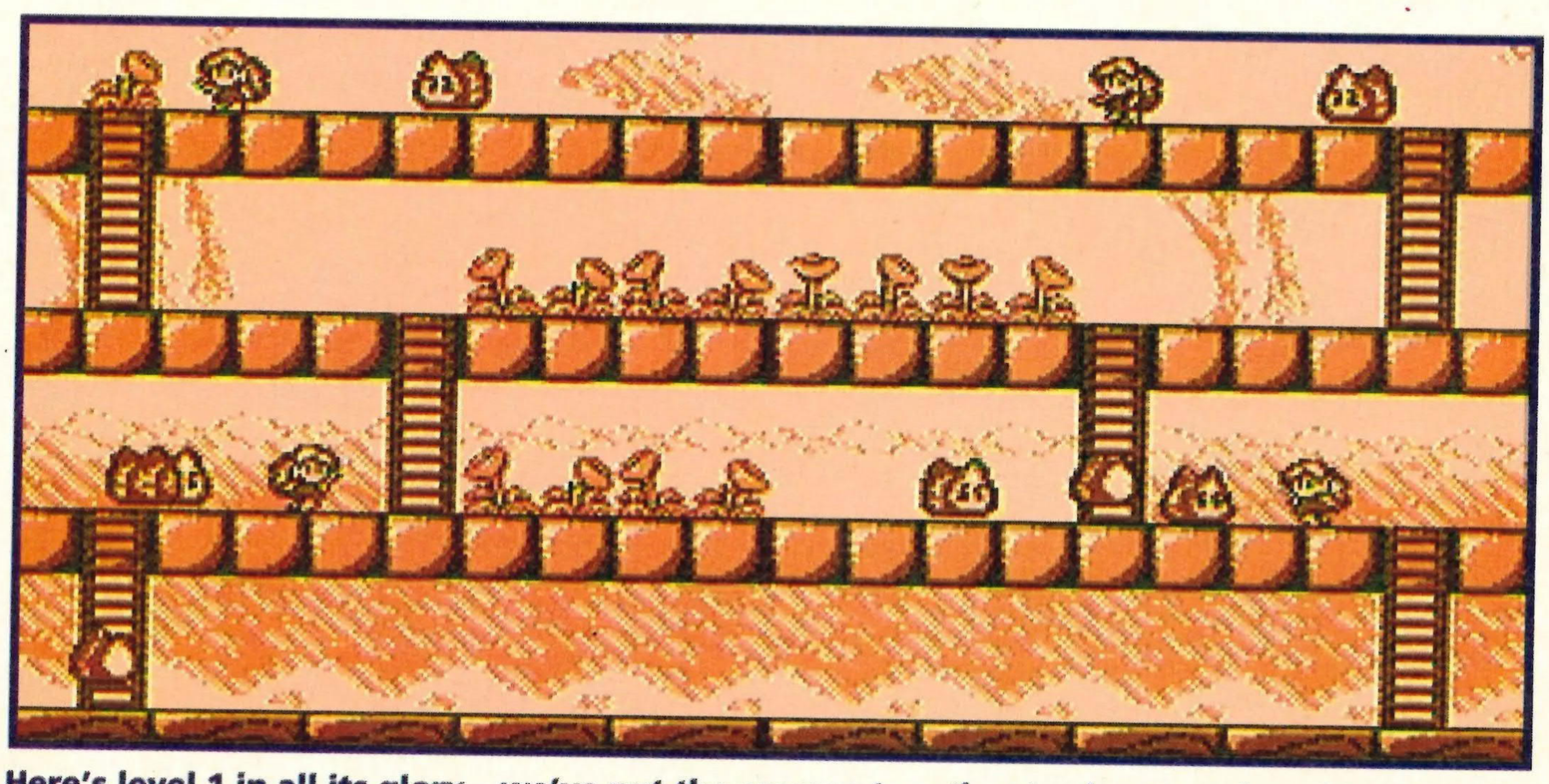
Rodland. What's that, then? A nation populated entirely by Rod Stewart lookalikes constantly belting out throaty renditions of the Scots croonster's greatest hits and all married to leggy (and rather talentless) Swedish starlets?

No, actually Rodland has nothing to do with our Frank's fave pop star. In fact it's a conversion of an old coin-op and is pretty similar to the third Bubble Bobble game, Parasol Stars – no bad thing, cos Para Stars is one of the smartest Game Boy carts about. Like Para Stars, Rodland is played on a simple platforms-and-ladders set-up, with each level two or three screens big.

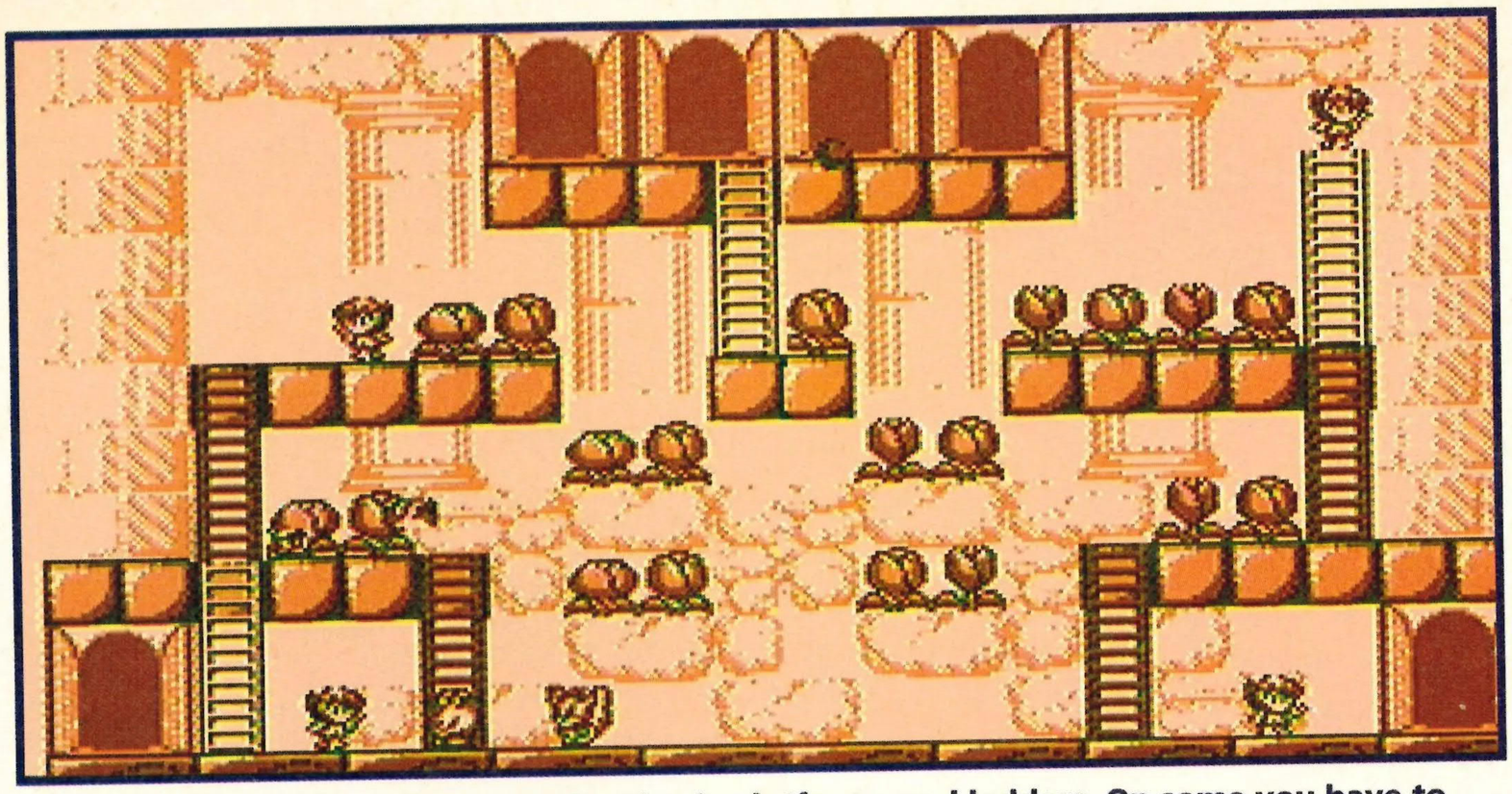
RODS
A cinch to get into and loads of fun to play. Neat graphics. Tons of levels

TOTAL! TEK-SPEX

Game	**Rodland**
Levels	Oodles
Difficulty	Average
Continues	None
Release date	Out now



Here's level 1 in all its glory – we've put the screens together to show you how big it is. Although you can see four Rits here, this is in fact two screens wide and one and a half tall.



On later levels there's a lot more than basic platforms and ladders. On some you have to ride on balloons and on this one those doors teleport you to different parts of the screen.

Extra! Extra! Extra!

Read all about how to get an extra life in Rodland!



If you collect all the flowers strewn about the level...



... The nasties turn into these things. Bash them and...



... You get a letter. Spell EXTRA and you get an extra life.

The aim of the game is really simple. The fairy heroes, Tam and Rit, have to clear the enemies from every level using their magic rods. Zap the baddies with the rod, pick 'em up and bang 'em on the floor a few times and they die, leaving a bonus or a power-up in their wake. The first few levels are easy, but as you progress the layouts get trickier and the bad guys move in on you more quickly. Finish ten levels and you have to take on a huge boss.

ODDS
The graphics are a bit titchy, but that's about the only complaint I've got

The whole game is incredibly easy to pick up and very playable. You can either treat it like a shoot 'em up and just race about each level, zapping the bad guys as soon as they appear, or you can go for strategy. Y'see, every level has a load of flowers on it; clear all the flowers and every time you zap a baddie you get a letter instead of a bonus. If you spell EXTRA with the letters you get an extra life – but getting all the letters means lots of risky standing about on dangerous levels.

Rodland is a gorgeous game, ideally suited to the Game Boy. It's a hell of a challenge but so much fun to play that the hours whizz by. I loved it and so will every GB platform fan. **CHRIS**

TOTAL!

RODLAND

Looks
■ The characters are tiny but they move fast and look good

Sounds
■ Excellent in-game music and some bonus tunes as a nice, er, bonus

Gameplay
■ Simple design but the platform gameplay is engrossing and great fun

Life span
■ Bags of levels and very 'just one more go'-ish. It's definitely got the legs

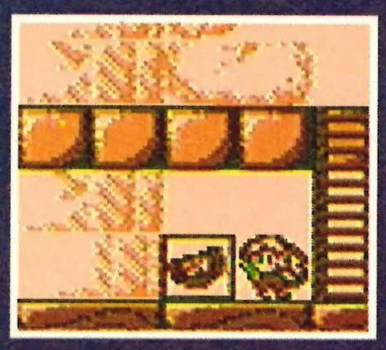


Want some weapons? Fairy nuff!

Tam and Rit can get nifty weapons like these...



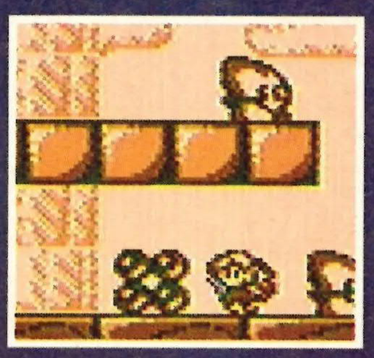
The bomb takes out anything that's right next to you.



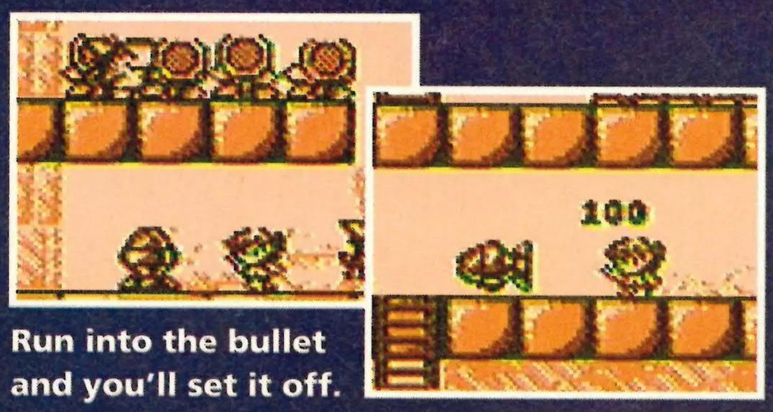
Take out a nasty with these and it'll leave a fruit behind.



The 'S' ball bounces across the level, killing everything.



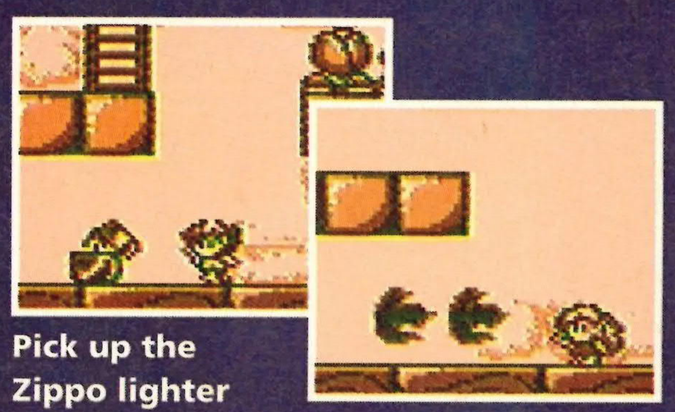
These clustered balls explode all over the screen and bounce around for a while.



Run into the bullet and you'll set it off. It takes out the first thing it hits.



Walk into this star and it goes off like a firework for about a second.

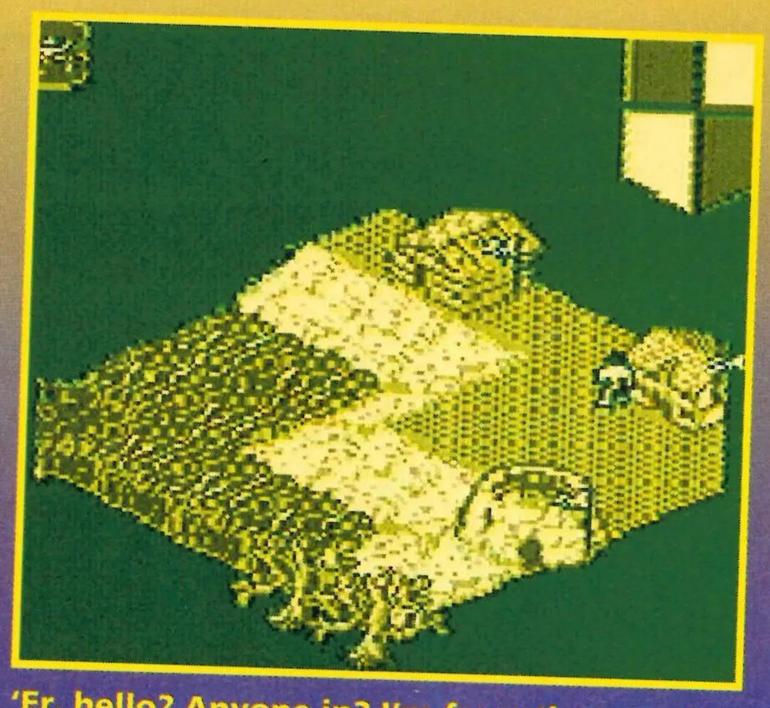


Pick up the Zippo lighter and you'll have a flame-thrower.

POPULOUS



Ah, home sweet home. It's always nice to put your feet up after a hard day's killing.



'Er, hello? Anyone in? I'm from the round thing across the road. Got any sugar?'

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

Populous has been around for about six years now and is so popular that if everyone who had ever played it on any format formed a line, it would reach from London to Mobley (a little-known planet just beyond Pluto).

It's a game all about domination. As a god, you have influence over your tribe of people, and have to make the environment as pleasant as possible for them to live in, mainly by providing flat land on which they can build houses. The bigger the area of land they have, the more rock-hard their houses are, and the stronger the new people emerging from them will be.

GODS
Populous with nowt taken out, on the Game Boy at last! Addictive when you get into it. Good 3D graphics. Lots of challenge

The problem is, the computer is also trying to take control of the land for *its* people. Your aim is to have the biggest population and wipe out the computer's. You do this by flinging rather nasty effects at him to ruin his houses. An earthquake, for instance, or better still, a flood, a volcano or, the ultimate, Armageddon (a big scrap).

Each effect costs manna, with the more powerful effects needing more. As your population grows, so does your manna, meaning you can inflict more damage on your rival. Even raising and lowering land costs manna.

Sadly, Populous doesn't work too well on the GB. The screen's too small and unclear, and moving the cursor around takes ages – it's incredibly fiddly trying to raise the right bit of land. It's also annoying that you have to go to a separate screen to get the effects. The game's all there, which is quite a feat, but it's simply too awkward. **JAMES**



Violence breaks out after a heavy night at The Red Lion.

PLODS
Very awkward to control. The screen's too small to show the landscape properly. The sound effects are a bit too quiet



This is what happens if you spill Perrier on a Populous screenshot. Not pretty.

POPULOUS

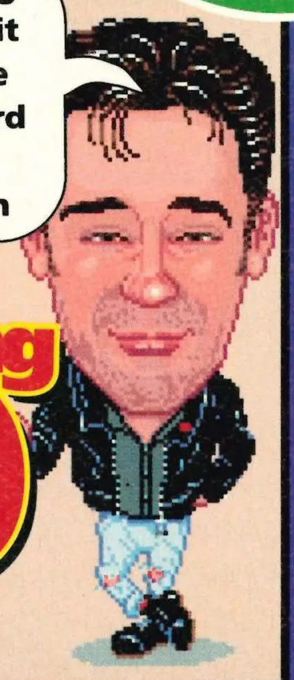
Looks
Realistic landscape, but the people are simply-animated stick figures

Sounds
Nothing special at all. There's no in-game music and just the odd sound effect

Gameplay
An excellent idea, but a bit dated now and maybe too complex for the Game Boy

Life span
Gets a bit repetitive, but If you keep at it Populous should last you for ages

A good try at converting this popular game, but it doesn't quite work. The controls are too awkward and the graphics too complex for it to be fun



Final rating 70 Percent

TOTAL! TEK-SPEX

Game	**Populous**
Levels	Loads
Difficulty	Selectable
Continues	Passwords
Release date	June

F-15 Strike Eagle
Now it's in your hands



F-15 Strike Eagle, taking off on the Game Boy

MICROPROSE
Seriously Fun Software

GB ROUND-UP

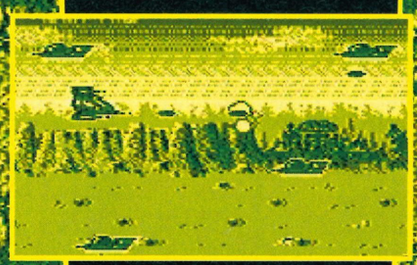
I wouldn't say these games were crap... but they are.

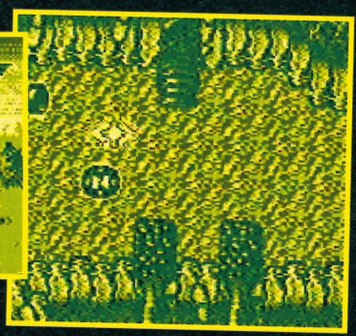
STARHAWK

For Game Boy **From** Accolade **Price** £25



Okay, all I have to do now is blast tha... Wait a minute! Where's me ship?



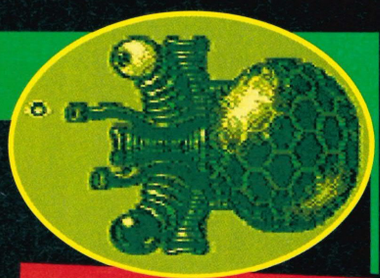


Hurrah! A power-up at last. Hey, I bet I blow up before I... BANG!

The Game Boy has quite a nice collection of scrolling shoot 'em ups now, but Starhawk isn't one of the better ones. With games like R-Type and Nemesis around, a GB blaster has to be a little faster, a little tougher, and a little more original to compete. The only thing Starhawk has going for it is that it's graphically brilliant.

Although the game has the usual blasting formula, it doesn't make the grade mainly because nothing really exciting happens. Collision detection is very frustrating too, especially when you just clip the aerial as you're trying to squeeze through a tiny gap. We also seem to have been lumbered with the saddest and slowest ship in the fleet, and the power-ups don't come along frequently enough to keep the pace of the game up.

It's fair to say that Starhawk ain't gonna blast games like Nemesis out of the sky. **JAMES**



STARHAWK

Looks
- A lot of sprite and background colour similarities, but otherwise superb

Sounds
- Yup, the guns go bang and the baddies go pop when you shoot them

Gameplay
- The power-ups are too infrequent, and the game is generally a bit too slow

Life span
- There's not much incentive to go on once the continues are used up

Final rating 65 Percent

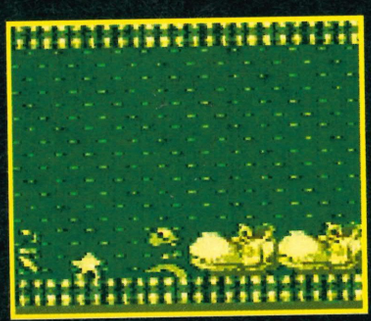
ROBOCOD

For Game Boy **From** Ocean **Price** £26

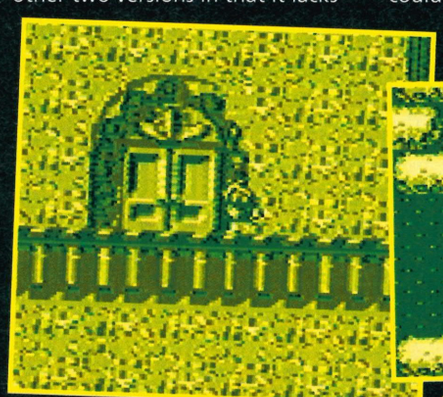
Robocod on the SNES was good-looking but unplayable. NES Robocod had better gameplay but was bland. The Game Boy version is better than both of those games put together.

The gameplay involves using the famous James Pond stretching-and-jumping techniques to get to an end-of-level beacon. There are oodles of levels to play through, and nice big guardians to bash away at.

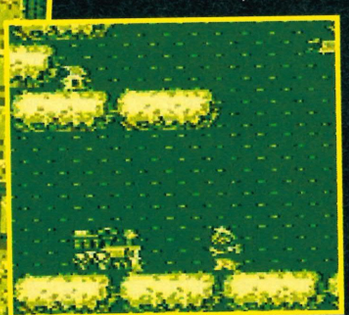
Unfortunately, the game suffers from the same fault as the other two versions in that it lacks content – the bad guys are definitely on the scarce side (and invariably fail to show up against a dark background). Jimmy Pond isn't all that controllable when jumping either – I suppose you could say it makes the game challenging, but it's annoying nonetheless. Still, it is a big game, and with only three continues you won't be finishing it in a hurry. **JAMES**



... And for my next trick, I shall reappear as a battered cod.



Our intrepid agent, Robochameleon, sneaks up to the unsuspecting door.



I've heard about British Rail cuts but this is blimmin' ridiculous.



ROBOCOD

Looks
- Dark sprites against a dark background is always a mistake

Sounds
- Faithfully reproduced soundtracks and effects from the original games

Gameplay
- The character control is clumsy and there ain't much to do at times

Life span
- It's got loads of levels so it'll take ages to finish. But will you want to?

Final rating 60 Percent

COOL WORLD

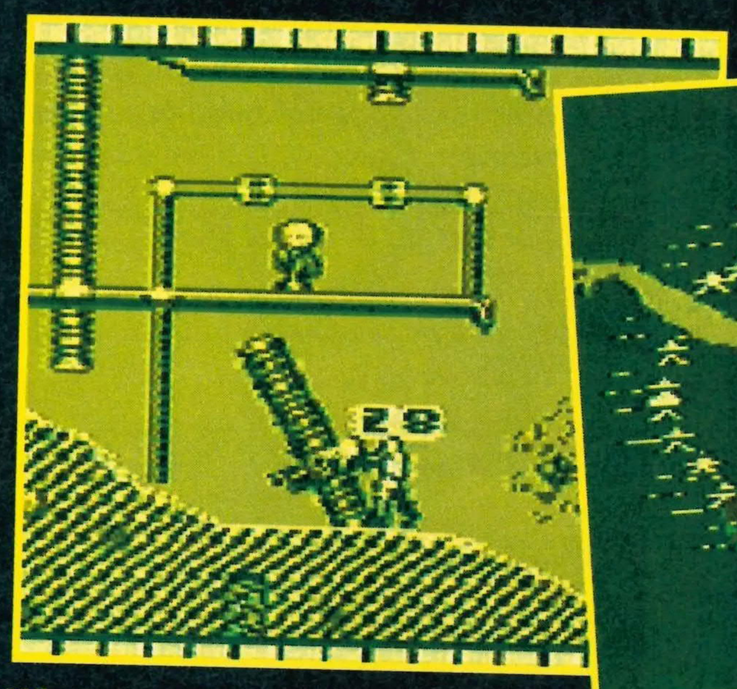
For Game Boy **From Accolade** **Price £25**

No, no, no. This isn't a game! Games are supposed to be fun, see? And this ain't!

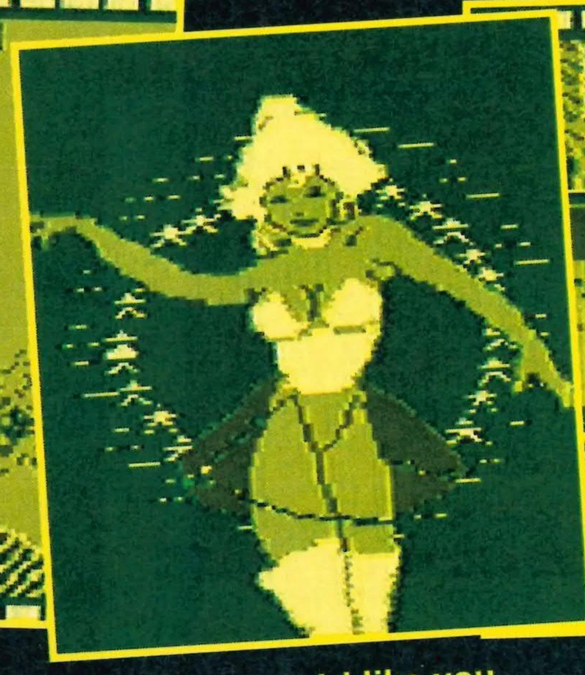
Cool World is a four-level game in which you play Harris The Policeman. Some cartoon crims have been stealing bits and bobs from the real world and taking them back to their world. Armed with a pen, which is for zapping the doodles to turn them into ink blobs which you can then suck up, you have to recover these things and return them to their rightful position.

The graphics are all very nice and well-animated, although some things are a bit on the small side. But the gameplay really sucks. Just like the NES and SNES versions (and the film), the game is boring, repetitive and pointless. Hopping from world to world is confusing, and you're kind of limited until you learn how to jump through the vortex.

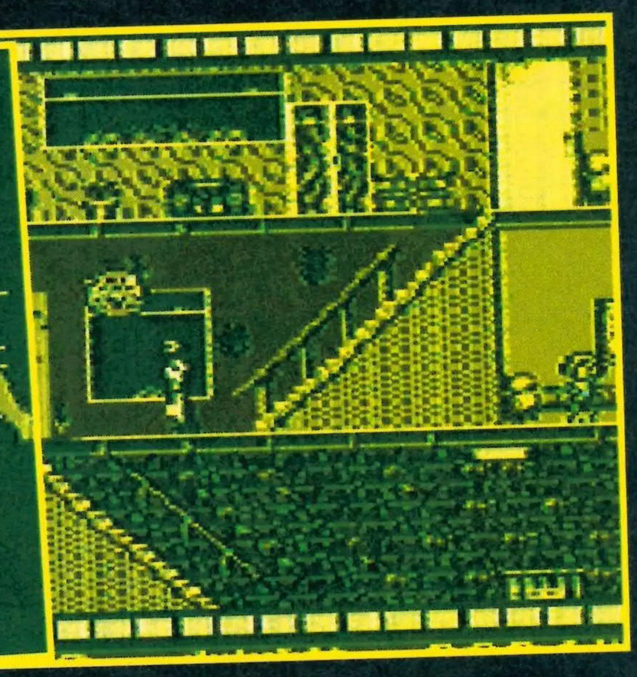
There are no continues, so if anyone does buy this game (after having had their brain surgically removed), it will last long enough for them to realise what a mistake they've made. **JAMES**



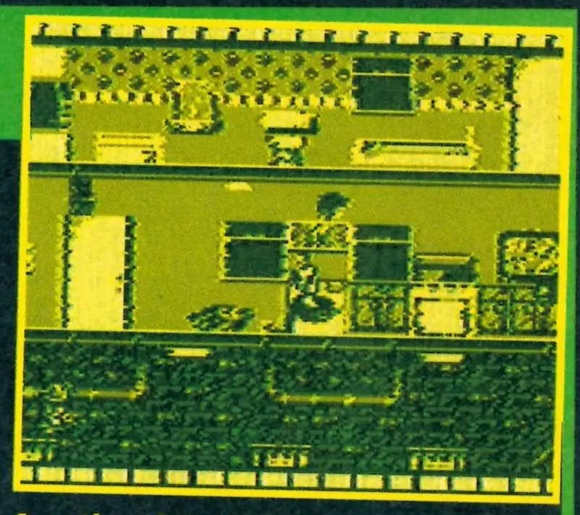
What a strange power-up. Talk about having a head for numbers.



What's a nice girl like you doing in a game like this?



Is this the real world or the cool world? Who knows? Who cares?



Another level and yet more running. This is seriously boring.

COOL WORLD

Looks
- Nicely animated sprites which move quickly without blurring

Sounds
- Not bad soundtrack and effects, but hardly worth buying the game for

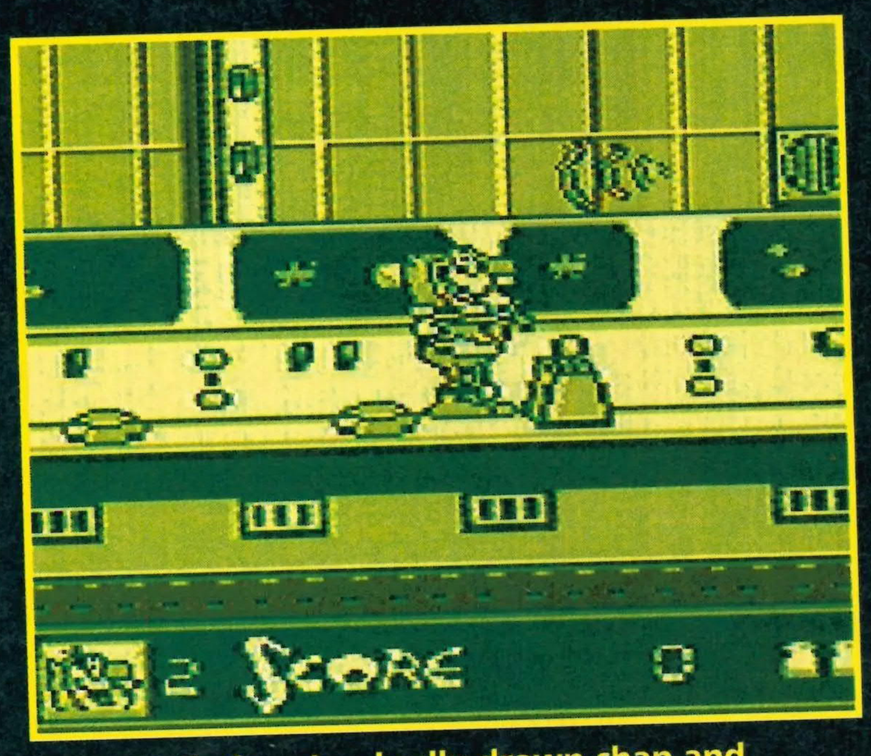
Gameplay
- Bail out! This one's going down and nothing can save it!

Life span
- If you're dim enough to buy this, it won't take long to realise your mistake

Final rating 39 Percent

THE REN AND STIMPY SHOW

For Game Boy **From T•HQ** **Price £24**

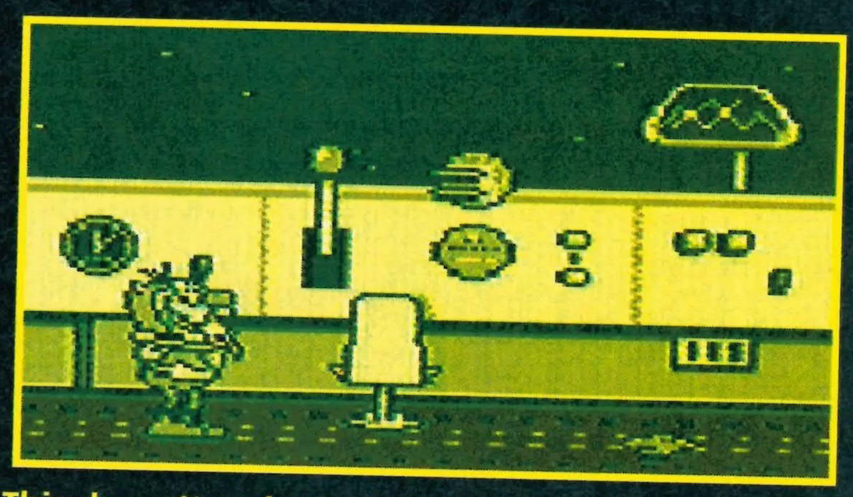


Um... Well, there's a badly drawn chap and there's a toaster – work it out yourself.

Right, let's take this review one stage at a time. Good points first. The Ren And Stimpy Show has got one of the funniest intro screens we've ever seen on a Game Boy game.

Now for the bad points – in other words, everything else about the game. Apparently (according to the box, anyway) we get to 'explore vast alien worlds with our heroes as they roam the endless...', etc., etc. Well, unfortunately I didn't get to discover any 'vast alien worlds' because the first level was so monotonous that I just couldn't be bothered to play beyond it. Control over the main sprite is completely non-existent, and half the time the only way you can work out what hurts you and what doesn't is by doing a couple of suicide runs across the screen.

I was rather hopeful after seeing the intro screen, but when I realised just how bad The Ren And Stimpy Show was the smile soon disappeared from my face. It looks bad, sounds bad and plays bad. Unless your hobbies happen to include putting ten-pound notes through a shredder or drilling holes in pound coins, this is a complete waste of money. **JAMES**



This doesn't make a whole lot of sense, either. That chair is an obstacle. Why not walk around it?

THE REN AND STIMPY SHOW

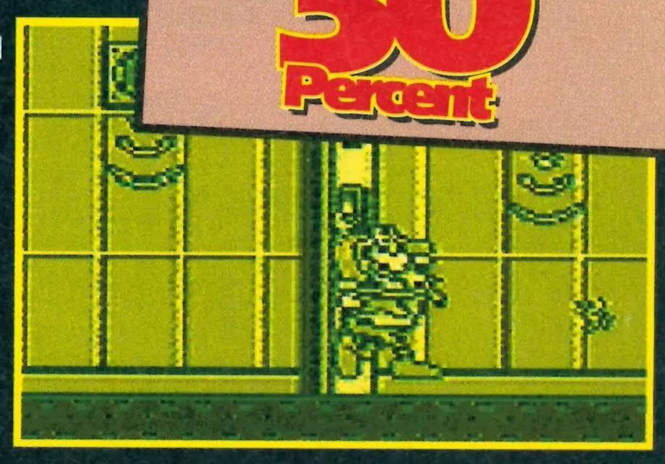
Looks
- Similar in style to the Simpsons games. Fun but not very good

Sounds
- Below average – but even Beethoven couldn't have saved this game

Gameplay
- Ha! Yeah, right. Those two marks are for the fact that you can jump and shoot

Life span
- Any self-respecting game player would bin this one within the hour

Final rating 30 Percent



No, I'm bored with this game. Dum-di-dum-di-dum. Oh, forget it, I'm off!

SPIDER-

For Game Boy (1 player)



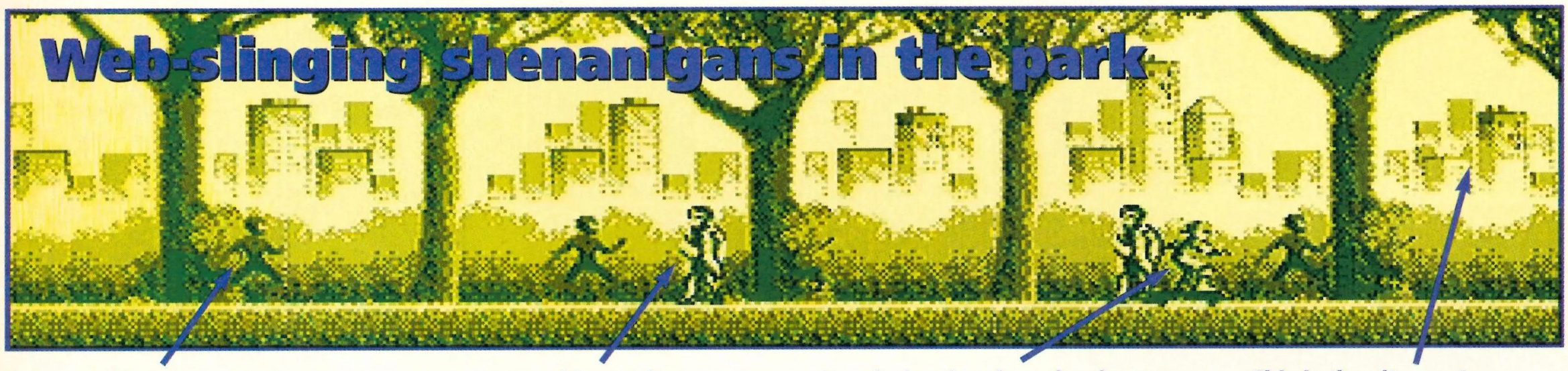
You can hop from ledge to ledge, but you'll be quicker and safer using your web. Watch out for bullets, though.

Spider-Man possesses incredible strength, can climb any surface, and shoots webs like a real spider. How can he do all this? Because he was bitten by a radioactive spider, that's why. Hmm. Don't try this one at home, kids. If you really get bitten by a radioactive spider, your hair and teeth will fall out.

One of Spider-Man's other powers is his tingling Spider-Sense. This alerts him to danger just before it happens. This week it's been tingling like crazy. It may just be nerves, but our man Spidey reckons it has more to do with the recent invasion of Earth by hordes of robot spiders. He's probably right as well. So, it's off into the city for a spot of robot-bashing. Hooray!

WEBS
Neat sprites and lovely backgrounds. Gorgeous sounds. A heck of a challenge

This is a fairly run-of-the-mill platform-type game. Its only novel feature is the use of spider's webs: you can fire a web out in almost any direction, and if it catches an object (say a ledge or a lamp post) you can swing on it. You can also use the web fluid to shoot baddies, and Spidey packs a hefty punch as well. The graphics are neat

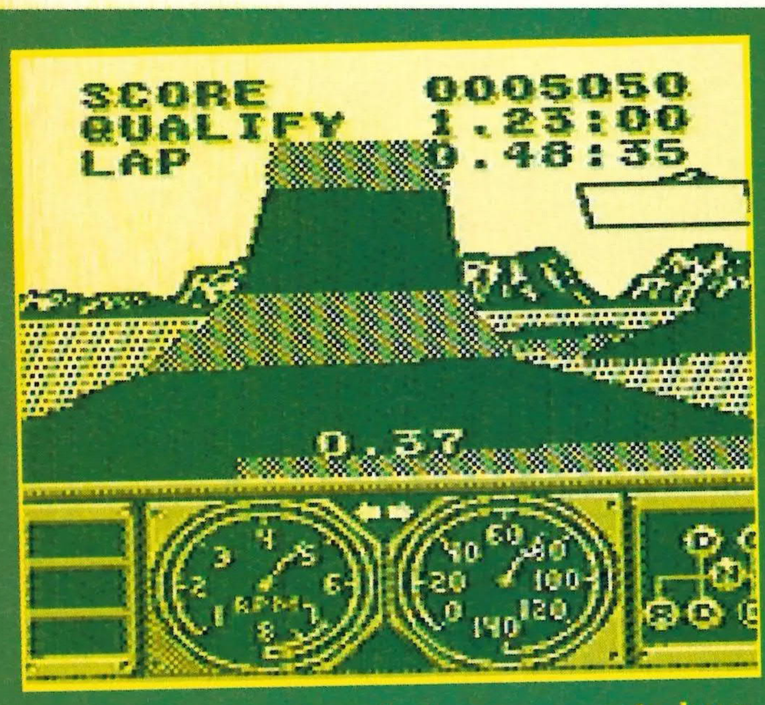


This is Spidey. Note the large bug eyes and spider-like legs.

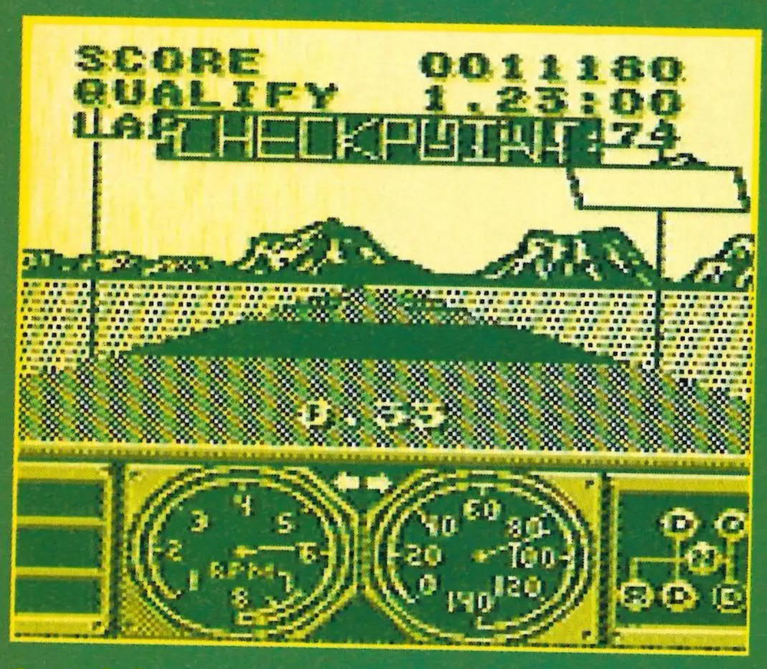
Don't try and jump these guys – wait for them to pull their guns.

Knock the skateboarder down and you can get rad on his board.

This is the city you're heading for. Lovely, innit?



Head up the slope as fast as you can to loop the loop. Slow down and it's curtains.



Speed through the checkpoint and you'll gain a little extra time.

Anyone remember Race Drivin' on the SNES? We reviewed it back in issue 12 and gave it a pathetically low 17% on account of its comprehensive crapness.

Like the SNES game, the Game Boy version is a sequel to Hard Drivin', which was a monster hit in the arcades, but that's where the similarities end, cos GB Race Drivin' is actually good.

VROOMS
Plenty of variety – four different cars to choose from. Some of the best Game Boy graphics yet seen

The object of the game is simple: you take control of one of four cars and drive as fast as you can and for as long as you can. There are other racers on the track but you're really racing against yourself. This is all about pushing the car to its limits and staying on the course.

The four cars each have different abilities, with different top speeds, acceleration rates and handling. At first, you should just choose the car that suits you best (there's even one with an automatic gear change), but when you've learned the layout of the three tracks you can choose the car whose performance is most appropriate to each track.

The three tracks are the best

TOTAL! TEK-SPEX

Game	Race Drivin'
Levels	3
Difficulty	Medium
Continues	None
Release date	Out now

For Game Boy (1 player) From T•HQ Price £25

RACE DRI

-MAN 3

From Acclaim **Price £25**

and detailed, with little blur, and the music is excellent. The game's major problem is that it's difficult to avoid most of the baddies and nigh-on impossible to get out of the way of their missiles.

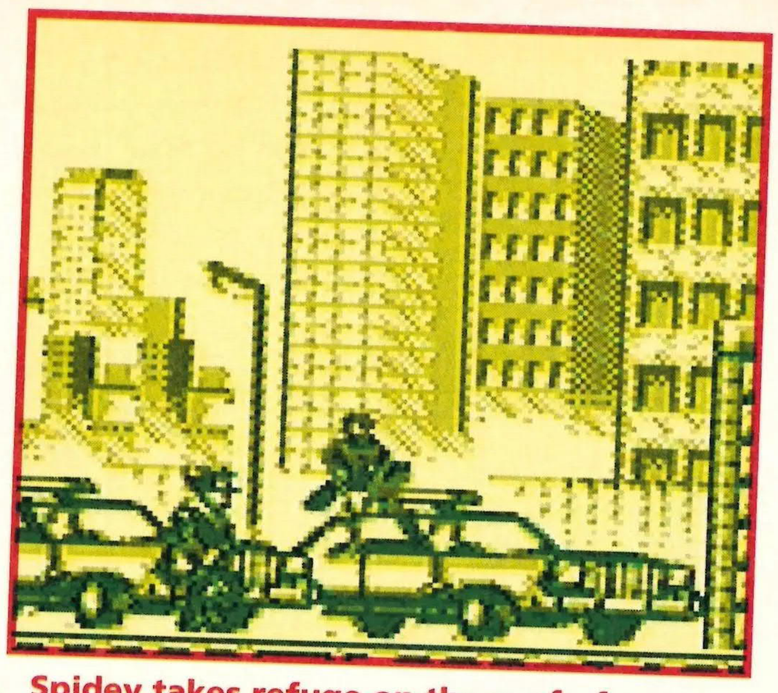
Like Spider-Man 2, to which it bears a marked resemblance, Spider-Man 3 isn't a terrible game, but it's just not particularly original or very exciting. There are many better platformers around. **CHRIS**

PLEBS
Unoriginal. Dodgy collision detection. The gameplay will annoy the pants off you

TOTAL!

TOTAL! TEK-SPEX

Game	Spider-Man 3
Levels	5
Difficulty	Hard
Continues	Unlimited
Release date	Out now



Spidey takes refuge on the roof of a car. (The suspension actually works. Hooray.)



Look out for the bloke with the jetpack and jump over the rest of them. Or else.

SPIDER-MAN

Looks
■ Nice backgrounds, decent sprites and great attention to detail

Sounds
■ Groovy tunes, smart effects and amazing guitar sounds

Gameplay
■ Bog-standard, seen-it-all-before type of thing. Not exactly outstanding

Life span
■ It's incredibly tough (even with infinite continues) but it soon gets irritating



Spidey gets the mediocre treatment in this vaguely dull platform blaster. There are lots of better games, but fans will love it anyway

Final rating 70 Percent

feature of the game. There are two stunt tracks with fab loops and amazing jumps, but the third track, which is dead flat with lots of straights and fast curves, is the one for real speed demons.

The graphics were designed by Argonaut, the brains behind StarFox, and they're amazingly smooth for the Game Boy. However, the sound is frankly rubbish, with a droning noise representing the sound of a V12 engine.

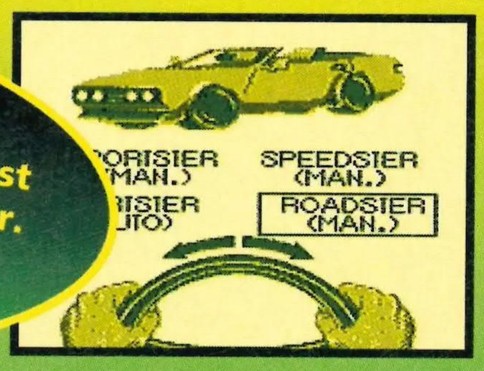
It's the superb playability which really elevates Race Drivin' to the realms of greatness: the cars are great fun to drive and the tracks are challenging and spectacular. This must be one of the best Game Boy driving games ever made. **ANDY**

DOOMS
You can only race against yourself or the computer. The sound effects are pretty dodgy

TOTAL!

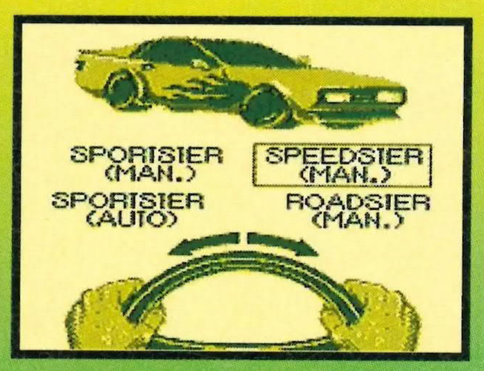
Pick a car, any car...

Speedster



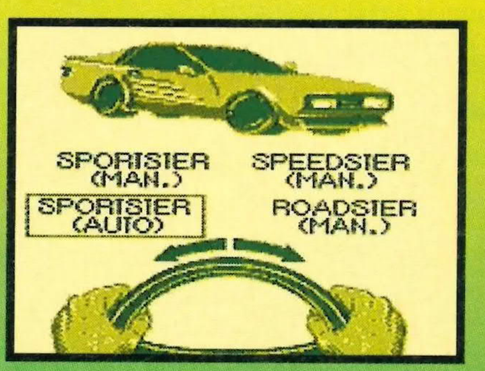
The fastest car of the lot, but difficult to control and best used on the speed track. Crap for stunts.

Sportster



Auto/manual gears. Fairly fast in manual and quite firm on bends – a balance of speed and road-holding.

Roadster



Great grip, but not too hot at the top end. A bit slow for advanced players, but amazing on the stunt track.

RACE DRIVIN'



An utterly smart racing game, with ultra-fast gameplay and brilliant graphics. This is one of the best Game Boy racers ever!

Final rating 88 Percent

Looks
■ Super-smooth polygon graphics with amazing speed and fluidity

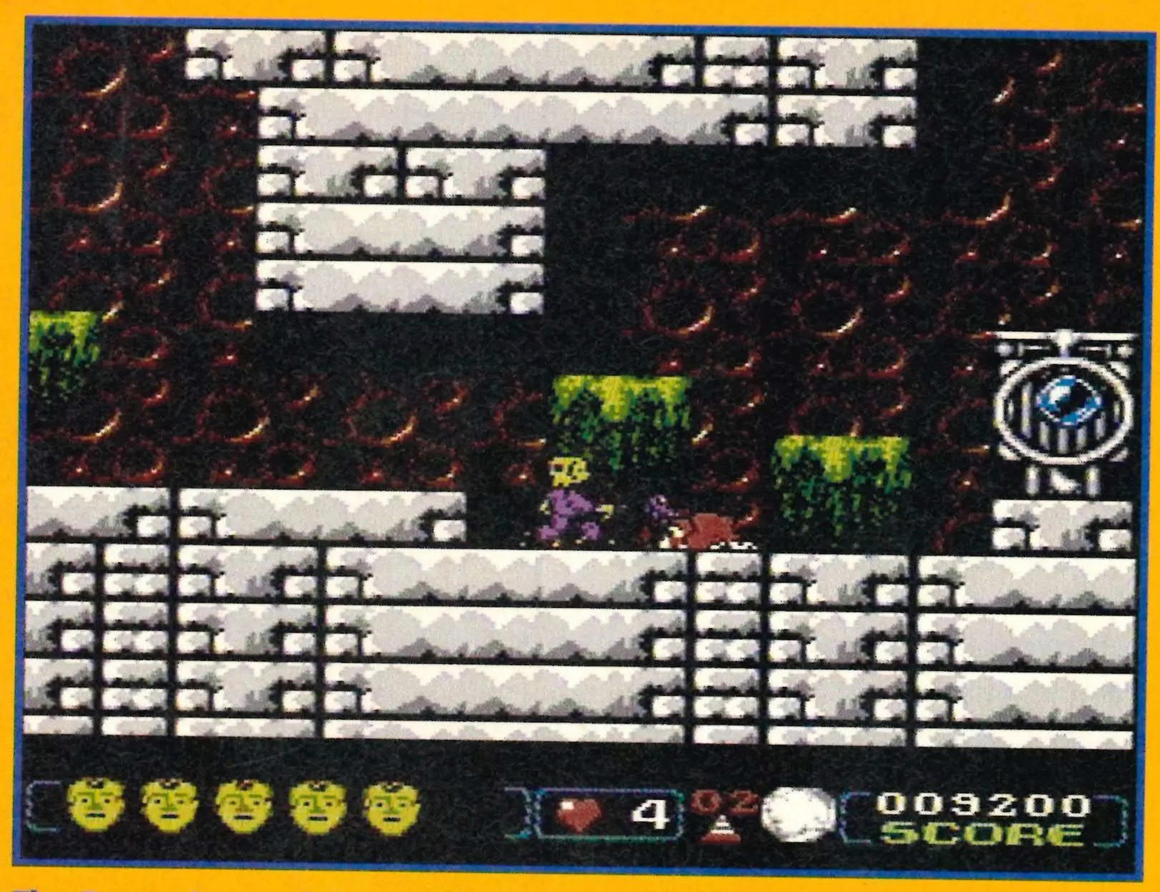
Sounds
■ Hmm. Adequate at best. Obviously the last thing on the menu

Gameplay
■ Massively addictive and simple to play, and the controls are great

Life span
■ The combinations of tracks and cars will keep you going for months

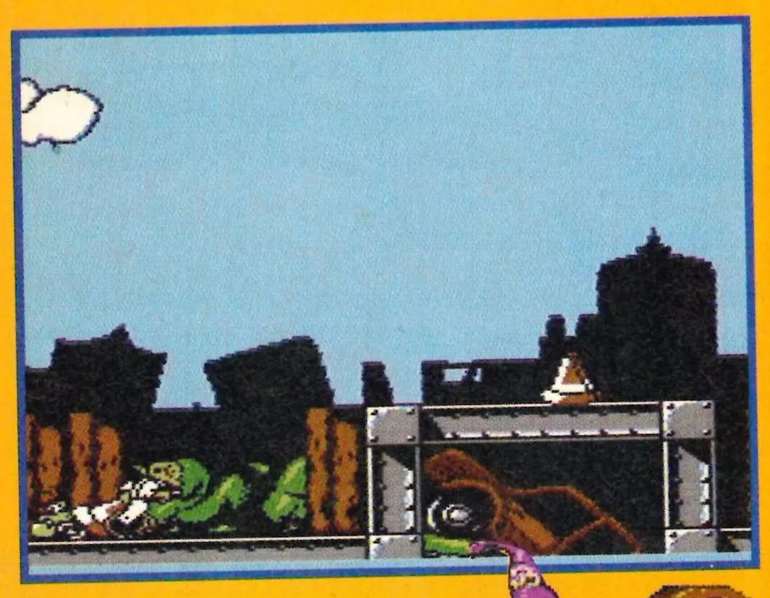


Your Dummy's down in the sewers. That water looks a bit clean for a sewer, doesn't it? Shouldn't it all be full of floating... *(Snip!)*



The Dummies pack some kind of spray gun (probably something really whiffy like Lynx deodorant) to stun any passing enemies.

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



Finish the Dummies Test Centre and the Sewer *and* the Circus and you can risk life and plastic limb in the wrecker's yard.

Let me get this straight. Aren't the Crash Dummies only famous for being in an old Volvo advertisement? So what can we expect to see next if this game takes off? The Oxo family, perhaps? Or the Gold Blend couple? Or 'Nicole' and 'Papa' from the Renault ads? Maybe even that prat from the Sun ads? Doesn't bear thinking about. Anyway, let's have a look at the game.

VOLVOS

Clear and colourful graphics. The simple, platform gameplay is easy to pick up. There are no continues so it will take a while to finish

The first level of Crash Dummies is set in the Dummies Test Centre. It's all platforms but, unusually, you've got to ride through the level on a unicycle. Now, I don't want to start waffling about the laws of physics, but as the unicycle zooms about the place it's subject to inertia, so you'll need a run-up to reach full speed before a jump and you have to allow some distance for safe braking.

In the next level you control a different Crash Dummy, who's not as flash as the first one and has to get around on foot. These two Dummies appear in alternate levels throughout the game, but apart from that difference all the levels are similar – big and sprawling with three or four types of enemy and a big bad guy at the end who you've got to beat.

CRASH DUMMIES

Testing, testing, one, two, three...

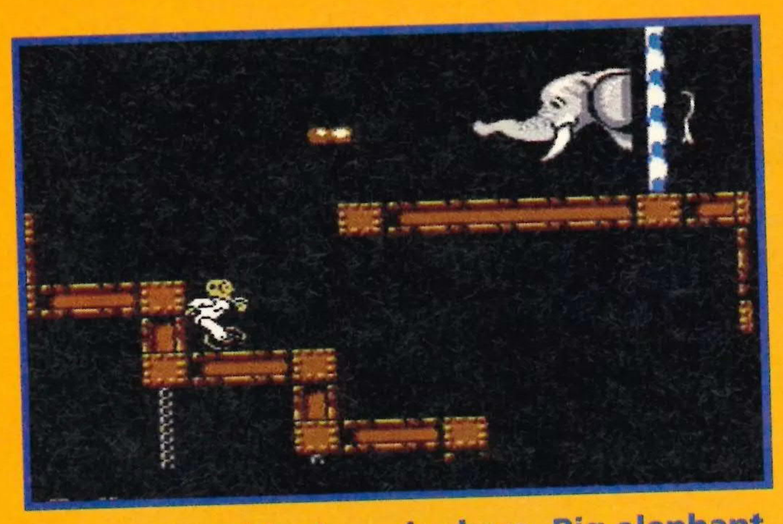


The first level's set in the Dummies Test Centre.

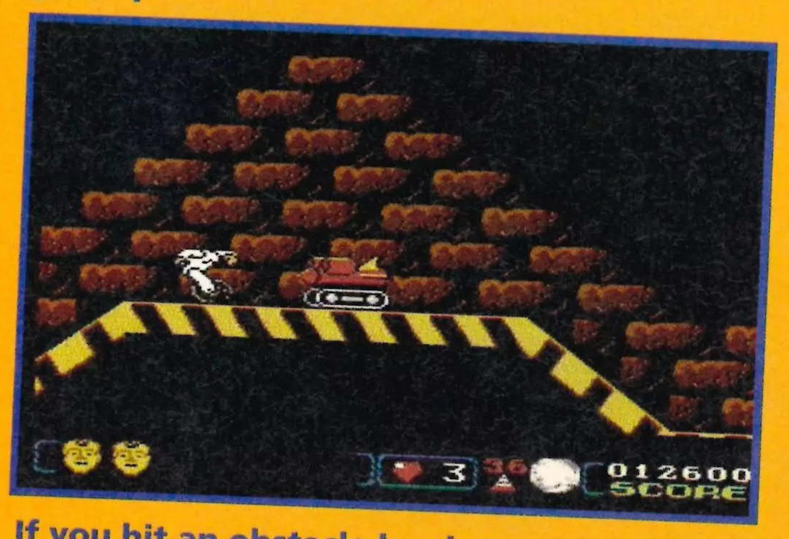
The bollards are just like Mount Everest – you collect them 'because they're there!'

The bouncing tyres aren't any problem to get past – you just have to slow down (boo!).

This spiked tank is usually red but cos you've stunned it with your spray it's gone white.



Hmm, something's amiss here. Big elephant, small pole – where's the rest of him?



If you hit an obstacle hard your head will come off and the controls will be reversed.

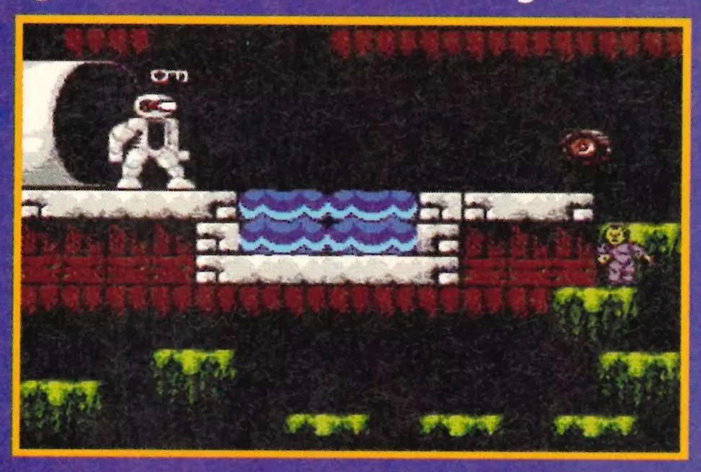
TOTAL! TACTIX

The key to success

On the Sewer level you've got to save the Dummies' dog...



To rescue the dog you'll have to shift that weight and unlock the cage. It sounds tricky but it isn't...



... All you do is climb up to the top of the level and shoot the robot. Take his key and you'll finish the level easily.

TOTAL! TEK-SPEX

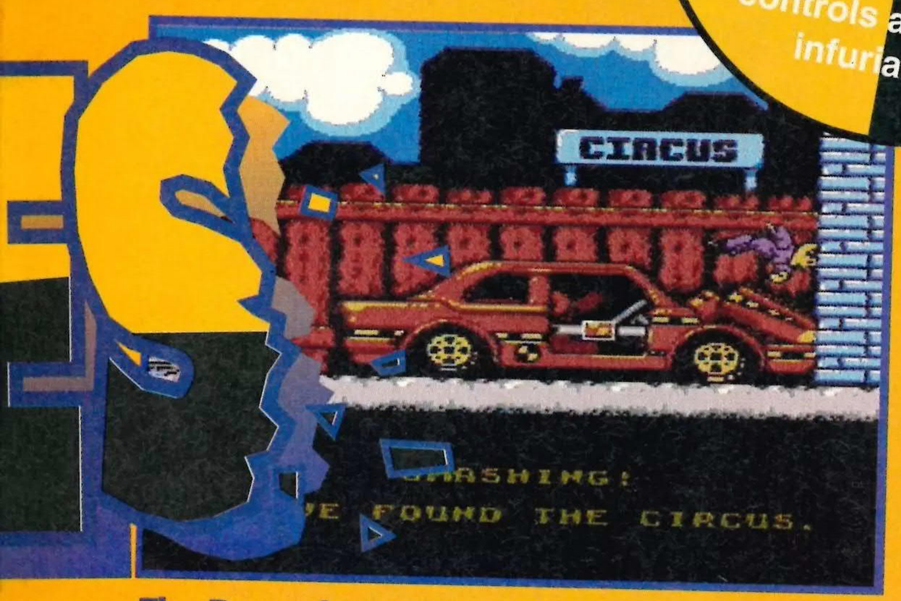
Game	Crash Dummies
Levels	Several
Difficulty	Average
Continues	None
Release date	Out now

Crash Dummies is a bit of fun and a fair challenge but it's spoiled by a couple of things. For a start, the levels are too big – when you get about halfway through one you realise that the backgrounds and baddies just repeat themselves and you'll be dying for the level to finish. And the unicycle levels are also irritating. You see, with a nippy wheel between your legs you want to race through at top speed, but if you do you'll hit every obstacle in sight and end your game in seconds. So instead, you've got to plod about the level waiting for things to get out of the way and edging a bit further every time.

LADAS

It's not particularly inventive. Each level is far too big – after a while you just start praying for it to finish. The Dummies' controls are often infuriating

To be brutally frank, Crash Dummies is another average licensed game. It's just the same old platform set-up with some characters from the film/toy/whatever thrown in. Although it's all quite well put together, it's by no means a brilliant game. **CHRIS** TOTAL!



The Dummies arrive at the circus in true dummy style – through the windscreen of a car. Hmm, is that Andy Dyer's Chevette?



The Circus level's full of these human cannonballs. As long as you time your run carefully you'll sail past them.

CRASH DUMMIES

Looks

■ Crisp backgrounds but there's not a lot moving on any of the levels

Sounds

■ Annoying in-game tune with a thumping backbeat. Poor effects

Gameplay

■ Basic platform stuff with huge levels in which there's not much going on

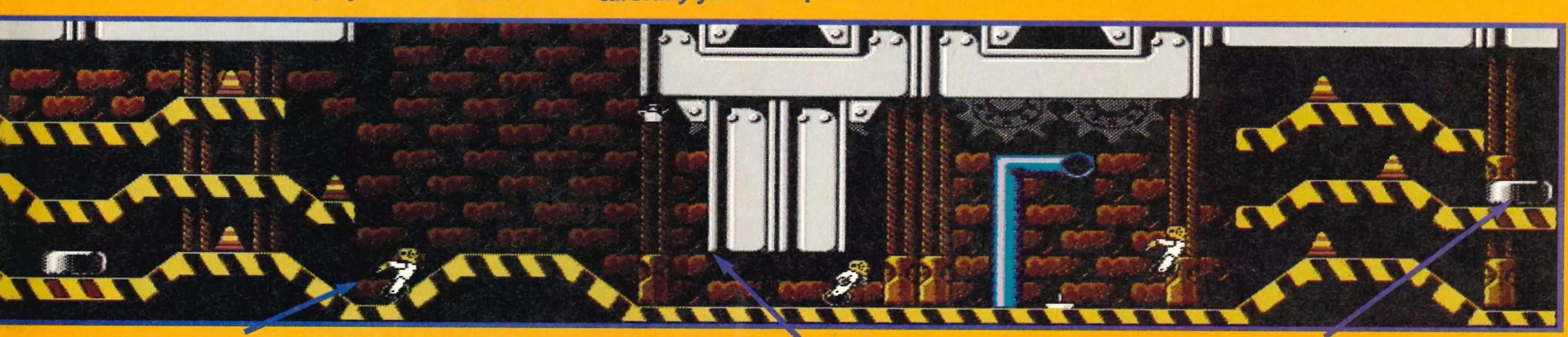
Life span

■ No continues but it's not that tough so you'll just get bored



The graphics are nice and it's playable enough, but the platform action is deeply unimpressive and the sprawling, repetitive levels are a drag

Final rating 71 Percent



Go fast up this ramp and you'll reach the oil can – but make sure you're at top speed...

... Or this girder will take your head off and leave you with reversed controls.

This giant inner tube works like a trampoline and lets you reach high-up bonuses.

SUPER ADVENTURE QUESTS

For NES (1 player) **From Codemasters** **Price £30**

Four games for 30 quid! Yoiks! Yep, the Codemasters are at it again. Having trounced Nintendo in court, the Codies are back in action with yet another top-value compilation of platform-related laffs. This time it's four conversions of olde worlde computer titles. Try this quartet for size: Treasure Island Dizzy, Super Robin Hood, Linus Spacehead and Boomerang Kid. But what are they like? Well, we're about to tell you.

TOTAL! TEK-SPEX

Game	Adventure Quests
Levels	Lots
Difficulty	Depends, really
Continues	Probably
Release date	Out now

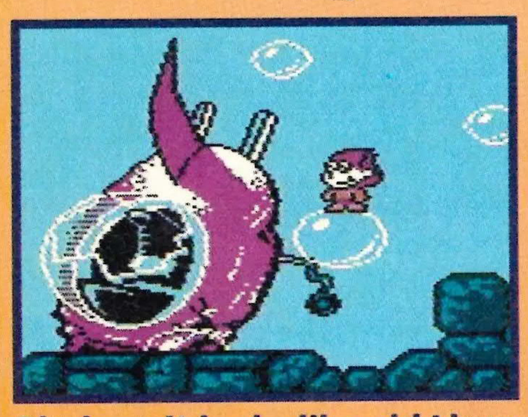
Linus Spacehead

This is a really interesting little platform game, which is a bit like Fantastic Adventures Of Dizzy. Sadly, the main reason it's interesting is cos it's crap.

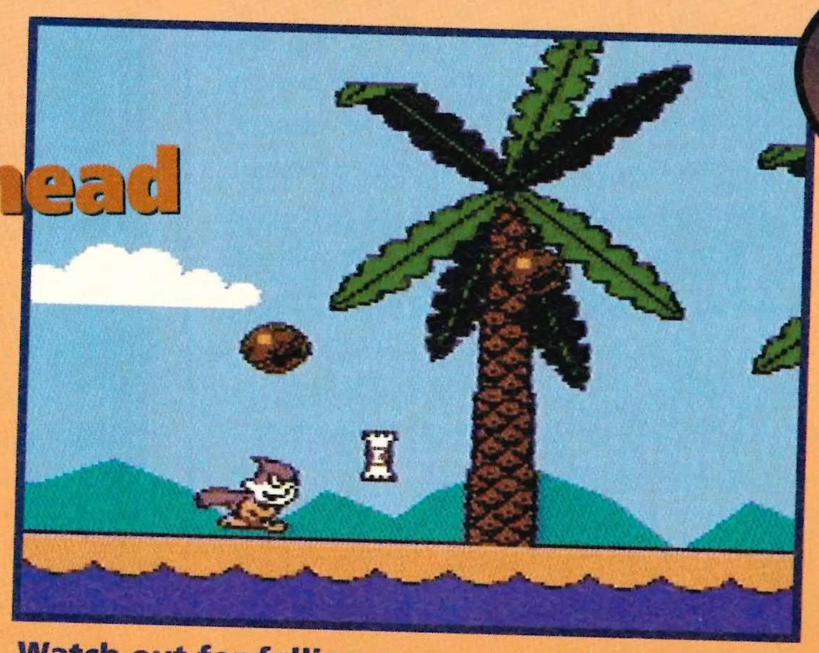
You play Linus Spacehead and have to run around the platform landscape of a planet, collecting various bits of unidentifiable stuff. The graphics are pretty and highly detailed (and a lot like Adventure Island) but it's all a bit pointless, cos the gameplay is totally shallow and uninteresting.

It's massively easy to progress (after the annoying level one) and all the obstacles are predictable – there are some tricky jumps and awkward baddies to negotiate, but it's mostly simple stuff. The music, though, is actually quite good.

Not the best start to a compilation, is it? Will things get any better? Read on!

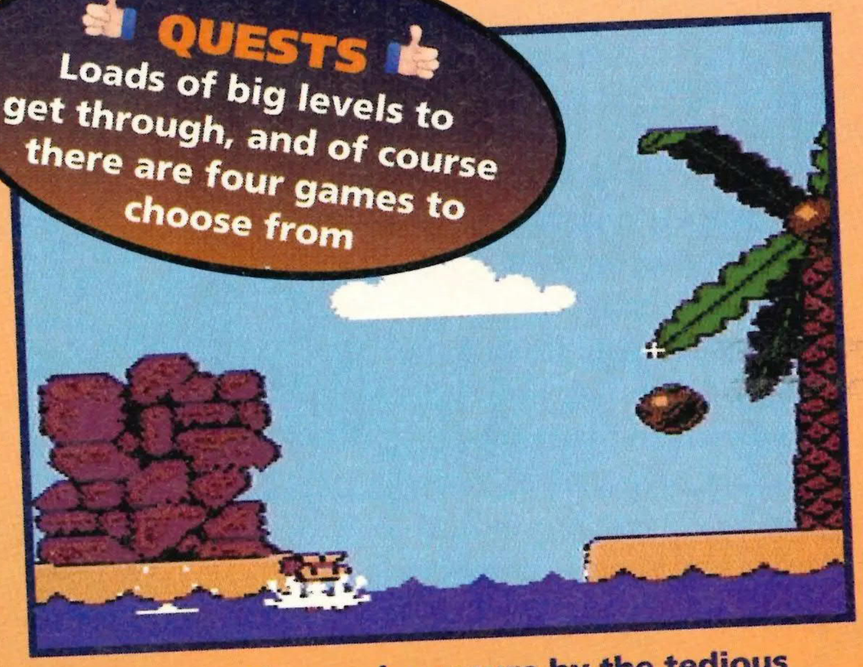


Oh dear, it looks like old Linus has had a bit of a spill.



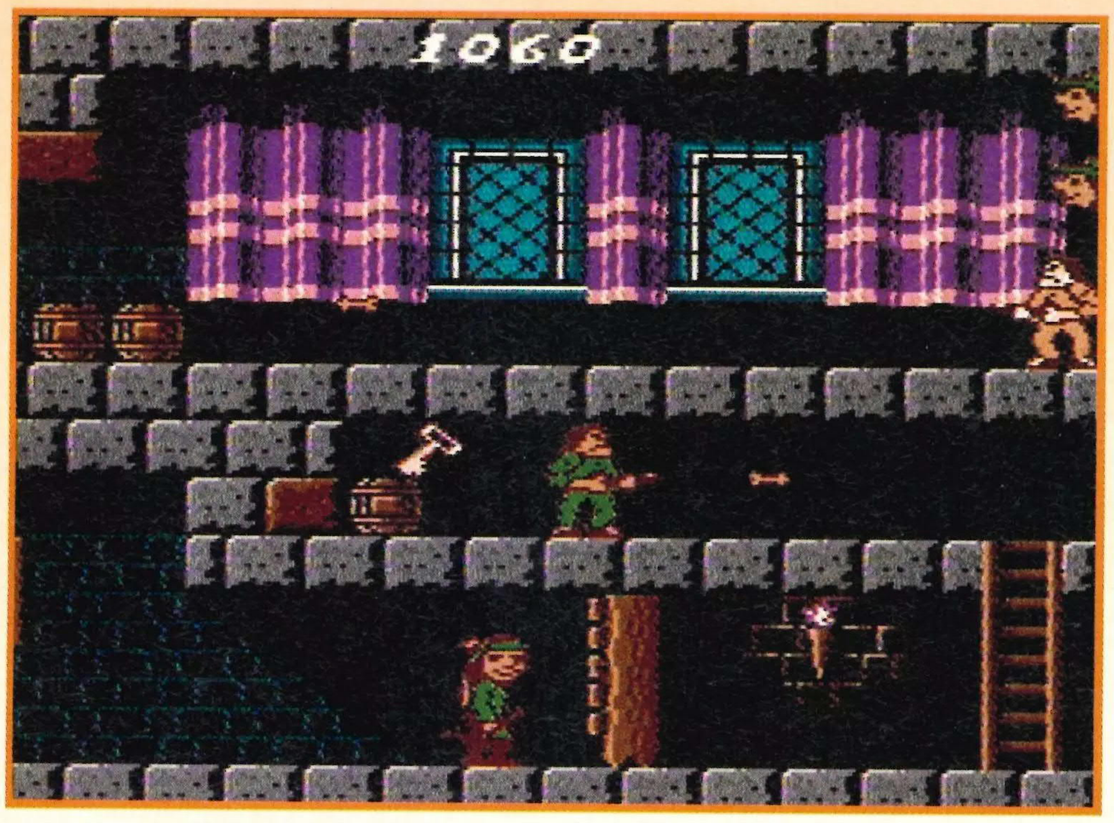
Watch out for falling coconuts and a lawsuit from Hudson Soft regarding Adventure Island.

QUESTS
Loads of big levels to get through, and of course there are four games to choose from



Linus, bored beyond measure by the tedious gameplay, tops himself in the local pond.

Super Robin Hood



I don't know why Robin's smirking like that. He doesn't have any keys and that bloke upstairs will almost certainly shoot him.

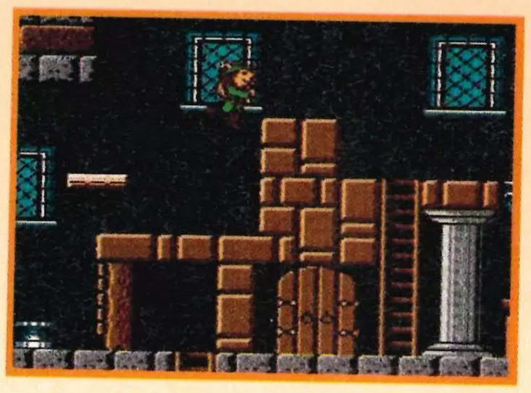
Ah! This one looks a bit more promising. It's based on an ancient and crusty Spectrum game of the same name, and you have to wander about a vaguely spectacular mediæval landscape, shoot stuff, collect the odd thing and climb some other stuff.

Admittedly, it's not very original or brave and it can be a bit slow to respond, but it looks nice – apart from the cheesy Robin Hood sprite – and there are plenty of levels and amusing tunes to keep you occupied.

There's nothing drastically right with Super Robin Hood but there's nothing drastically wrong with it either. It suffers from being too easy in parts and too tricky in others, but it's not a bad effort and it's good enough to make you forget Linus Spacehead.



So you can see the key, but how do you get to it?



Rob gets a bit lost as he leaps from a moving platform.

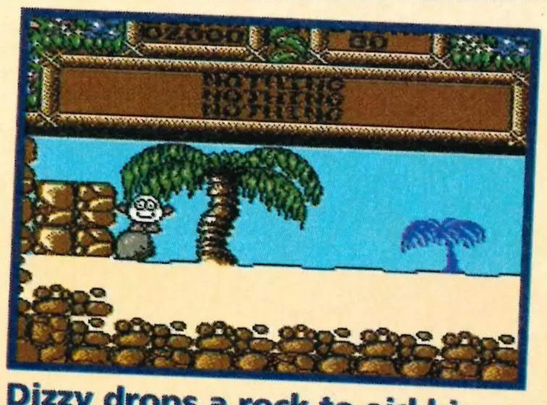
Treasure Island Dizzy

This is yer standard Dizzy fare, featuring everyone's favourite egg-shaped superstar and consisting of lots of platform action broken up by the occasional bit of ticklish brain-puzzling. It looks rather below-par, though, with the main problem being that it doesn't scroll – yes, it's annoying flip-screen all the way through the game, I'm afraid. The music is a little on the poor side too, with a collection of twee little tunes jingling away in the background.

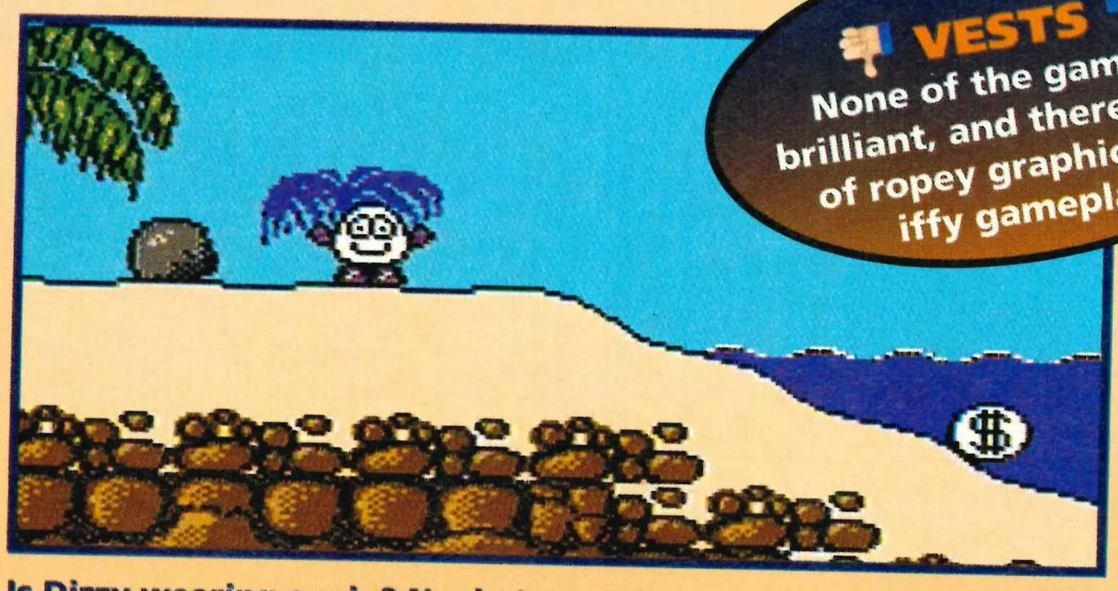
Fortunately, the gameplay is intriguing enough to keep you glued to the telly. The puzzles can be extremely obscure and logic isn't always the best way to get through the game, so you'll soon have steam coming out of your ears as you try to figure everything out.

All in all, Treasure Island Dizzy is a right laugh and it's almost worth buying the whole cart for on its own. However, it's not exactly a classic, and with some nice graphics (and scrolling) it could have been so much better.

Right, two mediocre games and one above-average one. Let's see what the last one's like...



Dizzy drops a rock to aid his climbing activities.



Is Dizzy wearing a wig? No, he's standing in front of a small shrubbery. (Shame Steve Jarratt never thought of that.)

VESTS

None of the games is brilliant, and there's a lot of ropey graphics and iffy gameplay



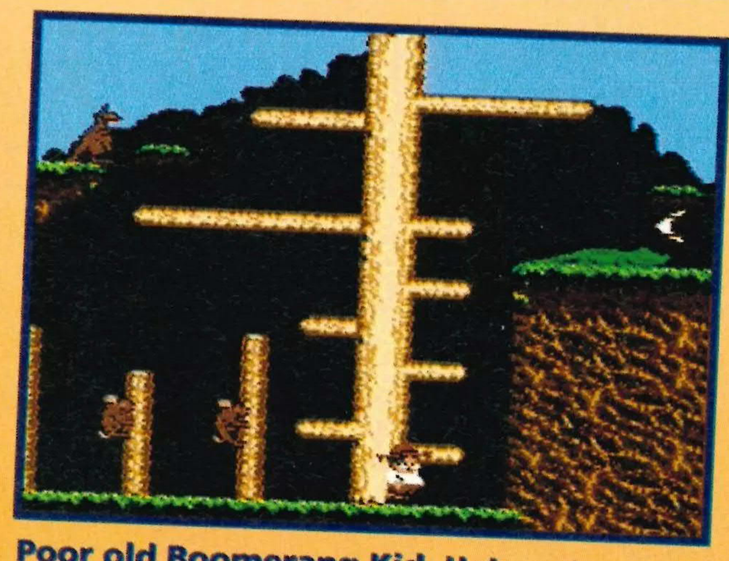
Dizzy smiles inanely from the safety of an Ewok village. Where should he go from here? We suggest a frying pan or a griddle.

Boomerang Kid

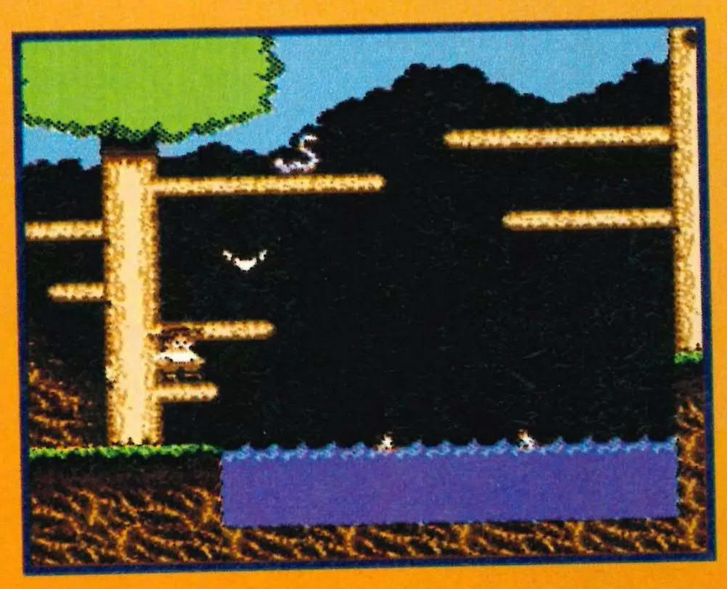
Oops! Just when you thought things were getting better, along comes a real turkey. The object of Boomerang Kid is to collect the boomerangs scattered throughout the static screens. The path to each boomerang is usually guarded by some kind of animal which has to be jumped or avoided.

And that's it. Nothing else to it. Jump around, collect the boomerangs and nip off to the next screen. This may have been considered leading-edge entertainment back when London was 'all fields', but it hardly raises a smile these days.

Actually, this game has to be congratulated for having the most annoying music ever, with an atrocious rendering of 'Waltzing Matilda' that will drive you up the flipping wall. The graphics compound the general crapness, with lots of dodgy sprites getting lost in the messy backdrops. Definitely the worst of the bunch.



Poor old Boomerang Kid. He's not very good, really, is he?



There it is. A boomerang, just out of reach. It might as well stay there.



Oh dear. Boomerang Kid surveys the scenery because there's no gameplay.

SUPER ADVENTURE QUESTS

Looks

■ Graphics swing from quite good to total poo. Only Robin Hood is actually pleasant

Sounds

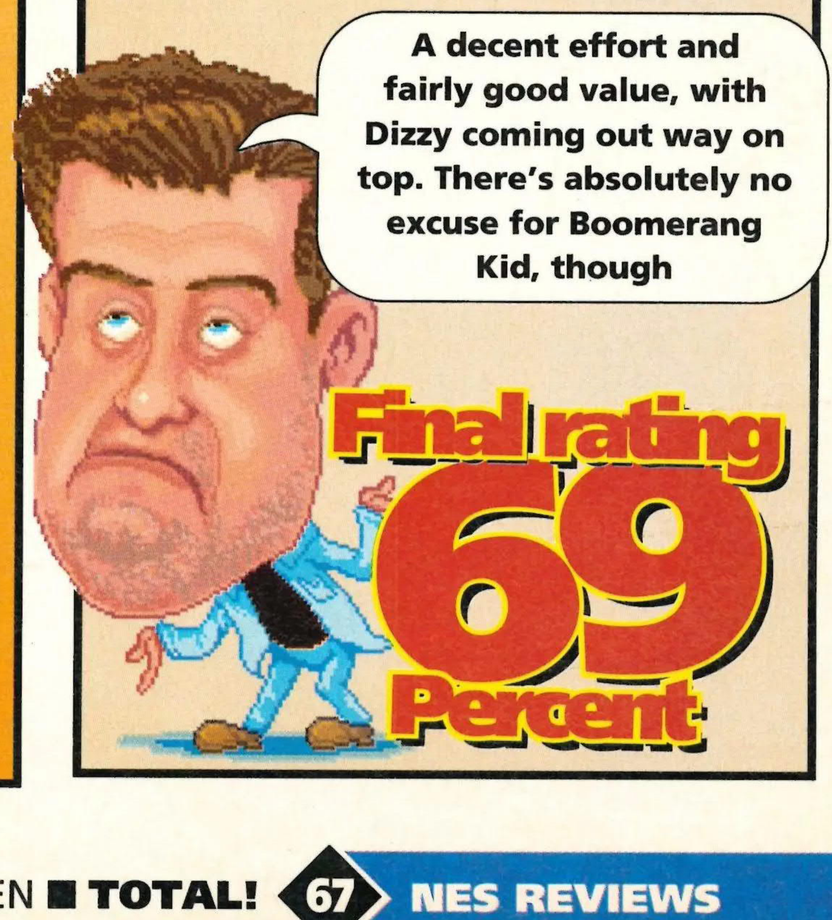
■ Mostly good, but dragged down by Boomerang Kid's 'Waltzing Matilda'

Gameplay

■ The various games are all pretty much rubbish, apart from the ace Dizzy

Life span

■ Four games and loads of levels, but the challenge is mostly thanks to Dizzy



NES ROUND-UP

Cartoons are ace. They're also ideal for Nintendo conversion. So, for one month only, here's a round-up of NES cartoon licences from the past.

SPIDER-MAN RETURN OF THE SINISTER SIX

For NES **From** LJN **Price** £35

Spider-Man has been with us since the dawn of Marvel comics, and he's now the subject of every second LJN release. This one is no better or worse than the others. It's a bog-standard platformer with baddies to beat up and ledges and flagpoles to swing from.

Graphically it's not bad at all, with nice sprites and very detailed backgrounds, and it manages to capture the feel of the cartoons and comics fairly well. Sound is neat too, with decent spot effects and tunes.

Spidey falls down a bit in terms of both fun and lastability, but it's by no means tragic. Just another platform game, really. Don't worry too much if you haven't got it. **FRANK**



Spidey chickens out and hides himself on a wall. What a wimp.



Spidey sees a pound coin and stops to pick it up.

SPIDER-MAN RETURN OF THE SINISTER SIX

Looks ■■■■■■■■■■

■ Rather nice. In some ways similar to Batman or The Empire Strikes Back

Sounds ■■■■■■■■■■

■ Creepy music and average sound effects. Can get a bit annoying

Gameplay ■■■■■■■■■■

■ Oh, not bad, I suppose. Nice and fluid, with plenty of things to see and do

Life span ■■■■■■■■■■

■ Once you get the hang of it, it's far too easy and simplistic

Final rating 67 Percent

TOM & JERRY

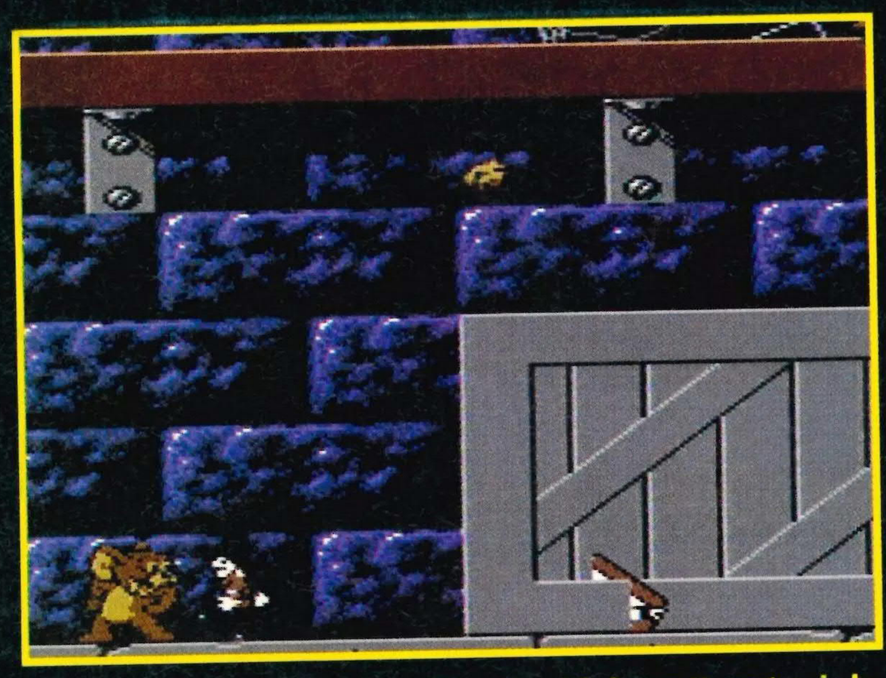
For NES **From** Hi-Tech Expressions **Price** £43

When they say Tom & Jerry, what they actually mean is just Jerry. Tom does turn up at one point, but he's fast asleep. This is unforgivable. What's the point of a Tom & Jerry game if you can't inflict horrible violence on Tom?

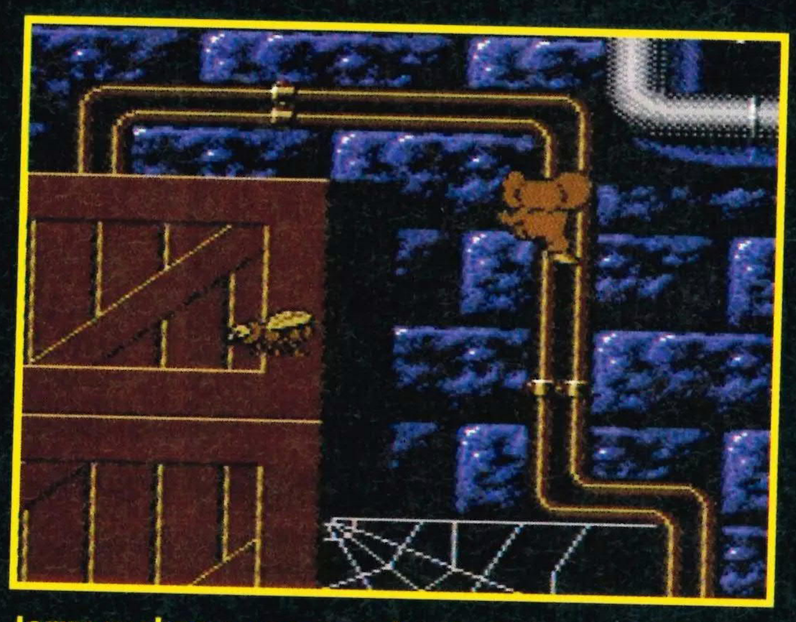
Anyway, in a stunning fit of originality, Hi-Tech opted for the scrolling platform game approach. There's all the usual jump and collect business and plenty of leaps to perform.

There's nothing really wrong with the game, but it's all been done before. The graphics are nice and cartoony, sound is okay and it all plays reasonably well, but it's just not very exciting. Unlike the cartoons, which were fab. **FRANK**





Bugs has big ears, is totally stupid, hasn't got a job, and is still dead famous. Just like the Royals.



Jerry makes a spectacular leap to avoid the clutches of a very nasty spider. Eeeek!

TOM & JERRY

Looks ■■■■■■■■■■

■ It's all very nice and cute and fluffy. Good sprites and reasonable animation

Sounds ■■■■■■■■■■

■ Nothing to write home about and some iffy tunes which soon grate

Gameplay ■■■■■■■■■■

■ Fast and furious stuff, with loads of action and adventure

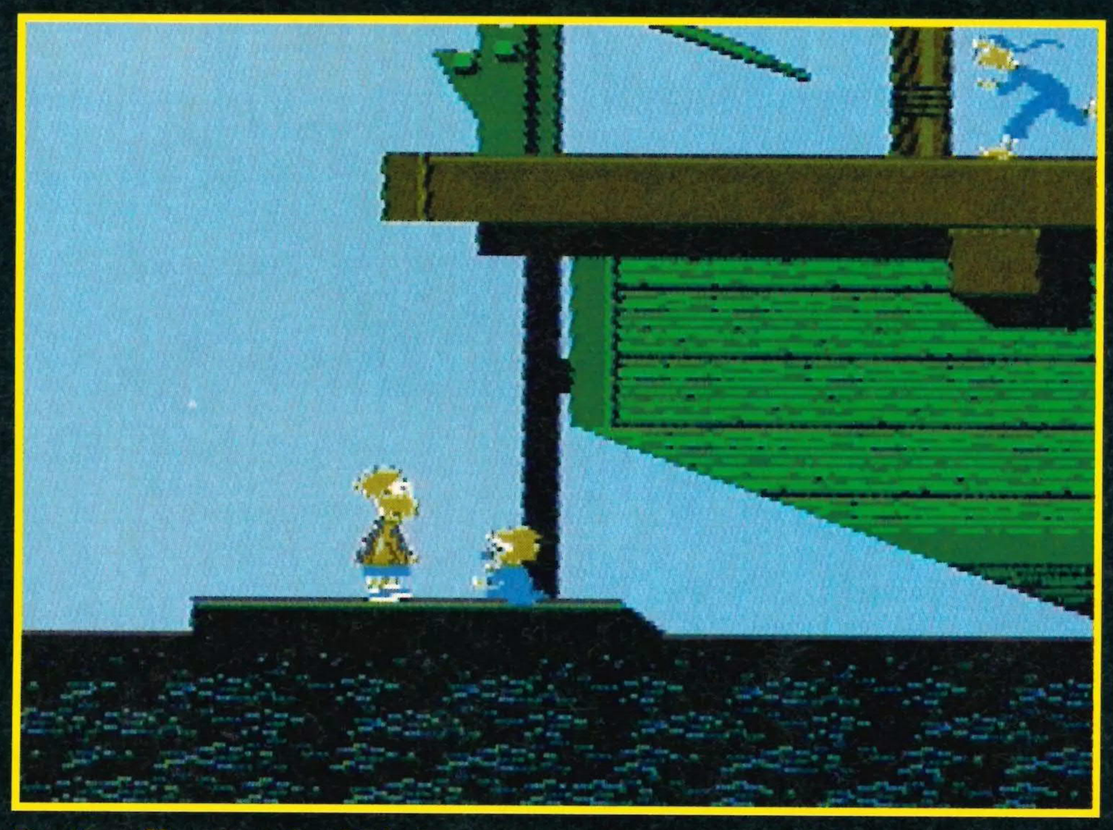
Life span ■■■■■■■■■■

■ It'll last a while, but it soon gets boring and is probably a tad too easy

Final rating 67 Percent

THE SIMPSONS BART VS THE WORLD

For NES **From** Acclaim **Price** £45



Bart's offer to take kid sister Maggie on a slow boat to China turns out to be a load of old junk. (Sorry, couldn't resist it!)

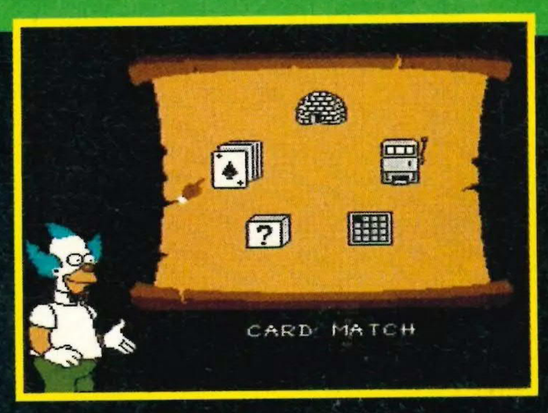
Springfield's famous dysfunctional family get the Acclaim treatment once again in this Bart-related spectacular. As always, you play the part of the yellow-haired one, who is on a mission to appear on Krusty The Clown's Cavalcade Of Mirth, a top-rated TV show. To get there, Bart has to travel all over the world. Dunno why, but there you go.

In your way are the various evil relatives of Mr. Burns, the twisted owner of the Springfield Nuclear Power Plant. 'But what form does the game take?' I hear you ask. Well, mysteriously enough, it's a scrolling platform adventure made up of a series of sub-games (with a bit of puzzling and skateboarding thrown in for good measure).



Choose a bonus game and try your luck. Loads-a-money!

The graphics range from ace to crap and the whole thing looks like it has been put together by a gang of people who never actually met or discussed the darned thing. It's a hotch-potch of different ideas, and although it's a brave effort, it doesn't exactly hang together as a game. Reasonable, methinks. **FRANK**



Choose which sub-game to play and then, er, play it.

THE SIMPSONS BART VS THE WORLD

Looks
■ Difficult to say, really. Some bits are good and some are very ropey indeed

Sounds
■ Nothing to complain about. Loads of zippy tunes and equally zippy sounds

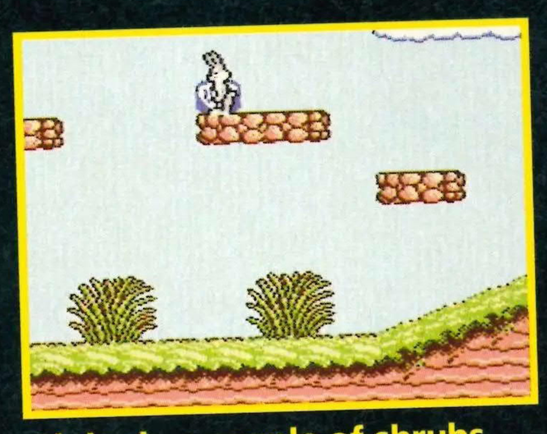
Gameplay
■ An odd mixture of game styles, some good and some awful

Life span
■ Plenty to see and loads of levels, but it's very tiring getting there

Final rating
67 Percent

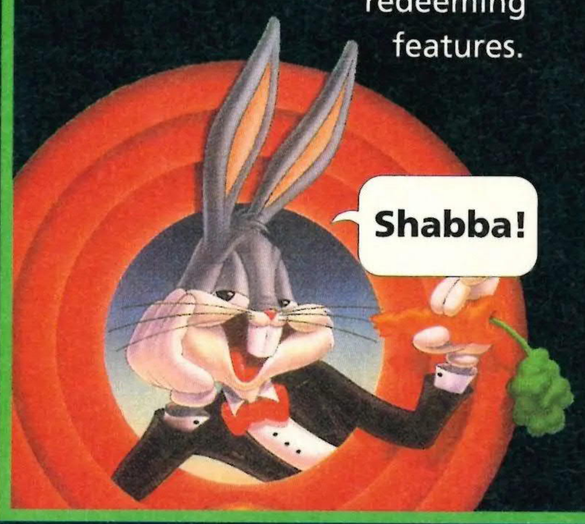
BUGS BUNNY'S BIRTHDAY BLOWOUT

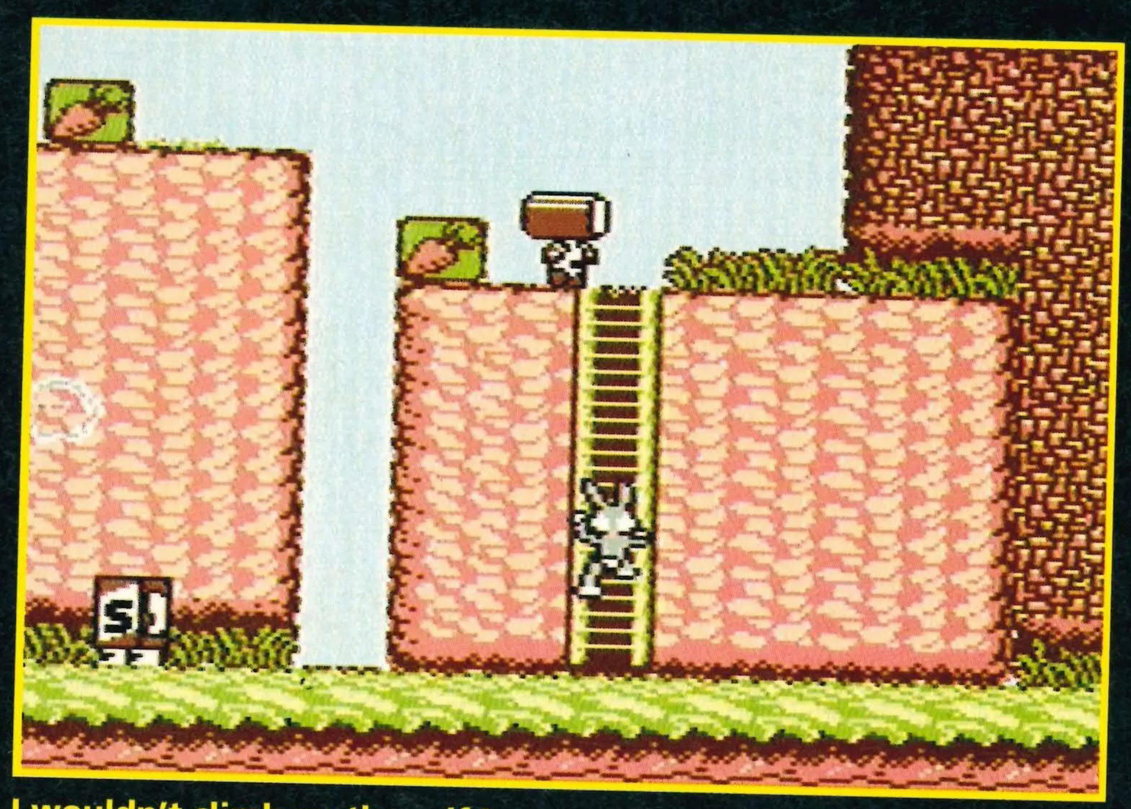
For NES **From** Kemco/Seika **Price** £45



Oh look, a couple of shrubs. They look dangerous as hell.

What's up, Doc? Well, this game for a start. It pretends to be a platform adventure starring Bugs, but in fact it's a very poor excuse for a game, with virtually no redeeming features.





I wouldn't climb up there if I were you, Bugs. It looks a bit nasty.

Apparently Bugs is having a birthday party (isn't he getting a bit old for that sort of thing – he must be at least 50 by now!) but he's refused to invite mates like Yosemite Sam and Elmer Fudd to the shindig. Not surprisingly, they try to lynch Bugs before he can have his party. If only they had succeeded, because this game is a complete travesty of the cartoons we all know and love.

There's absolutely nothing to recommend this boring and too-easy pile of elephant plop (the crap scrolling is probably the most awful aspect of the game). It's unforgivable that such an ace character as Bugs Bunny gets ropey treatment like this. **FRANK**

THE BUGS BUNNY BIRTHDAY BLOWOUT

Looks
■ Duff sprites, okayish backgrounds and horrible scrolling

Sounds
■ Come close to being simply boring, but in the end just make it to crap

Gameplay
■ None whatsoever. Just an endless and shuddering tour around all the levels

Life span
■ Give it an hour and you'll be reaching for the nearest bucket

Final rating
37 Percent



Watch out for the killer gopher directly beneath Bugs.

The Bugs Bunny logo is a trademark of Warner Bros Inc. © 1990

WET 'N' WILD!

Neko the tiger's wild because he's missing out on this month's Super Play. Inside, meanwhile, they're getting stuck into the very latest Super Nintendo news, the most reliable reviews and the best tips, all courtesy of Super Play, Britain's best-selling Super Nintendo magazine.



Which side of the window would you rather be on?

July issue out now! £2.25

August issue out 1 July!

In the latest issue of Super Play you'll find things like:

Street Fighter II Turbo

The rumours are true! We bring you all the latest on the hottest game of the year – and the first pictures!

Super Bomberman



PC Engine and Amiga owners have been playing *Bomberman*, the greatest multi-player game ever, for months. Now it's your turn! (And the Super Nintendo version is the best one yet!)

Plus!

Alien^3, *Wayne's World*, *Taz-mania*, Capcom's *Breath Of Fire* and *Fortress Of Fury* reviewed! Playing guides for *Addams Family: Pugsley's Scavenger Hunt*, *Exhaust Heat II*, and *Ranma 1/2*! Everything you could ever possibly want to know about the world of in-game music! First pictures of the new *Super Mario Collection*! And much, much more!



And coming up in the August issue...

Final Fight 2!

We put one of the most eagerly-anticipated sequels ever through its considerable paces! And it should be *streets* ahead of *Final Fight*...

Chicago CES

Super Play will be first with all the news from the biggest games exhibition in the world, where the Super Nintendo is sure to be the star of the show!

Super Nintendo Troubleshooting!

Broken Super Nintendo? We explain what to do when it all goes horribly wrong. (And without spending an arm and a leg either!)

Plus!

Bubsy, *WWF Royal Rumble*, and *Striker* reviewed! *Legend Of The Mystical Ninja* and *Xandra's Big Adventure* 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

Boy, have we got a treat for you this month – three whole pages of tips, tricks and tactics for Super NES, Game Boy and NES! Whoopee!

KICKLE CUBICLE

NES TIP

Last month we gave you a load of codes for the Special Zone of Kickle and feebly put out a plea for the rest of the codes. Well, **Neil Hartley** from Accrington has sent in the rest of 'em (gasp!). So, here goes – the full set of codes for every Special Zone level.



Every single Kickle Cubicle Special Zone code ever – pretty fab, huh?

Level 1 .....HmrM LhBg
Level 2 .....HPTI hNDJ
Level 3 .....JNCQ LBcr
Level 4 .....JQVm hSDr
Level 5 .....KaGT hhCC
Level 6 .....KRdV LNDV
Level 7 .....LrFr hhCD
Level 8 .....LSxR LJDa
Level 9 .....Mtld hLCZ
Level 10 .....MTPJ LICH
Level 11 .....MBah hVCh
Level 12 .....NVQK LrCM
Level 13 .....PChZ hLCW
Level 14 .....PWMG LICH
Level 15 .....QDgX hLCV
Level 16 .....QXJW hJDq
Level 17 .....RZJW LLCt
Level 18 – .....RFgf QSCg
Level 19 .....SbMG hBCf
Level 20 .....SGhZ LSCf
Level 21 .....TdQg LhCM
Level 22 .....THqh LICH
Level 23 .....VfPx QbCr
Level 24 .....VJld LfCQ
Level 25 .....WgXq LLDm
Level 26 .....WKfV InCZ
Level 27 .....Xhdr NSDX
Level 28 .....XLGR InCX
Level 29 .....ZjNp hhCd
Level 30 .....ZMCn LNDG

TUFF E NUFF

SNES TIP

Otherwise known as Dead Dance, which we reviewed last ish and gave 67%, Tuff E Nuff is an average Street Fighter II clone. **Gaby Steridges** from Highgate has finished the game and sent in the codes for all the stages. Cheers, Gab.

Stage 2 – **427 011**
Stage 3 – **537 071**
Stage 4 – **430 700**
Stage 5 – **500 760**
Stage 6 – **401 637**
Stage 7 – **511 617**
Stage 8 – **412 526**
Stage 9 – **562 506**
Stage 10 – **463 455**



Use our codes and you can play all the levels of this lacklustre SFII clone.

TECMO BOWL

GB TIP

Tecmo Bowl's an obscure American football game which isn't exactly the best-playing sports sim on the Game Boy. Still, if you want to try your luck in the final, just enter this password: **94BFFDAI,** and Bob's your uncle.

GREMLINS

NES TIP

Here are just a few level codes for this game.

Level 2-1 – **DXNH**
Level 3-1 – **NJJD**
Level 4-1 – **SHMC**
Level 5-1 – **NXRD**

F1 EXHAUST HEAT

SNES TRICK

To get extra money to spend on your car, enter your name as **SETAUSA**. Thanks to **Roger Thwaites,** BFPO 806, for this cheat, as well as the Turtles IV ones.



Our cheat gets you tons of cash. Sadly, it's not real, so you can't buy Exhaust Heat 2.

ROBOCOP 2

GB TACTIC

Peter Thorn from Bath (location of TOTAL HQ) has a cheat that will let you go straight to the ending of Robocop 2. Press **LEFT, SELECT, START, A** and **B** at the same time.

TURTLES IV

SNES TRICK

Two cheats for those un-hip heroes in the half-shells. To go straight to one of the end-of-level guys, enter this cheat on the title screen using controller 2. Press **UP, UP, UP, DOWN, DOWN, DOWN, B, A, B** and then start the game from the select screen.

To select any level, enter this cheat, again

using controller 2. Press **X, Y, B, A, UP, LEFT, DOWN, RIGHT, R** and **L.** Now, on the title screen, still using controller 2, press **LEFT, RIGHT, LEFT, RIGHT, L** and **R** and then **START.** You'll now be able to choose your starting level.



Turtles IV, Queen Of The South 5. *(That was so funny I almost... laughed – FRANK.)*

PUZZNIC

GB TIP

Puzznic's a tricky little puzzler but as yet it's only available on import. If you've got it and want to test yourself on the later levels, try out these passwords – and don't forget to enter the full stops where we've indicated.

Level 10 .....**TAKAMINE**
Level 15 .....**YUYANISI**
Level 20 .....**HORIMOTO**
Level 25 .....**SEXYITOH**
Level 30 .....**SANTO.OB**
Level 35 .....**GAMEBOY.**
Level 40 .....**HATTORI.**
Level 45 .....**TENTSUKI**
Level 50 .....**PASSWORD**
Level 55 .....**RIMASITA**
Level 60 .....**TEARIGAT**
Level 65 .....**O.YOROSH**
Level 70 .....**NNOSAIK**
Level 75 .....**OKUTTEKU**
Level 80 .....**TOKUSEIN**
Level 85 .....**YOWAWASS**
Level 90 .....**SHIDOSHI**
Level 95 .....**IDARARA**
Level 100 .....**MOMIAGE**

DUCK TALES

NES TRICK

There's an easy-to-reach secret bonus game hidden in Duck Tales. To get at it, just make sure the last digit of your score is a 7 when you find Launchpad McQuack. See, easy!

RANMA 1/2 PART II

SNES TRICK

Want to play the boss characters in the one-player game? Well, if you do, check out this cheat. Move the selection to 'One player game' on the title screen and press **UP, RIGHT, DOWN, LEFT, UP** and **SELECT** and you'll now be able to play as The Casino King, The Minotaur and, um, any of the other ones.



Ranma 1/2 Part II, Kilmarnock 3/4 Part III. *(Look, any more footie score gags like that and someone's for the high jump – FRANK.)*

LIFE FORCE

NES TRICK

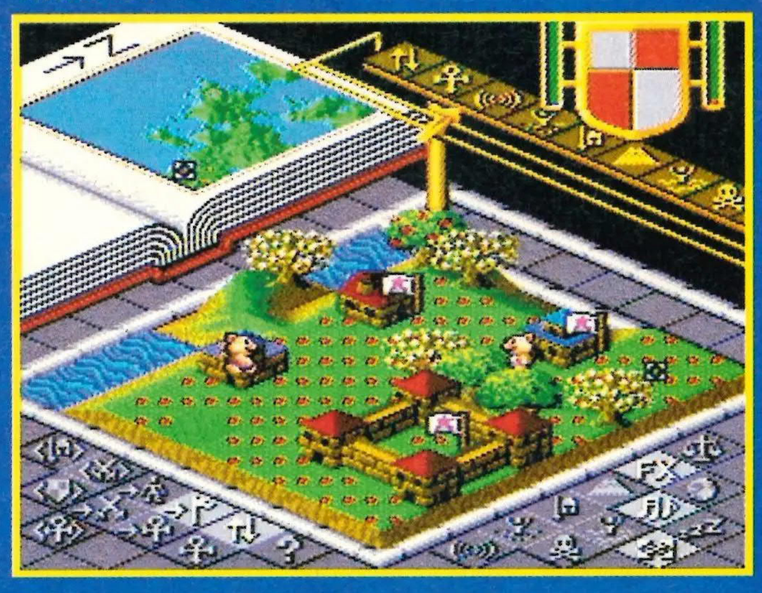
This shoot 'em up is one of the most ancient NES games about (actually, it probably isn't about any more cos it's doubtful that there are any shops that still stock it). Anyway, if you can get your hands on a copy, try out this cheat to give yourself 120 lives. Pause the game in the middle of play and press:

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT and **RIGHT.**

POPULOUS

SNES TRICK

If you need to get full power when you're in the middle of a world, hold down **A** and **B** and then release them. Now hold down **L** and **R** and press **A, B, X** and **SELECT.** Move to the swamp icon and press **B** – if the colour of the icon doesn't change the cheat has worked!

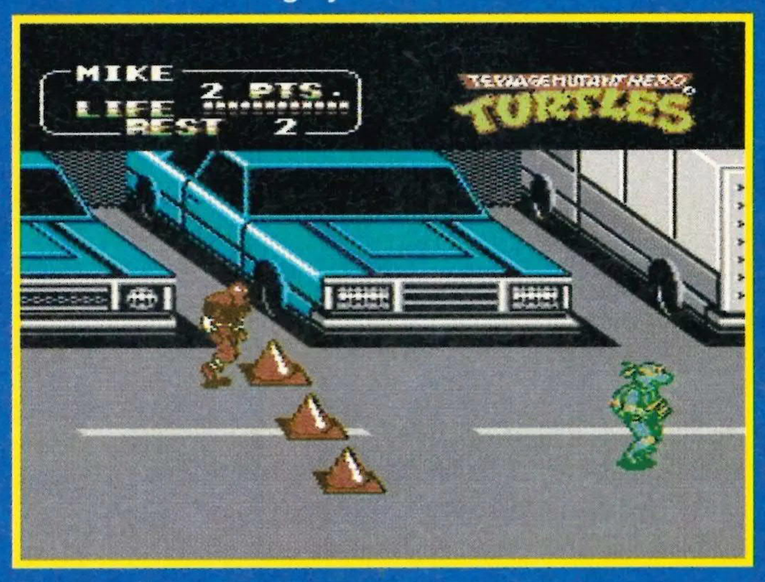


We reckon Populous is a bit boring, but using this cheat might liven it up a bit.

TURTLES II

NES TRICK

To get hold of a stage select, go to the title screen and press **B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A** and **START.** Now move your joypad to choose the stage you want.



Ah-ha. Turtles 2, Rangers 4. (*Right, where did I put that sledgehammer? – FRANK.*)

KING ARTHUR'S WORLD

SNES TIP

Here are all the codes for the US version of King Arthur's World (with luck they might work on the UK version too). As you know if you've played it, codes are entered on a four-by-four grid. We've numbered the squares 1 to 16, starting from the top-left square and going from left to right, top to bottom.

Training 2 – **2, 4, 5, 6, 12**
Training 3 – **1, 3, 12,14, 15**
Training 4 – **2, 4, 5, 15**
Training 5 – **5, 7, 10, 16**
Training 6 – **2, 10, 12, 14, 15**
Training 7 – **2, 3, 9, 10, 16**
Training 8 – **2, 5, 9, 11, 13**
Training 9 – **1, 2, 8**

Real World 1 – **1, 2, 6, 8, 16**
Real World 2 – **1, 4, 6, 14, 15**
Real World 3 – **2, 6, 11, 12, 15**
Real World 4 – **2, 3, 6, 7, 11**

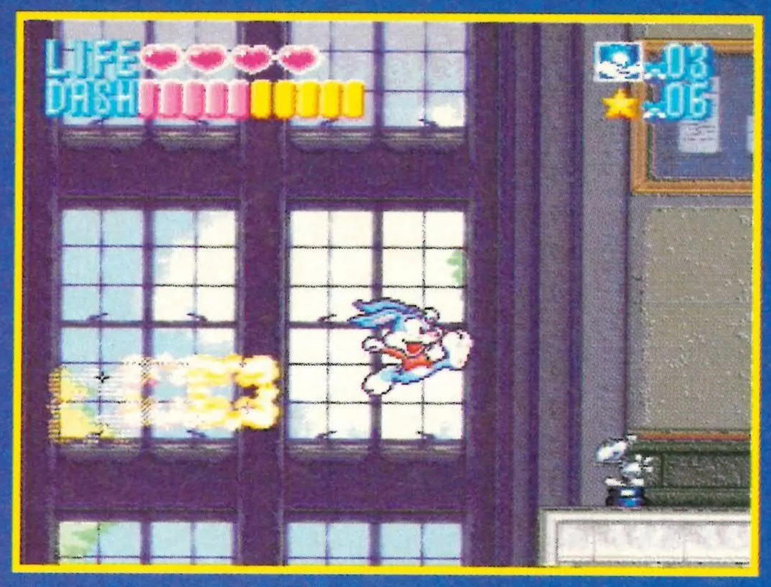
Goblins 1 – **1, 6, 9, 12**
Goblins 2 – **1, 9, 15**
Goblins 3 – **1, 4, 7, 12**
Goblins 4 – **2, 10, 11, 12, 14**
Goblins 5 – **3, 7, 10, 12, 14**

Clouds 1 – **3, 6, 8, 10, 13**
Clouds 2 – **1, 5, 8, 10, 14**
Clouds 3 – **8, 10, 12, 13, 14**
Clouds 4 – **2, 6, 9, 12, 16**
Clouds 5 – **4, 8, 11, 13**
Clouds 6 – **1, 9, 10, 14, 16**
Clouds 7 – **5, 13, 15**
Clouds 8 – **2, 5, 7, 13, 14**

Thanks a bunch to **F. Pinto** from Shepherd's Bush, west London, for his valiant efforts in obtaining those codes.



What can we say about King Arthur's World? Erm, well, unlike the film Excalibur, it hasn't got Cherie Lunghi in it. Shame!



Thanks to our extra-special Tiny Toons code, you can get some practice in the bonus game of your choice.

TINY TOONS

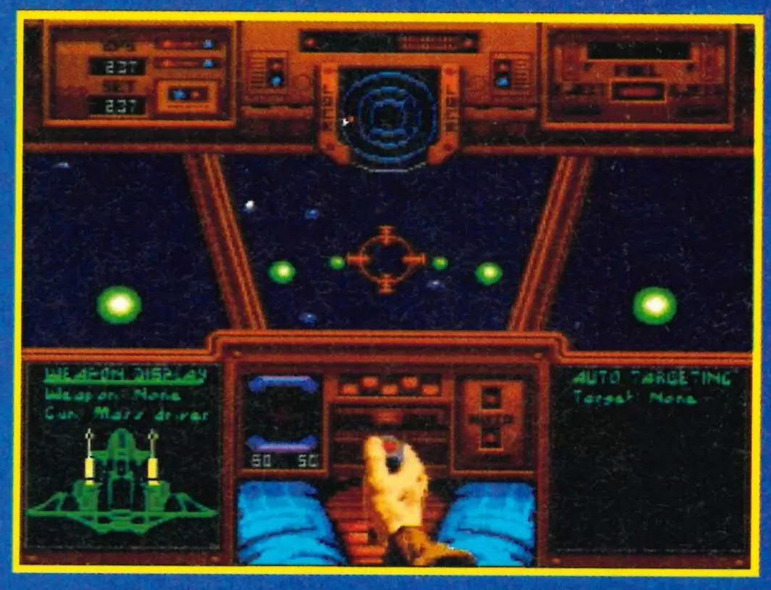
SNES TRICK

When you finish a level in Tiny Toons you go to a wheel of fortune where you randomly select a bonus game to play. But there is a way to select the bonus game that you want. Enter the passwords **Elmyra, Shirley** and **Calamity Coyote** and press **START,** and a menu will appear with all the bonus games listed. Pick the one you want and play to your heart's content.

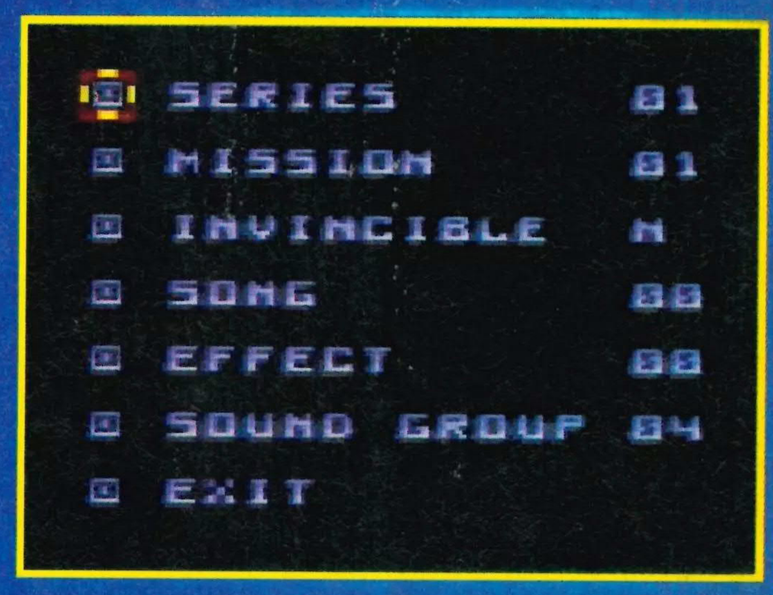
WING COMMANDER

SNES TRICK

Unless you're a bit of a game guru it can be tough to make it through to the later missions of this space saga. But help is at hand, cos there's a hidden options menu that you can only access using this special cheat. On the Play Select screen (the one that has Start and Continue options on it), press **B, A, B, Y, B, Y, L, A, R, A** and **START.** On the new options screen you'll be able to choose what series and what mission you want to play. You can also make yourself invincible and there's a sound test as well. If only all games were as friendly...



There are tons of missions in Wing Commander and you can choose any of them if you enter our code and then...



... Get to this special menu screen. Here you can also make yourself invincible and check out all the sounds.

DYNABLASTER

NES TIP

Nip straight to level 50 with one life and you go to a secret level that's impossible to reach in normal play.
Level 50 – FECPIANNMJGGKGIDJABA
Level ?? – BACDIHCLOAFHABDNMOL

LEMMINGS

GB TIP

We reckoned that Lemmings on the Game Boy was the best Nintendo version of this classic puzzler, with frantic and addictive gameplay and an immense challenge (see issue 14). To see all of the levels inthe game (and there are absolutely *loads* of them!) use the following passwords.

FUN LEVEL

Level 1 .....**XSWRHL**
Level 2 .....**TVRNVD**
Level 3 .....**GFDRTL**
Level 4 .....**DFGTYN**
Level 5 .....**NNBGTQ**
Level 6 .....**TYRBNC**
Level 7 .....**DGBFHY**
Level 8 .....**CVRKJT**
Level 9 .....**JSRBSV**
Level 10 .....**FKJTYQ**
Level 11 .....**VSPDNQ**
Level 12 .....**GDSWBC**
Level 13 .....**HWQPJD**
Level 14 .....**KXLWYZ**
Level 15 .....**KSQHQS**
Level 16 .....**VNWSWV**
Level 17 .....**FTYMTS**
Level 18 .....**GSFGHH**
Level 19 .....**YKBLGB**
Level 20 .....**PLSTFL**
Level 21 .....**JXFCBS**
Level 22 .....**SDFGLB**
Level 23 .....**QGHSDF**
Level 24 .....**QKZDFS**
Level 25 .....**LZDGQH**

TRICKY LEVEL

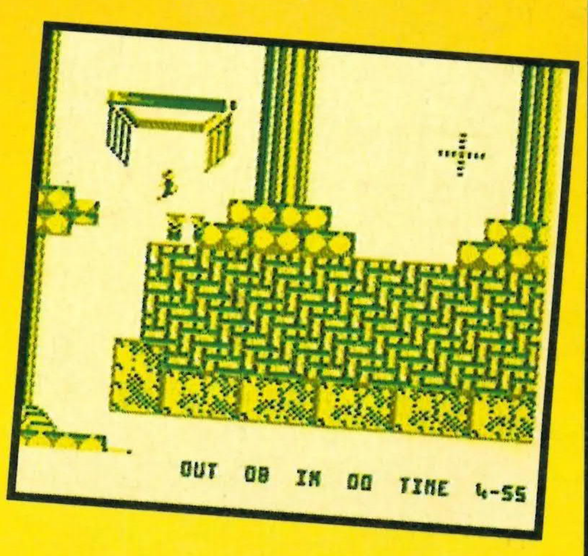
Level 1 .....**SFGBVH**
Level 2 .....**GNRNFY**
Level 3 .....**PFCGSD**
Level 4 .....**TWYWYT**
Level 5 .....**SDHSHS**
Level 6 .....**DFSGSH**
Level 7 .....**RLYDRT**
Level 8 .....**GSHGSS**
Level 9 .....**ZGRZNJ**
Level 10 .....**CVBXSH**
Level 11 .....**LKJHHG**
Level 12 .....**XCSDCX**
Level 13 .....**DFQRTW**
Level 14 .....**VGSDTG**
Level 15 .....**HSDJFK**
Level 16 .....**JCVWXK**
Level 17 .....**VFWLSH**
Level 18 .....**LJDRBC**
Level 19 .....**CQSBNL**
Level 20 .....**PSDHWJ**
Level 21 .....**CHTLNX**
Level 22 .....**GFTTYQ**
Level 23 .....**BSWHTW**
Level 24 .....**KSLSNF**
Level 25 .....**JTYRDN**

TAXING LEVEL

Level 1 .....**VSDGSJ**
Level 2 .....**HGSFDY**
Level 3 .....**WQQDFR**
Level 4 .....**PRTTMM**
Level 5 .....**RYDBNF**
Level 6 .....**ZWKRBD**
Level 7 .....**FRWNBQ**
Level 8 .....**WYRHDG**
Level 9 .....**PDKDJS**
Level 10 .....**YPSLQW**
Level 11 .....**RWQNDJ**
Level 12 .....**BHYWHD**
Level 13 .....**VYRTNC**
Level 14 .....**XYHGXK**
Level 15 .....**WJHFKK**
Level 16 .....**GKJXCZ**
Level 17 .....**DNDLSH**
Level 18 .....**FGSKDG**
Level 19 .....**NSDFSW**
Level 20 .....**DRMLND**
Level 21 .....**JSDHSW**
Level 22 .....**RRHRNS**
Level 23 .....**QHQJSD**
Level 24 .....**RGHFWX**
Level 25 .....**WHGXZL**

MAYHEM LEVEL

Level 1 .....**SJFHGD**
Level 2 .....**HDFTGS**
Level 3 .....**XCSFSD**
Level 4 .....**SHDDYW**
Level 5 .....**KRWHJS**
Level 6 .....**PDHJDW**
Level 7 .....**HPBXPZ**
Level 8 .....**BZCSDS**
Level 9 .....**LZTFVG**
Level 10 .....**FDYSWW**
Level 11 .....**YYSGSJ**
Level 12 .....**GSHSHK**
Level 13 .....**VKLSDH**
Level 14 .....**GTGDMC**
Level 15 .....**JDFSDB**
Level 16 .....**WDFVHD**
Level 17 .....**KDHGFS**
Level 18 .....**DTGDJS**
Level 19 .....**THRTSH**
Level 20 .....**LJDJWR**
Level 21 .....**KBCVXM**
Level 22 .....**SHSJSG**
Level 23 .....**LZTRYW**
Level 24 .....**GXNFPL**
Level 25 .....**ZQPLMG**



STARWING

StarWing is the biggest Super NES game this year and one of the best shoot 'em ups ever. Get the most out of it with our complete solution.

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

Final rating 96 Percent



Fly under the first five hoops to get hold of a weapon power-up after the last hoop.



Make sure you hit the tanks, as one of them has an energy bomb.



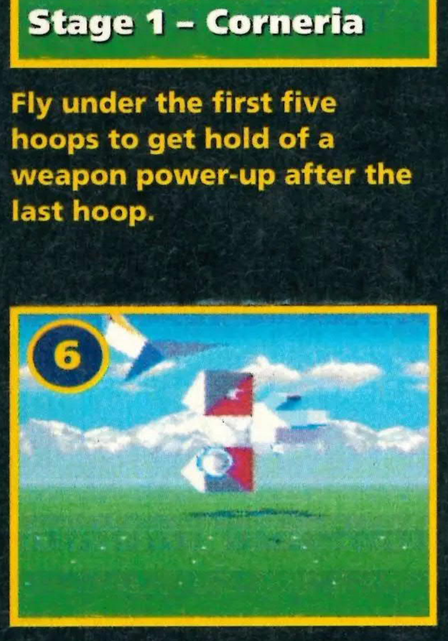
Hidden to the right of these two red buildings is another energy bomb.

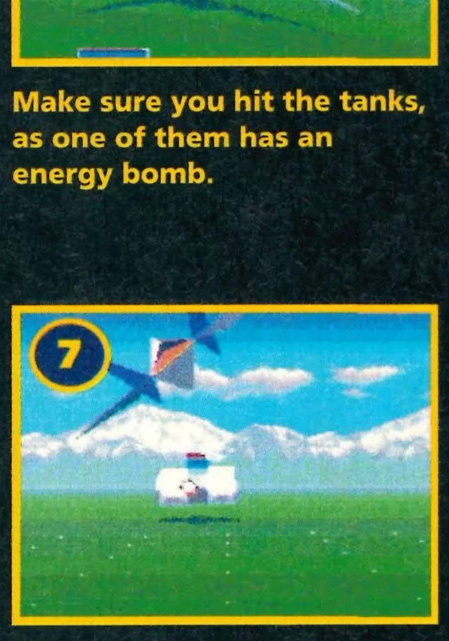


This flying saucer is the only tricky enemy on this level. Beat it by spinning your ship and firing constantly.

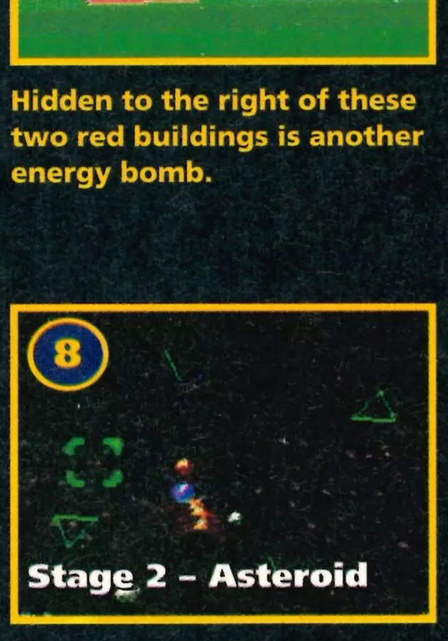


Hit the targets on the end-of-level boss in this order and you'll have no trouble. If you really want to finish it off quickly...

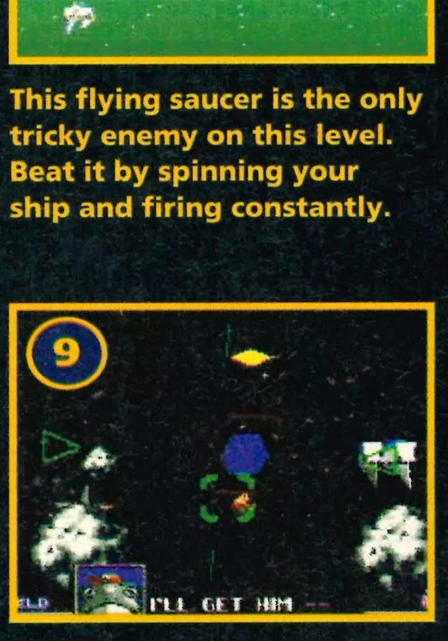




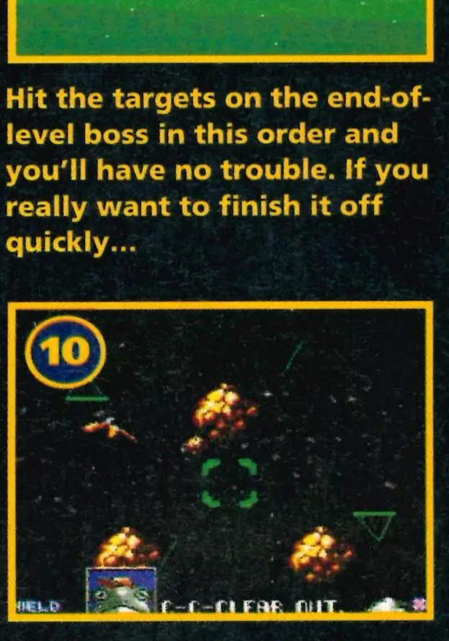
... Use an energy bomb when the twin bays open. When you've just got the core of the ship remaining, spin your ship to avoid its shots.



It's best to use the cockpit view for this level (keep spinning your ship to make you tougher to hit). Destroy this missile carrier by shooting the blue segment.



Early on, stay in the middle of the asteroid belt to collect this energy bomb.



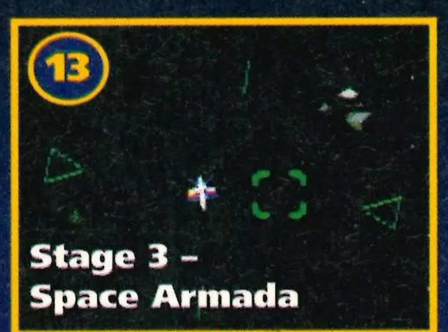
Fly through this trio of red asteroids without destroying them and then head up and right to find a weapon power-up.



Don't worry when the level boss opens its guns the first time. The second time, launch an energy bomb at the centre of the four turrets to destroy them all. Take out the guns on the other side.



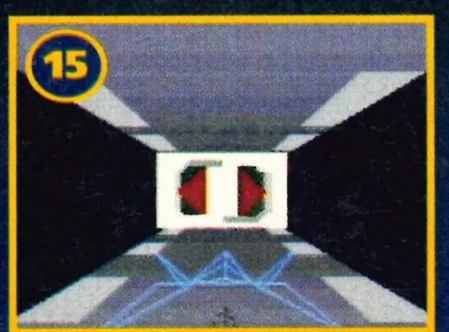
With both turrets blown, stay at the side of the screen to avoid the boss. Set your sights on the target, spin your ship constantly and shoot to finish it off without taking too much damage.



Blow up this ship right at the start of this level and you'll find a weapon power-up inside it.



Just before you come to this large ship you'll see these triangular objects. Aim your sights so that you're flying straight at one of them. Now hit the retros and fire like crazy to destroy 'em all.



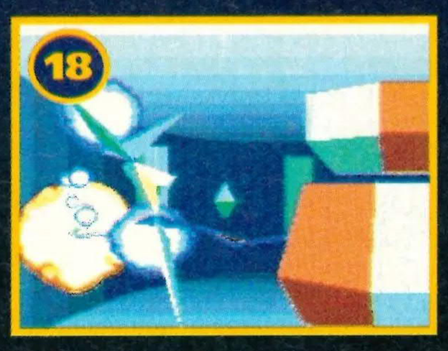
It's easy going inside the first ship – just stay in the middle and move up and down – but these doors in the second level are tricky. You have to shoot them to make them open.



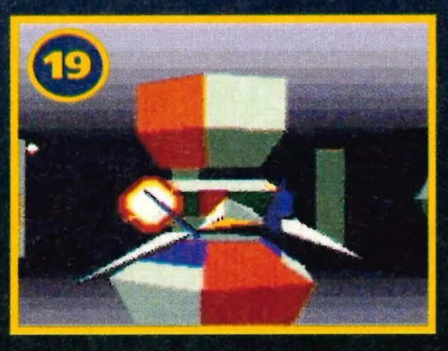
Hit the retros and stay low when Pepe calls or a barrier will hit you. After the next set of doors, stay in the middle and keep firing to make it through.



In the final ship these doors slide open in the direction of the arrows on them. Don't shoot them – just note which way they open and fly through them.



To beat the final reactor with ease, hold down the 'R' button and press left on the D-pad to point the nose of your ship at the power receptors. Use up 'n' down to get on target and fire.



With the reactor open, move right, spinning as you go. Aim for the centre of the reactor and you should blow it to bits.



Stay low on this level to go for the ground targets. On the first set of pillars, go through the one to the left of the one your partner chooses. On the next, go to the right. Follow this route and you'll get a bomb and a weapon power-up.



Once you've gone through the canyon stay on the right and you'll find an extra life.



Keep low and fly through the single hangar to get a restart point. When you reach this pair of hangars fly through the left-hand one to get a bomb and stay low to shoot the big tank.



When the spider first appears, keep shooting at its legs to weaken them. It will then...



... Spread out like this and take off. As it comes at you, stay as close to the surface as you can and use your retros to avoid it.



When his legs go red, launch a bomb at the body and keep shooting the legs till they're all gone. Watch out for the plasma cannon that bounces off the floor and flies at you.



Use the cockpit view and stay as low as you can so that you can see the missiles early. Shoot them or dodge them.



Fly through this hoop and get ready to collect some bombs. Shoot the flashing ship to get a weapon power-up.



The end-of-level boss starts out swerving from left to right. Follow it back and forth, blasting it, and eventually you'll stop it.



The boss will split into three but only one is real. Launch a bomb between the three of them to waste the decoys and shoot the last one to finish it off.



When you get close, these blocks swing out in the direction of the arrow on them. Fly on the other side of the arrow (you can change the direction in which it swings by shooting it).



Here, loads of red pillars fly at you from off the screen. Don't bother dodging 'em – just turn the ship on its side, stick in the middle and blast yourself a path.



Hit the retros as you approach these falling blocks and drop down to safely reach the weapon power-up.

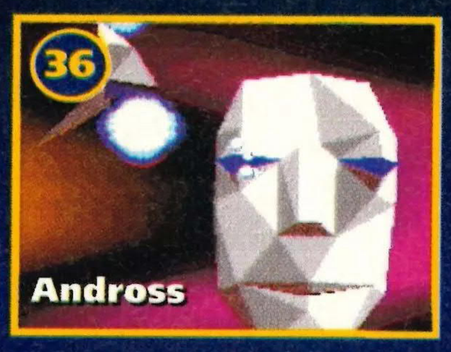


When the boss first appears, blast it like crazy to force it to split into three. Once it's split, concentrate on the one that flashes when you hit it. Keep firing and...



... It'll turn into a massive robot. To beat it, aim for the blue triangle on its head and keep chasing it, using your turbos to keep within a decent range. When it jumps up in the air, go low and turn on the side to avoid being crushed. Keep hitting the blue triangle to win.





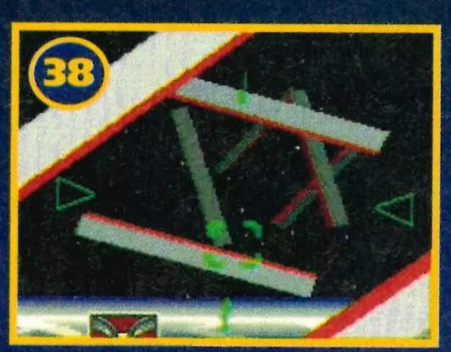
To beat Andross, blast his eyes, spin to avoid his shots and hit your brakes when he attempts to suck you into his mouth.

MEDIUM LEVEL
Stage 1 – Corneria

This is the same as on Easy level except it's just a little faster. Keep low and go for the ground targets. The boss is the same as on Easy level so use the same method to beat him.



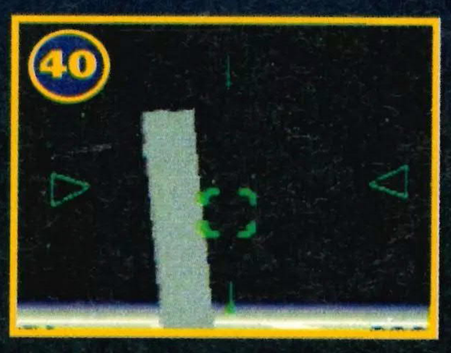
Use the cockpit view and keep spinning when you fly through the blocks. Concentrate on steering the outside sights through the blocks – don't worry too much about the gunsight.



To get through this bit, imagine the spinning parallel blocks as complete squares and aim for the centre with your gunsight – don't try to go outside them. There's a power-up after these blocks.



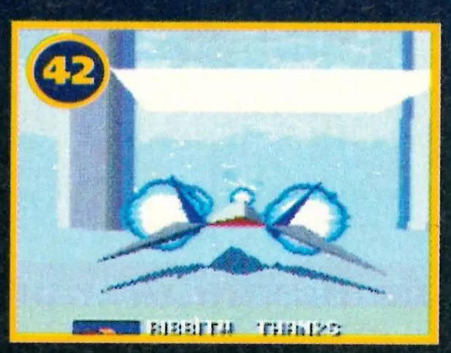
To dodge these spinning shapes, suss out their movement pattern and then pull up when you're close in order to avoid them.



In this nightmare section keep pressing the brakes and you should gain enough time to react so you can get through in one piece.



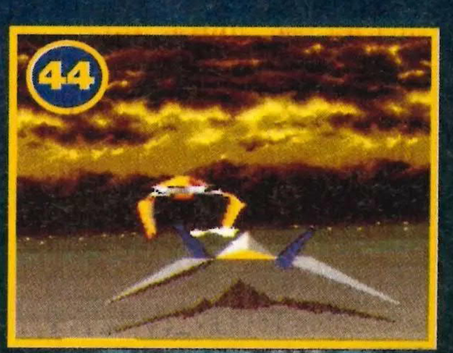
Once through the ice canyon, take a left at this ice-block to get hold of an energy bomb.



The trick to getting past these spinning barriers is to stay as low as you can and shoot – the barriers should spin over you.



When you reach these hangars, go through the middle one to get a weapon power-up, or through the right-hand one to thaw out the ice planet.



For the rest of the level, stay low and blast the legs of the giant robotic crabs and you'll get through to the enemy base.



Fly through the huge building. When outside, swerve left and right while shooting to kill the enemies. When the boss appears, point your ship straight at him and just keep spinning to beat him.



Use the cockpit view and blast everything in sight. Fly straight through the amoeba field and you'll find an extra life. Keep spinning and you'll shift any amoebas clinging to you.



Avoid the giant multi-coloured manta rays – if you shoot them just once they'll ram you, which will reduce your energy considerably. Apart from that, the level's simple to blast through.



As the end-of-level baddie spins wildly, hit your retros and fly under his arms. Come up again and fire down the end of his arms to destroy them.



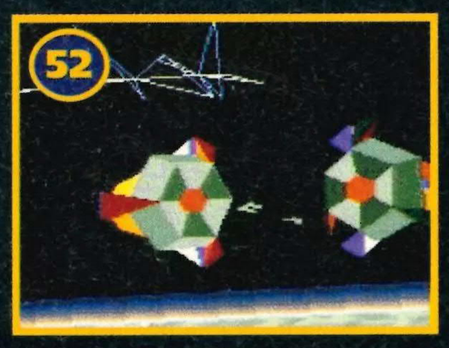
Now he'll grow a spiky tail. Keep shooting the main body to beat it, and you can chuck a bomb or two if you're a bit scared.



Just blast everything on this level. Avoid these space mines. As in level 1, stay low so you can see the missiles as they emerge from Venom's atmosphere.



When the metal crusher opens up, concentrate on shooting just one of the red targets. As it gets closer, hit your retros at the point shown above and steer away to avoid them.





Stay as close to the wall on the right as possible and use your retros often to give you enough time to get a bead on the ships which attack you.



When the space bikers come on screen let them get in front of you and blast their engines. Hit the retros if they look as if they're about to run into you.



After the bikers, a bike transporter appears. When it opens, spin 'n' fire and send a bomb into its boot. When it reverses, hit your retros and shift to the other side.

Andross

Use the same tactic to beat Andross as on Easy level – blast his eyes, spin to get out of the way of his shots and use your brakes to avoid being sucked into his mouth.



There's nothing that will give you too much trouble here, apart from the boss. As soon as the tank opens, launch a bomb at the central turret.



Now fly up to the top of the screen and spin 'n' fire at the flying turrets. Destroy them and you'll be able to pick off the turrets on top of the tank to finish it off.



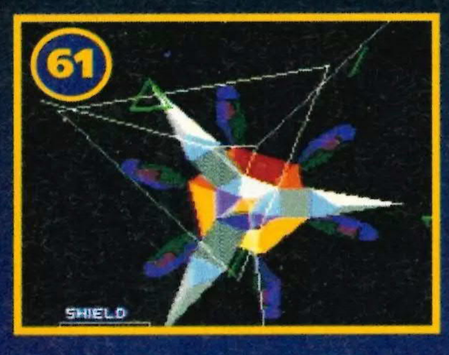
Use cockpit mode and blast the asteroids. Halfway through you'll meet the missile carriers. Hit the blue head to kill them. There's an extra life after this structure.



Now it gets tough. Look out for the smiley asteroids – they swerve. Some ships collect asteroids and bung 'em at you – it's best to stay on the edge of the screen until you reach the boss.



The boss spins a blade furiously, but don't shoot while it spins – your shots will be reflected back at you.



It'll then launch a web at you and try to pull you into its teeth. Roll left or right to dodge it. The blade stops spinning for long enough for you to hit the three targets, but look out for its missiles. Do this until it's dead.



In the first bit, avoid the flowers and blast the dragonflies as they appear.



Once over the sea, move left and right while firing to hit the seagulls and flying fish. When the serpents pop out shoot them in the head as soon as possible.



Back over land, stay to the far right and close to ground level and you'll come to a hoop with a weapon power up.



The boss. Shoot the red flashing tail first when it has its back to you.



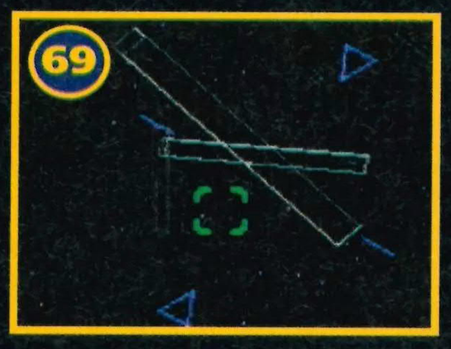
When it turns, shoot its twin heads. If it stops, hit the retros and pull hard right to avoid it. Carry on hitting the heads.



Stay right, blasting away, till you get here. Fly over the blocks and dodge the moving ones by swerving rather than moving up or down. Stay right for a weapon power-up.



Fly through the middle of these structures. To destroy the moving ones, aim for the most open space in the imaginary square.



These spinning transparent blocks look daunting, but pull hard left and you'll breeze through.



In this section, aim for this point and fly straight. When you reach the main reactor use the same tactics as on the reactor at the end of Space Armada.



Fly through the fiery canyons and take a left at this rock to get a bomb.



Go left past this big stone pillar to get a weapon power-up.



At the volcano, launch a bomb to destroy the eruptions. You'll have to fly at the top or bottom of the screen throughout the rest of the level to get the tanks and ships.





The boss. Shoot the four launchers around the main core. It'll then jump up and land like a spinning-top. Dodge the laser fire as it spins towards you, go to the top of the screen and aim for the section above the spinning point rather than the point itself.



Stay low to see the missiles early. Fly through this ring of things to get three power-ups. This whole level's simply a frantic shoot-on-sight job, so just keep hitting 'em early.



The boss. As you fly over this ship, hit the red flashing gun pods. Speed things up by braking, diving and dropping a bomb. If you're desperate, fly on your side and 'slice' the pods with your wing.



Go through the top of the toppling pillars. Aim straight for them and they'll fall away. Then...



Hit the brakes at these blocks and dive through to get a shield. Break right and go low.



When the pillars fly out in front of you turn your ship on the side to make it easier to dodge them.



These blocks swing in the direction of the arrows on 'em, but the direction changes constantly. Hit the retros and blast it a lot – it'll freeze and you'll know which way it'll swing.



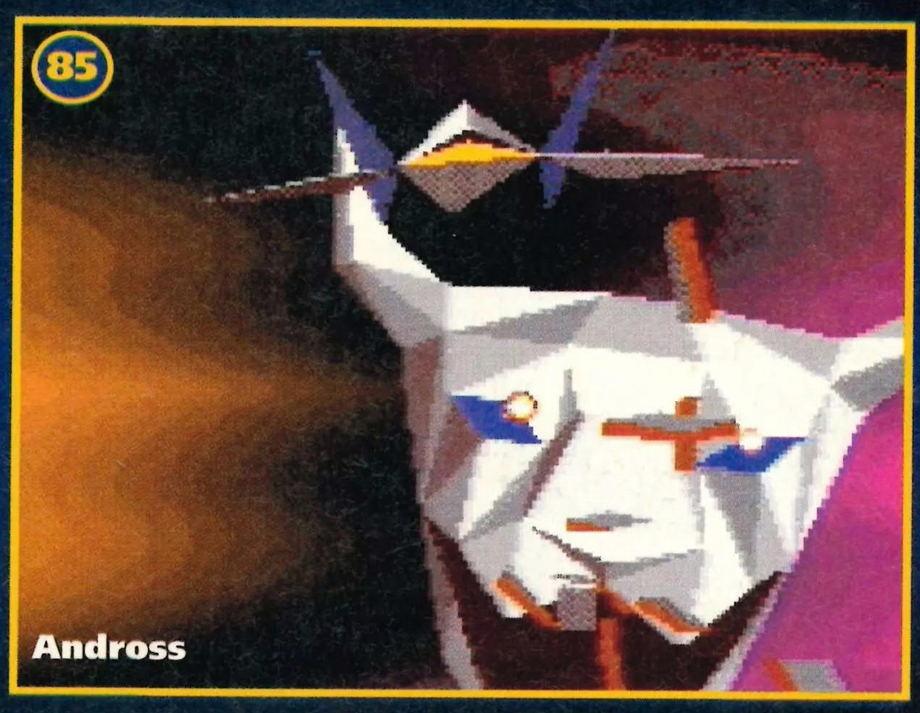
Fly through all these arches from this point onwards and you'll get some bombs.



When the boss robot shows up, shoot the engine on the back of the central body. When it gets to half energy it'll start firing cannonballs. Spin and weave until it stops firing and then blast it.



Once the bod's gone a small craft will spin around the wings. Hit the retros and blast the small craft to finish the whole thing off.



Andross is much harder on Hard level than on the other levels. Attack him as before, but when you appear to have finished him off he turns into a demon's head. Line your craft up with the blue eyes and spin constantly while moving left and right to avoid his shots.



There are two secret levels in the game. The first is on Easy level – Asteroid. When a set of five asteroids comes towards you, wait until they're almost hitting you and then blast the central red one. Repeat this with the next two sets of asteroids and you should come to an asteroid with a smiley face. Shoot it and it'll turn into a black hole. Once you're in the hole the exits repeat in this order – Sector Y, Sector Z, Venom. The second secret exit is on Hard level – Asteroid. Fly at the two large, slow-moving meteors and shoot the right-hand one. An egg will emerge and explode. Fly towards it and use your retros as you hit it to enter the new level.

STARWING

Right, you've got no excuse for not finishing the game now! Thanks to Paul Weaver, official Nintendo StarWing champion, for getting us through it – you're a star!

DIZZY

NES TACTIC

Final rating 90 Percent

For NES (1 player) From Codemasters Price £30

This is a very tough game so here's a bit of a cheat: hold down LEFT and SELECT when you press START and you'll begin with four lives instead of three. If you've got a Game Genie, enter the code OAOA ZAZE for infinite lives.



General hints and tips

● **Use the SELECT button to examine any objects you find. There are always valuable clues in their description. It is especially important to examine keys.**

● The rope can only be used when you're next to a hook. Stand at the edge of a gap and try to put an item down. If you're holding the rope, you'll swing across the gap. Press 'A' to let go of the rope at any time.

● **Hold on to the rope most of the time and be careful not to leave it on any high ledges in case you can't get back without it.**

● Always put objects down in obvious places. If you put them down behind scenery, you may not be able to find them again.

● **The Dizzy adventures are not linear games. If you come across a problem which you can't find the solution to, try going somewhere else instead.**

● Remember to collect all the stars, as you need every one to complete the game. When you discover a new area, make sure you explore right to the end of the land. There might be more stars beyond where you are.

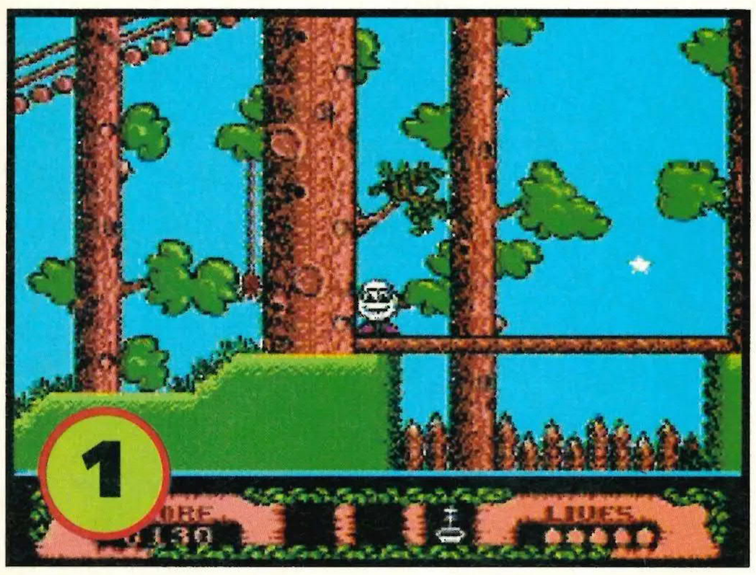
● **You may find it easier to draw your own map of the areas and mark on it the places where you found items and stars. You need 250 stars to rescue Daisy.**

● There's a secret extra life high up in the trees on the right-hand side.

● **Don't stay underwater for too long without an aqualung, and be careful not to put anything down underwater or you may drown.**

● Only eat the fruit when it will do you some good.

The game solution in full. Good luck!



1 By this point you should have opened the first door with the key, found a plank of wood and bridged the pit, found and used the ground-level elevator key, enabling you to get up to the treehouse, killed the Snappy Weed with the weedkiller, and thrown the chicken to the Armourog.

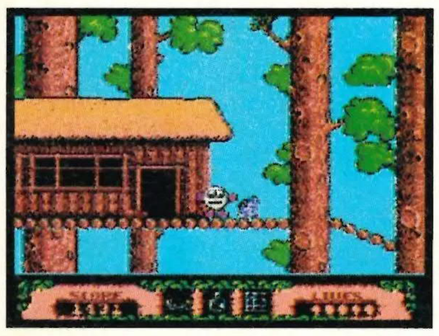
2 Match all the door keys to the huts in the Treehouse Village. After you've opened all the doors, leave all the items you find down by the Prince at the bottom. The door and elevator keys can be found in the following places: **Daisy's door key is just to the left of her hut. Dozy's door key is located inside Daisy's hut. Dora's door key can be found to the left side of the treehouse complex, about halfway up. Dylan's door key is to the left of his hut, but you'll need your rope to get it. Denzil's door key is at the base of the Treehouse Village. Grand Dizzy's key is in the meeting hall above Dizzy's hut.**



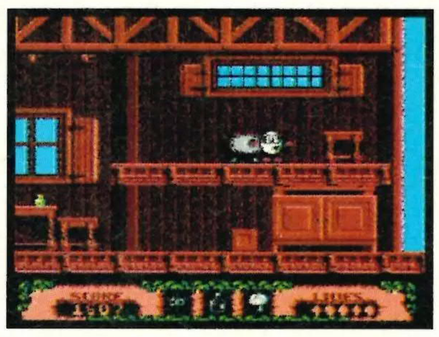
Dylan, Denzil, and Grand Dizzy all have elevators near their huts which must be turned on before they can be operated. **Dylan's elevator key is very close to his elevator. Denzil's elevator key is just to the left of Dizzy's hut. Grand Dizzy's elevator key is just inside the mine entrance. Remember to press SELECT to examine what keys you have.**



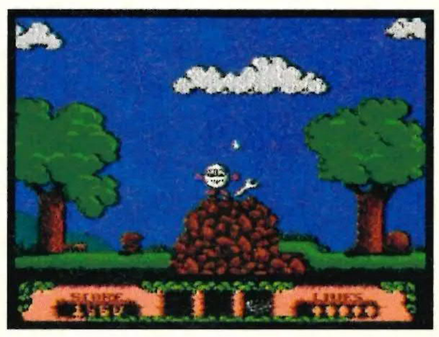
3 To get up to Dora and Daisy's huts, you'll need to hang the heavy weight on the small black hook in order to bend the ledge down. Now you have to solve the Yorfolks problems, starting with Dora, who's been turned into a frog. Pick her up and take her to the Prince at the bottom of the treehouse. Leave the crossbow he gives you to collect later.



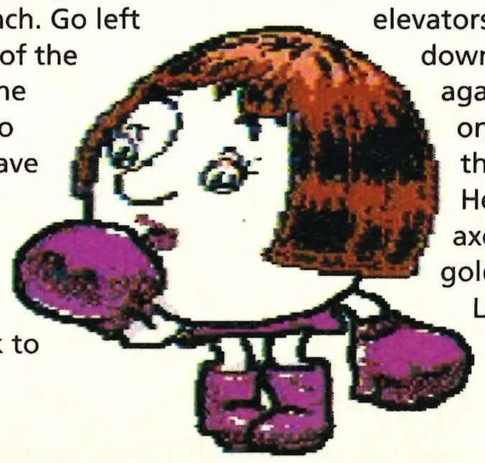
4 Go to Daisy's hut. Pick up the small animal cage. Hunt around for Pogie The Fuffle and drop the cage on him. Now take Pogie up to Dylan's hut. He'll give you a pygmy cow in return. Take this down and put it with the crossbow.

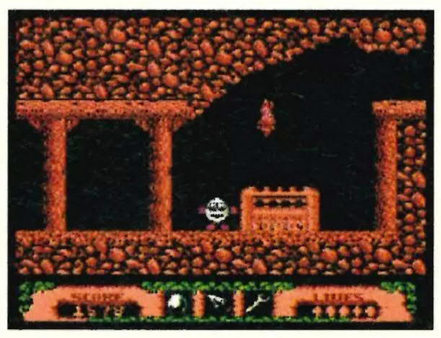


5 Go to Grand Dizzy's hut. He's ill in bed and needs you to make him some medicine – check the recipe in his room. You'll need a star plant, which is just below GD's hut, the mushroom next to the volcano near the mine entrance, and an empty bottle close to GD's hut. Throw these into the cauldron in GD's room and give him the full medicine bottle. In return he'll give you a golden dragon's egg. Put the egg down with the other stuff.

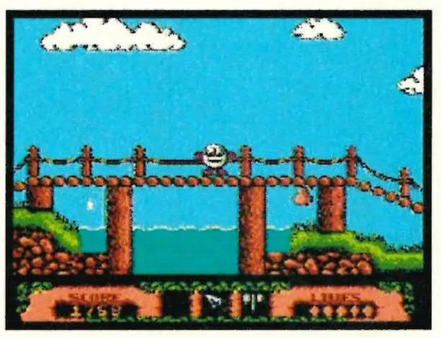


6 Go right from the Treehouse Village, past the mine, until you get here. Pick up the wrench. Go left to the start of the town. Get the umbrella. Go back and leave the rope by the Prince. Get the golden egg and go back to the mine.





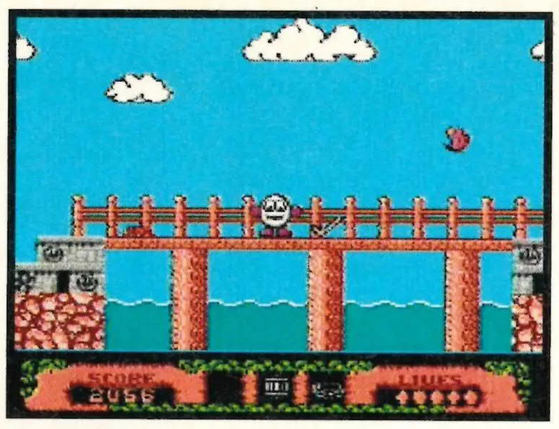
7 In the mine, head right and use the wrench on the machine to activate all the elevators. Go back and down the first one, right again, then drop. Carry on right and go down the second elevator. Head left. Pick up the axe and leave the golden egg in its place. Leave the mine.



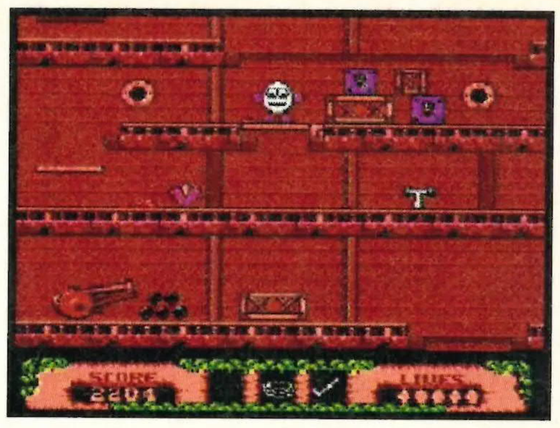
8 Go right to here and use the axe on the rope bridge. When you drop down, quickly swim left and head back through the mine. Leave the umbrella outside the mine, pick up the rope and head left to the town. Pick up the bag of gold on the way.



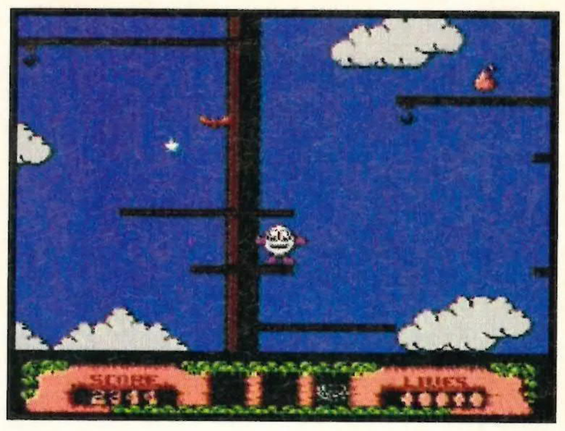
9 At the town, go through the first door and give the bag of gold to the guard. Come out the other side, go right to here and take part in the barrel game, grabbing all the stars. You'll come out by a barrel of rum. Pick it up. Go left to the town, through the first door and left.



10 When you get to here, grab the crowbar. Go back right and through the door to Castle Street. Go left through the door to Dock Street. Go right and give the barrel to the Pirate.



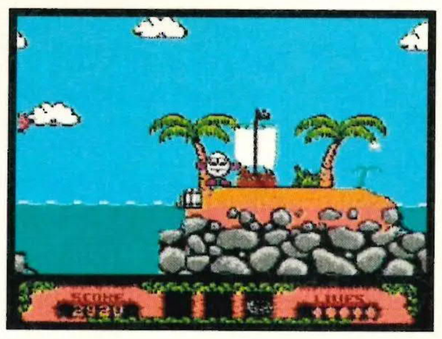
11 Run around the pirate ship, picking up all the stars. Use the crowbar here to open the door. Grab the winch handle. In the bottom right you'll find the dynamite. Leave the ship. Go and drop the winch handle at the start of the town.



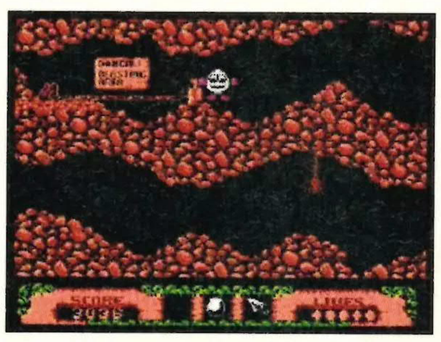
12 Go back to the ship, up the rigging to here, and use the rope to swing across. Get up to the top of the rigging and head left until you see another hook. Swing across to the Jolly Roger and grab the winch wheel.



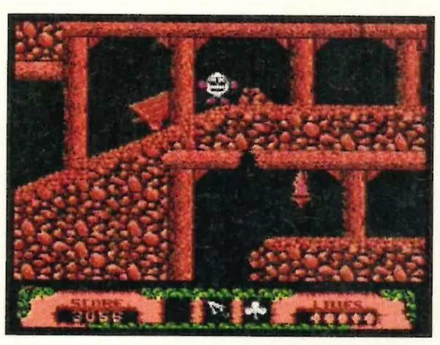
13 Get the winch wheel and drop it at the start of the town with the other stuff. Get on the ship, go straight to the right and walk the plank. Walk back and forth on the bubbles to get to the surface. Get hold of all the stars. Use the bigger bubbles – they last longer.



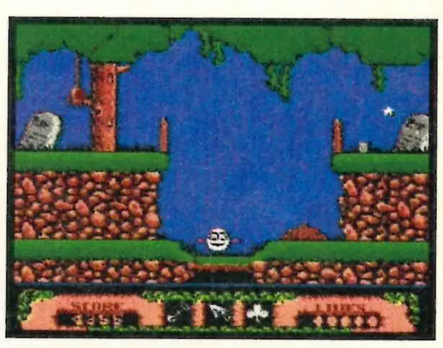
14 Grab the aqualung from this island and go left to the mine. Leave the aqualung and the rope outside the mine and get the umbrella. Go in the mine to the egg you left. Pick it up. Carry on down and go across the rope bridge. Follow the mine round.



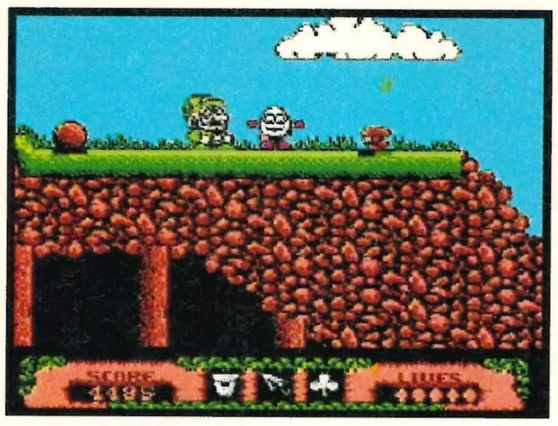
15 Place the dynamite here then go back and activate the plunger. Continue through to the dragon. She won't attack you as you have one of her eggs. Go underneath, drop the golden egg and pick up the shamrock. Go back the way you came.



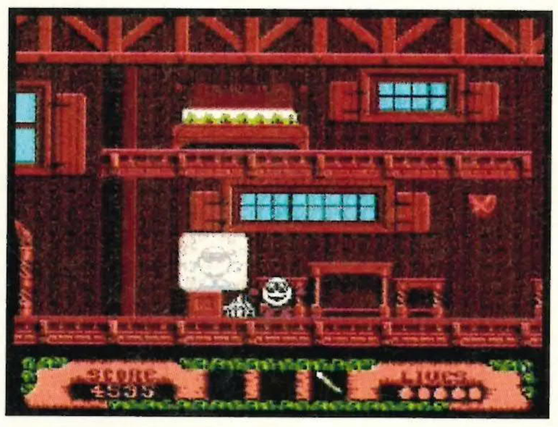
16 Get in the mine cart and do the mine-cart game. Go through, pressing PAUSE, and map the track so you know the pitfalls. Take the last exit and you'll emerge on the left of the town. Continue left. Get the gravedigger's spade. Drop down and go right, around, and up the steps to the graveyard.



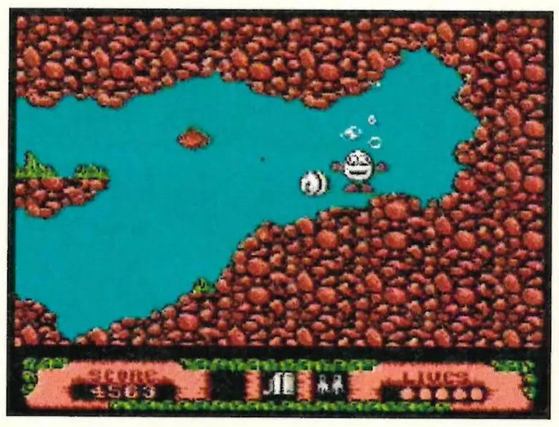
17 When you get here, use the spade and you'll drop down. Go left and pick up the trampette. Take it back, pick up the bucket and put the trampette down in the same place. Drop down into the water and fill the bucket. Now jump out using the trampette. In the graveyard, continue left.



18 Carry on left until you get to the point shown above. The leprechaun wants the shamrock so give it to him. Carry on left until you come across the match. Pick it up and then go back to the Treehouse Village.



19 Go to the left of Denzil's hut and get the straw. Place it here and put the match on top. Denzil gives you his flippers so you can swim under water. Go down to the mine entrance, pick up the aqualung and drop it through the broken rope bridge.



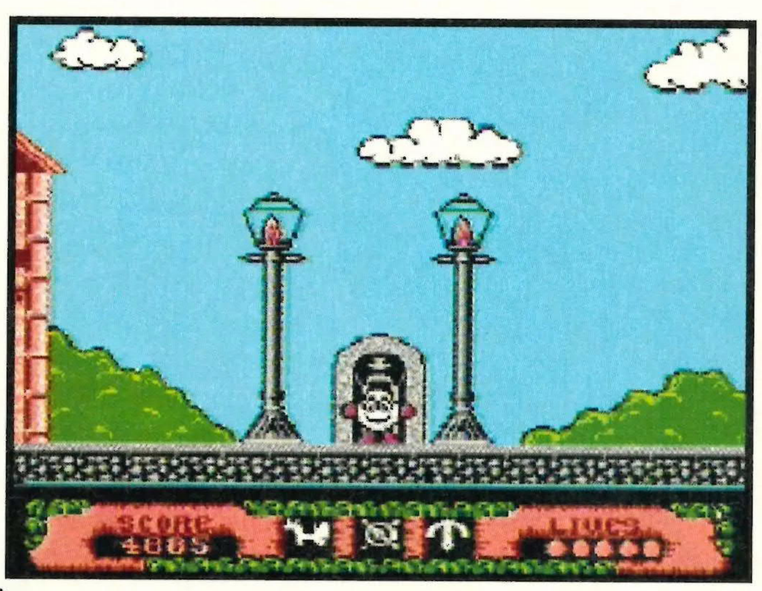
20 Swim right to here and pick up the cymbals. Leave via the mine and go right to the top of the treehouse to Dozy's hut. Stand by him and put the cymbals down. Dozy wakes and gives you the thick rug. Put it down by the Prince.



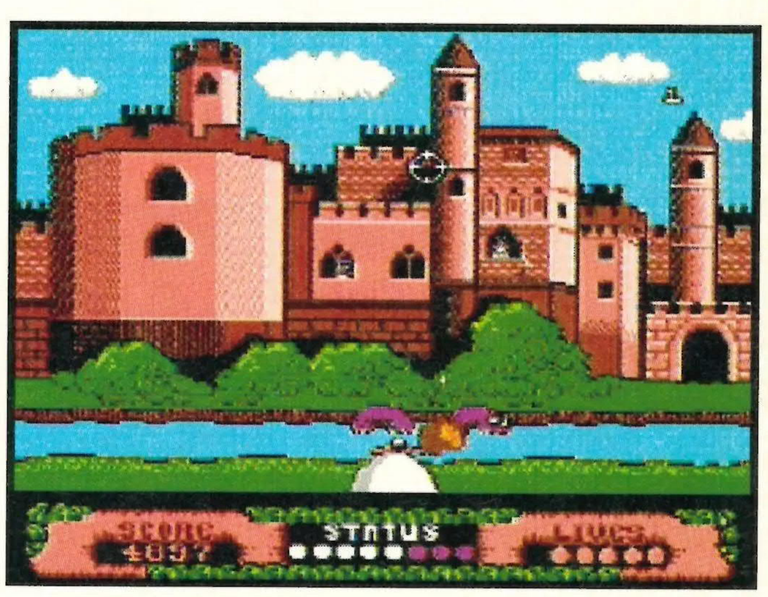
21 Go all the way right to the beach and get this pickaxe. Explore the sea for stars. To the right of the sunken ship you'll see this bubble. Drop the pickaxe. Drop into the hole and get the stars. Don't bother with the coin.



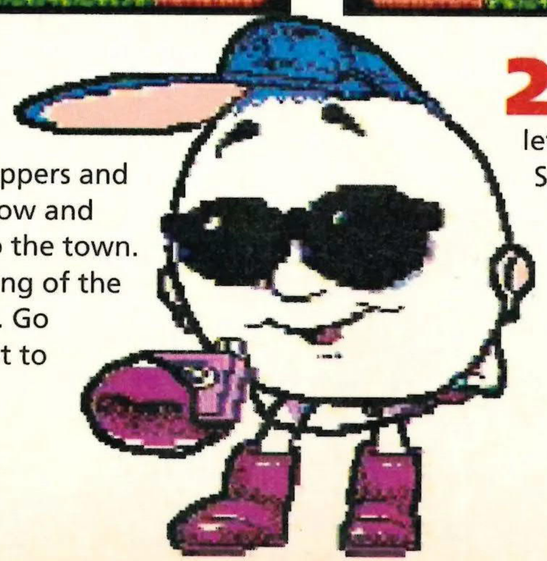
22 Go back up to the surface and grab this bag of salt from one of the islands. Head back left to the Prince. Drop the flippers and the aqualung. Pick up the pygmy cow and the crossbow and then head left to the town. Drop the bag of salt at the beginning of the town and pick up the winch wheel. Go through the first door (Castle Street to Bridge Street).

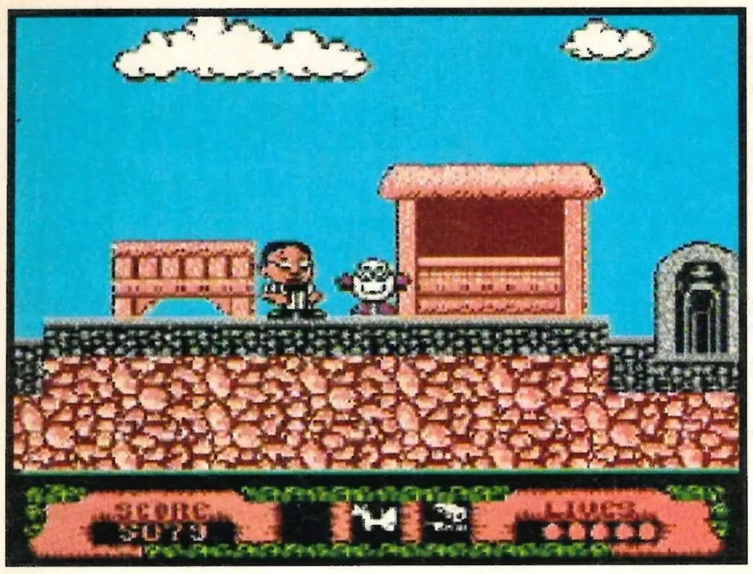


23 Go left and through the door (Bridge Street to Dock Street), then left to here. Go through the door (Dock Street to Castle Street), then right. When you get to the portcullis, use the winch wheel. Go through the castle door.



24 You now have to play the crossbow game. Fire the crossbow by pressing 'A' and duck using 'B', shooting everything. Explore the castle. In the upper left there's a rope bridge kit. Pick it up. Collect all the stars and leave the castle. Go left from Castle Street to Dock Street. Head left and go through the next door (Dock Street to Castle Street).

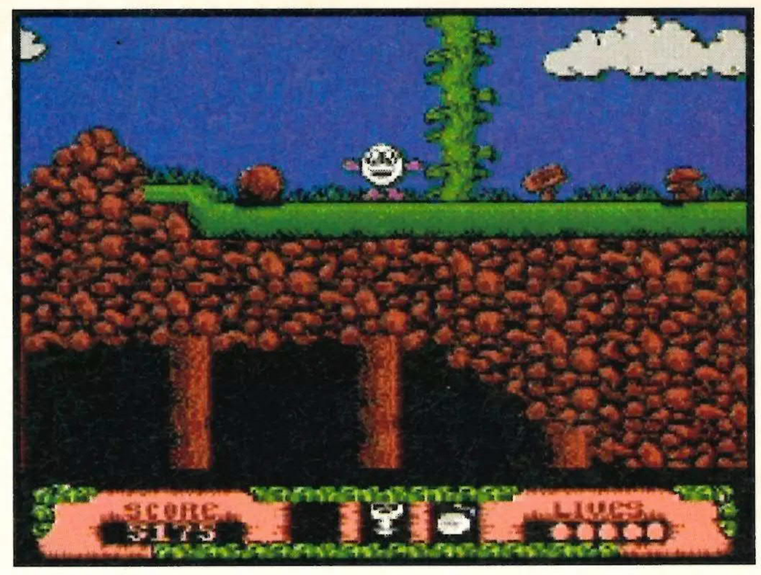




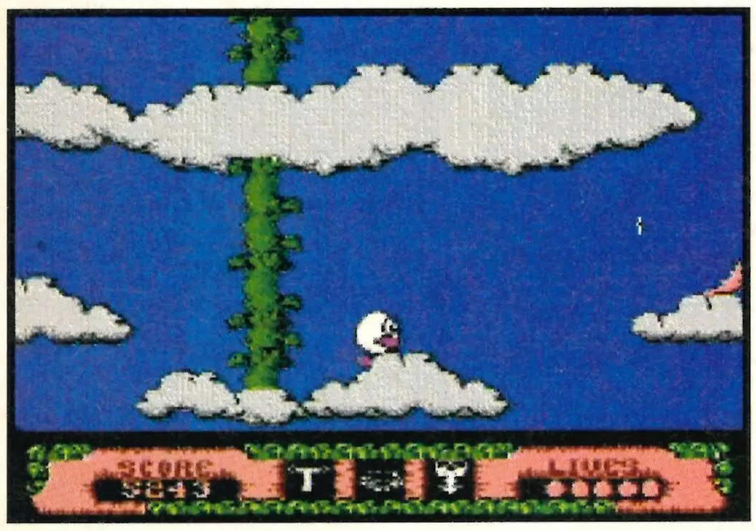
25 Go right to this shopkeeper and trade the pygmy cow for a magic bean. Go to the start of the town and grab the bag of salt. Go through the first door (Castle Street to Bridge Street), then left through the door (Bridge Street to Dock Street). Go left and take the second door (Dock Street to Castle Street). Go right, through the next door (Castle Street to Bridge Street). Go all the way left and up the steps to the graveyard.



26 Go up to this ledge and drop the rope bridge kit. Go across and right to grab the skeleton key. Go left.



27 When you get to here, drop the magic bean and a beanstalk sprouts up. Drop the skeleton key here for now. Go left to the next broken bridge and drop the bag of salt. Jump across, using the log that floats up, but be careful because you roll when you land and you could end up in the poisoned water. Go left and get the extra life and three stars. Go back right through the doors to the Treehouse Village.



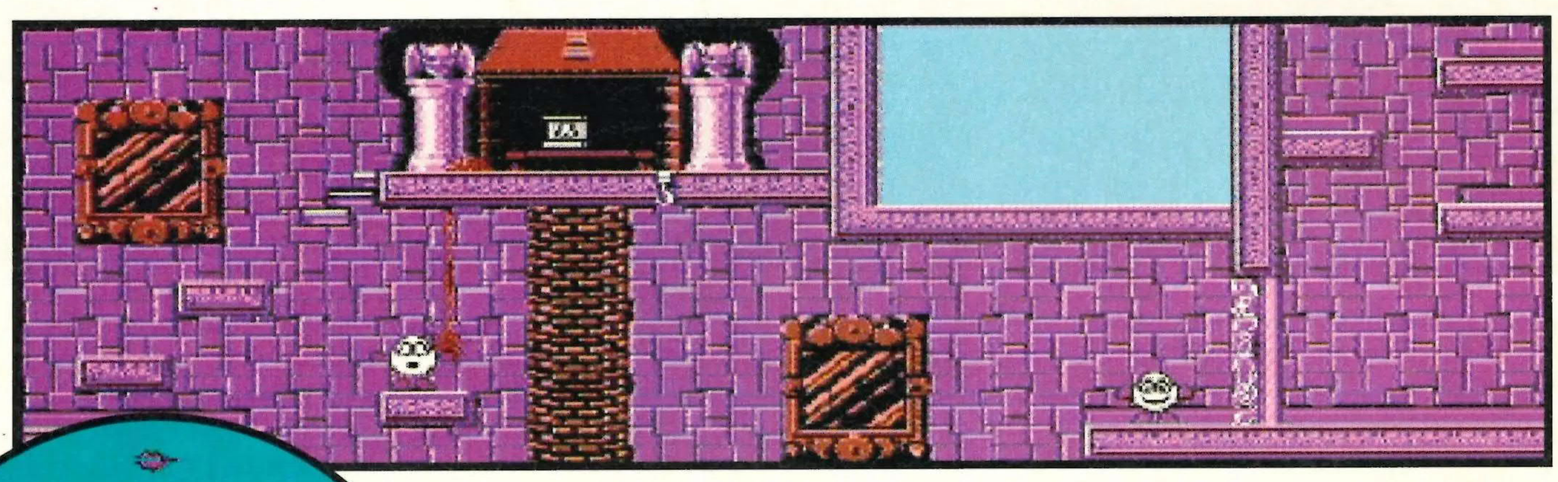
28 At the village, get the bucket, rug, and rope from outside the mine. Go back to the beanstalk. Drop all the items. Go back to the town to get the winch handle. Jump up through the clouds for the winch handle, skeleton key and rope. Be careful cos you sink through the clouds – just keep jumping.



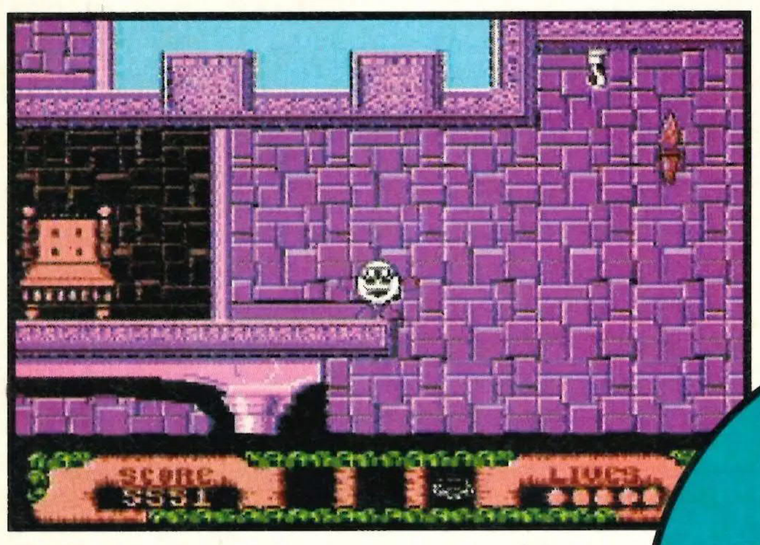
29 At the top, use the winch handle to get in and then the skeleton key on the first elevator you see. Leave the castle to get the thick rug and bucket of water. Go back up. In the castle, head all the way right to this fire and drop the bucket of water. Carry on right and get all the stars.



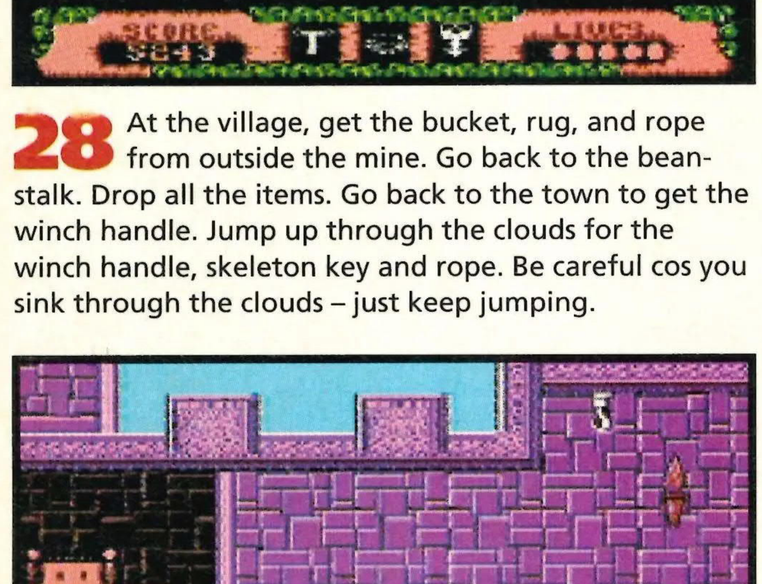
30 Go back to the elevator and go up and right to here. Drop the thick rug on the bed of nails and continue round, picking up all the stars.



32 Make sure you've collected all 250 stars. If you haven't, you'll have to look all through the game again until you find the missing ones. With all the stars, you can swing across here with the rope and the stars will let you through the force-field to Zak's prison tower. Walk into the mirror and when the screen settles make your way up to the Wizard at the top. Avoid the ball-things as best you can.



31 When you get to here, use the rope to swing across.



33 When you reach the top, the Wizard will fire a bolt at you. Stand here and jump it. It'll bounce off the mirror, so jump it again and it'll kill him. When he's dead, jump up onto the ledge where Daisy's sitting and you've completed the game!



DIZZY

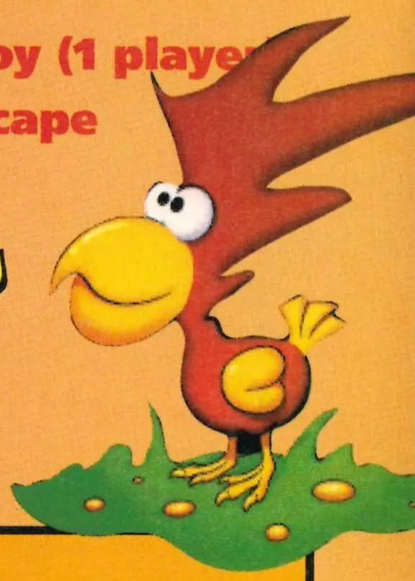
What a nightmare! Even with Game Genie codes, our man Paul Weaver still had his work cut out. But there it is, the full solution in all its glory. If you're still having trouble, here's one last tip: buy a Game Genie before Dizzy drives you mad!

TOTAL!

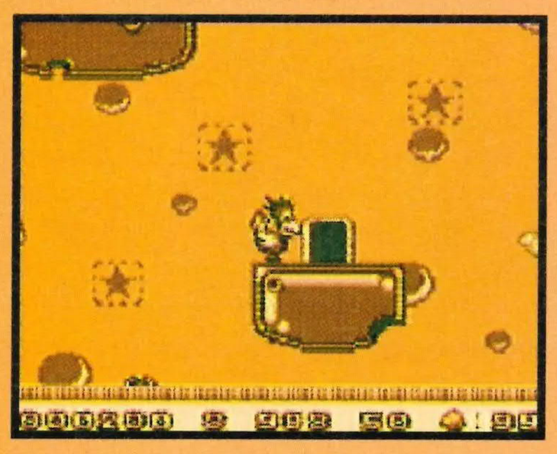
ALFRED CHICKEN

For Game Boy (1 player)
From Mindscape
Price £26

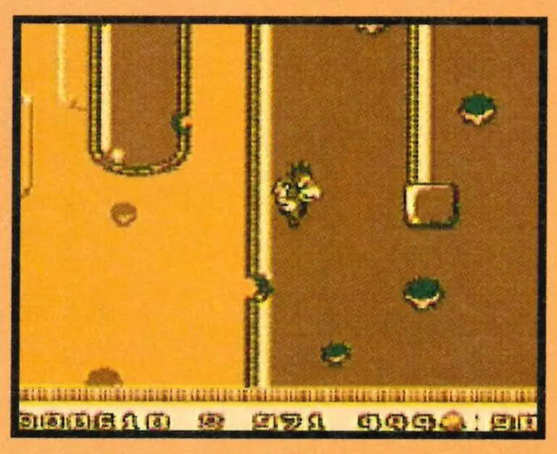
Final rating 85 Percent



If you're stuck on this tough Game Boy platformer, our guide to the secret warp rooms should help you.



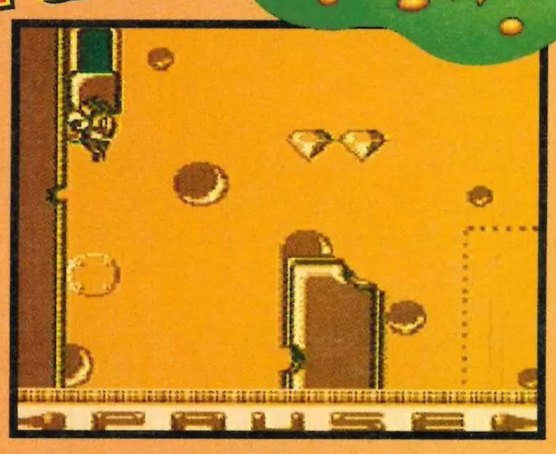
1-1 Go up to the first door and go through. Head all the way right along the bottom.



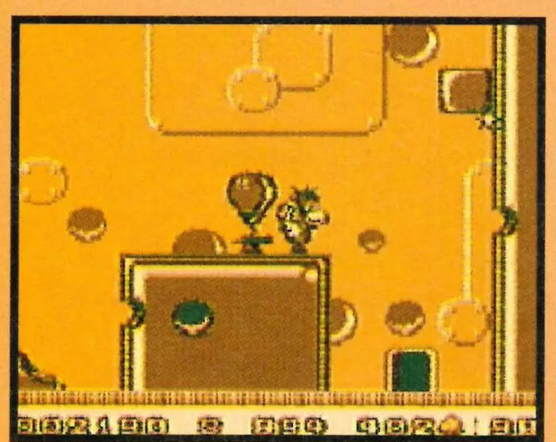
1-2 When you get to this wall, jump up through the secret entrance. Keep going right and you'll drop down to a door. Go through it.



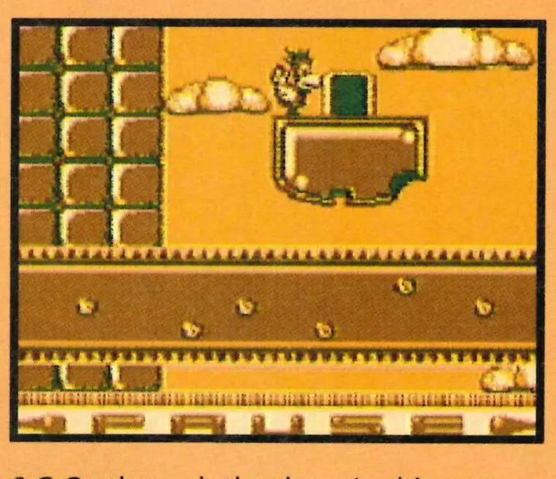
1-3 Pick up the telephone and you'll get the jam. This gives you a weapon enabling you to shoot with the 'B' button. After collecting the jam a door will appear. Go through it.



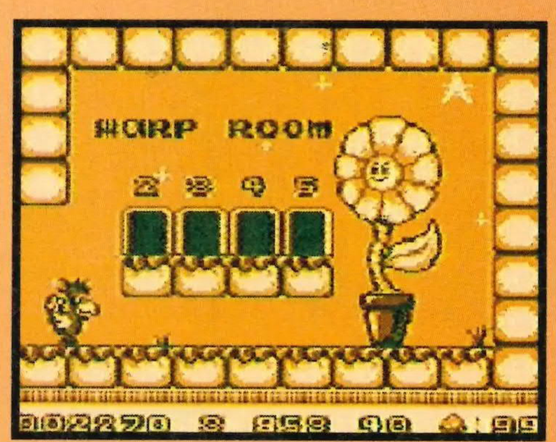
1-4 Keep jumping on the spring at the bottom left of the screen and eventually a door will appear at the top. Bounce on the spring again and jump across to the top right of the level.



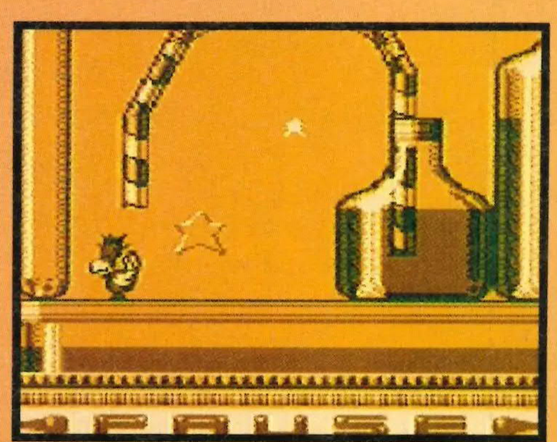
1-5 When you get to here, fire the weapon across to the right to reveal a secret block. Jump up off this block, holding left. This will take you across above the screen and you'll drop down next to the door.



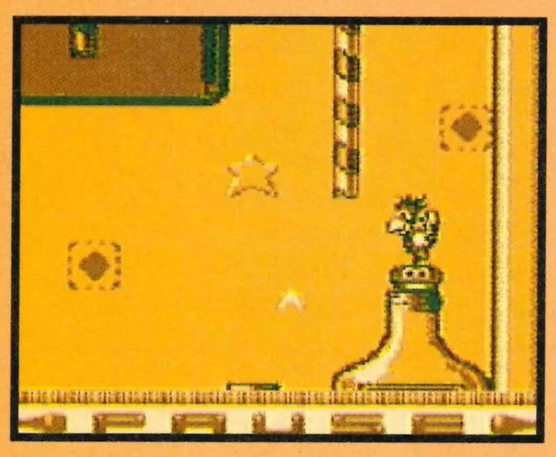
1-6 Go through the door. In this next room, get up the level as quickly as possible, trying to jump past two springs in one go. Get to this door at the top (you have to go quickly because a chainsaw is following you). Go through the door.



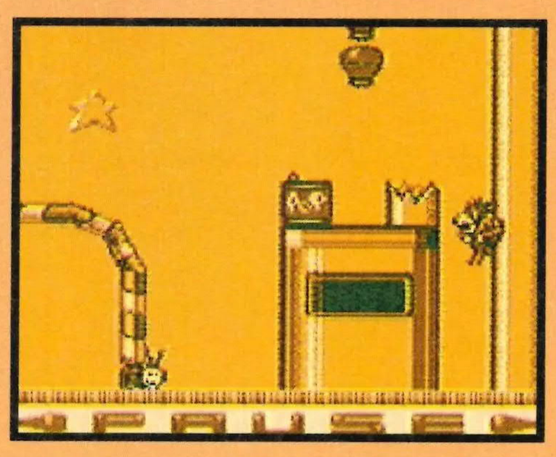
1-7 This is the first warp room, which enables you to go straight to levels 2, 3, 4 or 5. Go through door 5 to get to the second warp room.



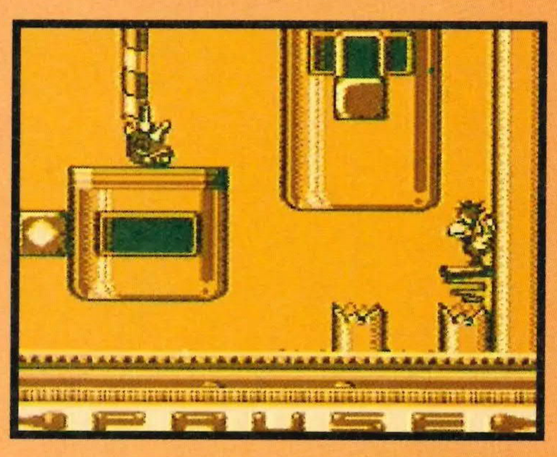
2-1 This is the start of level 5. Make your way up the level as quickly as possible because a chainsaw is following you.



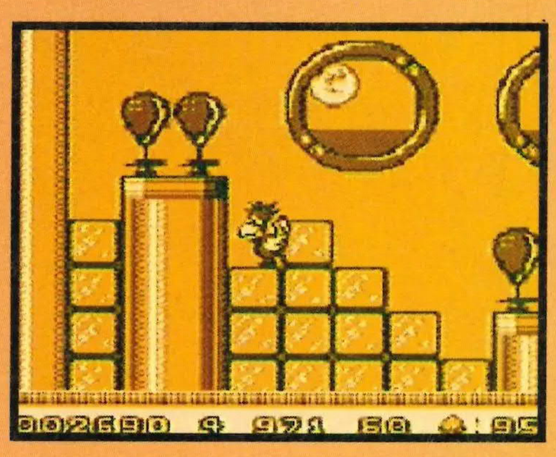
2-2 Stand on this cork, which will propel you up the level. Head left when you come to the first platform and jump on the button to switch the diamond blocks on. Use the blocks to help you up.



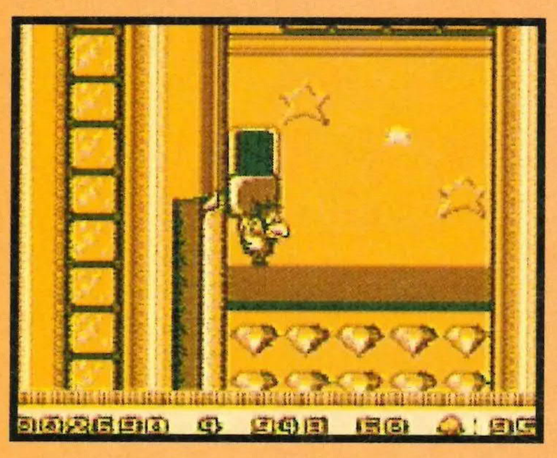
2-3 When you get to here, jump over the broken test tube, holding left to go inside the beaker. When you're inside, jump up to reveal a door.



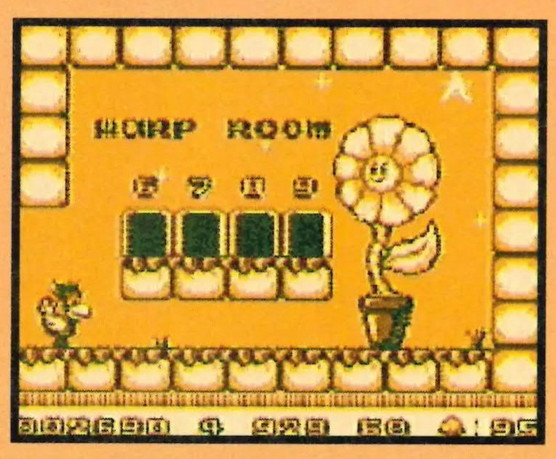
2-4 After making the door appear, walk right, float down using the "A" button on to the spring, as shown, and jump up and into the door. You'll arrive in a room with ice-blocks and balloons in it.



2-5 Ignore the balloons. Instead, start packing the ice-blocks here. At the bottom, hold left and drop down into the glass tube.



2-6 When you stop falling, press right and head-butt this block to make a door appear. Go through it.



2-7 This is the warp room that takes you to levels 6, 7, 8 and 9. The warps in this game will only take you to nine out of the 11 levels, and the only way to get the proper ending is by going through the game collecting all the watering cans.

ALFRED CHICKEN

This ain't the last you've seen of Alfred Chicken. We're in the process of knocking up some maps to guide you through its platform perils, so watch this space for the next instalment.

TOTAL!

IT'S A BLAST!



GamesMaster. What do you think it's about? GamesMaster covers EVERY games machine. In depth. Exclusive previews, reviews, tips, cheats, news and the sort of jaw-aching, spot-on humour that you thought the British couldn't do any more.

FREE!

Massive double-sided poster. On one side, ACTION – *Super Strike Eagle*. On the other, SEX – the GamesMaster diver. You won't need any other magazines. Ever again.

Q&A

Got a problem with a game? Well, you'll want to write to Q&A then!

On Batman: Return Of The Joker I have made it all the way to the end of stage 7-2 but I just can't beat the giant guardian. Is this the end of the game, and can you tell me how to beat it?
Gordon Taylor, Kirkcaldy, Fife

What you have to do is move to the far left of the screen, turn to the right then jump and shoot at the four glowing spheres. After destroying them all, walk underneath the place where the lower left sphere was. Push up and shoot to destroy the metal shield at the top of the screen and finish the game.
CHRIS

I am writing to you because I need some help on Zelda III: Link's Awakening. I want to know where to find the herbal remedy for the sick kid in the village.
R. Bradshaw, Sheffield

There is no herbal remedy to cure the child. He'll give you his bug-catching net no matter what you do and the only way to get him well again is to complete the game – he's shown standing outside his hut waving at you in the game's wonderful end sequence. CHRIS



Ooh, what a lovely shade of blue!

Can you help me on Dr. Franken. I've completed 96% and I'm sure I can complete it if I can only find Bitsy's right hand. I'm starting to go insane!
Tez Wells, Brigg

Bitsy's right hand is in the extreme top-left screen of the maze on floor 7. You'll find maps to every level in TOTAL issue 15, but if you haven't got it, go up the second stairwell to floor 7, then left two screens, up one, left one, up one, left one, up two and left three and you'll find Bitsy's hand. CHRIS

I would like to know how to get past labyrinth 7 on The Legend Of Zelda for the NES. I can't get into the room with the big nasty in, or even into the one next to that. Please could you help me – by the way, the mag's ace and I really enjoy reading it.
Carl Saunders, Alton

You'll have to go to the room up in the top-right of the map. To reach it, go right from the room where you find the map. You have to bomb three right-hand walls on the way, but once there, push the middle stone on the right wall and a secret passage will be revealed. This will take you to a room two screens to the left of the Triforce. Bomb through the wall on the right and you'll come across the dragon – stab it in the head to defeat it. Now you'll be free to collect the Triforce bit. Glad you like the mag – we do our best!
CHRIS

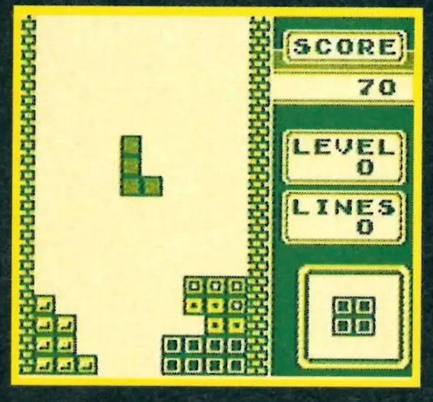
TOTAL! CHALLENGE

Bored with a game? What you need is a TOTAL challenge!

PROBOTECTOR NES
Finish the first level in five minutes or less and level two in under ten minutes. 15 minutes for the first two is pretty good.
Adam Scott, Slough

SUPER MARIO LAND 2 GB
Complete the game, staying as normal Mario throughout and without powering up at any time. You can try it on Easy or Hard mode.
James Tabor, Horsforth, Leeds

In Wario's castle, try to beat him within 353 seconds in Hard mode.
Ian Hamilton, Durham



TETRIS GB
On Game B, score within five points of the current year (e.g. 1988 to 1998). It's tough but I've done it!
Andrew Livingston, York

BLADES OF STEEL NES
Complete all three thirds of the game on Junior level without scoring or conceding a goal – 0-0 all the way!
Nick Tovey, Storrington, West Sussex

STREET FIGHTER II SNES
Play on level 7 and use Zangief as your fighter. Defeat all the fighters, including the bosses, using only the Spinning Piledriver move (and with no continues!). It's very difficult but, believe me, it is possible.
David Murdock, Wigan

NINTENDO WORLD CUP GB
Take on the USSR and beat them 125-0. I can!
James Hall, Haslemere, Surrey

BATMAN: RETURN OF THE JOKER NES
At the beginning of each level and guardian waste all of your weapons and all of your life apart for one block and then continue the game as normal.
Karl Rosen, Newport

F-ZERO SNES
Win all five races in Knight League, Master Class. If you can do that try the Queen and King Leagues. And if you manage that, try it with the Wild Goose.
Guy Patey, Romford

Send your challenge to us at: TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW

My challenge is for:

☐ **Game Boy** ☐ **NES** ☐ **SNES**

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CHEAT CART CODES



GAME GENIE CODES

You can get all the latest codes from the Game Genie hotline. Call 'em on 0843 231088 (till 7pm).

NES TRICK

SUPER MARIO BROS. 3

GLOOZS – Secret level
ZXLLUN – Mega-fast run

HOOK

SZNYAEVK – Infinite lives, player 1
SZNNIEVK – Infinite lives, player 2
GXKSOIST – Infinite energy, player 1
GXVIKIST – Infinite energy, player 2

TALE SPIN

ZGAEPO – No music or cannonballs

DOUBLE DRAGON 3

SZUUPAAX – Protection for characters
OZVLGASX – Powerful punch, weapon, kick

ROAD FIGHTER

GASSGIPA and
GAVIGIPA – Super acceleration
AOKNOOAE – More fuel on pick-up

RYGAR

NNXKYEZA – Start with power of 257

GB TRICK

BALLOON KID

093-86F-F7A and
393-8FF-3BA – Start with nine lives

FERRARI GP CHALLENGE

004-58C-19E – No speed loss when you hit side
000-22C-C49 – Less speed loss when you hit car

NFL FOOTBALL

AF1-EDE-E64 – Computer cannot score
08F-59F-F72 – Six-point play is worth eight

TETRIS

3EC-30E-C45 – Keep the stack displayed while the game is paused
C9C-53E-D5D – Current and next piece displayed while paused
15A-8BE-7FE – 15 lines to finish Game B
35A-8BE-7FE – 35 lines to finish Game B

SNES TRICK

SUPER ADVENTURE ISLAND

DC66-0FD7 – Start in Area 2, Stage 1
F066-0FD7 – Start in Area 3, Stage 1
F266-0FD7 – Start in Area 4, Stage 1
4566-0FD7 – Start in Area 5, Stage 1

PILOTWINGS

108D-0FA7 – Infinite fuel
4DE7-6DDF – Reduce gravity
CDE7-6D0F – Increase gravity
E2EF-6F0F – Triple rocket-pack power

FINAL FIGHT

A288-DFD9 – Infinite continues
DBC4-6FA1 – Nine continues
DD8F-6766 – All food gives full energy
46C6-A709 – All food gives half energy
F0C6-A709 – All food gives quarter energy

BLAZING SKIES

C2C6-D768 – Infinite power-ups once a mission is completed
B282-0F08 and
2BCF-D767 – Pilots don't die

ACTRAISER

CB89-DF06 – Infinite energy
F3A5-D408 – Start with maximum energy
FDA5-D408 – Start with double energy

ACTION REPLAY CODES

There's a hotline for each Action Replay format, open till 5:30pm. The SNES one is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992.

SNES TRICK

ULTRAMAN

7E039360 – Infinite energy
7E021880 – Infinite time

ZELDA III

7EF36E80 – Infinite magic
7EF37746 – Infinite arrows
7EF34332 – Infinite bombs

SUPER MARIO WORLD

7E001901 – Permanent mushrooms
7E0F3305 – Infinite time

BUSTER BUSTS LOOSE!

7E009E03 – Infinite energy
7E00B6A0 – Infinite dash
7E008E03 – Infinite lives

PUGSLEY'S SCAVENGER HUNT

7E009503 – Infinite energy
7E004D05 – Infinite lives
7E008449 – Moon jump

MAGIC SWORD

7E040C05 – Never lose magic

MOLE PATROL

7E07AFAA – Infinite time

BATMAN RETURNS

7E008A63 – Infinite energy
7E008C03 – Infinite lives

FLYING HERO

7E005903 – Infinite lives
7E005A03 – Infinite bombs

GB TRICK

MR. DO

0103E8D1 – Infinite lives

FACEBALL 2000

010370C7 – Infinite lives
07F3F3D9 – Stops timer

CASTLEVANIA

080A19C5 – Infinite energy
071336C4 – Stops timer

HOOK

085014C0 – Infinite energy

BAD 'N' RAD

010323CD – Infinite lives

Send your cheat codes to: Cheat Cart Codes, TOTAL, 30 Monmouth Street Bath BA1 2BW

My codes are for: (tick one)

☐ GB Game Genie ☐ NES Game Genie ☐ SNES Game Genie
☐ GB Action Replay ☐ NES Action Replay ☐ SNES Action Replay

Game	Code	Effect

Name

Address

Tel

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PRO ACTION REPLAY

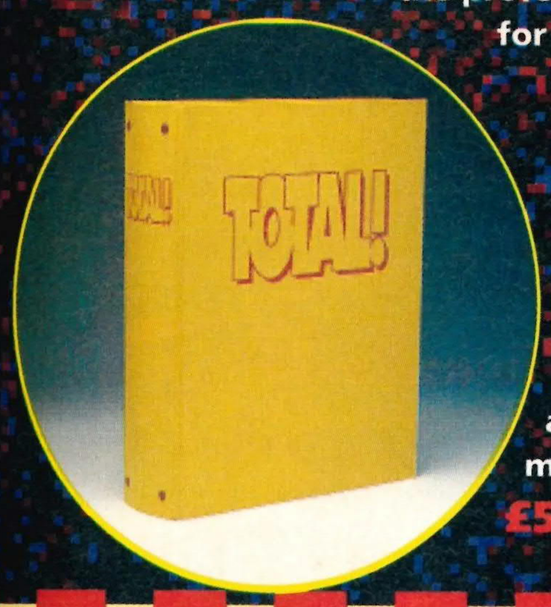
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Is there a hole in your life? Do you feel something's lacking? Must be that copy of TOTAL you missed – get it!

Any 2 for £5!

Any 3 for £7!



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!

ISSUE 18 • code: TOT18
Alien³ on Super NES and NES, plus Game Boy Alien³ tactix!

ISSUE 1 • code: TOT1
The fir... SOLD OUT! ...o Bro... ...o Land, and a couple of gim..s called Baldy and Thicky!

ISSUE 2 • code: TOT2
Baldy and Fl... SOLD OUT! ...a 1 & 2, S... ...d Shadowgate! Plus FREE badge!

ISSUE 3 • code: TOT3
it's Ju... SOLD OUT! ...own Ter... ...NES and GB! Plus Star Wars, Bill And Ted and Smash TV!

ISSUE 4 • code: TOT4
And now for lovers of the arts, er, there's sport! Three footy games, plus your FREE TOTAL Door Hanger! Yowser!

ISSUE 5 • code: TOT5
SNES hits the UK – TOTAL gives you the lowdown! Plus those original Rainbow Islands and New Zealand Story reviews!

ISSUE 6 • code: TOT6
Wrestlemania on the NES and Super NES! Plus Bubble Bobble, Hook, and your FREE TOTAL postcards!

ISSUE 7 • code: TOT7
Spooky Special! The entire Castlevania saga on the Super NES and NES, plus FREE TOTAL Tactix Note Pad!

ISSUE 8 • code: TOT8
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... SOLD OUT! Ma... ...and Prince of Persia. Er, righ... *(Racing? Prince Of 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 W... SOLD OUT! ... NES an... ...Mario Kart, GB Pa... Stars, and more!

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! Mickey 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!

ISSUE 15 • code: TOT15
We're simply plane crazy this month – take to the skies with Turn And Burn, F15 Strike Eagle and Top Gun on the Game Boy!

• How to complete your TOTAL collection

Rush me the following issues of TOTAL (tick what you want):

TOT4 ☐ TOT5 ☐ TOT6 ☐ TOT7 ☐ TOT8 ☐ TOT10 ☐ TOT12 ☐ TOT13 ☐
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READER ADS

Buying? Selling? Just want to see your name in print? This is where it's all at!



● Spectrum ZX+2, good condition, plus 65 games and joystick, £40.
Tel: 0942 216209

● Game Boy games for sale! £9-14, including Star Wars, Speedball 2, Blades Of Steel, Golf, T2 and Operation C. For complete list phone Toby.
Tel: 0483 425312

● SNES games, Super Soccer, Exhaust Heat, UK, £25 each. Mickey's Magical Quest, US, £30. Phone Richard after 5pm.
Tel: 0697 342258

● SNES games for sale, Lemmings (UK) £35, UN Squadron (UK) £35. Boxed with instruction manuals, mint condition. Or will swap two for Super Tennis.
Tel: 0222 615103

● 180 Spectrum games, includes 20 full-price games. Will sell for £50 or swap for three decent Game Boy games.
Tel: 0691 659937

● SNES games for sale! WWF Wrestlemania, Sim City, Home Alone 2. Prices vary.
Tel: 071-286 5949

● NES for sale, unboxed, five games, including Mario, Duck Hunt and Duck Tales, Advantage joystick, two pads and Zapper. Offers over £85.
Tel: 0772 626718

● Game Boy + eight games + two carry cases and game screen, perfect condition, £160 ono (or swap with SNES).
Tel: 0202 470941

● Master System II, boxed, instructions, perfect condition, includes Alex Kidd built in, Asterix and Sonic 2, all for £70.
Tel: 081-697 6453

● NES bargain! NES with 11 games (Turtles, Double Dragon II, Nintendo World Cup, Super Off Road, Goal!, New Zealand Story, Mario Bros 2 + 3, WWF Steelcage Challenge, Mega Man 3 and Zelda I), NES Max, NES Advantage, Zipper joypad, two joypads and a carry case (worth £20!). All for £300!
Tel: 081-783 1445

● Blades Of Steel for NES, £25 ono. Phone after 6pm weekdays.
Tel: 0903 743900

● Game Boy for sale, including SML, SML2, Tetris, link cable etc. Nine months old, worth £120, will sell for £65 ono or consider swap for Star Wars (UK SNES).
Tel: 0942 866621 (after 7pm)

● NES, two joypads, Zapper, five games, including Micro Machines, Chip 'n' Dale, sell for £65. Call Darren.
Tel: 0732 743746

● Yo! Listen up! Who wants Chip 'n' Dale, SMB1 + Duck Hunt + Zapper, Shadow Warriors and Top Gun 2? All for £95 ono. All games for NES. Will sell separately.
Tel: 0622 754606

● Nintendo Game Boy, Tetris + seven games, Handy Boy (light, magnifying lens, speakers, joystick). Plus mains adaptor. Perfect condition, £150 ono.
Tel: 0493 854093

● For sale! NES Action Set + four great games, inc. SMB1, Bubble Bobble and Probotector, two joypads, Zapper + Turbo Touch 360. All boxed as new. Will sell for £80.
Tel: (Perth) 86742

● Sega Master System II, one joypad and two games, one built in. The games include Alex Kidd in Miracle World and American Baseball.
Tel: 081-743 8563

● Game Boy games for sale, Track Meet + Blades Of Steel, £13 each or swap either game for RC Pro-Am or Dr Franken. May consider other games.
Tel: 0272 860420

● Complete NES for sale + SMB1, 2, 3, Snake, Rattle And Roll, Donkey Kong, Bart Vs Space Mutants, all boxed + instructions. Worth £200. And issues 1 to 5 of TOTAL. £130. Ask for Cyrille
Tel: 0707 265411

● Amstrad CPC 6128 for sale, colour monitor, disk + tape drive. Games: 41 disks, 34 tapes. 28 blank disks. Worth £850, bargain at £375. Call after 6pm.
Tel: 081-866 0066

● Would anyone like to buy my (American) Addams Family with instructions but no box? Great game, £30 ono. May swap.
Tel: 061-225 5723

● 100% Game Boy tips, cheats and hints for 80 games packed into one fanzine. Send £1 cheque or p.o. + large sae to:
M. Simmons, 4 Lynngarth Drive, Kendal, Cumbria LA9 4JA

● NES plus two pads and Zapper gun, 20 games, inc. Super Mario 1, 2, 3, Battle Of Olympus, worth £500, sell £300 ono.
Tel: 091-477 0529

● NES for sale with two games, SMB1 + SMB3, inc. two joypads, excellent condition, £55 ono.
Tel: 081-952 0998

● 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.
Tel: 0268 711329

● Sega Master System II in good condition (boxed) with two games including Sonic 2 and Alex Kidd. Sell for £50 ono.
Tel: 0483 422284

● SNES for sale with Scope Six and Pro Pad, sell for £110 or swap for Amiga (box).
Tel: 0300 20238

● NES for sale + six games, Adventure Island II, Days Of Thunder, Blades Of Steel, Super Mario Bros., Duck Hunt, Excitebike, £110 ono.
Tel: 081-567 8914

● Nintendo. We've seven games, one keypad, one NES Advantage joystick, £200 plus p+p. Shhh, keep it quiet!
Tel: 071-733 5698 (and ask for Kevin Wright from 3-8 pm).

● NES with eight games, four control pads, adaptor, Zapper and Game Genie, inc. Mario 1, 2, 3. All together £200 ovno.
Tel: 0235 535233

● NES Action Set for sale. Comes with five games and Zapper games, including SMB1-3. Sell for £70.
Tel: 0734 873981

● Mega Drive, eight of their best games, one Japanese game with Jap adaptor, three control pads, boxed, one year old, looking for £230 ono. Phone John after 6:30 pm.
Tel: 071-254 8546

● For sale, NES, two control pads, gun, seven games, Game Genie, boxed, as new, £135.
Tel: 0203 445328

● NES for sale, includes two joypads, one joystick, one games holder, seven games (Mario 2, Hyper Soccer, Gun Smoke, Tecmo Wrestling, Batman, Rad Racer, Turtles 1).
Tel: 081-961 0926

● UK Super NES for sale, with two SN Pro Pads, Street Fighter II, Super Mario World, Super Probotector and Pro-Action Replay converter (also boxed). An absolute must for just £250.
Tel: 0582 418151

● Super Nintendo games for sale, Addams Family, £20, and Super Mario World (with no box), £15.
Tel: 071-586 0815

● NES for sale with two controllers, seven games, Game Genie, inc. SMB1 + 3, To The Earth + Solstice, £150 ono.
Tel: 0392 61351

● Street Fighter II for SNES, £35, including booklet. Need the cash!
Tel: 0206 572322

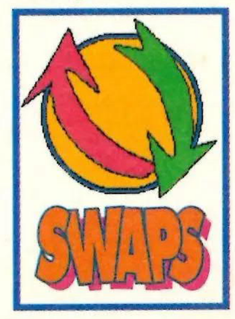
● SNES games, swap or sale at £22.50 each, Super R-Type, Super Aleste, Another World, UN Squadron, Lemmings (all PAL). Actraiser (USA), £27.50. Open to offers! Ask for Nick after 3pm.
Tel: 0602 327064

● I will sell my NES with six games and two controllers and an Atari 2600 with five games for £100.
Tel: (St. Mary) 851336

● NES-compatible system, plays UK, USA, Asian games, with Mario 3, Mega Man 2, Duck Tales and more, two control pads plus infra-red controller, £100. Also, Game Boy with nine games (Mario, Tetris, Simpsons, Mega Man etc.), magnifier and carry case.
Tel: 0494 715754

● SNES games for sale, Bart's Nightmare USA, Lemmings USA, Top Gear USA, Rugby UK, £25 each, Addams Family UK, £17. All games boxed with manuals.
Tel: 0633 214091

● For sale, WWF (SNES), Dragon's Lair (SNES), boxed as new, £30 each or will swap for Desert Strike or NHLPA Hockey.
Write to: A. Dara, 23 Lynwood Road, Ealing, London W5 1JQ



● I will swap Batman: Return Of The Joker, Gremlins 2, Terminator 2, Double Dragon for Bart: Escape From Camp Deadly, Super Hunchback, Tiny Toons or Battletoads. Any combination, must be in excellent condition.
Tel: 0566 775865

● I will swap WWF Wrestling Challenge for Blades Of Steel or will sell for £25 ono (Nintendo). Front page of manual lost. Phone after 4:30 weekdays.
Tel: 0475 33267

● Swap my Super NES with seven games and many extras for your Amiga. Phone Jason.
Tel: 0270 610374

● NES swap. Will swap Mission Impossible plus level codes for Micro Machines or Turtles 2: The Coin-op.
Tel: 0656 721082

● Sega Game Gear, four games, Donald Duck, Sonic 2, Shinobi, Sonic 1 or G-Loc mains adaptor, car adaptor, carry case, vgc, swap for SNES + games or cash alternative, £120.
Tel: 0903 505848

● Swap (SNES) WWF for Mickey's Magical Quest (SNES), boxed + instructions.
Tel: 0274 883927 (between 4 and 6pm)

● I will swap my NES with six games, two joypads and a lightgun for a SNES and Street Fighter II or sell for £160.
Tel: 0875 812701

● SNES swap. My Lemmings or Turtles In Time for Super Mario Kart, Top Gear or Smash TV.
Tel: (LLanelli) 753762

● I would like to swap Solar Jetman + Burai Fighter for SMB3 and Micro Machines.
Tel: 0785 851996

● NES: will swap Mario 1 or Elite for any of these: Hyper Soccer, Tiny Toons, Dizzy, Battletoads, Star Wars, Dragon's Lair, Blades Of Steel. Contact Mark.
Tel: 0236 729386

● Swap rare Super Famicom (SCART), two pads, stereo lead, converter, StarFox, Contra 3 for Neo-Geo, SCART, two joysticks + Viewpoint (still boxed).
Tel: 091-884 0429

● Will swap Street Fighter II and Super Mario World for Super Mario Kart and NHLPA Hockey or Super Tennis (consider any games).
Tel: 0848 31763

● Swap GB Super Mario Land for Tennis or Golf.
Tel: 0359 50963

● Will swap or sell for £10 each, Game Boy Super Mario Land, Castlevania I, Q*Bert, Boxxle and Pacman for almost anything.
Tel: 0661 871416

● Super NES swap. My Lemmings or Turtles In Time for Super Probotector, UN Squadron or Top Gear.
Tel: (LLanelli) 753762

● UK SNES swap, Robocop III for F-Zero, box or instructions not available.
Tel: 091- 410 5791

● I want to swap Stealth (NES) for any other NES game with instructions.
Tel: 0277 213792

● I will swap Duck Tales, Gremlins 2, Turtles, for Low G Man, Rainbow Islands, New Zealand Story or Tiny Toon Adventures, one for one.
Tel: 021-704 1607

● Will swap Rad Racer, Excitebike for any other NES game, particularly Double Dribble. Call and ask for Neil.
Tel: 021-745 2040

● I will swap Robocop, Simon's Quest or Top Gun for Batman, Die Hard or Mega Man 1, 2 or 3 (all for NES).
Tel: 0925 825574

● (SNES swap). I will swap Turtles IV (Turtles In Time) for Top Gear, Pilotwings, NHLPA Hockey, or sell for £30. (Maybe swap any other game). Ask for Toby.
Tel: 0304 210176 or **215397**

● SNES: I will swap Super R-Type for any good game. Ask for Greig or Steven.
Tel: 0855 2702

● I will swap Street Fighter II for Actraiser and £10 or a US game and converter.
Tel: 041-334 2465

● Swap NES with five games and case (all in good condition) for SNES with at least one game. In Caithness area please.
Tel: 0955 5297 (after 6pm)

● I will swap NES with five games for SNES with Super Mario World (my things are unboxed with no instructions).
Tel: 0600 716693

● Will swap Gargoyle's Quest, Bugs Bunny, A Boy And His Blob, Dr Mario, Gremlins 2 or Roger Rabbit (all on Game Boy) for Krusty's Fun House or others. Ask for Helen/Moon Unit.
Tel: 0732 61562

● Swap 1: Turtles 1 for Micro Machines. Swap 2: Mario 1/Duck Hunt and Zapper gun for Elite and Captain Planet.
Tel: 0814 405347

● I will swap my Super RC Pro-Am/F1 Race/Simpsons: Escape From Camp Deadly/ Castlevania Adventure (all Game Boy) for Turn And Burn, Crash Dummies, Probotector and Krusty's Fun House (one for one).
Tel: 0642 587310

● I will swap Super Mario World (SNES) for Super WWF. Phone after 5pm.
Tel: 0491 577493

● I will swap R-Type 2 for Super Mario Land 2, Humans, Crash Dummies, Alien³, Super James Pond. Contact Matthew.
Tel: 0684 576433

● Desperately seeking NHLPA Hockey and Super Soccer for any of my three games. Phone for details after 4pm – ask for Jamie.
Tel: 081-952 9203

● Swap Nintendo with lightgun, games inc. Super Mario Bros. 1, Duck Hunt, Lolo 2, two control pads, for SNES with one control pad, one or no game, or sell for £90.
Write to: Murat Imamzade, 24 Pembroke Road, Palmers Green, London

● I would like to swap F-Zero for Prince Of Persia or Sim City (F-Zero 94%).
Tel: 051-431 5181

● I will swap you Steelcage or Wrestlemania Challenge for The Adventures Of Dizzy or Super Sports Challenge. Ask for Jamie.
Tel: 081-808 5140

● I will swap my WWF Wrestlemania (SNES) for Pilotwings (SNES) or Desert Strike (PAL versions).
Tel: 0353 721673

● Hey listen, I'll swap my Game Boy with four games for an NES with one game. Call Edward.
Tel: 081-568 9247



● Anyone with a SNES with Lemmings or SFII, please write to:
William Parry, 281a Valley Road, Streatham, London SW16 2AB

● Issue 1 + 9 of TOTAL! Will pay big bucks! Also, GB Track Meet. Call James.
Tel: 0962 760233

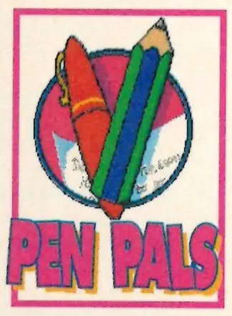
● SNES games wanted, will consider any. Please ring me. Also, SNES games for sale or swap.
Tel: 0262 671434 (after 6pm)

● Wanted! Tennis (GB), willing to pay £10 ono. Phone and ask for Stuart.
Tel: 0795 472411

● Free! Now I have your attention, please does anyone have issue 1 of fab TOTAL and willing to sell, even if slightly battered?
Tel: 0670 517473

● Wanted! Addams Family for Game Boy, will pay £15, Super Mario Land 1 for the Game Boy, will pay £12.
Tel: (Ipswich) 610998

● NES games required, will pay up to £15 for any game I am looking for, e.g. Nintendo World Cup or other games. Phone Frank after 5pm.
Tel: 0232 658060



● Hi, my name's Tony and I want a pen pal aged 13-15. I am 14 and I have a SNES and Game Boy. I like sport and computers.
Write to: Anthony Jarred, 17 Whitley Close, Biggin Hill, Kent TN10 3NX

● Hi, I'm James, aged 10 and I'm looking for a pen pal (m) aged 10-12. My hobbies are playing on my SNES, NES and GB, and computer fiddling.
Write to: James Tuggey, 20 Old Bath Road, Speen, Newbury, Berkshire

● Hi, I'm Huw, I'd like a pen pal (m/f, 11+), most people into indie music, PWEI, Wonder Stuff who hates Sega (address and photo if possible).
Write to: Huw Evans, 5 Stevenson Close, Rogerstone, Newport, Gwent NP1 0AW

● Hello! My name's Mark, age 9, I'm looking for a pen pal, m or f, my hobbies are football and playing on my Game Boy. Will reply to all letters (photo if possible).
Write to: Mark Williams, 60 Cucklington Gardens, Muscliffe Park, Bournemouth, Dorset BH9 3QS

● Hi, I'm Stephen and I'm 11. I would like a pen pal aged 12-14. I like playing on my computer and watching wrestling. (Photo if possible.)
Write to: Stephen Blower, 4 Swithland Road, Coalville, Leics. LE67 4JH

● Hi, my name is Joe and I would like a pen pal, 11-13, m/f, with an NES. (Photo if possible.)
Write to: Joe Waddington, 22 Courradale Road, Plymouth, Devon PL6 5UQ

● Gamer-Link! The pen pal club for gamers! Over 300 members worldwide! Free swap service and more! For full details send sae to: 28 Churchfield, Ware, Herts. SG12 0EP, now!

● Hi, I want everyone aged 13-15, m or f with any hobbies (within reason, of course!) to write to me NOW! Photo if possible. Replies to all letters! Thanks.
Write to: Ezmë Gaze, 2 Westcliff Road, Westbrook, Margate, Kent CT9 5DH

● Hi! My name's Phil and I'm looking for a pen pal aged 8-10 who has a Game Boy and likes fishing (male, please).
Write to: Philip Robinson, 60a Worthing Road, Laindon, Basildon, Essex SS15 6AJ

● I am looking for a pen pal aged 11-13. I am into SNES, WWF, swimming and fishing. Photo if possible.
Write to: James Cook, 54 Cruden Road, Gravesend, Kent DA12 4HD

● Hi, I am looking for a pen pal of any age, owning any console.
Write to: Andrew Hung, 4 Egret Court, Spennells, Kidderminster DY10 4ST

● Hi, my name's Tim. If there's anyone out there aged 12-14, boy or girl, liking SNES, Game Boy and fishing, please write. (Photo if poss.)
Write to: Tim Wakefield, The Vicarage, Lower Quinton, Stratford-on-Avon, Warwickshire CV37 8SG

● Hi, I'm looking for a zit-free female who is between 12-14, has enough sense to own a SNES or GB, and likes bikes. Please send photo.
Write to: Daniel Caddy, 76 Lodge Hill Road, Selly Oak, Birmingham B29 6NG



● Carla Milner – AEI MAY! Zara or Gveneth! – you got your mention at last! To everyone else I know as well – inc. Louisa, Thalia, Vicky and to my Mar and Par! I love you! Love from Ezmë Gaze.

● Congratulations on your retirement, Dad, from your fun-loving son. Richard and Rosie.

● Hi to Bob, Speedy, Willy, Ele, Roger, Mr Blobby, Big Momma, Misery Guts, Brains, Jimbo, Thicky, Clive Anderson, Bruce Willis and the Pope. From Sandsy.

● A very big 'Hi!' to Alasdair, Peter, Christine, Martine, Russell, David C., Graeme R., Joanna and Emma W. Bet you didn't think you'd see your name in here. Lots of love, from Louisa!

● Steph here, is this N-Force? Whoops, it's TOTAL! Oh, well, just fancied my name in the mag. TOTAL rules OK. XXX

● Gareth Jones: I bet you always wanted your name in TOTAL! From Alex!

● Happy birthday to Marie Winter on April the 27th. Love David.

● Super Sexy Suzanne, got to be game of all time. Can't wait for July '94. Lots of love, David.

● Hi, my name is Peter Conway and I'm famous!



● Super Control (SNES) and Mega Control (MD). For a free info pack, send an sae to:
L. Simmons, 10 Argyle Ave., Worsley, Manchester M28 5GD

● Calling all SNES players. If you want the ultimate full-colour fanzine, send 50p plus sae to:
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● Game Boy Power – the new monthly 100% Game Boy mag! Issue 1 is available now! Send sae + 40p to:
Game Boy Power, 4 Lynngarth Drive, Kendal, Cumbria LA9 4JA

● Do you want cheats for any of your games on your SNES, NES Game Boy or Mega Drive? Send an sae for your cheats and send a list of the games that you own.
Write to: 87 Greythorn Drive, West Bridgford, Nottingham NG2 7GB

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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)

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Classification

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TOTAL! RECALL

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

Recall Crap Ten – the worst of NES

GODZILLA Toho
1 player **£35**
This game is the flagship of everything that is crap. Check it out if you want a laugh, but for God's sake don't buy it!



10% (Issue 8)

STEALTH ATF Nintendo
1 player **£21**
This is supposed to be a flight simulator. It's not. It's actually a boredom simulator cleverly disguised as a flight sim. Leave it well alone.
21% (Issue 17)

CRACKOUT Palcom
1 player **£22**
Remember that old game Breakout? Well, this is almost exactly the same. Crackout is real ZX81 material.



22% (Issue 8)

BAYOU BILLY Konami
1 player **£25**
If you've got a Zapper, this is the game not to get for it. It has a mixture of game styles, and they're all naff.
22% (Issue 4)

BLUES BROTHERS Titus
1 player **£40**
This mazey platformer is tough but it gets *very* tedious after a couple of hours' play.



30% (Issue 12)

MAXIVISION 15 Maxivision
1-2 players **£50**
As you may have guessed, there are 15 games on this cart. Trouble is, they're all crap. And the price is stupid.
27% (Issue 10)

COOL WORLD Ocean
1 player **£40**
Naff film, naff game. That's just the way it goes, I'm afraid.



33% (Issue 18)

If you're shopping for the best game for your Nintendo, make TOTAL Recall your first stop. And while you're about it, check out our list of the SNES, NES and Game Boy games which you should avoid like the plague.

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.

NES

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 Probotector) with only five levels but lots of action.
69% **£40** (Issue 12)

ADDAMS FAMILY Ocean **1 player**
Playable at first, but marred by poor collision detection and too-easy levels.
55% **£40** (Issue 7)

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT Ocean **1 player**
Much more playable than the first game, but still not tough enough.
74% **£40** (Issue 18)

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)

BARTMAN VS. RADIOACTIVE MAN
Acclaim **1 player**
Plenty of variety and a huge challenge, but it's far too frustrating.
67% **£35**(Issue 18)

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 arcader 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)

BAYOU 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, mazey platformer with big, varied levels, but graphics let it down.
30% **£40** (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.
80% **£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)

CASTLEVANIA Konami **1 player**
A big, fun game, although you may find the gameplay a little repetitive.
71% **£30** (Issue 7)

CASTLEVANIA II Konami **1 player**
More adventurey than the first game, but still pretty repetitive.
61% **£30** (Issue 7)

CASTLEVANIA III Konami **1 player**
The best of the Castlevania 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)

COOL WORLD Ocean **1 player**
The film was bad enough, but this platformer is crap in the extreme.
33% **£35** (Issue 18)

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 DYNATRON 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. ROCK: 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** (Issue11)

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)

DYNABLASTER
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' 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 unspectacular.
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 finnicky 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)

GOAL! 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, 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 T•HQ **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 gameplay 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. T•HQ **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)

LEMMINGS Ocean **1 player**
The world's most sadistic puzzler hits the NES, and it's as addictive as ever.
85% **£43** (Issue 11)

LETHAL WEAPON Ocean **1-2 players**
Bad animation and clumsy gameplay. Real second-rate stuff.
50% **£35** (Issue 18)

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**
Fun graphics and ingenious puzzles make this a playable adventure.
83% **£55** (Issue 3)

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)

McDONALDLAND 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 brill 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 lightgun game which is irritating as well as boring.
36% **£30** (Issue 10)

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 MISSION 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% **£Dunno yet** (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)

SILENT SERVICE
Konami **1 player**
A good conversion of a fab strategic sim, but not quite right for the NES.
75% **£35** (Issue 18)

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 WARPSHIP
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**
Gob-smacking graphics make this vast 3D adventure well worthwhile.
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 adventurey 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)

The TOTAL Horror-scopes

ARIES
Now's the time to put your money where your mouth is. Well, until you remember where you left your wallet, anyway.

TAURUS
Friendly associations are highlighted this month, but that could mean anything. Who needs that kind of advice, anyway?

GEMINI
You're a bit of a hip dude at the moment, but one person in particular is after you. Enjoy it while you can.

CANCER
Love's a touchy subject right now, so we'll ignore that. Someone's after your approval. Don't give it to them – it's more fun!

LEO
It's decision time. Don't sit on the fence over family matters. Fences are usually high and have sharp points at the top.

VIRGO
The moon is passing through Mars, which means it's moved out of its orbit and we're all going to die. (I think.)

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 player**
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)

GAME BOY

ADDAMS FAMILY Ocean **1 player**
A tough challenge, but it's all a bit plain. More pukey 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 T•HQ **1 player**
One of the naffest 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)

ALIEN³ 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)

BEST OF THE BEST
Electro Brain **1 player**
A uncontrollable karate game with a lack of moves and no skill required.
38% **£26** (Issue 18)

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)

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)

BOXXLE FCI **1 player**
Looks simple, but the 108 puzzling levels just get harder and harder.
69% **£20** (Issue 9)

BOXXLE 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 BOBBLE 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 enthrall.
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 Accolade **1-2 players**
Basic, but tough and addictive. Fun to zap away at now and again.
68% **£23** (Issue 5)

CHOPLIFTER 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)

DARKWING DUCK Capcom **1 player**
Nice-looking and varied, but the levels are too few and too easy.
76% **£25** (Issue 18)

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 summat 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 addiction 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 T•HQ **1 player**
Not much action, but this platfomer is enjoyable and challenging.
74% **£25** (Issue 17)

THE FLINTSTONES Taito **1 player**
This cartoony platformer is very neat, but it's got one flaw – it's too easy.
53% **£26** (Issue 18)

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 mazey 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)

THE BUGS BUNNY BIRTHDAY BLOWOUT
Kemco/Seika
1 players **£45**
The most repetitive game available. Avoid!
31% (Issue 4)

SWORD MASTER Activision
1 player **£40**
Booooorrrrrrrriiiiinnnngggggg! If life was as tedious as this game, who'd wanna live?
22% (Issue 7)

WWF WRESTLEMANIA
LJN/Rare
1-2 players **£35**
Wrestling games are invariably pretty sad, but this one really does take a heavy dive onto the mat



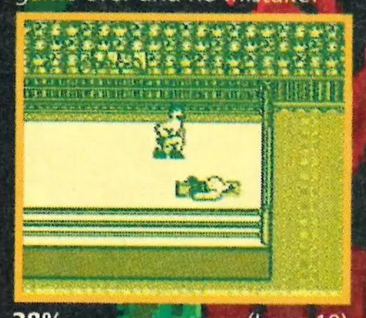
30% (Issue 6)

Recall Crap Ten – the worst of GB

BUBBLE GHOST FCI
1 player **£20**
Blowing a bubble around a house looks like it might be fun fun, but playing it will soon burst all your hopes.
22% (Issue 8)

BATTLESHIPS Mindscape
1 player **£25**
No, no, no. Battleships is a pen-and-paper game, not a video game. Get it right.
23% (Issue 14)

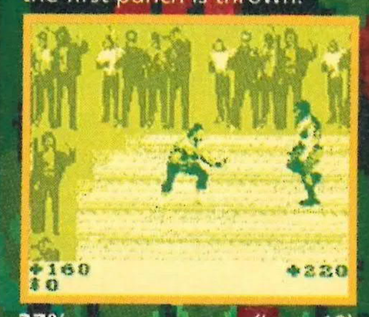
HAL WRESTLING
HAL Laboratory
1-2 players **£20**
This is the worst wrestling game ever and no mistake!



28% (Issue 10)

NAIL 'N' SCALE Data East
1 player **£18**
Here we have a puzzle game with a difference. It's so tedious not even boring people could enjoy it.
32% (Issue 10)

PIT FIGHTER T•HQ
1 player **£23**
With a grand total of five opponents and three fighters, this game is doomed before the first punch is thrown.



27% (Issue 10)

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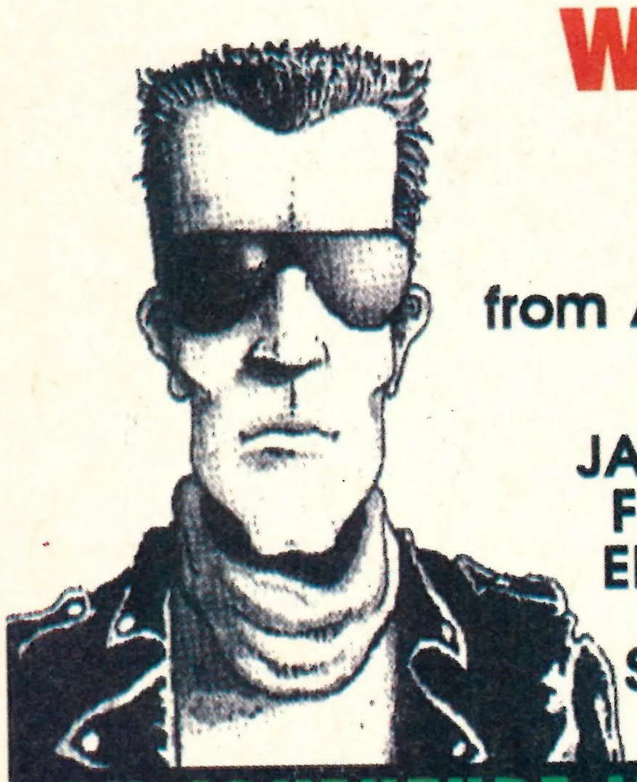
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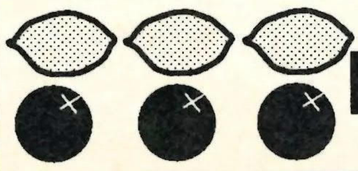
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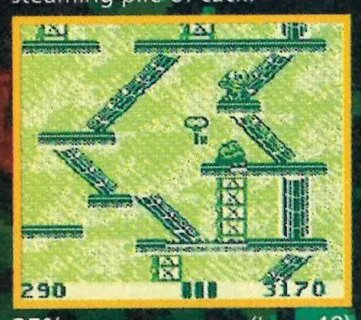
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SWAMP THING T HQ
1 player **£22**
A naff platformer trying to ride on the back of a 'Look after the Earth' message.
21% (Issue 14)

MARBLE MADNESS
Mindscape
1-2 players **£20**
This could have been a good 'un, but the game area is too small and the prehistoric gameplay is boring now..
31% (Issue 4)

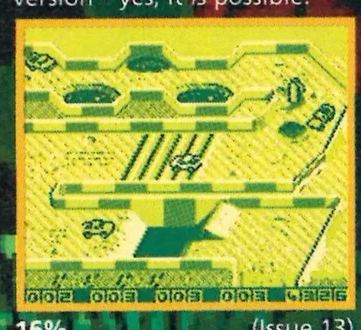
SOCCER MANIA
Sony Imagesoft
1 player **£22**
What a joke of a footy game. It's virtually uncontrollable and the players look identical.
13% (Issue 11)

MINER 2049ER Mindscape
1 player **£24**
This mazey-type platformer is tough, but it's also a great steaming pile of cack.



25% (Issue 18)

SUPER OFF ROAD
Tradewest
1 player **£25**
Even weaker than the SNES version – yes, it *is* possible.



16% (Issue 13)

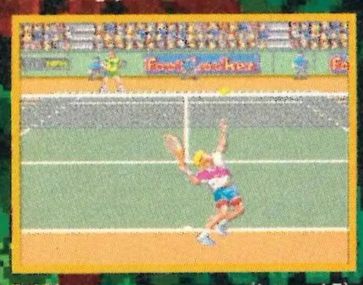
Recall Crap Ten – the worst of SNES

BATTLE CLASH Nintendo
1 player **£35**
A Super Scope game in which you shoot robots, and then, er, shoot more robots. Dull.



28% (Issue 12)

AMAZING TENNIS EA
1-2 players **£43**
They're right, this tennis sim is amazing: amazingly tatty, amazingly unplayable and amazingly tedious.



37% (Issue 15)

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 T•HQ **1 player**
Wander around an empty house and bash a burglar every half hour. Dull.
38% **£20** (Issue 4)
HOME ALONE 2 T•HQ **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 DRACULA Konami **1 player**
Cute platformer aimed at a younger market, but still worthwhile for oldies.
80% **£28** (Issue 18)
KID ICARUS 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
T•HQ 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)
LETHAL WEAPON
Ocean **1 player**
A beat 'em up with poor control and boring action. More like Water Pistol.
41% **£25** (Issue 18)
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 swimmy 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)
MICKEY MOUSE/BUGS BUNNY 2
Kemco/Seika **1 player**
A pretty and fairly varied platformer which is sneakily addictive.
80% **£28** (Issue 14)
MICKEY'S DANGEROUS CHASE
Capcom **1 player**
A non-eventful, sad excuse for a platformer. Very bland early stages.
38% **£22** (Issue 9)
MINER 2049ER Mindscape **1 player**
Primary-school graphics and probably the worst gameplay ever on the GB.
25% **£25** (Issue 18)
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**
Nigh-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 classy 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 arcader'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 T•HQ **1 player**
This has a massive five opponents and a grand total of three fighters. Hmm.
27% **£23** (Issue 10)
POPEYE 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)
PROBOTECTOR Konami **1 player**
Would-be Arnies 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 BLOBETTE 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 slashy 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 then 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 **1-2 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 poor 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 superhero proportions.
69% **£23** (Issue 9)
SPOT: THE COOL ADVENTURE
Virgin Games **1 player**
Ever played McDonaldland? Well, this is exactly the same, i.e. very average.
66% **£25** (Issue 18)
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 T•HQ **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** (Issue13)
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)
TALE SPIN Capcom **1 player**
A shoot 'em up with Baloo the bear. Fun for a while but soon gets boring.
63% **£26** (Issue ?)
TENNIS Nintendo **1-2 players**
Superb control and perfect graphics. You'll never pick up a racquet again!
95% **£19** (Issue 1)
T2: THE ARCADE GAME
LJN **1 player**
If you can ignore the sameyness, 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 Abs. Ent. **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% (Issue 9)
WWF SUPERSTARS
LJN **1-2 players**
Beautiful graphics and heaps of neat moves, but it's far too easy.
49% **£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)

SUPER NES

ACTRAISER ENIX **1 player**
An arcade slash 'em up with lovely graphics and loads of atmosphere.
91% **£40** (Issue 12)
THE ADDAMS FAMILY
Ocean **1 player**
Slick arcade adventure which is good-looking and a hell of a challenge.
70% **£40** (Issue 8)
THE ADDAMS FAMILY PUGSLEY'S SCAVENGER HUNT Ocean **1 player**
This platformer plays well, looks good, and has an intense challenge.
89% **£45** (Issue 16)
ALIEN³ Acclaim **1 player**
Amazing animation and tough gameplay. The best SNES film licence ever!
90% **£45** (Issue 18)
AMAZING TENNIS
Absolute Entertainment **1-2 players**
Ridiculously poor tennis sim that is simply unplayable. A real dodo.
33% **£43** (Issue 15)
ANOTHER WORLD Interplay **1 player**
Technically stunning and potentially a classic, but it's too easy.
74% **£43** (Issue 12)
AXELAY Konami **1 player**
The prettiest alien-blaster ever, but the gameplay's too patchy.
81% **£45** (Issue 11)
BASEBALL SIMULATOR 1000
Culture Brain **1-2 players**
NES-quality graphics and terrible animation. A real stinker.
39% **£40** (Issue 18)
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)
BLAZEON 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 gameplay, shabby graphics and no atmosphere. Dreadful.
42% **£45** (Issue 12)
B.O.B. Electronic Arts **1 player**
A funny, cute and appealing platfomer, but it's just not varied enough.
70% **£45** (Issue 18)
BUSTER BUSTS LOOSE!
Konami **1 player**
This stunning-looking platformer's, cuddly and adddictive, if a bit shallow.
87% **£50** (Issue 18)

The TOTAL Horror-scopes

LIBRA
Take everything in your stride. If you've got a short stride, don't try and take a lot – trust me, it makes sense.

SCORPIO
Weird planetary aspects make for weird times, don't you know. And for you Scorpios, it's pretty weirdola up there.

SAGITTARIUS
Yeah. Wooow. Go crazy and stuff. Now's the time to lose all those inhibitions and wear jeans with ripped knees.

CAPRICORN
Argue, argue, argue – that's all you seem to do nowadays. Relax, and maybe true love will come your way. (Yuk!)

AQUARIUS
Because the moon is in Jupiter you're a little on edge at the moment. (Don't stay there too long or you'll get piles.)

PISCES
You really ought to get your head down and do some work right now. Pretty boring, huh? So forget it.

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)

DEAD DANCE Jaleco **1-2 players**
A beat 'em up which grows on you but still isn't a patch on SFII.
67% **£45** (Issue 18)

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 10

DRAGON'S LAIR Elite **1-2 players**
Probably the most tortuous and atmospheric SNES game you'll ever play!
93% **£45** (Issue 10)

DRAKKHEN 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)

GODS 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 has18 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.
53% **£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.
59% **£45** (Issue 11)

JAKI CRUSH Naxat **1 player**
With only one table, this pinball game soon gets monotonous.
61% **£45** (Issue 17)

JAMES BOND JUNIOR
T•HQ **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
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% **£70 (& SNES mouse)** (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)

NOLAN RYAN'S BASEBALL
Romstar **1-2 players**
The niggly flaws in this Manga-style sim spoil an otherwise decent game.
68% **£40** (Issue 18)

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.
87% **£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 BASEBALL LEAGUE '93
Sony **1-2 players**
Good, realistic sim, with Manga graphics and great two-player option.
79% **£40** (Issue 18)

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 ROCKETEER 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 puzzley 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 BATTER UP
Namco **1-2 players**
Cack-looking, uncontrollable and stupidly tough baseball sim.
49% **£45** (Issue 18)

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% **£50** (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 CONFLICT Vic Tokai **1-2 players**
A strategy game which is simple and limited but still fairly compelling.
69% **£45** (Issue 18)

SUPER GHOULS 'N' GHOSTS
Capcom **1 player**
Lovely scenery and a challenge to knock your socks off.
87% **£40** (Issue 11)

SUPER FIRE PRO WRESTLING 2
Human **1-2 players**
Tons of different wrestlers, but not enough moves or variety.
54% **£45** (Issue 18)

SUPER GOAL Jaleco **1-2 players**
Definitely the worst SNES footy game. It really will make you sick as a parrot.
33% **£45** (Issue ?)

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 NBA BASKETBALL
Tecmo **1-2 players**
Despite having NBA backing, this won't grab you if you're not a fan.
74% **£45** (Issue 18)

SUPER OFF ROAD
Tradewest **1-2 players**
Weedy cars and samey tracks. Only any good as a head-to-head.
53% **£45** (Issue 7)

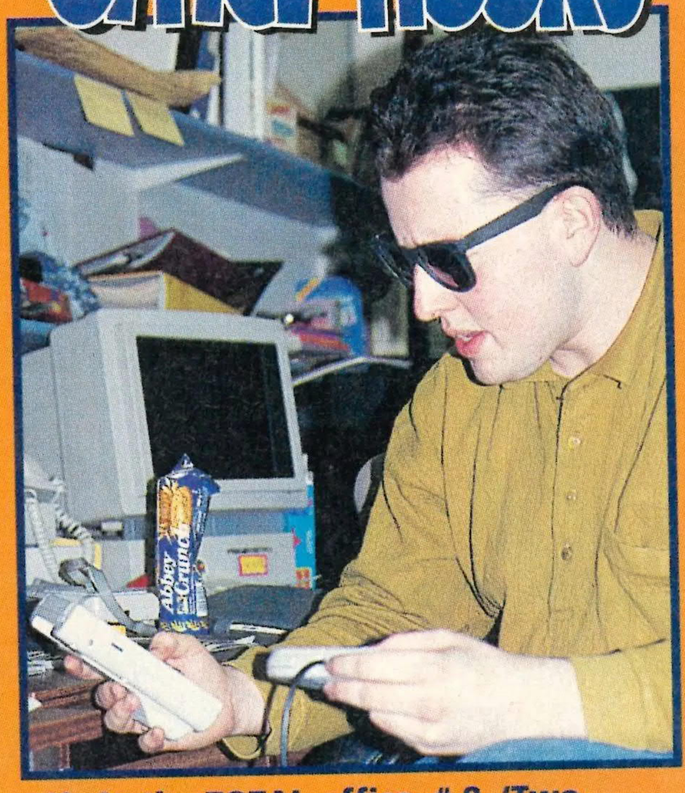
SUPER PLAY ACTION FOOTBALL
Nichitsu **1-2 players**
Far too complex and uncontrollable for novices. Try John Madden instead.
53% **£45** (Issue 11)

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
The SNES version of the Zapper. Fun for a while, but not really worth it.
43% **£50** (Issue 8)

OFFICE HOURS



Life in the TOTAL office, # 8. 'Two games at once? No prob!' That show-off Paul Weaver is at it again.

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
Capcom **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)

UNCHARTED WATERS
KOEI **1-2 player**
A strategy game with lots of trading and some dull combat. Very boring.
42% **£50** (Issue 18)

UN SQUADRON
Capcom **1 player**
Horizontal scrollers don't come much better than this.
92% **£43** (Issue 10)

WARP SPEED Ballistic **1 player**
A 3D shoot 'em up which is so out of date it just looks silly.
31% **£40** (Issue 18)

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)

WORLD CLASS RUGBY
Imagineer **1-2 players**
Fab two-player mode and lots of teams, but frustrating on your own.
65% **£45** (Issue 18)

XANDRA'S BIG ADVENTURE
Namcot **1 player**
Cute graphics, but this platformer is incredibly basic and boring.
41% **£45** (Issue 18)

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)

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.**

RACE DRIVIN' T•HQ
1 player **£40**
The worst SNES racing game. The graphics look like they were drawn by a five-year-old.



17% (Issue 12)

POWER ATHLETE Kaneco
1-2 players **£45**
A really bad Street Fighter II rip-off with appalling graphics and very little gameplay.



28% (Issue 14)

CALIFORNIA GAMES II DTMC
1 player **£50**
Unbelievably basic and repetitive attempt at a sports sim. Truly awful. Dude.
31% (Issue 17)

ULTRAMAN Bandai
1 player **£45**
Poor animation and almost a complete absence of gameplay. In other words, rubbish.
26% (Issue 11)

XARDION Asmik
1 player **£45**
If any game deserves the trash compactor, this very poor platform shoot 'em up does.



27% (Issue 9)

THE ROCKETEER IGS Corp.
1-2 players **£45**
You could say this was a real turkey, but you'd have a lot of angry turkeys to deal with.



28% (Issue 7)

BLAZEON Atlas
1 player **£45**
A shooty platformer which is somewhat lacking in the things to shoot department. Jagged scrolling doesn't help.
28% (Issue 10)

SYVALION JVC
1 player **£45**
This game is so bad it must be part of an evil worldwide conspiracy initiated by Sega to discredit the SNES.



20% (Issue 16)

TOTAL!

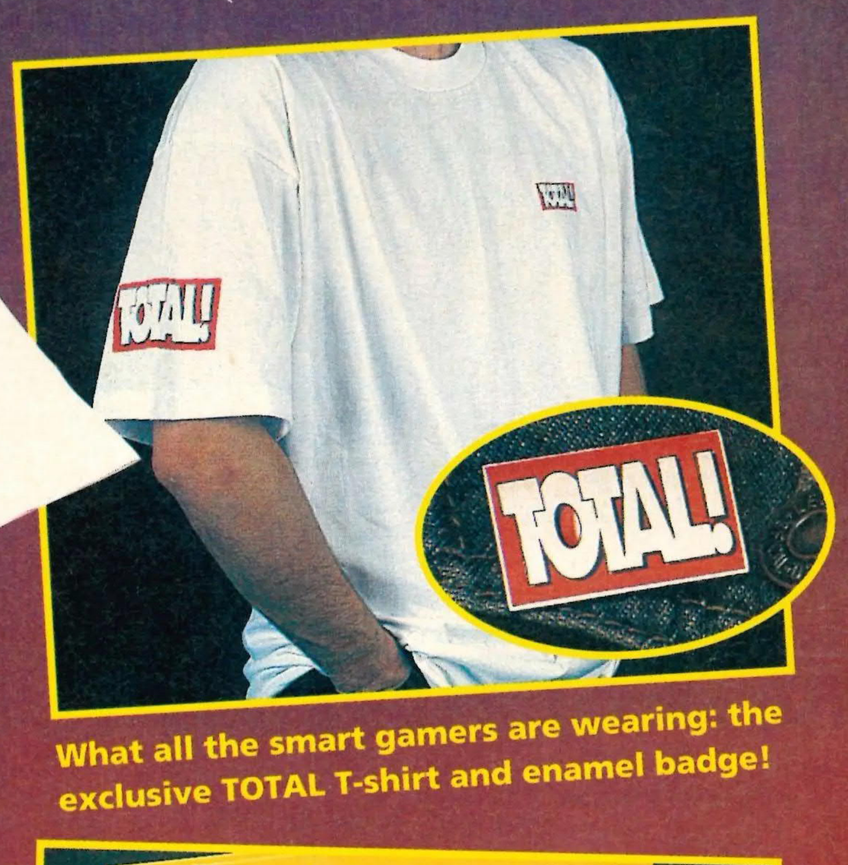
SU

100% FOR ALL PLAYERS OF NINTENDO

- NES
- Game Boy
- Super NES

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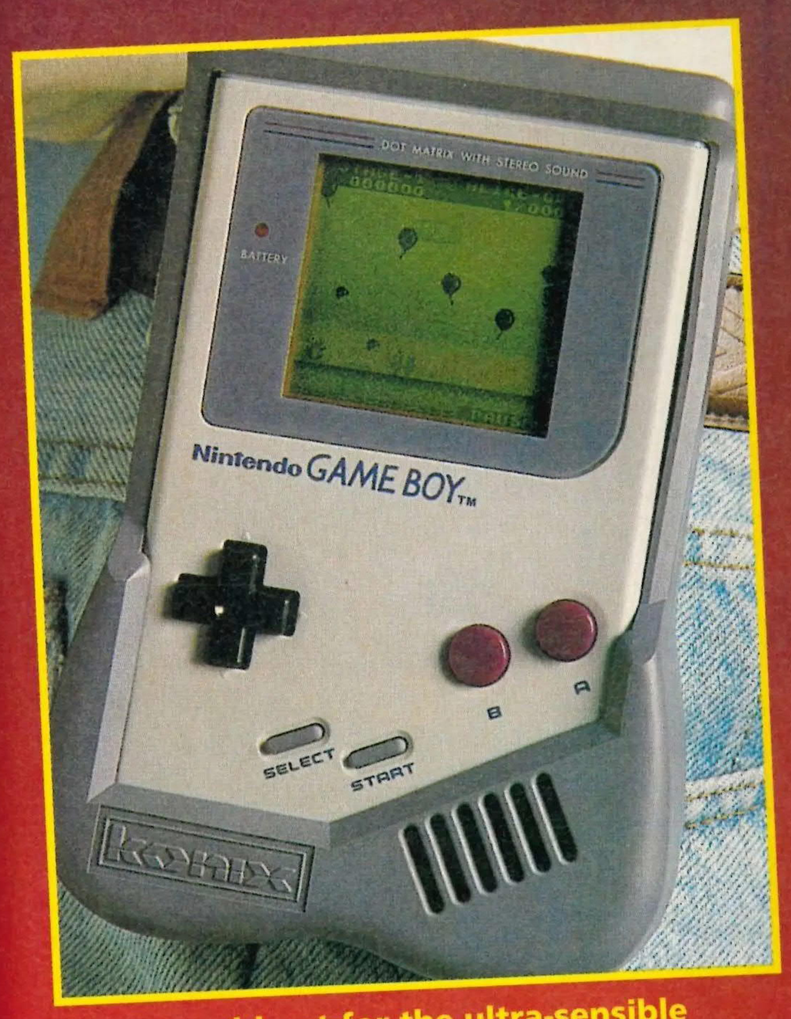
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NEXT MONTH

Yikes! Next issue of TOTAL is gonna be just as fab as this one!

HMVouchers bonus! (Sort of.)

Many apologies for the somewhat cruel cut-off date for your HMV money-off vouchers last month – the culprit has been tutted at in a marked manner. Anyway, take these vouchers along to any HMV store and you can have £2.50 off any Nintendo game costing £25 or more – and the offer stays open right until the end of July. Honest. And sorry about last month's foul-up!

£2.50 OFF

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Cor blimey!

SNES

Next month is gonna be huge for Super NES – we'll be revealing things that will have Sega owners running for the hills. Plus, check this lot out: Striker, Asterix, Twin Bee, Bubsy and something very special and dead secret! How do we do all this? Cos we're fab, that's how!

Aaargh!

GAME BOY

It's Game Boy heaven out there at the moment and next month we'll be looking at some amazing stuff, including Zelda, Jimmy Connors Tennis, Dr. Franken 2, Pang and all kinds of other goodies.

Achtung!

NES

The NES will never die and it's just as well, cos next month we've got reviews of Robocod (this time, honest), Felix The Cat, Jimmy Connors Tennis and loads more besides.

Dear Newsagent,
Please keep/deliver a copy of TOTAL issue 20 (August) for me. Ta.

NAME .....

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TOTAL issue 20 will be huge at all good newsagents from Thursday 22nd July – make a date!

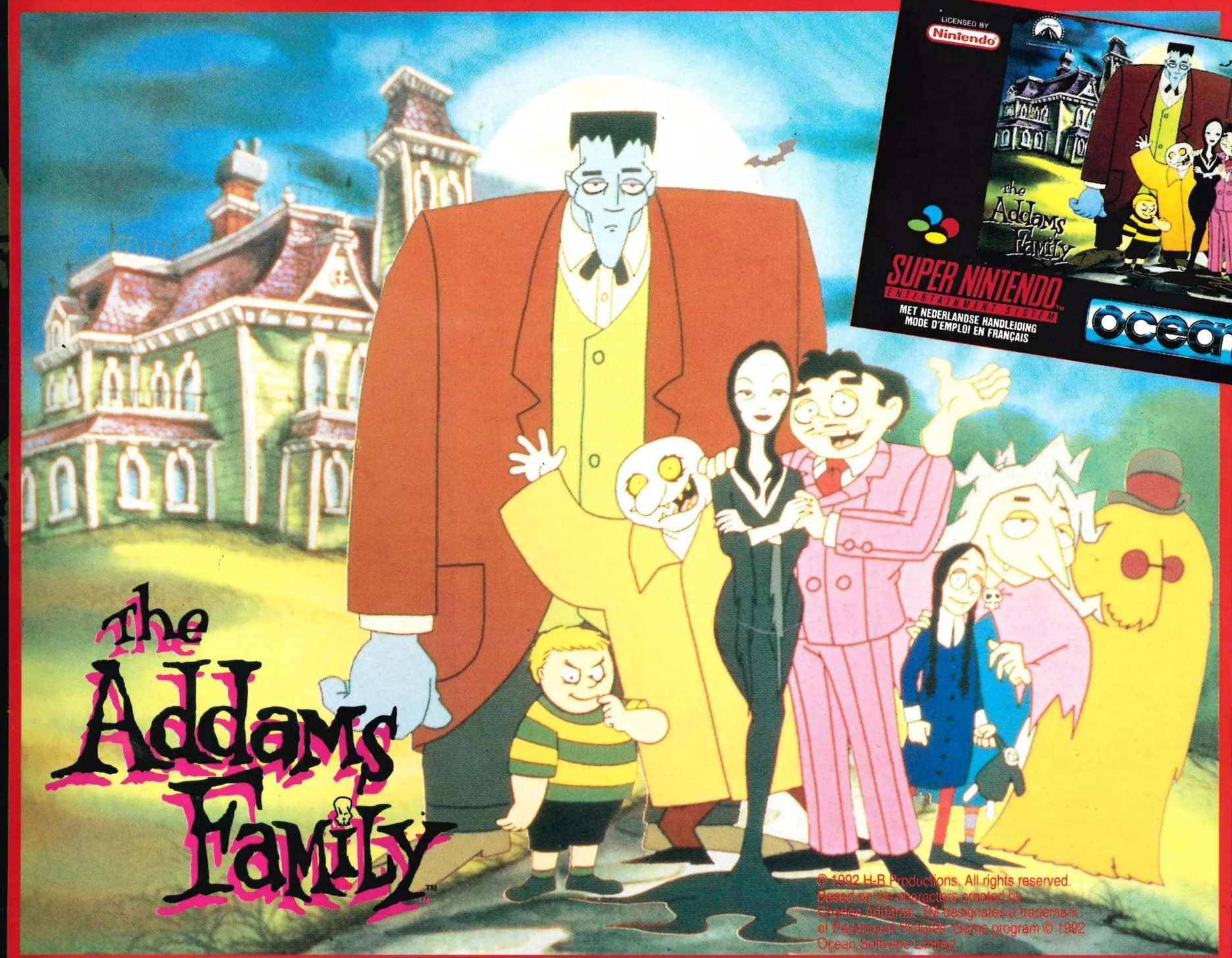
FREE! THE BIG TICKET!

Fancy getting into the pictures for nowt? Well, in next month's thrill-packed issue of TOTAL every single reader will get a free ticket to a hot new movie! Buy issue 20 or you'll miss out on this incredible offer!

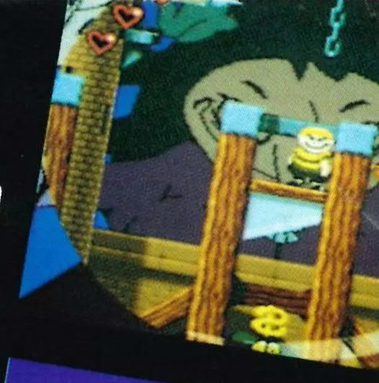
TOTAL Teaser answers (see page 16): 1. Wayne's World; 2. Cool World; 3. Crash Dummies; 4. Powermonger.

GET READY TO GET SPOOKY, AND GET SET TO GET KOOKY...

IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!



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PUGSLEY'S SCAVENGER HUNT™



As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well , yes. What else would add so much lovely horror to this unaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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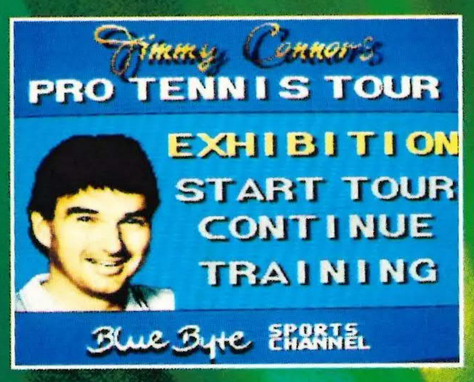
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Jimmy Connors

PRO TENNIS TOUR







"It's fast, it's fun, it's simply brilliant... The best tennis game on the SNES"
C&VG 93%

"...All the shots that you could want in a tennis game are here in Jimmy Connors"
TOTAL 93%

"This is an Ace game!"
Games Master 91%

"THIS IS ULTIMATE TENNIS!"

Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

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- Choose two control modes: Full or Easy Control
- Play singles or doubles
- Play on grass, clay, hard, indoor, Antartic or desert courts
- Password feature lets you continue the game at a later time.

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