August 1993 Issue 20 £2.25

TOTAL!

NINTENDO SUPER NES

EUROPE'S FIRST INDEPENDENT NINTE[illegible] MAGAZINE NES ● GAME [illegible]OY

Asterix!

First Super NES review inside!

WIN! a fab trip to Parc Asterix in sunny France!

Schwarzenegger! TOTAL actually talks to Arnie!

PLUS!

- Free! Giant Last Action Hero poster!
- 13 pages of tips!
- 34 pages of Nintendo reviews!
- Jurassic Park exposed!



FREE! See Disney's latest movie with this issue!

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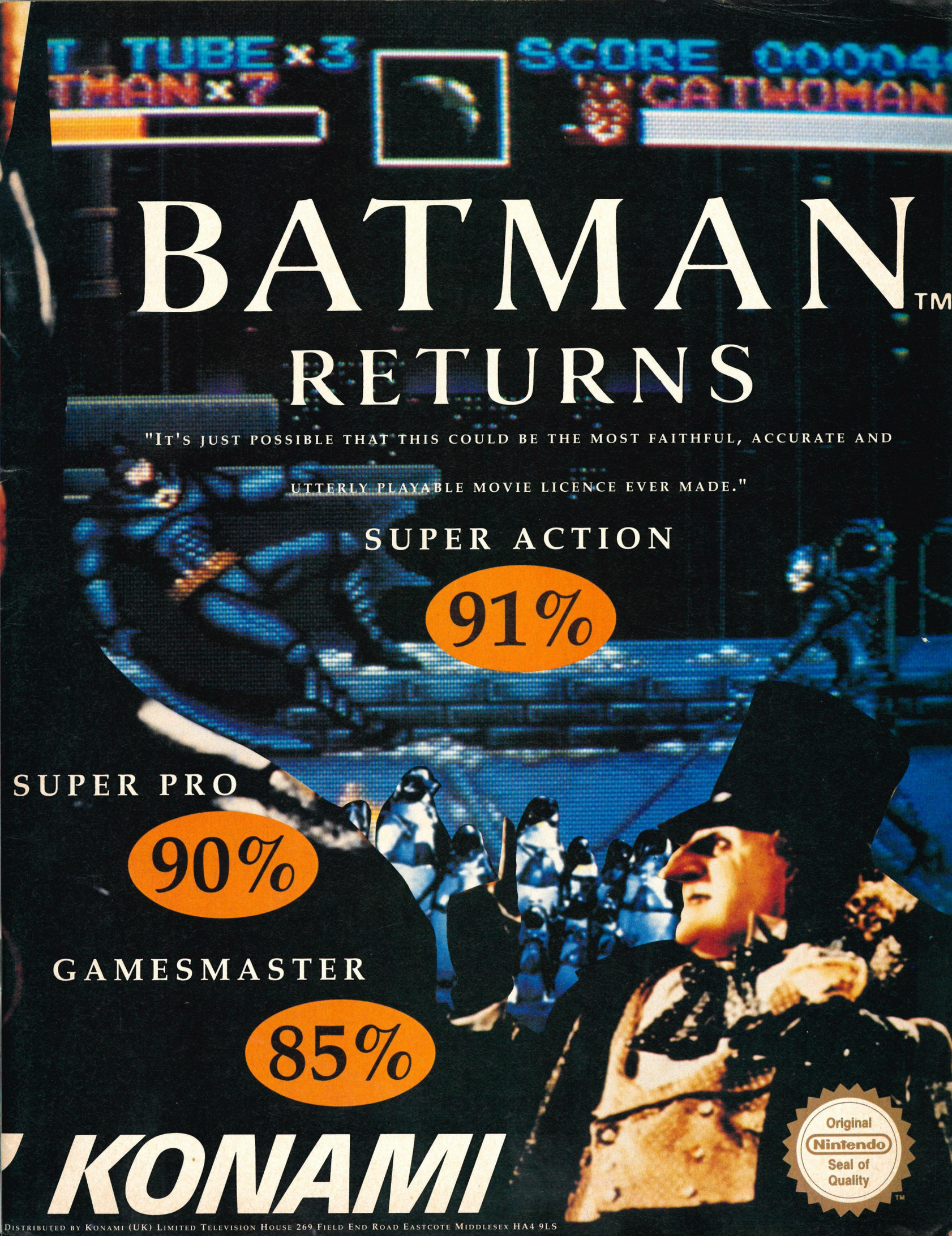
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EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

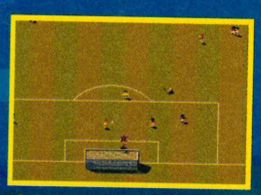
TOTAL is the UK's biggest independent mag for Nintendo gamers. FACT: Number of people who buy TOTAL each month: ABC Jul – Dec 1992 **81,313**

News 6 Aiee! Our man in the USA brings back loads of amazing news from the Chicago CES, the vid game industry's biggest showcase, including the latest on Super CD!

FULL SHOW REPORT C.E.S.

Previews 19 Sneaky peeks at Mario Is Missing, Shadowrun and loads more.

Sensible Soccer 22 We talk to the brains behind the soccer classic!



The game with balls!

Free! Cinema Tickets 12 Get into the flicks for free! This here issue of TOTAL (the world's fabbest Nintendo games magazine) entitles you to a pair of free tickets to a hot new movie (on a first come, first served basis), so turn to page 12 nowee!

Letters 24 Fat Frankie knows all and sees all! Test his knowledge now!

TOTAL Recall 90 Over 600 Super NES, Game Boy and NES games reviewed 'n' rated!

WIN! A FAB trip to **PARC ASTERIX!** 18



Take your family to the amazing Parc Asterix (in France) for FREE, courtesy of TOTAL and Infogrames. It makes Disney World look like your back garden!

JURASSIC PARK In the future, there will be dinosaurs. Till then, check out our hot dino preview!



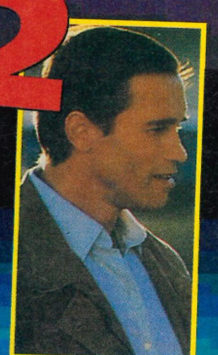
WIN!

We've gone Compo Crazy!

Up for grabs this month:
The Empire Strikes Back
Super Pop 'n' Twinbee
Super Star Wars
Dr Franken II

Schwarzenegger speaks! TOTAL talks to big Arnie himself! 22





Top Hollywood antics as TOTAL talks to the biggest movie star ever!

NTENTS

FREE! Gigantic Last Action Hero movie poster! (centre pages)

SUPER NES • GAME BOY • NES

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

71 TOTAL Tactix

Three complete player's guides and a whole host of useful tips, tricks and treats. Hurrah!



Star Wars No need to use The Force, Luke – just use our complete Star Wars solution and you'll walk it!



Probotector II Check out our player's guide to one of the best (and one of the toughest) NES games ever, and breathe a little easier. Watch your backs, alien scumbags!



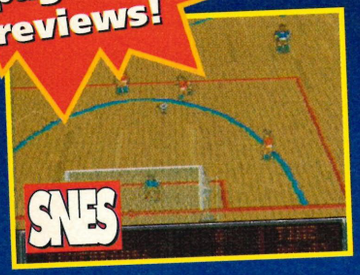
Alfred Chicken Part two of our amazing Game Boy Alfred Chicken player's guide.



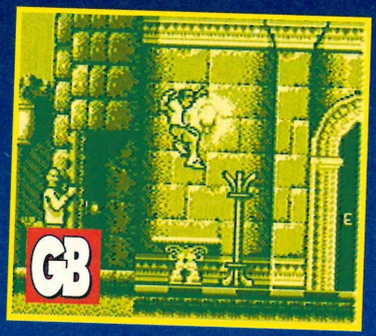
34 pages of reviews!

TOTAL quality control

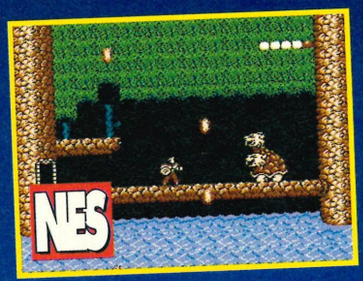
We reckon these three games are your best bet this month.



STRIKER Page 28
Without a doubt the best football game ever released on the Super NES! PLUS:
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DR FRANKEN II Page 62
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RYGAR Page 66
Go back in time to when NES games roamed the land for a bit of olde worlde charm. PLUS:
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TOTAL NINTE

Once again TOTAL travels to the ends of the Earth to bring and Nintendo gaming. If it's not in TOTAL Nintendo News,

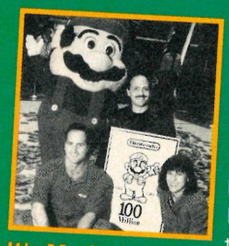
Street Fighter II movie

Aaarggh! It had to happen, didn't it? After getting everywhere else in the world, SFII is finally going to Hollywood. A Street Fighter II movie is under development as we speak, written by top screen-writer Steven de Souza (who also penned Die Hard and Commando). Dhalsim and Honda are already rehearsing their lines...



Mario hits 100 million

Believe it or not, sales of the Mario cartridges on Super NES, Game Boy and NES have reached 100 million. To celebrate this, Nintendo got a professional domino toppler (yes, they have them in America) to build a 'topple' out of 10,000 SNES carts in the shape of Mario. Exciting, huh? Still, all the carts used went to charity, and even if Nintendo don't know how to have a party, they do know how to make great games.



It's Mario (and a few nonentities).

We are the champions!



TOTAL are the best at playing StarWing – and that's official! At a challenge held by Nintendo to celebrate the British launch of StarWing, TOTAL's ace tipster, Paul Weaver, competed against all the big newspapers, games magazines and TV shows on a special Competition edition of StarWing and won hands down. Hooray!

Showtime i

The twice-yearly Consumer Electronics Show (CES) has just taken place in Chicago. TOTAL was there to bring you the lowdown on what all the big software companies are up to in Nintendoland.





NINTENDO

Super Mario All-Stars and a new-look NES take the honours on Nintendo's stand.

Nintendo have loads of great Super NES games coming up. **Super Mario All-Stars** – the compilation of all the NES Mario games, enhanced for Super NES – was at the show, as was a new puzzler, **Mario And Wario**, compatible with the Super NES mouse. The next Super FX game has been announced, too: called **FX Trax**, it's a 3D on- or off-road racer with a split-screen racing mode for two players. The other impressive Super NES game in the offing is **NHL Stanley Cup**, a slick Mode 7 ice hockey game with NHL endorsement. There are also two new Super Scope games, **Yoshi's Safari** and **Battle Clash II** (the first two-player Scope game) but they look just as limited as every lightgun game.

Coming soon...

Over 250 new Nintendo games were announced or on show at the Chicago CES. Here's a list of every single one of them!

ABSOLUTE ENTERTAINMENT Home Improvement, Super Turn And Burn, Super Battletank 2 (SNES), Star Trek: The Next Generation (NES), Star Trek: The Next Generation (GB)

ACCLAIM Super High Impact, Mortal Kombat, NBA Jam, Champion's League Soccer (SNES), Mortal Kombat, Itchy and Scratchy, NBA Jam, Simpsons 3 (GB)

ACCOLADE Brett Hull Hockey, Speed Racer, an as-yet-untitled Charles Barkley basketball game (SNES)

ACTIVISION Aliens Vs. Predator, Biometal, Pitfall Harry: The Mayan Adventure, Kaboom!: The Mad Doctor's Revenge, River Raid: Mission Of No Return (SNES), Super Pitfall (NES), Aliens Vs. Predator (GB)



AMERICAN SAMMY Football Fury (SNES), Battle Ping Pong (GB)

AMERICAN SOFT-WORKS CORPORATION Super Trolls Island, Super Trolls Gladiators, Snow White, Chavez Boxing (SNES), Trolls In Crazyland (NES)

AMERICAN TECHNOS Super Dodgeball, The Combatribes (SNES)

ASCIIWARE Spellcraft, Ardy Lightfoot (SNES), Wizardry II: Knight Of Diamonds (NES)

ATLUS GP-1, Run Saber, Super Widget (SNES)

BULLET-PROOF SOFTWARE – Yoshi's Cookie, Obitus (SNES)

CAPCOM Goof Troop, Final Fight 2, Street Fighter II Turbo, Eye Of The Beholder, Super Mega Man, Aladdin, MVP Football (SNES), Duck Tales 2,

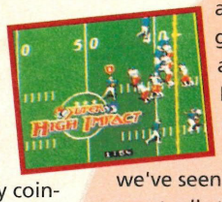
NDO NEWS

you all the news that's fit to print about life, the universe it's obviously not worth knowing!

n Chicago!

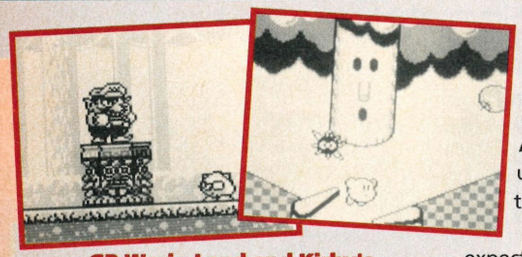


ACCLAIM The big game for Acclaim right now is **Mortal Kombat**. If you saw our huge preview last month you'll know what to expect from this bloodthirsty coin-op conversion. Also converted from the arcades is **Super High Impact**,



an American Football game which has already appeared on the Mega Drive, where it was a bit crap. Another Super NES coin-op conversion we've seen is **NBA Jam,** a full-court, all-star arcade basketball game. NBA Jam and Mortal Kombat are both also destined for the Game Boy– although how Mortal Kombat turns out on the 'Boy is anyone's guess. Among the other new Game Boy titles are two more Simpsons games: **Itchy And Scratchy** and **Bart & The Beanstalk.**



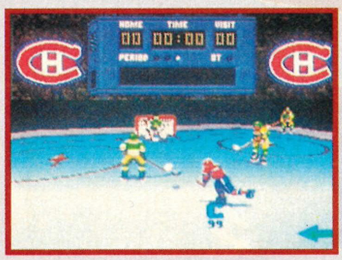


GB Wario Land and Kirby's Pinball Land – coming soon.

Hot news is the launch of a new-look NES. The redesign looks very sexy – lots of visitors to Nintendo's stand thought it was the CD system – and Nintendo obviously reckon they'll be able to add to the total of 60 million NES units sold so far. There are also 30 new NES games lined up for the rest of 1993, including Tetris II.

On the Game Boy front, a third Super Mario Land game is in the pipeline – **Wario Land**. **Kirby's Pinball Land** will be out in November – it sounds like a cross between a pinball game and an arcade adventure. **Link's Awakening** is now scheduled for August release in the USA.

Lots of people were expecting the Big 'N' to make some sort of noise about the Super CD, but... not a whisper. From what we can gather, the CD's been put on hold until next year's June CES at Chicago.



NHL Stanley Cup on Super NES.

ACTIVISION Churning out old games for new machines has become a fad with games producers recently. Activision have got four golden oldies lined up for release in the next few months, including updated versions of **Pitfall** on both the Super NES and NES. And **Aliens Versus Predator,** the game of the comic of the films, will be coming out soon on the Game Boy.



ON THE EDGE

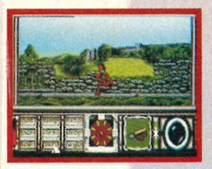


Not heard of Edge yet? Well, Future Publishing, who make TOTAL, are about to launch a magazine called Edge, all about the future of video gaming.

Edge isn't like other mags. There are no playing tips, no free gifts, and it only covers the cream of video games on Nintendo, Sega, Amiga, PC, and exotic machines like the FM-Towns Marty and 3DO. It will also feature the latest developments in CD-ROM, Virtual Reality and beyond. Best of all, Edge is edited by none other than TOTAL's old ed, Steve Jarratt. Be there!

BULLET-PROOF

Obitus is an arcade adventure that first came out for the Amiga at the start of 1992. It was originally coded by UK software house Psygnosis, and although it wasn't particularly fantastic on the Amiga, Bullet Proof have decided to try their hands at a Super NES version. Oh,



Mighty Final Fight, Rescue Rangers 2, Mega Man 6 (NES), Mega Man 4, Duck Tales 2 (GB)

CULTURE BRAIN Ultimate Fighter (SNES), Ninja Boy II, Fighting Simulator 2-In-1 (GB)

DTMC Lester The Unlikely, Mountain Sports, Gordo The Mutated Lab Monkey (SNES), Sumo Fighter, Lazlo's Leap (GB)

DATA EAST Shadowrun, Congo's Capers, ABC Monday Night Football, Sengoku (SNES)

ELECTRO BRAIN Legends Of The Ring, Hockey, Soccer, Future Zone, Metal Masters (SNES), Metal Masters, Jim Powers (GB)

ELECTRONIC ARTS NHLPA Hockey '94 (SNES)

ENIX The Seventh Saga, E.V.O., Paladin's Quest, Actraiser II (SNES), Dragon Warrior IV (NES)

FCI Sim Earth, Ultima: The False Prophet, WCW: The Main Event (SNES), Ultima: Runes Of Virtue II, WCW, Panel Action Bingo (GB)

GAMETEK Kawasaki Caribbean Challenge, Jeopardy, American Gladiators, Humans, Family Feud (SNES), American Gladiators, Harlem Globetrotters (NES), Jeopardy, Wheel Of Fortune, Tessarae (GB)



HI TECH EXPRESSIONS Where In Time Is Carmen Sandiego, Where In The World Is Carmen Sandiego, We're Back, Barbie Super Model, Mickey's Toon Town Adventure, Mickey's Dreamland Puzzles, Beethoven (SNES), Rollerblade Racer, Mickey's Chaos In Number Land (NES), The New Chessmaster, Tom And Jerry: The Movie, Mickey's Dreamland Puzzles (GB)

HOT-B USA Super Black Bass (SNES), The Blue Marlin, The Black Bass (NES), Black Bass Lure Fishing (GB)

HUDSON SOFT Beauty And The Beast, Elfaria, Dig & Spike Volleyball, Inspector Gadget (SNES), Bomber Man 2, Adventure Island 3, Bonk's Adventure,

Game Boys can't fly



Next time you get on a plane don't worry about the guy in the balaclava – the real danger is your Game Boy. In the USA over 40 pilots have complained to the Federal Aviation Authority that electronic gadgets are interfering with their instruments. If anyone starts playing their 'Boy, stewardesses now ask them to switch off.

Super Mario heist

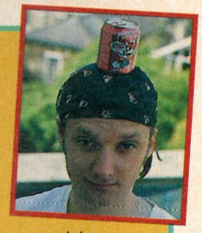
Last month a van was hijacked near Stevenage and a large consignment of Nintendo games and machines stolen. Game Boys, together with games like Super Mario Land 1 & 2 and F1 Race, were taken, as well as Super NES games Mario Paint, F-Zero, Zelda III and Super Mario Kart. If you have any information on this, call Bernard Goves at Nintendo UK on 0329 243114. There is a reward.

Fizzy Mazzer



Four cans, four flavours.

These cute little Mario canned drinks are only available in the States at the moment but they look fab. There are four different flavours – Mario Punch, Princess Toadstool Cherry, Yoshi Apple and Luigi Berry. But before we could get our hands on them, TOTAL's art team (and resident shandy drinkers), Vicky and Bob, swiped the cans and, after taking the pictures, drank 'em. I don't know – any excuse to get their mugs in the mag...





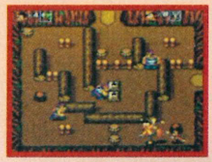


and they're still promising **Yoshi's Cookies** on the Super NES.

CAPCOM

There's more to Capcom than Street Fighter II. There's **Street Fighter II Turbo,** for instance. Turbo is a 20-meg cartridge with two games in one – you'll be able to select either the Turbo edition or the Champion edition. **Mega Man 10** will finally be appearing on the Super NES and the screenshots we've seen look good but not that stunning. Also for the Super NES are **Eye Of The Beholder,** an Advanced Dungeons And Dragons role-playing game that was pretty good on the Amiga, and **Goof Troop,** a puzzle game. **Aladdin**'s on his way to the Super NES, too – it'll be a horizontally scrolling platform game. **Mega Man 6** will be out on the NES in October and, as with the last few Mega Man games, there'll be eight new bosses for you to beat. Another NES sequel is **Duck Tales 2**. This time Scrooge McDuck has to go around the world looking for pieces of a treasure map.





Other games at the show included **Rescue Rangers 2** and **Mighty Final Fight** for the NES, and yet another Mega Man game, **Mega Man 4,** for the Game Boy.

FCI

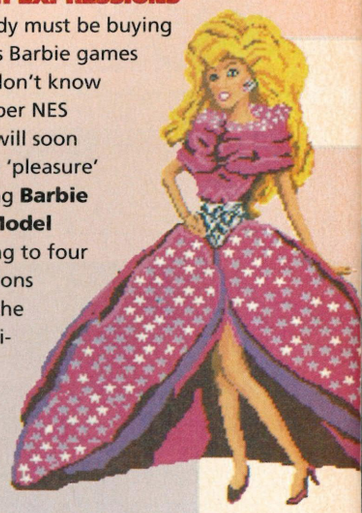
Sim Earth is about the biggest game FCI have got. It's designed by the people who brought us Sim City and in it you get to control everything about the planet – geology, ecology, evolution, all that sort of stuff. They've also got **WCW** games coming out for both Super NES and Game Boy, but as the WCW TV shows are almost identical to WWF, don't expect the game to break any new ground. New **Ultima** adventure games are also promised for the Super NES and Game Boy.





HI-TECH EXPRESSIONS

Somebody must be buying Hi-Tech's Barbie games but we don't know who. Super NES owners will soon have the 'pleasure' of playing **Barbie Super Model** and going to four destinations around the world. Hi-Tech are also converting the successful Carmen Sandiego 'edutainment' games to the Super NES. **Where In Time Is Carmen Sandiego?** and **Where In The World Is Carmen Sandiego?** will be released later this summer.







GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamers Number 17
Jeremy Bates

Britain's best tennis player plays Game Boy too. Here he's playing outside a Shell petrol station to promote their scratch card compo. Shame about Wimbledon, eh, Jez?

Buster Brothers, Beauty And The Beast (NES), Bonk's Adventure, Felix The Cat, Buster Bros. (GB)

INTERPLAY Claymates, Clay Fighter, Rock 'n' Roll Racing, Robocop Vs. Terminator, The Lord Of The Rings (SNES), Four-in-One Funpack Volumes I & II (GB)

IREM Rocky Rodent, Undercover Cops, Hammerin' Harry (SNES), Hammerin' Harry II (GB)

JVC Dungeon Master, Super Empire Strikes Back, Jaguar XJ220 (SNES)

JALECO Super Bases Loaded 2, Operation Logic Bomb, Pro Sport Hockey, Goal II (SNES), Young Indiana Jones Chronicles, Pro Sport Hockey (NES), Ramparts, Goal (GB)



KANEKO Fido Dido, Socks The Cat, Rocks The House, Chester Cheetah, Wild, Wild Quest (SNES)

KEMCO G2, Top Gear 2, The First Samurai (SNES), Kid Klown In Night Mayor World (NES), Spy Vs. Spy: Operation Booby Trap (GB)

KOEI PTO: Pacific Theater Of Operations, Genghis Khan II, Romance Of Three Kingdoms III (SNES)

KONAMI NFL Football, Sunset Raiders, Teenage Mutant Ninja Turtles: Tournament Fighter (SNES), Batman: The Animated Series, Tiny Toon Adventures 2 (GB)

LJN The Incredible Crash Dummies, NFL Quarterback Club, NBA Jam Session, T2: The Arcade Game (SNES), WWF4 (NES), WWF3, NFL Quarterback Club (GB)

McO'RIVER Aero Fighters (SNES)

MALIBU GAMES Sports Illustrated Football, Sports Illustrated Baseball, Thomas The Tank Engine And Friends (SNES), Thomas The Tank Engine And Friends (NES), Sports Illustrated Football, Sports Illustrated Baseball (GB)

MICROPROSE Airborne Ranger (SNES)

MINDSCAPE Wing Commander Secret Missions, Super Battleship, Captain America, Championship Pool, Alfred

WIN!

Take on the Empire!

The Empire Strikes Back is one of the toughest Game Boy paks about and is also graphically excellent – we reviewed it in issue 17 and gave it a more-than-healthy 80%. Ubi Soft have provided us with 10 copies of the game to give away. To win one, just answer this question: What is the name of the ice planet in The Empire Strikes Back? Send your answer on a postcard or the back of an envelope to: **Empire Compo, TOTAL, 30 Monmouth Street, Bath BA1 2BW.**

Rules and regulations
No one from Future Publishing or Ubi Soft can enter. If you're from a galaxy that's far, far away we might just let you enter but unless you can do the Kessel run in less than 5 parsecs your entry won't reach us in time. And if your name's George Lucas – have a shave, mate.



Level 2 of TESB is full of these giant snow-walkers.

It's all there: the light-sabre, the wampa, the, er, snow.

Okay, what are you waiting for? Enter the compo now!

INTERPLAY

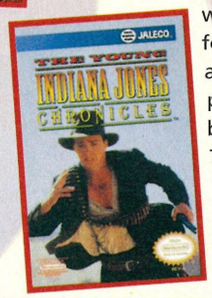
Claymation has been on TV for ages now but we're still waiting for **Claymates** and **Clay Fighter** to appear on the Super NES. Animation for both games should be good, and Frank's looking forward to playing Elvis in Clay Fighter – he's already bored us to death with his 'Uh-huh-huh's in the office. **Robocop Vs. Terminator,** based on the million-selling comic, is due out in November on Super NES, Game Boy and NES. There's not much news about **The Lord Of The Rings** yet, although it will be a team-based adventure game with real-time combat.



JALECO

The alien blasterama **Operation Logic Bomb** sounds promising – 10 mazey levels and gameplay that's a mixture of shooting and puzzling. There have been four or five ice hockey games already, and **Pro Sport Hockey** is in the works as well. This one's got 24 teams with 600 players and an 84-game season. Pro Sport Hockey will also be out for the NES, along with a platformer based on a US TV show, **The Young Indiana Jones Chronicles.**





Oh, and there's **Ramparts** for the Game Boy as well, and chances are it'll be right at home on the small screen.



JVC

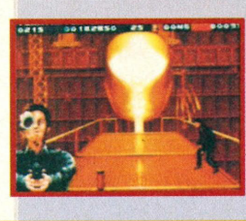
There's not much on offer from the Japanese Victor Company at the moment, but **Super Empire Strikes Back** looks as though it'll outdo Super Star Wars. Only the first two levels are completed at the moment – both set on the Ice World Of Hoth – but the graphics look well up to scratch. **Dungeon Master**'s lying in wait and we still don't know when it'll be released. Hopefully it will be before it gets too long in the tooth – it was first released back in 1988!

KONAMI

The coin-op **Sunset Riders**, a scrolling shoot 'em up set in the Wild West, will be out on the Super NES this autumn from Konami. The arcade machine is a bit ancient now, but the game is still tremendous fun to play. Other big Konami games waiting in the wings include **NFL Football** and **Teenage Mutant Ninja Turtles: Tournament Fighter** on the Super NES and **Batman: The Animated Series** and **Tiny Toons 2** on the Game Boy.

LJN

All of LJN's games are released in the UK through Acclaim, and their summer and autumn collection includes **T2: The Arcade Game**, which will be compatible with the Super Scope, and a **Crash Dummies** game. **NFL**



Chicken (SNES), Battleship, Championship Pool, Alfred Chicken (NES), Championship Pool, Food Fight (GB)

NAMCO Metal Marines, Pac-Man 2, Pac-Tris, Battle Cars, 8-hours (SNES), Ms. Pac-Man (GB)



NATSUME – Pocky And Rocky, World Championship Wrestling (SNES)

OCEAN Jurassic Park, Dennis The Menace, The Untouchables (SNES), Jurassic Park, Dennis The Menace (NES), Jurassic Park, Dennis The Menace (GB)

RAYA SYSTEMS Burnout (SNES)

RENOVATION Dream Probe, Arcus Odyssey, The Journey Home: Quest For The Throne (SNES)

SEIKA Super Aquatic Games, Troddlers (SNES)

SETA The Wizard Of Oz, Nosferatu, Cacoma Knight In Bizyland, Kendo Rage, F1 ROC II (SNES)



SOFEL TKOII: Super Championship Boxing (SNES), Happily Ever After (NES)

SONY IMAGESOFT Bram Stoker's Dracula, Last Action Hero, Equinox, Cliffhanger, ESPN Sunday Night Football, ESPN Sunday Night Baseball, King Of Karura (SNES), Bram Stoker's Dracula, Cliffhanger, Last The Action Hero (NES), Last Action Hero, Bram Stoker's Dracula, Chuck Rock, Gear Works, Cliffhanger (GB)

SPECTRUM HOLOBYTE Star Trek: The Next Generation, The Chaos Engine, Beastball (SNES)

SQUARE SOFT Final Fantasy Adventure II (SNES), Final Fantasy Legend III (GB)

SUNSOFT Bugs Bunny: Rabbit Rampage, Daffy Duck: The Marvin Missions, Aero The Acro-Bat, World Heroes (SNES), Speedy Gonzales, Daffy

Quarterback Club is an American football game played from the quarterback's point of view. It has all 28 NFL teams and leading QBs like Troy Aikman and John Elway.

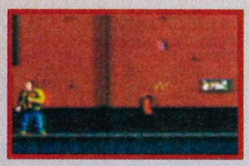
LJN also have a WWF game, **King Of The Ring,** for NES and Game Boy, which includes a built-in wrestler construction kit to let you create your own overblown ham actor – uh, sorry, athlete. Other Game Boy titles are **NFL Quarterback Club** and a conversion of the Super NES game **Spider-Man And The X-Men.**

OCEAN

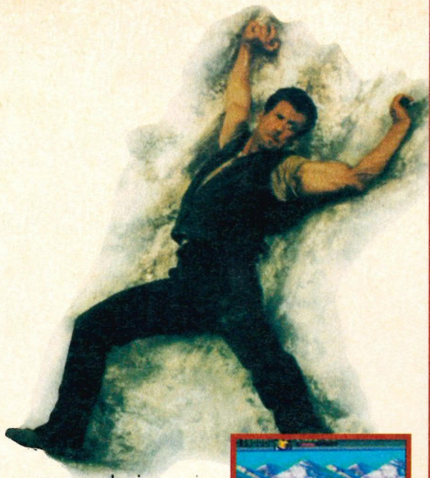
Manchester's finest have only two things on their mind: **Jurassic Park** and **Dennis The Menace.** Stephen Spielberg's movie is probably going to be the biggest thing this summer and Ocean are hoping that the Jurassic Park games will repeat the film's success when they're released in November. For more on Jurassic Park, read our work-in-progress report on page 52 of this very mag. Dennis The Menace is another movie tie-in. The film stars Walter Matthau and some Macaulay Culkin-alike brat, but at the moment there's no news of the game itself.

SONY IMAGESOFT

Well, if big names make big games, Sony have got it made, with three big movie games and two ESPN (a big US TV channel) sports games.



Last Action Hero is going to be one of the hot movies this summer (if you want to find out more about it, check out our exclusive Arnie interview and hee-uge poster in the centre of this issue) and, like **Cliffhanger**, Sylvester Stallone's comeback movie, will have a game release in November. **Dracula** is a platform arcade game which you can also look out for this in the autumn. The ESPN Sports games are **Sunday Night NFL** and **Baseball Tonight**. Both games include all the official teams and the baseball game has play-play commentary from ESPN's Chris Berman (and no, we don't know who he is either!).





SPECTRUM HOLOBYTE

Star Trek: The Next Generation is *the* game being pushed by Spectrum Holobyte, and it will be released on the Super NES in time for Christmas. Players can control any of the seven lead characters in the TV show and the game seems to follow the standard storyline of every episode: explore strange new world, meet aliens and shoot 'em or snog 'em. **Soldiers Of Fortune** will also be out for Christmas. It's a conversion of the great Amiga game **The Chaos Engine,** designed by star programmers The Bitmap Bros.



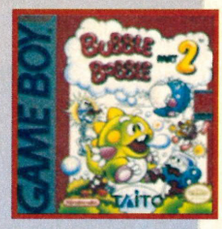
T•HQ

Super NES **Wayne's World** was pretty cack, so let's hope the design of the game's been changed when it appears on the NES and Game Boy later this year. **Wayne's World 2** is also scheduled for both Super NES and Game Boy, as is a Game Boy sequel to **The Ren And Stimpy Show.** The follow-up to the ultra-violent Smash TV, the ultra-violent **Total Carnage**, will be out in November.



TAITO

Best of Taito's bunch is **Bubble Bobble 2** for the NES and Game Boy – every game in the series has been massively playable and these should be as well. The only other game that grabbed us is an RPG, **Lufia And The Fortress Of Doom**, with 70 different scenarios.





TRADEWEST

Super 2020 Baseball has only just come out in Japan and should be released in Britain and the United States soon. It's a superb conversion of the arcade original, which takes a few liberties with baseball, adding robots, all-girl teams and a special home-run zone. And there are new **Battletoads** games planned for Super NES, Game Boy and NES, all of which will be in the shops around September.



Game Boy power for life!



Okay, batteries don't exactly look like Vanessa Paradis in a swimsuit but we did our best to make 'em look hot. Honest we did.

Got a Game Boy? Then the chances are you'll go through batteries at a fair old rate. Ever Ready's new long-life battery, Energizer, is in the shops now and the powers that be at Ever Ready have given us 200 packs of LR6 batteries *and* 100 Energizer T-shirts to give away. Well, we've decided to offer two lucky GBers Game Boy power for life – 100 packs of batteries each. 100 runners-up will each get an Energizer T-shirt. To win this huge stack of batts, answer this mind-numbingly easy question: How many batteries does a Game Boy take? Write your answer on the back of a postcard or envelope and send it to: **Energizer Compo, TOTAL, 30 Monmouth St., Bath BA1 2BW.**

Rules and regulations
You may only turn the paper over when the examiner says so. You have three hours. There will be no talking. On no account may you hit the smug git who finishes early and then says afterwards that they think they've failed. Begin.

Duck (GB)

T•HQ The Ren & Stimpy Show, Wayne's World 2, Total Carnage, Time Killers (SNES), Wayne's World, The Ren & Stimpy Show (NES), Wayne's World, Wayne's World II, The Ren & Stimpy Show: Part 2 (GB)

TAITO Estopolis, Darius 3, Super Arkanoid, Super Chase HQ, Lufia: The Fortress Of Doom, The Flintstones (SNES), Bubble Bobble Part 2, The Flintstones 2 (NES), Beach Volley, Bubble Bobble Part 2, Chase HQ II (GB)



TAKARA Art Of Fighting (SNES)

TECMAGIK Pink Panther, Andre Agassi Tennis (SNES)

TECMO INC Tecmo Super Bowl (SNES)

TITUS Lamborghini's American Challenge (SNES), Lamborghini's American Challenge (GB)

TOHO Megarobot Golf, Super Godzilla (SNES)

TRADEWEST Battletoads In Battlemaniacs, Super Off Road: The Baja, Super 2020 Baseball, Plok (SNES), Battletoads–Double Dragon: The Ultimate Team (NES), Battletoads in Ragnarok's World, Battletoads–Double Dragon (GB)

UBI SOFT Formula One Grand Prix (SNES), Indiana Jones & The Last Crusade, John Madden Football (NES), Basketball, John Madden Football, Indiana Jones & The Last Crusade, Road Rash 2 (GB)

U.S. GOLD Putty, Flashback: The Quest for Identity, Winter Olympic Games – Lillehammer '94 (SNES)

VIC TOKAI Interceptor, Lost Mission, Time Slip (SNES)

VIRGIN Super Slap Shot, Super Slam Dunk, Super Caesar's Palace, Cool Spot, Young Merlin, Super Ali's Heavyweight Boxing (SNES), Color a Dinosaur (NES), Muhammad Ali Heavyweight Boxing (GB)

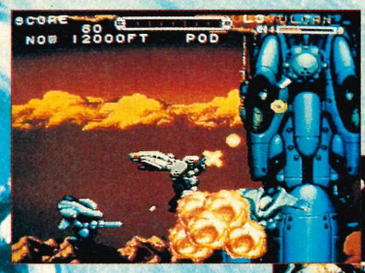
Phew! Look out for these games in future issues of TOTAL!

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See Disney's Latest Movie FREE!

One of the coolest attractions at the flicks this summer will definitely be Champions, a film all about the rough and tough sport of ice hockey. Made by Disney and starring Emilio Estevez (who also starred in Young Guns, The Breakfast Club, and loads of other movies), it's bound to be well worth the price of a ticket. But if you take the coupon below to any Virgin Megastore or Games Store they'll give you a FREE pair of tickets for the film!



The new coach gets a rather icy reception.

Champions is based on the age-old theme of 'rough sportsters make good'. A ice-hockey team (The Mighty Ducks) made up of teenage misfits gets a new coach (Emilio Estevez), who tries his hardest to whip them into shape. Along the way, the team gets into all kinds of terrible scrapes. We've seen a sneak preview of the flick and it's excellent stuff – a really good laugh, with lots of blistering ice-hockey action.

Although there's a total of 20,000 tickets to give away, they'll go like hot cakes, so it's first come, first served, unfortunately. The offer, which is also running in our sister magazines, GamesMaster and Mega, is valid from July 15 to August 7, so get moving! The movie screenings will take place all over the country on August 8 and you'll be informed of the nearest participating cinema location at your local Virgin store.

CALEDONIAN CONSOLATION CORNER

Sadly, this offer won't be available to Scottish readers, because the jammy gits get their summer hols long before England and the movie release has been moved forward up there. By way of apology, we – in association with top software funsters Electronic Arts – are giving away a copy of NHLPA Ice Hockey (rated 91% in TOTAL issue 14) to the first five readers who can answer the following question: In what year did the proud and noble Scottish army trounce the craven English at Bannockburn? Send your answer on a postcard to Frozen North Compo, TOTAL, 30 Monmouth St., Bath BA1 2BW.

If you do miss this amazing offer, Champions will be on general release on July 15. See it.



Things are going badly for The Mighty Ducks!

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FREE CINEMA TICKETS!

Present this coupon at any Virgin retail store between July 15 and August 7 and you will receive two tickets to see Champions at participating cinemas in your area on Sunday, August 8.

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The stores to go and visit to get your free ticket

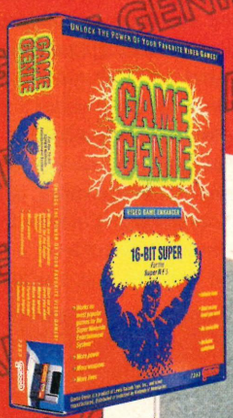
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Lord Street, Liverpool
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Westgate Shopping Centre, Oxford
High Street, Sheffield
East Street, Southampton
High Street, Watford
Oxford Street, Bolton
Broadway, Bradford
High Street, Canterbury
Princes Mall, East Kilbride
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ASTERIX

Su... ...ES (1 player) **From Infogrames** **Price £50**



The indomitable Gaul has to ride on clouds to get through some of the levels, and to reach those coins and that golden sickle.

Okay, confession time. I was a huge fan of Asterix when I was a nipper and I still love reading the old books now. Over the years Asterix (and the little Gaulish village we all know so well) has crossed over from books to films, posters, clothes and toys. Although he's also starred in video games before, this is his first Nintendo appearance. So how does it shape up?

Well, from the start it's clear that the game's designers weren't going to take any risks. What we've got here is a jolly platformer with lots of little touches lifted straight from the original cartoon strips. Asterix looks like the real thing, as do the wild boars, Romans and pirates. The backgrounds shift about in lovely parallax and (despite a dodgy-looking blizzard) convey the atmosphere of Gaul, Switzerland, Egypt and Rome circa 50 BC.

GAULS
Looks like the cartoons and has some funny effects. The adjustable difficulty extends the life span

Asterix has to make it to Rome to rescue Obelix, who's been kidnapped. The early levels, set in a forest and some caves, are pretty boring – just plod along and make sure your timing's okay. Get onto the Swiss level and things get a bit better, and get past that one and

TOTAL! TACTIX

Come fly with me...

Take to the air with Asterix to get to those high-up platforms.



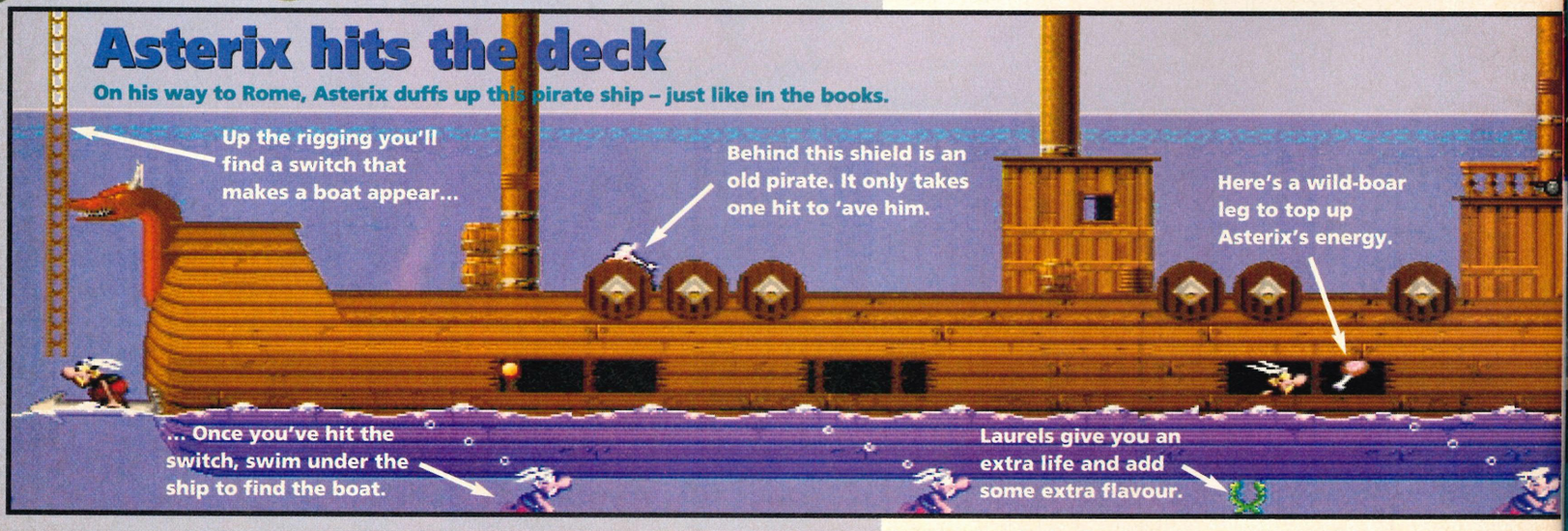
Asterix can do more than just run and jump about a few platforms. Biff this yellow block and you'll get a potion...



... Which makes Asterix fly when he flaps his arms. Now you can get up to the rest of the level and find the exit.

Asterix hits the deck

On his way to Rome, Asterix duffs up this pirate ship – just like in the books.





If you collect a lyre, Cacofonix The Bard comes along and plays a tune so bad that all your enemies freeze.

you're onto the pirate ship, the desert, the pyramids and eventually Rome itself.

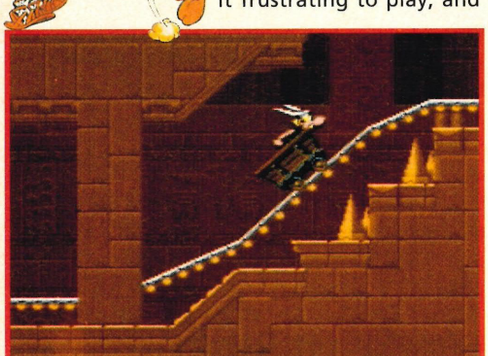
So far, so... well, like every other platform game, really. There are wandering enemies, power-ups, bonus coins, moving platforms, disappearing platforms, sloping platforms, platforms with relish, platforms with mayo, Chicken McPlatforms – you get the idea.

As the game goes on it gets more varied, more challenging and, sadly, more annoying. The edges of the platforms are tricky to hit and the enemies' collision detection is dodgy at times – it's easy to lose energy when you sidle up to biff one. These flaws make it frustrating to play, and there are no restart points, so if you fluff up once it's back to the start. And the fact that the gameplay isn't very exciting anyway makes it all the more of a chore to play through.

There's nothing wrong with Asterix that a dose of originality wouldn't fix. It's an average platformer which is quite good fun but too frustrating. The adjustable difficulty level gives you value for money, and it's worth bashing your way through to the more varied later levels, but it doesn't have anything to make you sit up and say 'Wow!' **CHRIS**







Inside the pyramid, Asterix rides this roller-coaster. But isn't it supposed to be a tomb? (Some people have no respect for the dead.)

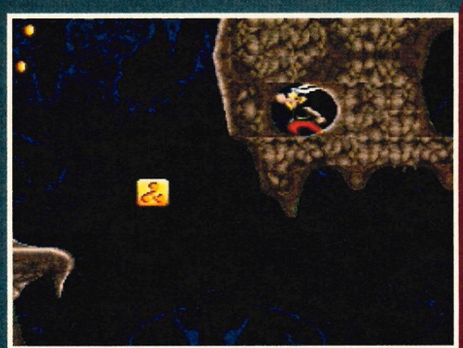
TOTAL! TACTIX

Going underground

This game's full of secret caves with hidden bonuses.



Halfway through the first level Asterix drops down into a cave. As you fall, watch out for this little yellow block...



... And jump up onto it when you land. Then jump onto the ledge as shown and go right to bag yourself an extra life.

GALLS

Bog-standard platform gameplay. Collision detection is iffy at times. The whole game is very samey

TOTAL! TEK-SPEX

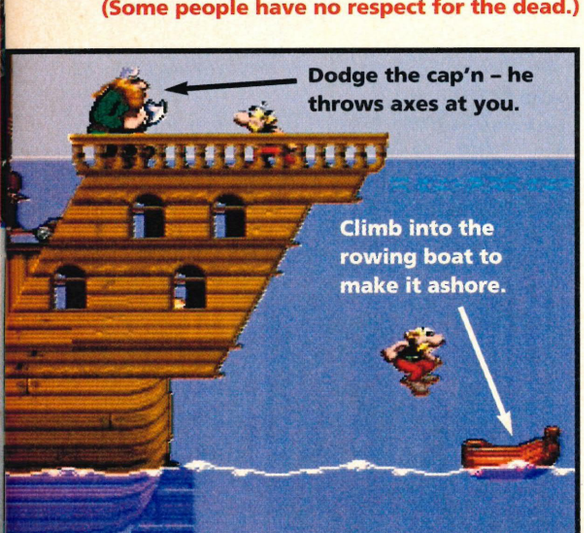
Game	Asterix
Levels	20
Difficulty	Selectable
Continues	Variable
Release date	September



Asterix is in Rome and now very close to saving his fat pal, Frank... er, Obelix.



Get past the pirate ship and you'll hit the Sahara – full of tribesmen and killer bees.



ASTERIX

Looks

■ Not very sophisticated, but capture the cartoon fairly well. Lots of parallax

Sounds

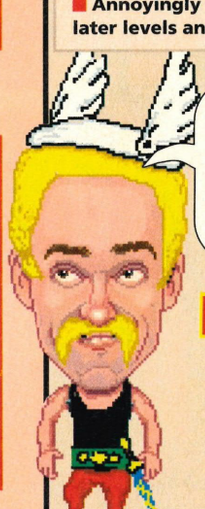
■ Suitable synthy themes for each location. Amusing 'biff!' and 'paf!' noises

Gameplay

■ Standard platformer, but more varied (and very tricky) on the later levels

Life span

■ Annoyingly tough, but make it to the later levels and you'll find it's more fun



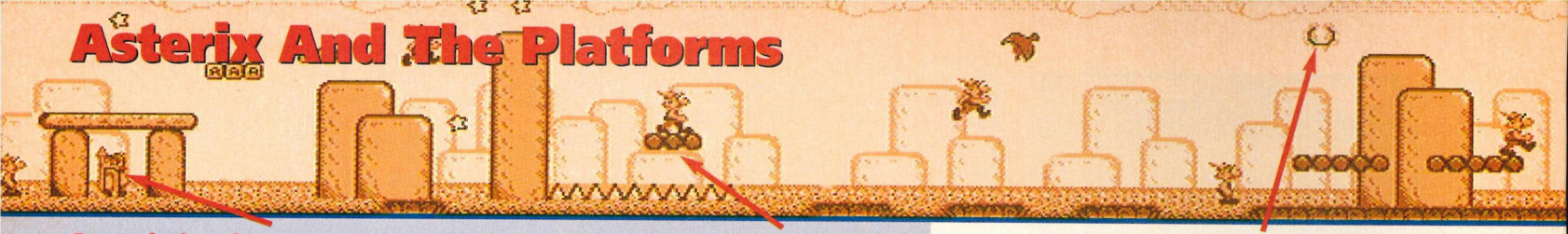
Asterix has a few nice touches (and a few niggles) but there are too many games just like it for it to be anything other than average

Final rating

77 Percent



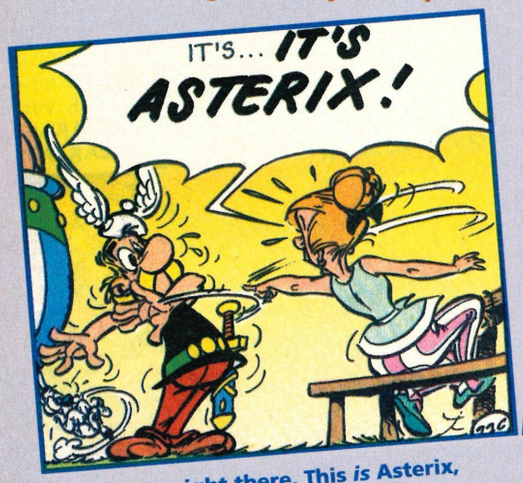
Asterix And The Platforms



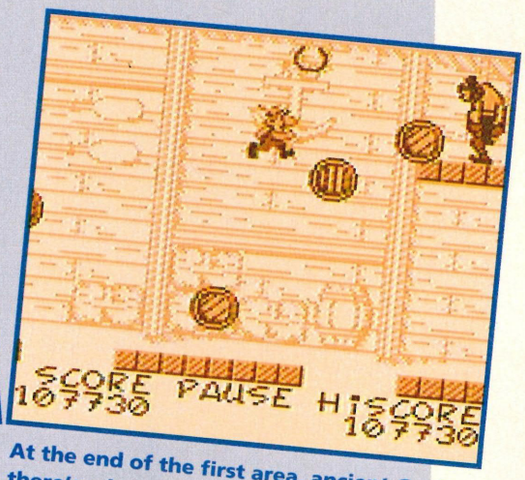
Roman legionaries are weedy. Up the difficulty level, though, and they chuck spears.

Ride across the spikes on this platform but watch out for the hole when you land.

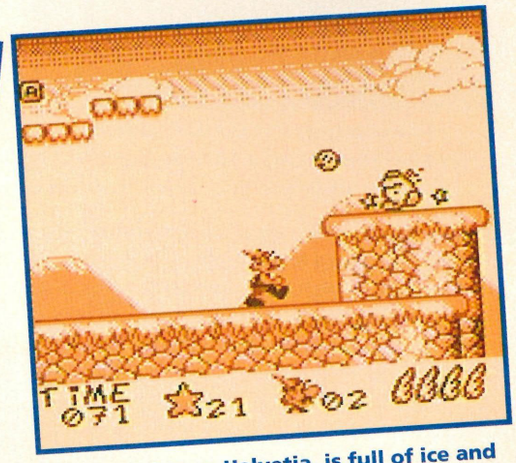
Get a laurel wreath and you get an extra life. But restart the level and it disappears.



Yup, you're right there. This *is* Asterix, doing his thing in the original comic strip.



At the end of the first area, ancient Gaul, there's a barrel-jumping bonus game.



The second area, Helvetia, is full of ice and snow and Asterix is even more awkward.

Obelix has vanished. He's been kidnapped by the Romans, you see. Now, I don't know about you, but this strikes me as a bit odd. You don't have to be the world's biggest Asterix expert to know that Obelix is the huge fat one with superhuman strength (cos he fell into the magic potion when he was a baby, of course). So, how have the Romans kidnapped him, eh? I mean, Obelix is hard enough to get a round of drinks out of TOTAL's miserly Scots editor, Frank, so the entire Roman army shouldn't pose any real problems. Well, let's suspend disbelief while I tell you about the game.

It's a platform game. A straightforward, no-nonsense platform game. Asterix has to make his way across the levels, collecting bonuses and biffing Romans. The game looks very good, with the graphics as near to the cartoon strips as it's possible to get on the 'Boy – Asterix is nicely drawn and there are some excellent backgrounds, with lots of parallax scrolling.

GAULS

Good graphics – very similar to the cartoon strips. It's a real toughie. The music is very impressive

At first glance, you'd be forgiven for thinking that Asterix had taken a big swig of Super Mario magic potion. There are stars to pick up – and once you collect a set amount you get an extra life, there are secret rooms full of stars to discover, and there are even two exits to every level – one that's easy to reach and a tougher one that lets you play a bonus game. Still, who's complaining – if you're looking for inspiration, why not choose the best?

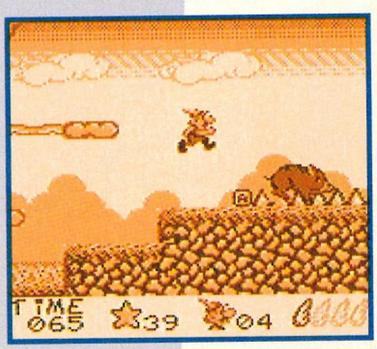
Well, don't choose the best if you're gonna come a poor second to it. All the elements of a classic platform game are here – platforms, gaps

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

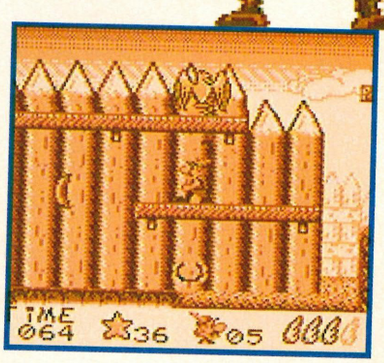
ASTERIX



You have to get your timing right when you hit someone or Asterix ends up losing one of his points in the encounter.

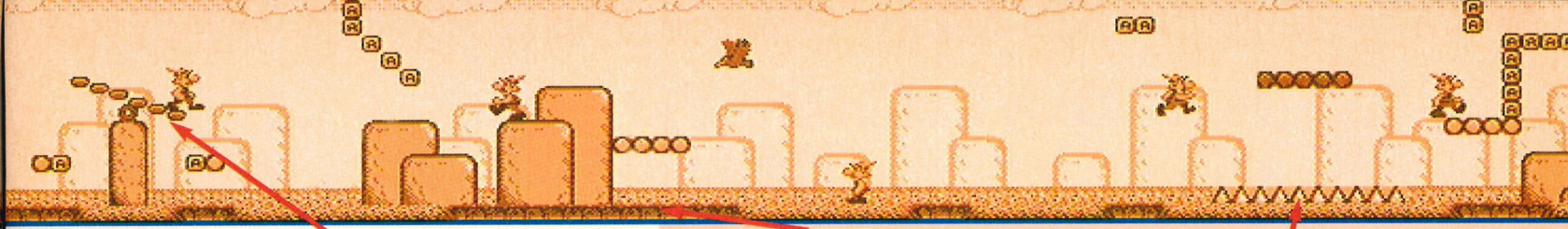


There are two things you can do with boars – eat 'em or ride 'em.



Inside the Roman camp, Asterix faces this giant eagle thingy.





See-saw platforms? Ha! I laugh in the face of your see-saw platforms! Erm, yes.

Big holes in the ground? Ha! I laugh in the face of your big holes in the ground.

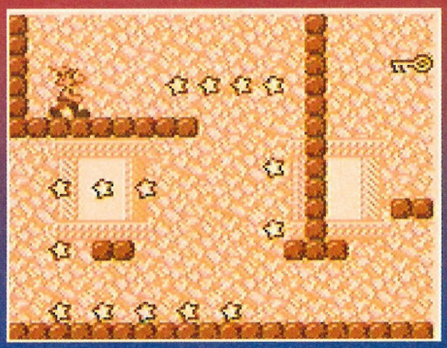
Spikes? Ha! I lau... (*Stop it now before I hit you – FRANK.*) Er, Asterix jumps some spikes.

Asterix And The Secret Room

Trigger certain blocks and you reveal a hidden entrance to a bonus room.



Jump into that key to enter the bonus room but be quick – it soon disappears.



Inside, you find stars to add to your collection. Later ones hold extra lives.

TOTAL! TEK-SPEX

Game	Asterix
Levels	Erm, yes
Difficulty	Adjustable
Continues	Variable
Release date	Out now

ASTERIX

Looks

■ Asterix himself looks good. There's some impressive parallax scrolling

Sounds

■ Wow! A Game Boy game with decent tunes. The effects aren't as good, though

Gameplay

■ A predictable platformer marred by some annoying controls

Life span

■ Adjustable difficulty helps, but playing it for long can get extremely frustrating



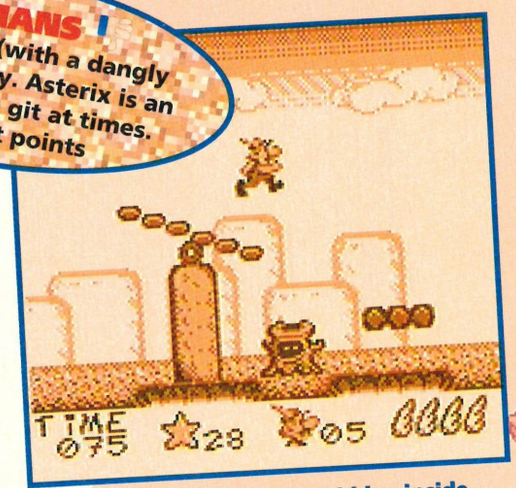
Good-looking, but let down by annoying controls and formulaic game design. Not quite Dullsville, Arizona but definitely Mediocre City

Final rating 74 Percent

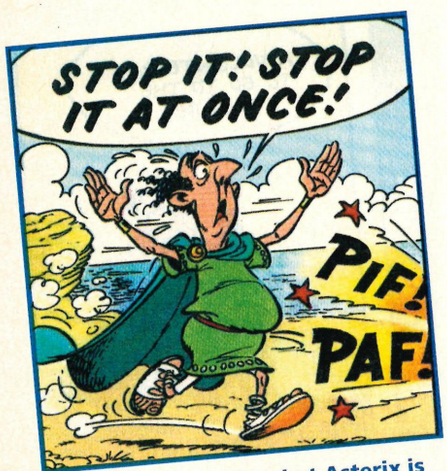
and, erm, more platforms – but Asterix is let down by his control system, which is, after all, the heart of any game. When Asterix moves he's subject to inertia and the quicker you go the more awkward he gets. Now, this does make it challenging, but it's a very frustrating and unwelcome sort of challenge. Unless you nudge Asterix through the whole level it's nigh on impossible to pull up before you fall down one of the (hardly visible) holes in the ground or go hurtling into a Roman legionary and mistime your punch.

Asterix is just another in a long line of basic platformers featuring star characters. It's challenging, but for the wrong reasons – no restart points and an awkward control system. I'd love to say that fans of the cartoon would get more from it, but I'm a fan and it didn't bowl me over. It's playable but not really a great game. **CHRIS** TOTAL!

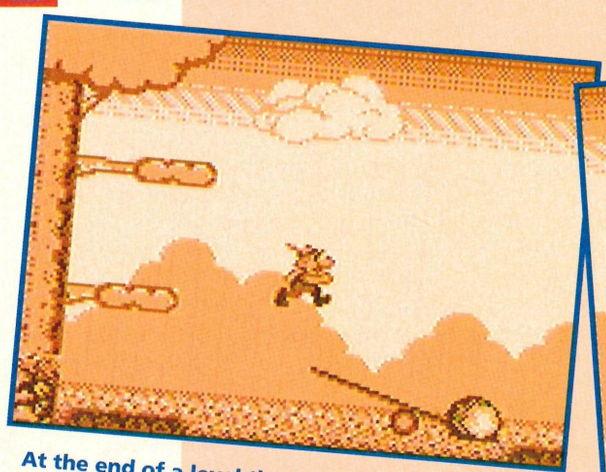
ROMANS
Bog-standard (with a dangly chain) gameplay. Asterix is an uncontrollable git at times. No restart points



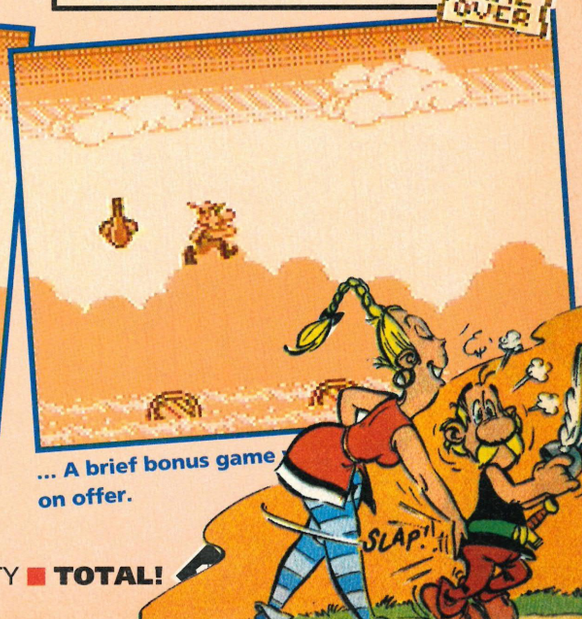
There's a Roman legionary hidden inside that tree stump – anyone remember him from Asterix And The Big Fight?



He's obviously seen what Asterix is up to at the corner of the page.



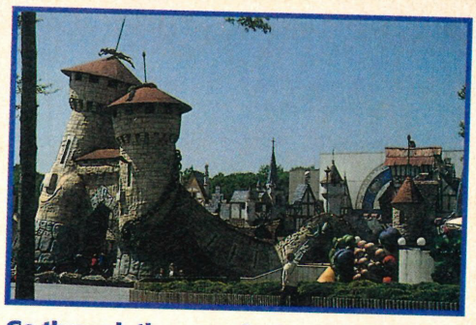
At the end of a level there's one of these things. Jump on it and you can catapult yourself into...



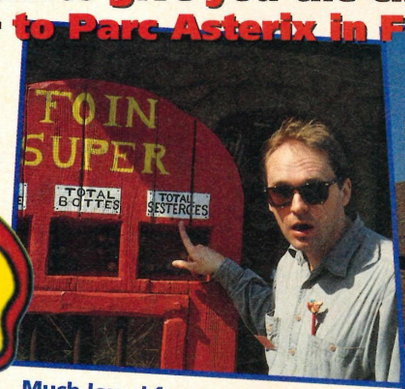
... A brief bonus game on offer.

WIN! A GREAT TRIP TO PARC ASTERIX

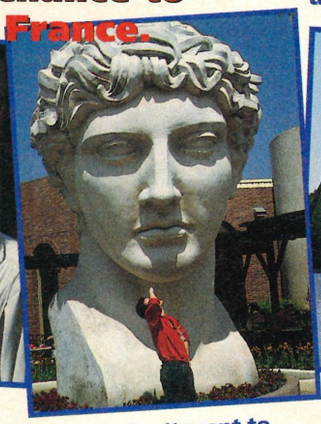
TOTAL and Infogrames give you the chance to win a trip for four to Parc Asterix in France.



Go through these castle doors and you take a trip through France's history.



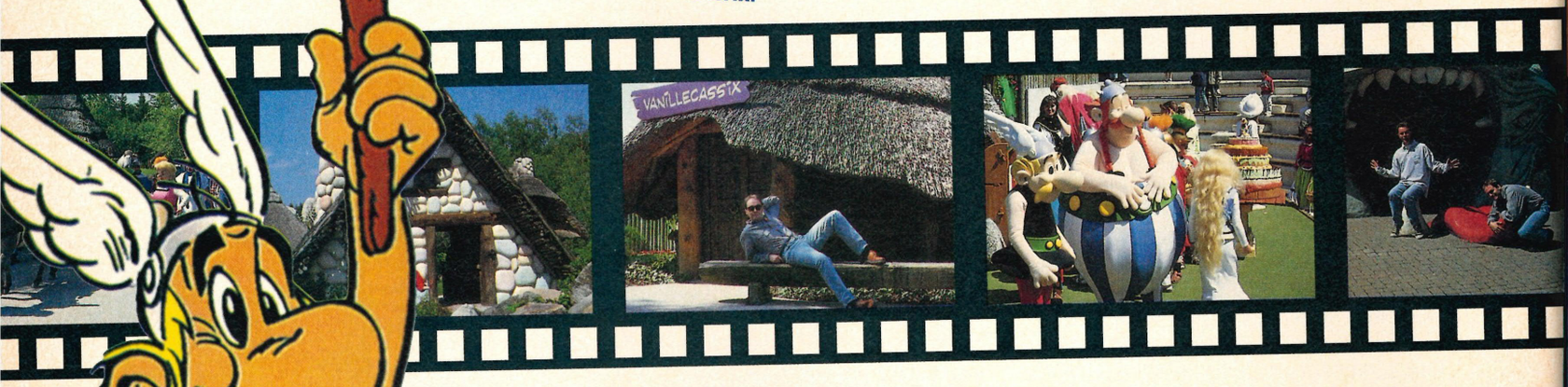
Much-loved former editor Stevie J has trouble understanding an ancient Roman vending machine in Parc Asterix.

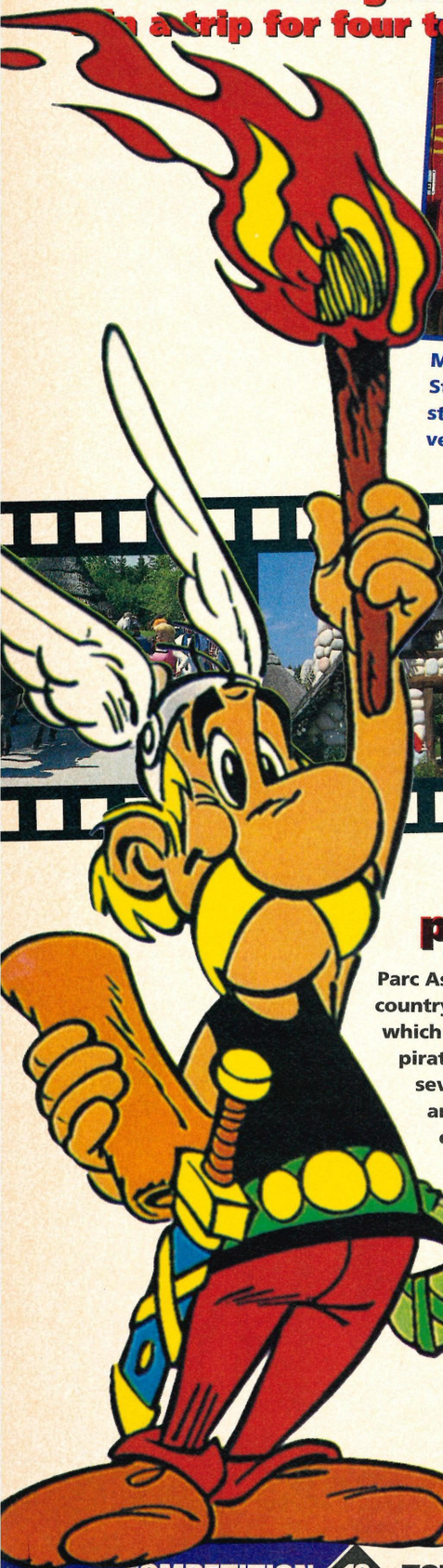


No, you don't want to know what Chris can see.



If you win the compo you too can see your lunch again after going on the rollercoaster of certain doom!





Parc Asterix. It's a park. With Asterix in it.

Parc Asterix nestles in the sunny (and very flat) French countryside just north of Paris. It's a huge theme park, inside which is a replica of Asterix's village, a gladiator's arena, a pirate ship and a Roman high street with a bank and several eateries and souvenir shops. As well all this there are loads of rides: a log flume, a rapids ride, a boat cruise and three rollercoasters – including the biggest, scariest one in Europe. And, courtesy of Infogrames, we've got an all-expenses paid trip for four to Parc Asterix to give away. To win it, just answer this question: Why does Obelix never get any magic potion? Send your answer on the back of a postcard or stuck down envelope to Parc Asterix Compo, TOTAL, 30 Monmouth Street, Bath, BA1 2BW.

Rules and Regulations

No employees of Future Publishing or Infogrames may enter. And if you're from a Gaulish village circa 50 BC your entry will go straight in the bin too. The big, fat Scottish editor's decision is final. Unless, of course, you've got hold of some dodgy photos of him.

Win every single Asterix book!



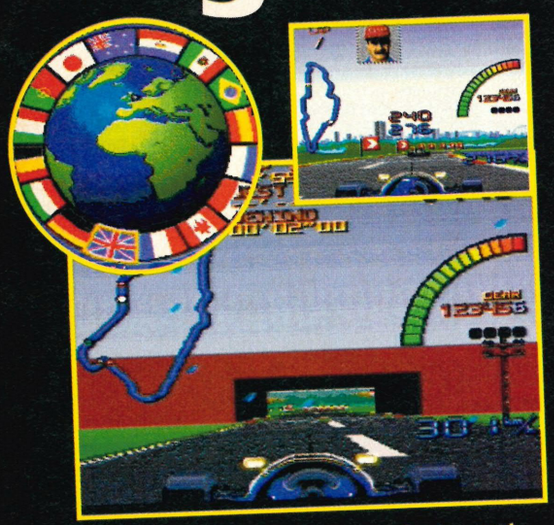
Not only have you got the chance to win a trip to Parc Asterix but you can also bag yourself a complete set of all 32 Asterix books. To win them, answer this question: Which two Frenchmen wrote the Asterix books? Send your answer on the back of a postcard to Goscinny & Uderzo Compo, TOTAL, 30 Monmouth Street, Bath, BA1 2BW.

PREVIEWS

Only people with high intelligence and good morals may look at these previews of new Nintendo titles (we'll do anything to keep Jim away!).

Nigel Mansell's Grand Prix

For SNES, NES, Game Boy
From Gremlin When Dunno



This is you racing through a rainstorm at Silverstone. Well, it is in Britain, after all.



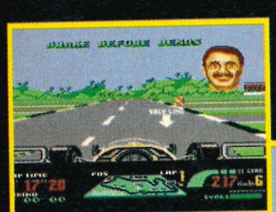
The game has a very low viewpoint of the action, making driving much tougher.



He may be the best driver in the world, he may be filthy rich, but let's face it, that moustache is a bit on the silly side.



At long last it looks as though Nigel Mansell is going to put in an appearance on the Nintendo machines. We first saw this game last year when Nigel was on his way to the Formula 1 championship, and now he looks set to win the Indy Car championship in the States as well. It's a standard Formula 1 affair – part simulator and part arcade game. All three versions of the game have got Nigel in it – he pops up on screen and gives you advice in a special training mode. The Super NES version gives the player a great sensation of speed and is compatible with the new Freewheel steering wheel controller.





NES Nigel Mansell has a little map below the steering wheel that shows your – and the leaders' – position on the circuit.



All 16 of the official Formula 1 tracks are included in NES Nigel, and the same goes for the Super NES and Game Boy versions.

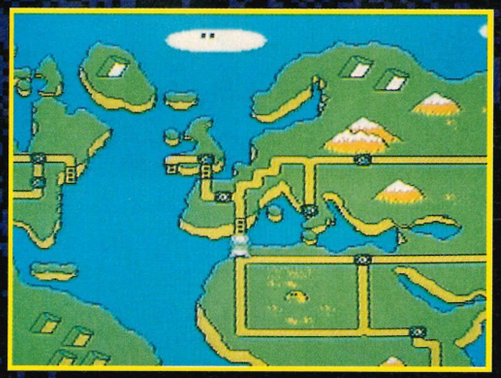


On the Game Boy, Nigel's not above a bit of conspicuous product placement. Time for a Nicole and Papa joke, methinks.

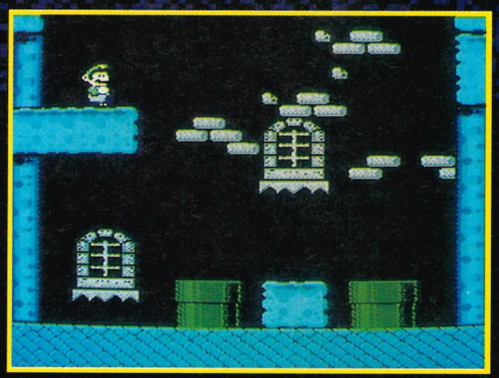
MARIO IS MISSING

For NES **From** Mindscape
When Autumn

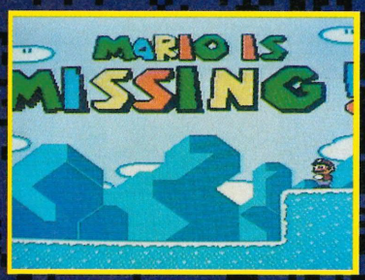
Last month we looked at the Super NES version of this edutainment game, and this month it's the NES's turn. The NES game is basically the same as the Super NES version (and the PC original): Mario has been kidnapped and Luigi has to tour the world's cities looking for him. You have to answer questions about individual places and if you get them all right you can take photos of that city's landmarks and get closer to saving Mario. It's all quite simple and obviously designed for younger players, but it should be a treat on the dear old NES.



Luigi chooses a city from the big global map. (Hmm... Britain looks a bit too 'great'.)



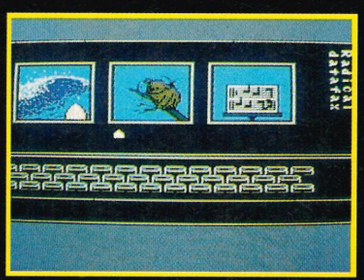
When Luigi has visited a few cities he fights one of Bowser's clan on a screen like this.



There you are – we told you he was, and here's the proof!



Here's Sydney, Australia. You have to tour the sights, then...



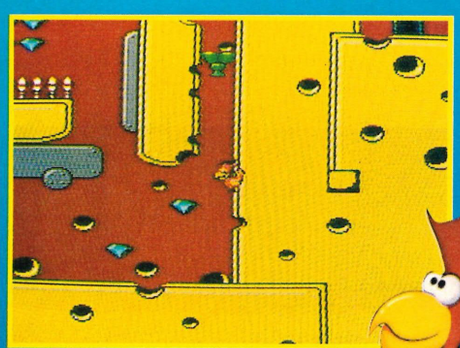
... Take pics of a koala, Bondi Beach and a concert.



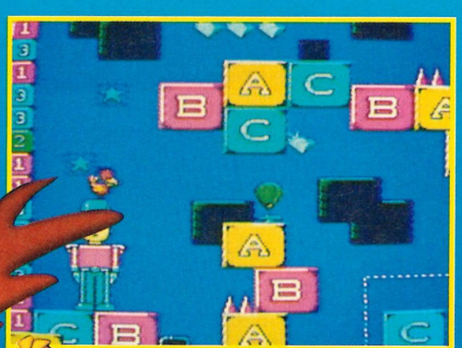
Ask the Aussies where you are and hopefully you'll get a reply.

ALFRED CHICKEN

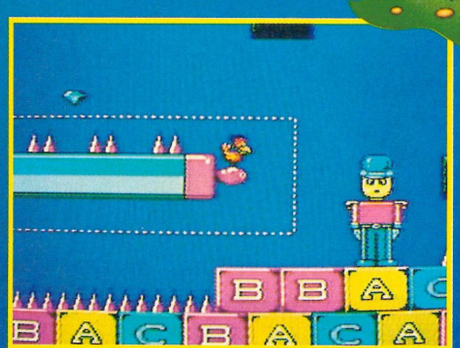
For NES **From** Mindscape **When** Dunno yet



Alfred was a lovely platformer on the Game Boy and soon NES owners can check it out too.



It'll have the same fiendish style of level designs that made the GB game such a challenge.

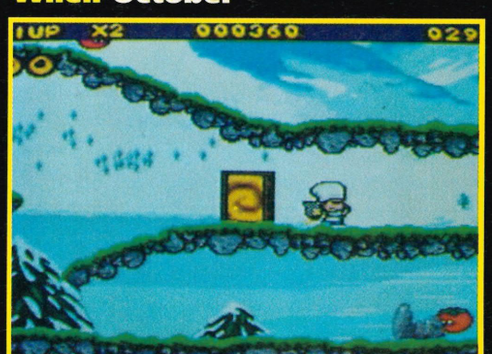


What Alfred has to do in the game is collect a load of diamonds that were left to him by his Uncle Graham. Yes, it sounds stupid, and it looks annoyingly cute too, but good NES games are few and far between so look out for it.



OUT TO LUNCH

For SNES **From** Mindscape
When October



Strange game, this. Pierre The Chef has to gather ingredients from around the world...



... And keep them safe from his arch-enemy, Le Chef Noir. More news soon.

AQUATIC GAMES

For SNES From Storm When September

James Pond's second Super NES game is a multi-sports sim, with lots of button bashing and joystick waggling like in those ancient Daley Thompson games for the Spectrum and Commodore 64. Events include the 100-Metre Splash, The Bouncy Castle and, er, Kipper Watching.

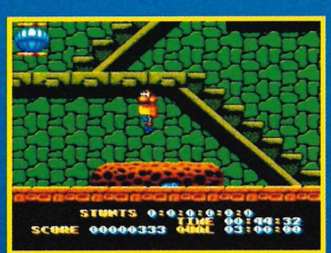


In the 100-Metre Splash you have to hammer the A and B buttons as fast you can to sprint across the water.





In Feeding Time you have to feed a shoal of fish with snacks to stop them being lured away by huge dangling sweets. Tour De Grass, on the other hand, is an obstacle race.



In Bouncy Castle, James Pond has to leap around doing twists and turns to earn points from the judges.



Kipper Watching is a weird one. You control a seal who has to protect a load of turtles from beach balls.

PREHISTORIK MAN

For Super NES From Titus When Soon

This stone-age platformer is all about Prehistorik Man's hunt for food. He has to go around Hungerland taking on Funky Monkeys and flying his hang-glider. More soon.



Well, he might be called Prehistorik Man but he looks a lot like Overweight Scottish Editor Man, if you ask us.



This giant lion throws bones at you and, erm... he also, um... Er, no, sorry, I don't know a thing about this bit.

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.

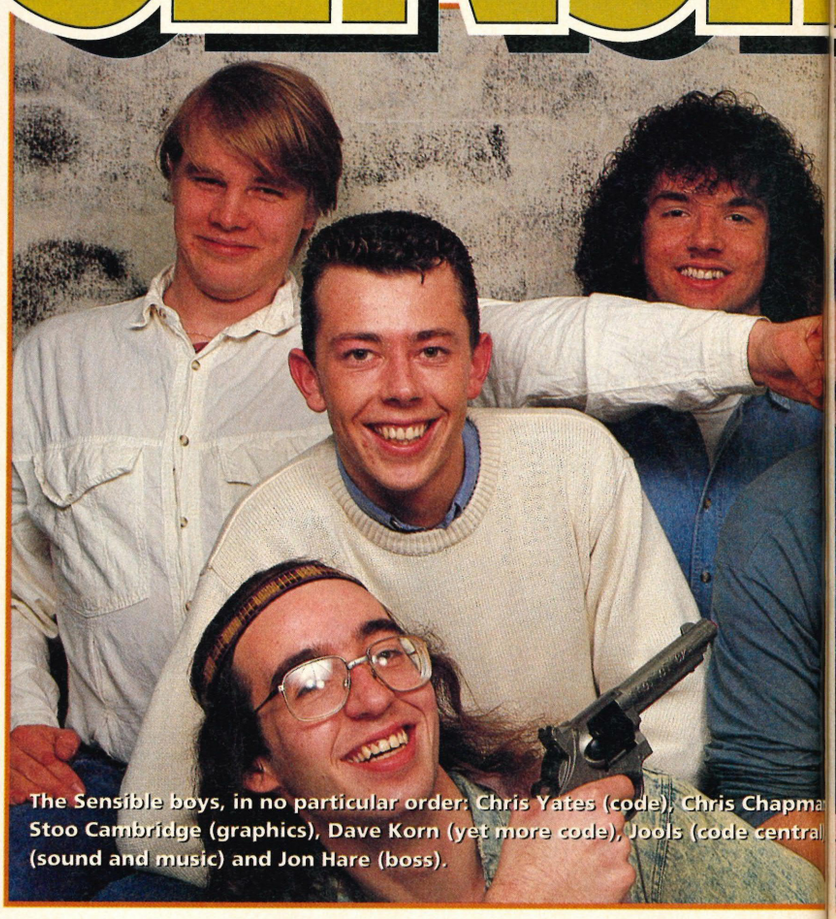
To be honest, **Edge** isn't for everyone.

Edge: decide for yourself.

EDGE

Thursday 19 August 1993.

They might be SENSI

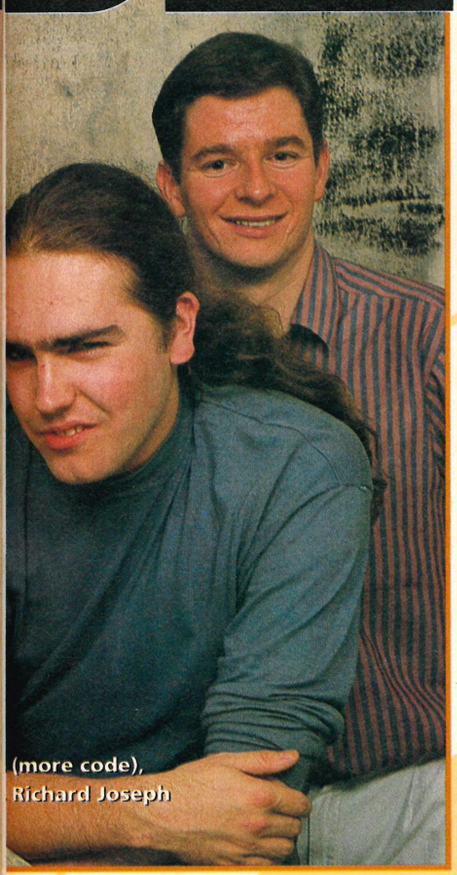


The Sensible boys, in no particular order: Chris Yates (code), Chris Chapma Stoo Cambridge (graphics), Dave Korn (yet more code), Jools (code centra (sound and music) and Jon Hare (boss).

Who are the big names in software these days? Capcom, of course, Konami, Ocean, Nintendo and Sega too. Why? Cos they're large, multi-national companies with the marketing expertise to push their games, and dozens of top-notch programmers to come up with the goods.

So what do you do when you have a total of five blokes, some good ideas and no cash? You start up Sensible Software and become the most important programming team in Europe, that's what. We took a trip down to sunny March in Cambridgeshire to check out what those Sensible Software boys are actually up to.




(more code), Richard Joseph

Sensible sock it to 'em!

Is this the game to beat Striker? Find out soon in TOTAL!



The ball movement is slick and accurate. You can pass, shoot or simply hoof the ball up the pitch.



The game has a special 'sticky feet' option, enabling even spods who can't dribble to score the odd goal.



The players each have individual skill levels which can be customised before the match begins.



And you can play with almost any major team in Europe and quite a few International sides to boot.

When we arrived at Sensible they were all hard at work on their first Super NES project, Sensible Soccer. We dragged Sensible supremo Jon Hare away from his computer to have a quick chat about everything, ever.

TOTAL: Hello, Jon. Tell us a bit about how Super NES Sensible Soccer differs from the original Amiga version.

JON: It's even better. Basically, you're getting Sensible Soccer 1.2, because we've done everything we can that, in retrospect, we wanted to do to the Amiga version. So you have a new beginner's mode for people who've never played before – the ball sticks to your foot, there's no star players, stuff like that. The expert mode has star players who can dribble well and run fast. Effectively, the team plays as if it's depending on a few top players. They run to the ball quicker, stay on the ball longer and kick harder.

TOTAL: Do you think the Super NES version will be the best football game available?

JON: Oh yes. In fact, it already is. There are more additions: presentation graphics, in-game music, a bit of Mode 7, battery back-up, that kind of thing. And all the teams have been updated.

TOTAL: What do you think of current video-game trends?

JON: I think licences are crap. I think that recent times have shown that licences don't sell games. Our game's massive on home computers. We've been in the top 10 for almost a year with Sensible and there's no licence there.

'I think licences are crap... licences do not sell games'

TOTAL: What Super NES stuff do you have coming up?

JON: Basically, everything we do from now on. Cannon Fodder, maybe Sensible Golf. We'll have to wait and see. Powermonger is coming out from Imagineer, but we didn't have much to do with that.

'We try to stay original and appeal to everyone at the same time'

TOTAL: Tell us about the Sensible Software style.

JON: Little men. Little men work – they let you see more game area. Cannon Fodder is like that – little blokes in the jungle. Sensible Golf will probably have a little golfer. We just try to stay original and appeal to everyone at the same time.

TOTAL: How did you find working on the Super NES after doing stuff for the Amiga?

JON: It's a pain that none of the formats are compatible. We had to use loads of tricks to get the Super NES version working. It's been packed down to four megs – it was either eight megs and no battery, or four megs with a save game.

TOTAL: How do you compare yourselves with other programming teams, especially The Bitmap Brothers?

JON: We just try to produce quality stuff. The Bitmap Brothers have done some great things, but I think this is our time. The Bitmaps were late '80s.

TOTAL: What do you think of the software industry as a whole?

JON: I think there's massive room for self-expression. I don't think there's enough personality in the games these days. It's been strangled by marketing people whose aims are totally commercial.

TOTAL: What's the secret of producing good games?

JON: Get good people, pay them well, make them work hard, work hard yourself. Don't work from a storyboard – you throw most of the ideas away straightaway and lose the original concept after a few months. The hardest part of the game is the last 20%. The initial spurt gets the game engine up and running. Then you have to spend the last three or four months tweaking it.

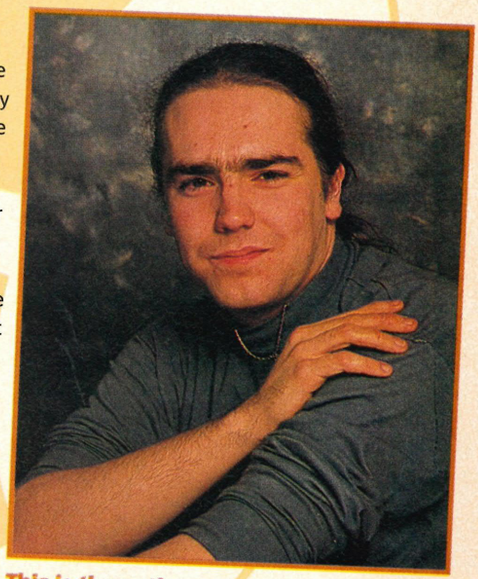
TOTAL: Which game has impressed you the most?

JON: The game that really made me go 'WOW!' was Another World. I don't really rate the game, but it just looked like a movie.

TOTAL: Finally, will you ever get rich doing this?

JON: We're about to get rich. Sensible Soccer has sold about 160,000 copies so far and Megalomania on Mega Drive has done really well. The money from that stuff is on its way now. We got a really good deal. We were lucky – after Mirrorsoft went down, we were screwed. In a year since that time, we've turned it all around and we're about to get rich. I hope I can retire before I reach middle age.

TOTAL!



This is the aptly named Jon Hare. He's about to become very wealthy indeed. Let's hope he remembers his mates.

FRANK!

One issue's Letters pages under his belt and Fat Frank thinks he's an expert. Well, let's see how he copes with this little lot.

Frankie's Shorties
Get to the point!

Dear TOTAL,
On page 13 of TOTAL issue 18, it has The Great Game Exchange, where you swap games for £5 each. I can do the same for £2.99 in another (crap) mag, so could you lower the price a touch, or you could lose customers.
Daniel Fogarty (11), Cardiff
Dear Daniel
That's an advert. It has nothing to do with us lot. Sorry. FRANK

Dear TOTAL,
Is it possible to connect an American Super NES to a Philips CM8833 Mk. 2 and get the full-speed, full-screen picture?
Iain Cooper, Edinburgh
Dear Iain,
Absolutely. Just adjust vertical height and use the multi-out lead. Perfect. FRANK

Dear TOTAL,
Please, please brighten up the Letters, News and Contents pages. They're a bit dull at the moment. How about doing another TOTAL adventure thingy down the side of the pages, as you did in issue 1? The TOTAL Tea-time was quite good as well.
Jonathan Laurence, Macclesfield
Dear Jonathan
This sounds a bit like a letter from our publisher (the big boss). We're saying nothing. FRANK

Dear TOTAL,
In GamesMaster issue 3 I saw something about Street Fighter II, the film. Do you know anything about this?
Daniel Mendiz (11), Reading
Dear Daniel,
Yes. It's coming out next year and it's going to be HUGE! FRANK

Thanks to all these people for writing in: Steven Ward, Hawes, N. Yorks (yes, you're right); Samer Alali, Fulmer, Buckinghamshire; Stuart Scott, Port Glasgow, Renfrewshire (SSW should be out there somewhere – keep looking!); Simon Dawkins, Weybridge, Surrey; Jon Wilcox, Kidwelly, Dyfed (mmm, looks very tasty!); Tom O'Sullivan, Bromley, Kent (StarFox and StarWing are the same game).

It's a rip-off!

Dear TOTAL,
Over the past few months it seems console piracy has increased dramatically, with items such as the Super Magicom and Super Pro Fighter readily available. In my area there is a weekly advertising paper with a large computer section, and every week there is someone selling such a device. For example: 'Super Magicom, copies cartridges to 3.5" disk, some games with it, works on all Super NES machines.' I have always thought that software piracy is a crime, so how can people get away with selling piracy equipment? I did see adverts for FAST (Federation Against Software Theft) and I was wondering if they could do something to stop console piracy, as it can only destroy the console software industry.
M. Hewitt, Leeds

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

Dear Dude,
You're absolutely right. Magicoms are available in this country and they do infringe lots of copyrights. They're sold as back-up devices for cartridge software but they are actually used for piracy. Think about it: what possible reason would you have for transferring a sturdy, instantly loading cart to a volatile, slow disk? It's only a matter of time before there's some kind of crackdown, but at the moment only very wealthy people can afford them. FRANK



Not that kind of pirate, Chris.

WIN! WIN! WIN! WIN! WIN!



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

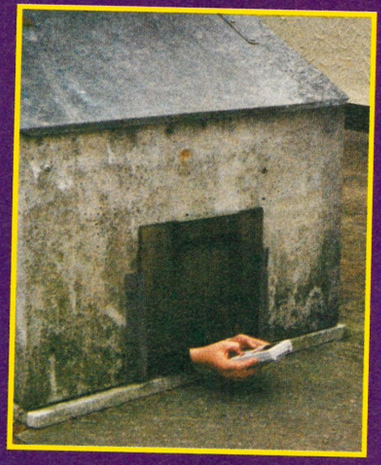
Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

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!

Weird Places I've Played My Game Boy

(Number 17)



NAME Ian Clewarth
AGE 13
FAME GAMES Er, dunno
FROM Mold, Clwyd

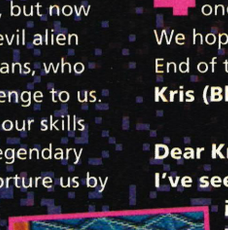
Win a GAME BOY cart!

Could this be Arthur Scargill? Or could it be a sad Sega owner who's too embarrassed to show his face in public? Nope, it's actually Ian Clewarth from the aptly named Mold in Clwyd. Apparently his parents don't approve of video games and have sent him to play in the coal bunker. He was lucky, though – in my day, we got sent to play our games on a spike in the middle of the road. Naked. Or something.

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.

Planetary plea

Calling TOTAL, this is an emergency transmission!
My name is K. Shanan, ruler of the planet Gametex. Many years ago our planet was peaceful, but now we've been invaded by evil alien life-forms called the Segans, who have thrown out a challenge to us. They say we must prove our skills and knowledge of the legendary Super NES or they will torture us by making us play Mega Drives. If we succeed they will run in terror of our power. Our data banks show you to be the greatest Super NES experts. Therefore we ask you to answer four questions. Remember, our future is in your hands.



1 Does Street Fighter II have a character named Sheng Long? If so, how do you get to fight him?
2 On Street Fighter II, how do you do E. Honda's Knee Bash?
3 What is the best two-player soccer game on the Super NES?
4 Is Mickey's Magical Quest a one- or two-player game?

We hope you will not fail us!
End of transmission.
Kris (Blanka) Mitchell

Dear Kris
I've seen some sad requests for information in my time, but this takes the biscuit. However, being such incredibly nice blokes, we'd be happy to answer your questions.

1 No. Sheng Long is the name of Ryu's Dragon Punch. Badly translated Japanese text made it sound like you had to fight someone called Sheng Long, but in fact you had to master the Sheng Long technique.
2 Try using the middle kick button.
3 Check out our Striker review, but Sensible Soccer is also on its way.
4 Single player only, I'm afraid, but it's still a great game. FRANK



Is Striker the best two-player footy game? Turn to page 28!

Take that, you binder!

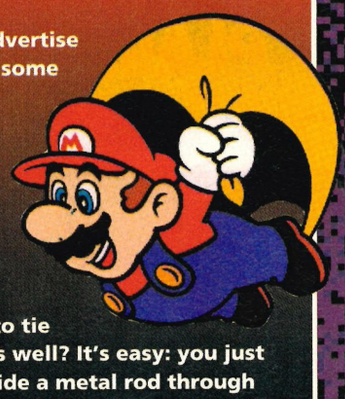
Dear TOTAL,



1 Why is it so pricey to get an ad in TOTAL?
2 With the FM tuner, what is displayed on the Game Boy screen?
3 When is the next Mario game coming out on the Game Boy?
4 Is it worth entering the Super Scratch compos?
5 Could you please show me how the TOTAL binder works?

Mike Browne, Leamington Spa
P.S. Could you stop doing dark dotted backing for the letters pages. I can't read everything printed.

Dear Mike,
1 It's cheaper to advertise in TOTAL than in some other mags and you always get results.
2 Not a thing.
3 Not for ages yet, I'm afraid.
4 Probably.



5 Do you want us to tie your shoelaces as well? It's easy: you just sort of open it up, slide a metal rod through the centre pages of the mag, clip it back in and Bob's your uncle. FRANK

Dear TOTAL,
What make of computer do you use to make the pictures of yourselves?
Jody Webb (12), Cullompton, Devon
Dear Jody
A Commodore Amiga! (Yuk.) They get touched up a bit on an Apple Macintosh, though. FRANK

Dear TOTAL,
My friend says Sega made the Mega CD 33-bit instead of 32-bit, because they knew Nintendo would copy them.Is this true?
Richard Kemp, London
Dear Richard,
Your friend's a bit stupid, isn't he?
FRANK



Dear TOTAL,
In your Tek-Spex box, why don't you include the size of the game (4 meg, 8 meg etc.)?
Alan Lee, Glasgow
Dear Alan,
Because memory size has nothing to do with gameplay. FRANK

Dear TOTAL,
I have heard that you can connect the Super NES up to the video recorder. How do you do it, cos I want to record some of my games?
Adam Simpson, Dalton-in-Furness, Cumbria
Dear Adam,
There are two ways. Plug the Super NES RF lead into the antenna socket on the back of your video and tune a spare channel on the vid until you can see the Super NES game on your telly (via the video). Hit record and there you have it. Alternatively, newer videos have A/V sockets on the back, so plug your Super NES multi-out into these and choose the right EXT channel on your video. Hit record and you're sorted. FRANK

Dear TOTAL,
I am going to America soon and I am a bit puzzled about what adaptor to get. If I buy the StarFox/StarWing adaptor, will other games, such as Alien³, work on it?
Nicky Kemp, Aberdeen
Dear Nicky,
A good StarFox adaptor will let you play anything. FRANK



Dear TOTAL guys,
I'd like to join your TOTAL club and receive your mag every month. I want to pay by cheque but we don't have pounds here in Holland, so must I pay another way? If so, how?
Bas Rontberg, Delft, Holland
Dear Bas,
An international money order should do it. Ask at a bank. FRANK

Dear TOTAL,
I spotted the deliberate mistake – didn't you? – in issue 18 on page 25. You know, the page with the competition to win a 'stunning Sanyo camcorder worth over £500', but with a picture of a Sharp camcorder. I think

Peter Robinson, Sunderland; Barry John Guy and Richard Williams, Cardiff (the Game Genie and Pro Action Replay use different codes); John Wright, Banbury, Oxon.; David Moore, Liverpool (can you really blame people for buying imports?); Claire Hansen, Dundee; Thomas Atherton, Wellesbourne; O'Connor, Hounslow (Bart's Nightmare is definitely not a dreamy game!); Joseph Phuong, Twickenham, Middx.; Tom McGuinness, Crowborough, E. Sussex; Aaron Morgan, Canberra, Australia (SNES Super Mario Bros. 4 is Super Mario World); E. Ang, London; Kerry Reece, Salisbury, (you can use any GB cart in any GB);

someone goofed, didn't they? Never mind, it's a brilliant prize anyway.

Toni Bullen (Miss), London

Dear Toni,

When we were in London last, we noticed that you had on a striped skirt and spotty socks. Was that a deliberate mistake too? FRANK

Dear TOTAL joypad bashers,

Last issue (18) your pull-out Mario player's guide was great, but my mate has done 96 levels and you've only got 75. What's it about? FRANK

Will Bowerman, Faversham, Kent

Dear Will

Yo! Respect absorbed. Potatoes back atcha! There are only 75 levels. There are 96 *exits*! FRANK

Dear TOTAL gang,

I have an NES and I get your mag every month. I think it's brill. I always look out for new games on the NES, but recently I have heard that the NES isn't selling and that Nintendo might stop making the NES because everyone is buying the Super NES. I s this true?



Matthew Pearce, Crediton, Devon

Dear Matthew,

They won't stop making NES consoles for a while and it's still the biggest selling console of all time, so don't fret just yet. FRANK

Dear TOTAL,

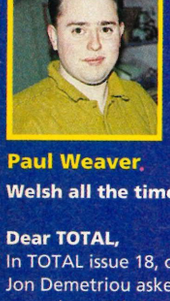
The Super NES usually comes with one controller, even the SFII action pack. Street Fighter II has a two-player option, though, so what I want to know is if you can buy the original game pad in any shops, and if not, what's the alternative? I would want one that looked like the original and handled as easily.

Katharine the TOTAL fan

Dear Katherine,

You should be able to get a pad at most big Nintendo dealers, and alternative controllers can be found in most computer shops. FRANK

Dear The Most Wonderful Mag Ever,



Why is Paul Weaver in the contributors section of the TOTAL Team? Does he work for the magazine?

Stephen Virgo (13), W. Sussex

Dear Stephen,

Yes. He does the cheats and talks Welsh all the time. FRANK

Paul Weaver.

Dear TOTAL,

In TOTAL issue 18, on the Letters page Jon Demetriou asked why magazines never have 'Nintendo' in their title. But I know of two magazines with 'Nintendo' in their title: 'Nintendo' and 'Nintendo Zone'. Are they owned by Nintendo?

Oliver Wood (10), Caterham, Surrey

Dear Oliver,

You're right about Nintendo Magazine System, but 'Nintendo Zone' is actually called Game Zone; they just have a big 'Nintendo' near the title, like we do. Nintendo only want their logo used on their official products. We're not official, just dead hip and street cred. FRANK

Ian Hamilton, Durham; Stephen Chapman, Wheathampstead; Ro McGlinchey, London; Ian McAllan, Stanwell, Middlesex; Kevin Currie, Denholm, Scotland (ring the Game Genie hotline on 0843 231088); Robert Stewart, Glasgow; Christine Panton, Clydebank; Claire Fish, Malvern, Worcs.; Stuart Burns, Devon; Chris Dent, Kendal, Cumbria; Johan Voorhorst, Apeldoorn, Holland; Tracy Dawber, Worksop, Notts.; Jill Whitfield, Warrington (the HMV voucher deadline has been extended to July 31st – sorry about the cock-up!); Stuart McDonald, Glasgow; Chris O'Hare, Wokingham, Berkshire; Adam Taylor, Nottingham. Bye!

I'll voucher for that!

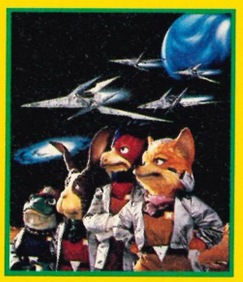
Dear TOTAL,

I think your mag is great and really funny and I can't believe the people who say it is boring or childish. Anyway, I've got a few questions (and complaints). Complaints first.

1 In the June issue you had four £2.50 vouchers for HMV. This sounds good until you read the small print. It says the offer is valid until May 31st 1993, and as the issue only goes on sale on the 20th this only gives 11 days for spending. That's a bit sly. Also, could you spare a thought for people in Northern Ireland, where we don't have HMV?

May 31st 1993

2 Do Nintendo give their Seal Of Approval to any game that works on the UK machine or to any game that's half decent? I always thought it was the latter but my user's guide says to look for the Seal Of Approval to ensure complete compatibility.



3 I saw the ad in June saying StarWing will be out in June. Is this true or are Nintendo spinning yarns? How much will StarWing cost when it comes out?

Alistair White, Belfast

Dear Alistair,

1 The good news is that the offer has been extended to July 31st (and we printed some more vouchers in the July ish), but you may have to explain the situation to your local HMV bloke.

2 It's a bit of both, but mostly it's part of Nintendo's copyright business. Games do have to pass Nintendo's quality control department, but mostly for things like violence and sprite flicker.

3 It's already out. Get down to your shop now!

A matter of some import

Dear TOTAL,

Can you explain why Nintendo are determined to kill off the grey-import market? Surely they still make money on imported carts? Okay, not as much, but they will probably lose out by designing a protection chip that won't allow UK Super NES owners to play Japanese or US games. If they really want to get rid of the grey-import market, why don't Nintendo release games at the same time all over the world? Now that's off my chest, I've got a few questions.

1 When will the Superdeck be released over here, and how much will it cost?

2 Will Zelda IV be released on the Super NES CD-ROM?

3 Why is it illegal to hire games in the UK, but this isn't the case in the US?

4 Why don't you have a correspondent in the US or Japan to inform the people of Britain about new gadgets and things coming out around the world?

Cheers for a great magazine and keep up the good work.

From the greatest Super NES fan in the world,

Michael Lawson, Weybridge

Dear Michael,

Nintendo do make money on grey-import games, but only in the US and Japan. Nintendo UK lose out, hence the security chips. As to the rest of your questions, read on.

1 Around Chrimbo and around £30.

2 It's a big possibility, but nothing definite yet.



3 It's not illegal as such, but it does infringe certain copyright laws. With the manufacturers' permission, though, it can be done.

4 Ah, but we do. Check out the News pages. FRANK

Fancy a game of Marvels?

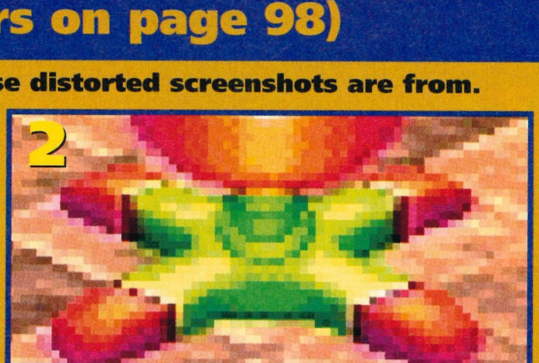
Dear TOTAL,

I'm writing to you from Belgium to say your mag is totally crap and I also think Saddam Hussein deserves the Nobel prize for peace. Just kidding! No, I think your mag is absolutely fab. During my holiday with my friends in Britain, I took the chance to buy some other mags and to compare them. And my conclusion was: TOTAL rules! It's a great mag and you are a bunch of intelligent and

TOTAL Teaser (answers on page 98)

See if you can guess what games these distorted screenshots are from.







It may look like the latest space-fighter from the planet Quarth, but it's actually the Action Game Master. Bizarre, huh?

funny guys. Well, now that I've sucked up to you and you now think you're gods, I'd like to ask you some questions. (Oh, by the way, Belgian beer is much better than English beer.)

1 Firstly, if I pay you £1,000,000, will you come and take away my 14-year-old brother, who's a real pain in the bum?

2 I've heard about a 16-bit portable game controller called the Action Game Master which should be compatible with Super NES carts, NES carts, Sega Mega Drive carts (who gives a damn?) and CD-ROM disks. Is this true? If it is, will it be on sale in England and Belgium? And how much will it cost?

3 Do you know of any projects in the pipeline concerning superheroes? Because I'm a real fan of Marvel comics and I'm waiting for a great Marvel game



Spider-Man And The X-Men is not very superheroic, but more Marvel games are on the way.

to come out (Spider-Man And The X-Men isn't really great). Surely, with such a large action-world as there is in Marvel, you can easily make one of the greatest games ever? The possibilities are endless. Is Nintendo so stupid as to ignore such a gold mine? Well, until Sonic (oh sorry, I shouldn't swear) actually becomes fun to play, I'll keep reading your awesome mag. Keep up the good work.

Filip Stevens, Tielt, Belgium

Dear Filip,

1 Yes we will. For half that amount, in fact.

2 We've got a picture of it in the office. Erm, don't hold your breath. Dunno.

3 Look out for more Spider-man, X-Men and Superman games over the next year or so. Also, rumour has it that Bolo will turn up sooner or later. FRANK

Write to us!

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

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

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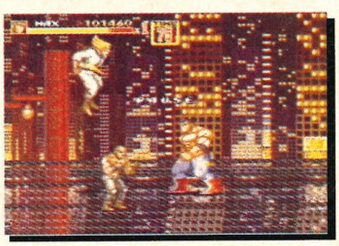


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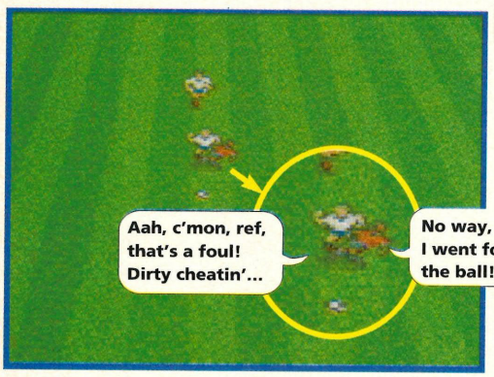
SALES HOTLINE 0689 891000

STRIKER



Penalties are simple. Just hit the button and the ball goes where the arrow's pointing.

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



As every good football player knows, if you can't get the ball, get the man's legs!

Football games come and go but only a very select few have what it takes to make it to the top of the league. Match Day on the Spectrum, International Soccer on the C64, Kick Off and Sensible Soccer on the Amiga – these are the games that have kept a generation of video gamers glued to their screens. Now there's a new game to add to that list: Striker, the first great console football game.

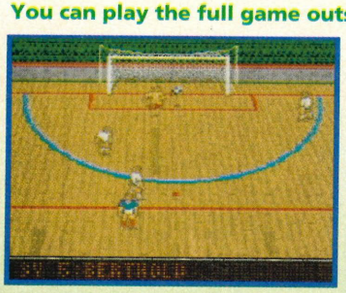
Phew! All that hype sounded a bit like John Motson when he gets all deep and philosophical in the middle of a game (and then forgets what he's saying). Seriously, though, Striker is a tremendous sports sim. It all begins with the Super NES's superb graphical capabilities. Striker's pitch is rendered in Mode 7 and the player's viewpoint floats above the pitch and roams about, following the ball. It moves smoothly and in perspective and shows just enough of the pitch and nearby players to let you know where you're going and what's going on.

The player controls are great: one button for a simple kick, one for a pass and one for a special move, like a header or an overhead kick. Unlike other footy games, players don't have to press a button to trap the ball – it automatically sticks to their feet – and passing is the slickest I've seen on any

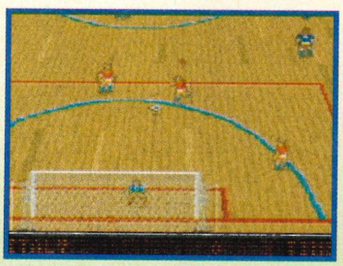
SCORES
Instantly playable. Loads of options to fiddle with and lots of teams to play. Fab two-player game

Indoors it's a whole new ball game

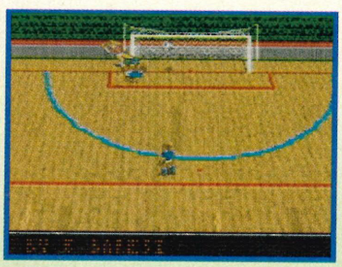
You can play the full game outside, or you can have a shot at the indoor version.



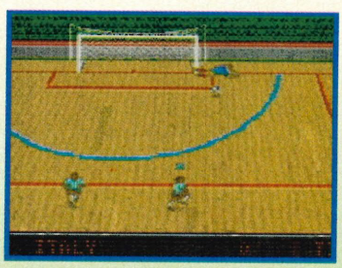
Indoors, the game is six-a-side, which is much more frantic than its big brother.



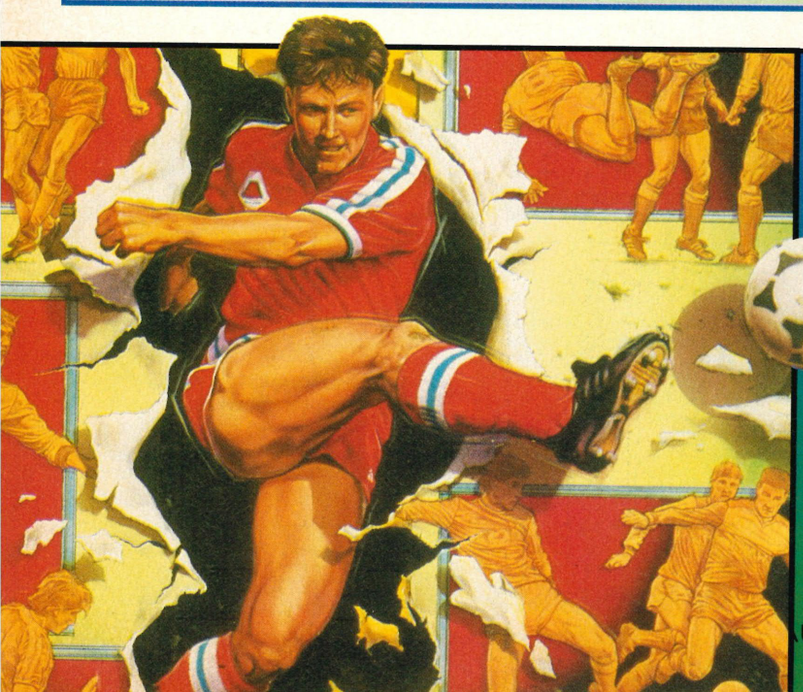
It's possible to move the ball the length of the pitch with a hefty kick or two.



Believe it or not, this bloke is scoring with an overhead kick. Indoors! Show-off.



Kicking the ball off the wall makes a real difference in the indoor game.

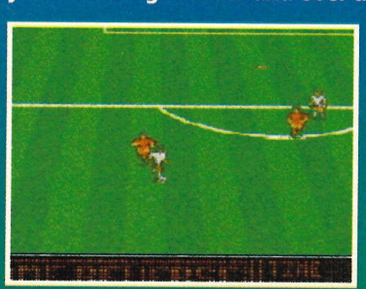


Settling the scores...

Striker's action replay function lets you watch a goal over and over again.



1 The Canadians (in red) bring the ball out of their own half after soaking up yet another attack from the Germans.



2 But just as the Canadians think they're safe, a German attacker nips in and steals the ball from them.

There is a corner of a foreign field...

... That is forever EN-GER-LAND! Corners are great in Striker. Have a look...



The French win a corner against the Colombians. You can preview the ball's trajectory by pressing the X button.



The ball floats in towards the big French defender, who's just inside the area and trying to shift his marker.



He shakes off the marker, collects the ball, turns, shoots and... Does he score? Erm, can't remember, actually. Sorry.

soccer game – press the pass button and as long as you've got a player there, and the ball doesn't get intercepted, it'll go to his feet or so close that it's easy to collect. This means that you can either play the game as God (or Brian Clough) intended, with lots of beautiful ball-to-feet play, *or* you can play it as a kick 'n' rush, long-ball game, à la Wimbledon.

The basic gameplay is terrific, especially in two-player mode, but for once in a footy game the one-player game is really enjoyable too. There are 72 international sides to choose from, each with the proper squads, and every player has 11 individual ratings, including speed, ball control, aftertouch and aggression. The ratings really do affect the players' performance and you can alter them to make the game suit you. There's also an indoor game played on a wooden



At the end of the match you get a rundown of shots, possession, passes and other stuff.



All of the 72 international teams have a squad of 16 current players, each with his own abilities. C'mon, who picked Steve Bull?



Fashion freaks can alter the home and away strips of their team, right down to the socks. And you can change skin and hair colour too!

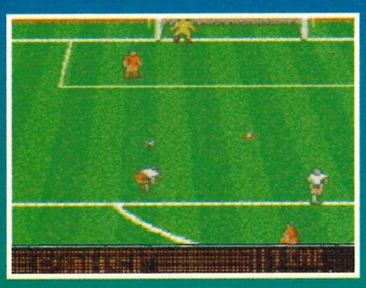


You can change the abilities of individual players, change their names or choose to play with uniform abilities for all players.

TOTAL! TEK-SPEX

Game	Striker
Levels	None
Difficulty	Medium
Continues	None
Release date	August

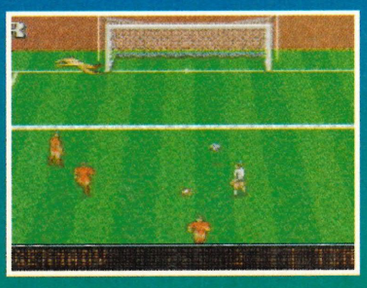
... And achieving your goals



3 He shimmies past the defender, tees himself up and blasts a shot straight at the Canadian goal...



4 ... Only to find that the ball sails over the goalie and hits the woodwork. But it's not over yet, cos...



5 ... The rebound lands right in front of a German striker and, with the keeper inspecting the grass, he's got an open goal.



6 He slams the ball in the back of the net, making the keeper look more stupid than Graham 'Rather Crap' Taylor.

Another kick in the wall

Hey, defender, leave those shins alone!



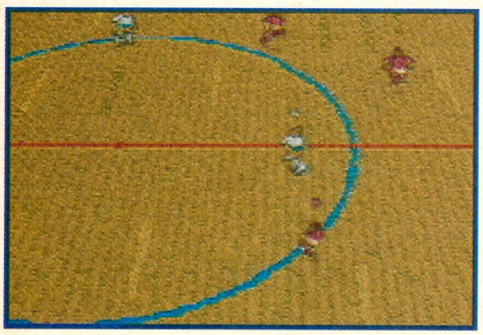
Dutch forward Bosman's been brought down on the edge of the box. Go on, ref, book the dirty fouler. Send him off!



The wall lines up and Bosman dusts himself down. The ball's trajectory is shown by a flashing dotted line.



Bosman blasts the ball over the wall and, with a little help from an unsighted goalkeeper, it's a gooooooooooooooaaaaal!



All together now: 'You're gonna get your...'

court, which really is a whole new ball game (I'm sorry, but that pun was just waiting to be made). Both the indoor and outdoor games have league, cup and super cup options, in addition to one- or two-player friendly matches.

Striker is one of the best football games on any format, with the playability of an arcade game and the depth of a simulation. Not only can you pick it up and play it straight away but it plays so well that you can while away weeks in front of your Super NES. There are enough teams and options to keep most people happy and it's very competitive. There are flaws – it's a bit easy to score with aftertouch (but you can turn it off) and the animation's not so hot – but it doesn't matter, cos the main thing about Striker is that it's loads of fun. And it's certainly more exciting than watching England play. **CHRIS**

BORES
Battery back-up would have been nice, and I've got a very sore thumb after playing it. Umm...

Cross-examination

Look closely and you'll find out how to cross the ball effectively.



1 This is the most satisfying way to score in Striker. Take the ball down the wing, dodging the defenders...



2 ... And when you're level with the middle of the box, hit the ball across into the centre of the area.



3 The cross flies to the far post, where it's knocked back towards the big centre-forward, who...



4 ... Puts the ball in the back of the net and goes for an extended celebration with the rest of the team.

STRIKER

Looks
■ The Mode 7 pitch is the star of the show. The players' animation lets the side down

Sounds
■ The in-game effects are great. The theme is a bit naff, though

Gameplay
■ Terrific stuff. Accurate, easy to control and exciting to play

Life span
■ Leagues, cups, and tons of options and teams. And a two-player game too!



The best football game – in fact, the best sports game – for the Super NES. It's brilliant fun and simple without being basic. An instant classic

Final rating
94 Percent

LMP

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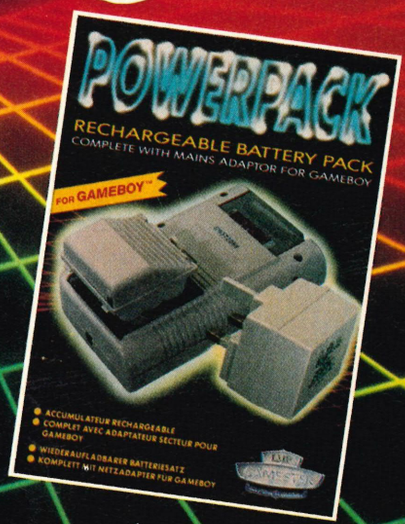
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WIN THIS GAME!
Konami have given us three copies of this game to give away. Send your name 'n' address to 'Pop 'n' Twinbee Draw' at the usual TOTAL address.



POP 'N' TW

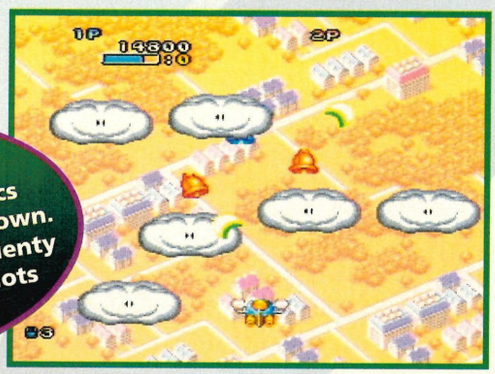
For Super NES (1-2 players) **From Konami** **Price £50**

Super Pop 'n' Twinbee is a shoot... Er, I'll start that again. Super Pop 'n' Twinbee is a *cute* 'em up, in about forty different shades of pastel, including lots of pink. Admittedly, it sounds more like a puke 'em up, but it's really not that bad.

BELLS
Spectacular graphics and almost no slowdown. Varied levels, with plenty of power-ups and lots of humour

It's a top-down scroller – think of Parodius played with the TV turned on its side. You can either play by yourself or, if you've got a friend mincing around the house, make use of the simultaneous two-player mode. Either way, you control Pop or Twinbee, a pair of cute little ships.

The game takes place at two levels. Some enemies fly at the same height as you. You toast them using your main guns – which power up from pathetic spitballs to awesome laser-death weapons.



Mine's a large Bells, please. (These power-ups get better the more you blast them.)

There are also lots of nasties below you. Even the most innocent-looking of these ground-dwelling critters should be blown up – using your hand-bombs – because some of them leave a life power-up behind. Bless 'em.



Lanky gits always get picked on, and Mr Legs here is no exception. A couple of laser blasts and a kick in the shins should do it!



TOTAL! TEK-SPEX

Game	Super Pop 'n' Twinbee
Levels	10
Difficulty	Easy
Continues	7
Release date	Out now

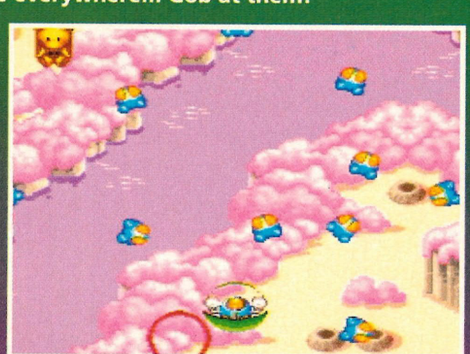
Get spitting mad!

When things are looking bad and bogies are everywhere... Gob at them!





There are times in this game when things do get a bit hairy. So, what can you do about it? Take a deep breath and...



... Ptang-splat-splat! You can unleash this screen-clearing attack at the touch of a button – but you only get three of 'em.

TWINBEE



Don't have a two-player game with a greedy friend. They'll have a fine time grabbing the power-ups while you get shot at.

Eventually you meet a boss. You have to destroy these in stages – unlike many shoot 'em ups, it's not a case of just blasting the sprite till it explodes. You start by blasting the outer defences and finish by giving the occupants a few lasers in the chops.



Wait a minute! It's my old physics teacher, mutated into an end-of-level boss!

Load of bells

Oh, the bells, the bells...



Diplomatic channels don't work with these guys. Laser is the only language they understand.



When the boss bites the dust, your efforts are rewarded with bells galore.

BALLS
It's too tempting to alter the difficulty settings. It could have done with more levels

Pop 'n' Twinbee is power-up heaven. Bells are dotted all over the place, usually hidden in clouds. One shot knocks them from their hiding place and subsequent shots change their colour – different-coloured bells give different power-ups.

Super Pop 'n' Twinbee looks great and plays well, and it will definitely appeal to younger players. But now it's time to say 'However' in a stern voice, cos anyone can complete this game on the lowest setting in a few hours. Still, if you can resist the temptation to turn the difficulty down when you run into trouble, it'll give you a fair amount of enjoyment. **JAMES**

TOTAL!





Despite being alarmingly cute, Pop 'n' Twinbee is a load of fun – but you'll have to leave the difficulty setting alone if you want it to last

Looks
- Despite being daubed with horrible pastel shades, it's graphically brilliant

Sounds
- Good tunes and digitised squeaks and 'Eek's for Pop and, indeed, Twinbee

Gameplay
- Loads of blasting and whizzing around. If you're not into that, don't buy it

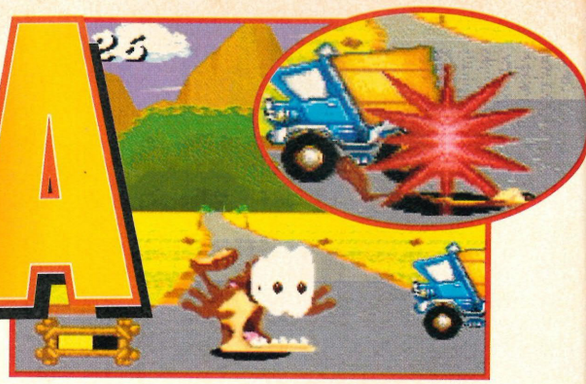
Life span
- Keep the difficulty on five or above, and it will take you a while to crack it

Final rating
78 Percent

POP 'N' TWINBEE



TAZ-MANIA



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

Taz will eat anything, but even he draws the line at a speeding truck (too much iron).

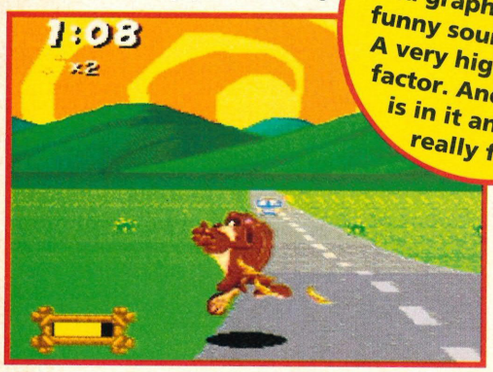
Taz-mania would have been an ideal licence for a platform game. However, in their infinite wisdom, someone decided that there was a gap in the racing market and, hey-presto, Taz takes to the tarmac instead.

You have to guide Taz round wiggly tracks, just like in a conventional racing game. Where the game differs from yer regular race 'em up is that, instead of collecting power-ups, Taz eats Kiwi birds. What a sicko! These Kiwi birds come in various colours. Taz has to eat all the yellow ones to complete a level, while red ones give him extra time, and the blue ones, well, maybe they take away the bitter aftertaste of the yellow and red ones. Once Taz has fed his face, the level's completed and you go on to the next track for more of the same.

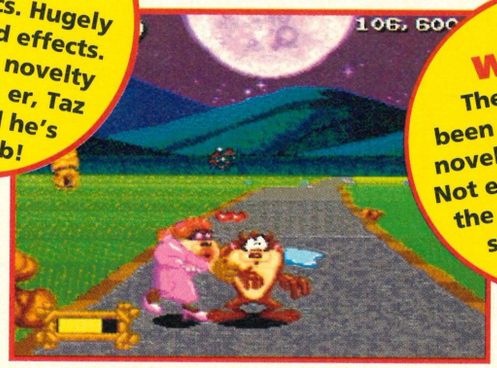
There are various pitfalls to trip you up as you race around the track. As well as avoiding other road users, Taz has to watch out for rivers running across

TAZZES
Great animation and graphics. Hugely funny sound effects. A very high novelty factor. And, er, Taz is in it and he's really fab!

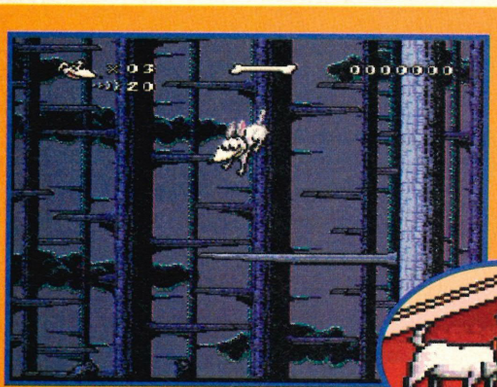
WAZZES
The licence has been wasted on this novelty racing game. Not enough variety in the gameplay. Gets stupidly tough later on



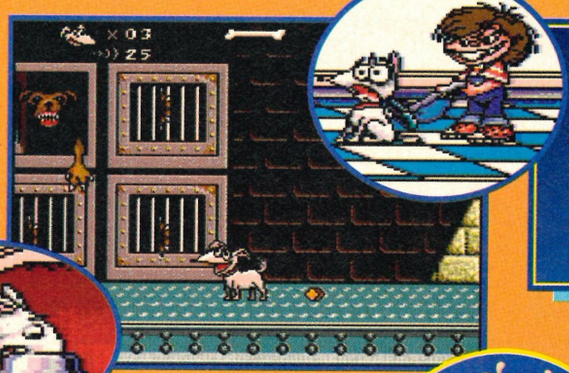
Scoffing yellow birds sounds disgusting, but it gets the job done. On each track you get a set amount which you have to gobble.



Aww, mum! I told you, don't hassle me when I'm working! I mean, what will all my mates say down the pub?



What on earth is a dog doing flying around in the treetops? As ever, you'll find the answer on page 150.



Rescue your canine chums, fight them a bit then sniff their bottoms.

FAMILY DOG

Not a bad idea, this one. You play a little doggie whose only aim in life is to avoid hassle. Oh, and eat bones and biscuits and stuff. In fact, it's exactly like a real dog's life. Hence the saying, 'it's a dog's life', I suppose. Clever, that.

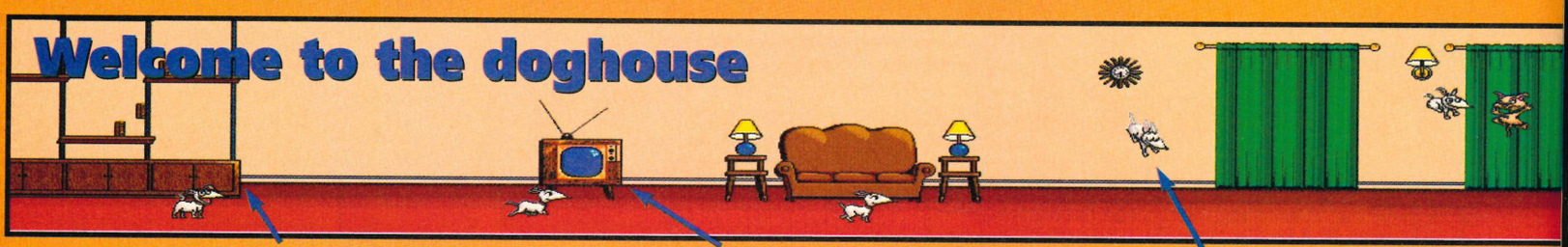
Anyway, it's a platformy running game in which your aim is to get to the other end of each level by avoiding and pelting past books, cats, incredibly annoying little boys with peashooters and baby's building blocks. Sounds easy? Well it is rather. You have a limited number of barks, which destroy things in your path, and you can leap high into the air to avoid obstacles (and move about as you do so). And that's basically it.

Family Dog looks good, and your pooch is cute, lovable and cuddly. But he's hard to control – there's a delay between joypad and actual movement, caused by the ever-so-sweet graphics trying to keep up. Combine this with gameplay which

BONES
Cute, cartoony animation and a few marginally amusing visual jokes

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

Welcome to the doghouse



It starts off pretty simply. There are a few falling objects on the bookshelf thing.

Jumping on the telly and the lamp table is fun but not incredibly useful. Still, do it anyway.

And here I made Doggie jump for no reason other than to look a bit cute in this pic.

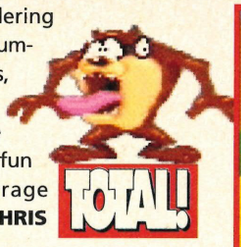


the road and trees strategically placed on either side. In other words, it takes some pretty fancy pad work to stop Taz getting a nasty case of gravel rash.

The major flaw in this game is that it's too repetitive. Yes, the tracks do become more hazardous as you progress, and yes, the gameplay does get tougher, but although it is amusing to begin with, the novelty soon wears off and you end up simply getting bored.

The game's other main fault, in addition to the boredom factor, is that it gets stupidly tough, and finding the yellow blighters becomes more a case of luck than skill. Considering the fact that Taz-mania is presumably aimed at younger gamers, this is rather mysterious.

Taz or no Taz, what you're left with here after the initial fun has worn off is just an average racing game. **CHRIS**

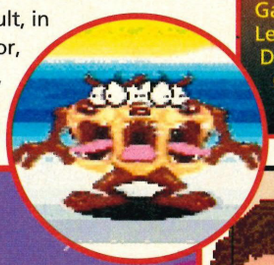




Here's an example of Taz's comedy collisions. They're a right old laugh, but do nothing to make this game last any longer.

TOTAL! TEK-SPEX

Game	Taz-Mania
Levels	Loads
Difficulty	Tough
Continues	4 (initially)
Release date	Out now





This chap on the Vespa throws you bonuses. Thing is, you only get a fraction of a second to decide whether they're worth having.



Quite original but so simplistic you could play it over the phone, shouting, 'Left, left, grab...' The gameplay needs more variety

Final rating 55 Percent

TAZ-MANIA

Looks
- Very tasty-looking animation and scrolling. Pity the gameplay isn't as good

Sounds
- Loads of digitised Taz talk from the cartoon, and some funny sound effects

Gameplay
- Nice graphics and a few funny noises aren't enough to make it worthwhile

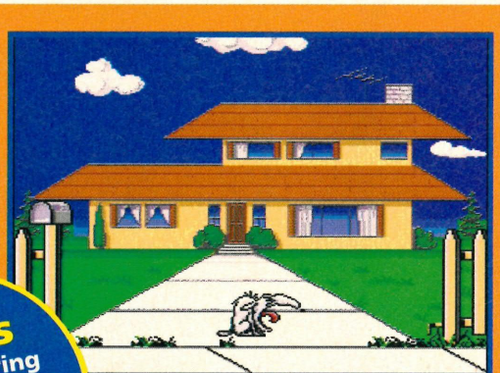
Life span
- The difficulty curve is spot on, but there's nothing to break the monotony

DOG

consists of just going to the right as quickly as you can and avoiding things and it doesn't seem so good. In fact, it's a bit pooey.

What a pity. It could have been another Tiny Toon Adventures, but instead it's a nice-looking turkey. Or a nice-looking dog, to be precise. Still, there are a few jokes in there, and it could appeal to either dog-lovers or dog-haters. The rest of us decent folk think it boring, to be honest. **ANDY**

MOANS
Samey, boring and too hard to control. In other words, not very nice to play



Fleas. The problem with all characters in poor Super NES games.

TOTAL! TEK-SPEX

Game	Family Dog
Levels	8
Difficulty	Medium
Continues	3
Release date	August

FAMILY DOG

Looks
- Some great animation, but the screen is never full enough to really stun you

Sounds
- Barking, scrabbling and sniffing. Not bad but could have been better

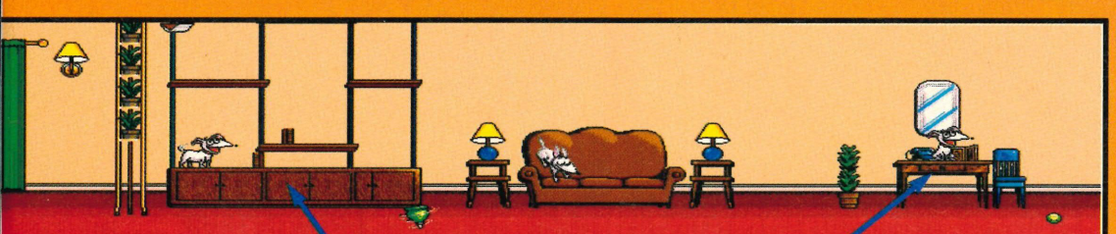
Gameplay
- It's not precise enough, and there's that darned time-lag. Too samey as well

Life span
- You won't come back to it, except to get to better games behind it on the shelf



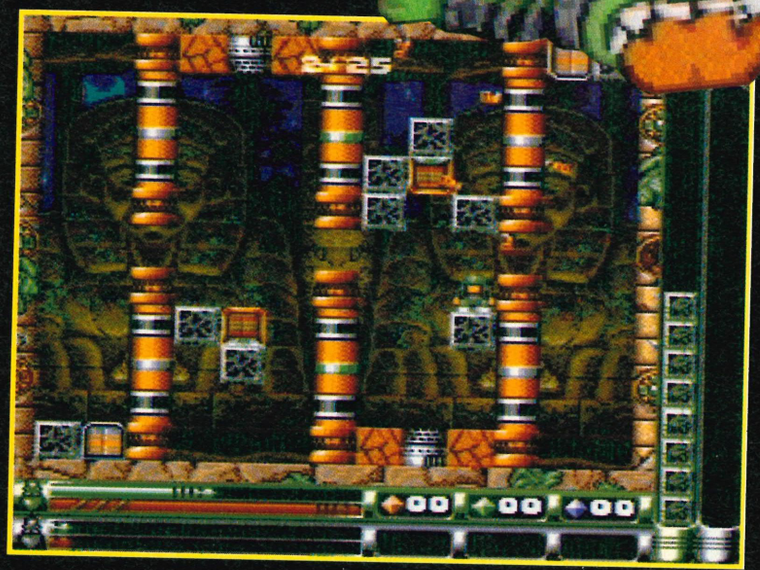
A good-looking game with no substance. There's little variety and the control method is just asking for the joypad to be thrown at the nearest pit-bull

Final rating 47 Percent



Another bookshelf. I can't think of anything to say about it. Oh, it's brown. Will that do?

And that's the first level. Easy, eh? Especially as it doesn't move on the page.



That's you in the middle, surveying the surroundings. But where are the Trodds?



Aack! Those doors are exits and the screen is dotted with terrible mincer things!

TRODDLERS

For Super NES (1-2 players)

From Storm

Price £45

TRODDLERS
Ace gameplay, original ideas and plenty of enjoyable platform action. Neat two-player option too

There's one thing I really hate, and that's puzzle games. Actually, it's not the games themselves I hate, but writing the reviews afterwards, cos I have to sit down and try to explain their surreal weirdness and I usually end up dribbling and making very little sense. (*So what's new? – FRANK.*) Thankfully, Troddlers isn't as complicated as, say, Lemmings, so here goes.

You're this bloke, right. And, er, you have to lead these little creatures (Troddlers) to an exit somewhere on the screen. Okay, so it sounds a lot like Lemmings, but it's not, really. Instead of bestowing the creatures with special abilities, you simply have to lead the little blighters to salvation by building a path to the exit.

To build a path you have to hold down the X button and move the joypad to the place you want to build. When you release the button, a block appears.

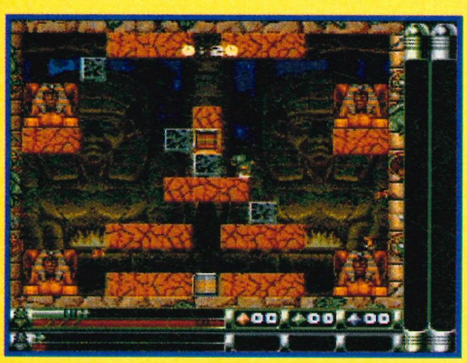
The Troddlers obviously haven't paid their gravity bill and as a result they can walk up the walls, across the ceiling, anywhere they like, really. And they won't stop walking. You have to make sure that the path you build leads straight to the exit, or they can wander around the screen for hours. Worse still, the little blighters tend to head straight for the nearest hazard. If too many of them snuff it, you have to start all over again.

For the first few levels, that's all there is to it, but soon things take a turn for the worse. The computer challenges you to save the Troddlers and collect a set number of blue or red crystals, all within a very strict time limit. Then, just when you think you've mastered that, the computer introduces baddies, some of which have to be killed before you complete a level. Later still, new features emerge, like bombs, mincers, lasers and all manner of evil stuff. Sometimes the exits are upside down and you have to make sure the Troddlers enter them while walking upside down!

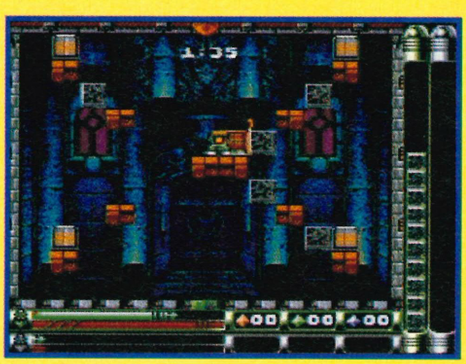
There are elements of Solomon's Key, Lemmings and Krusty's Fun House in Troddlers,

But I still don't understand what it's all about!

Okay, I know it sounds tricky, but please, let me explain. It's really perfectly simple once you know what's what...



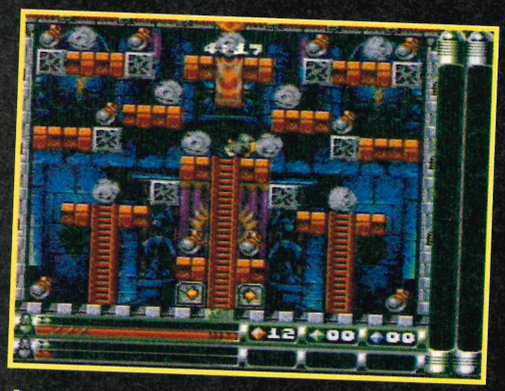
Right, see those grey blocks? That's what you build a path with. Move the cursor and press X to create or destroy them.



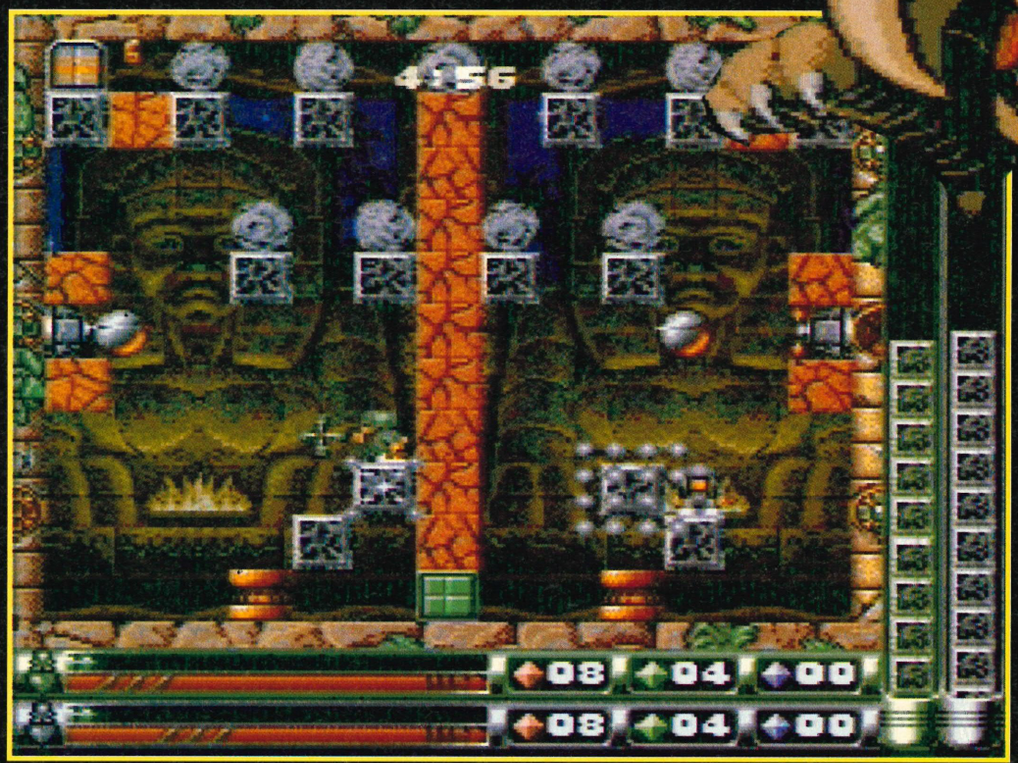
There you are, standing beside a door. It's your job to make sure the Troddlers reach this door with the minimum of fuss.



And there they are, heading up the wall you've built towards the upside-down exit. It's all very straightforward. Honest.



An angry, er, thing pushes a rock to make space for building activities.



You have to get up to the top of the screen and move those rocks before the battle can really commence. Hurry up!

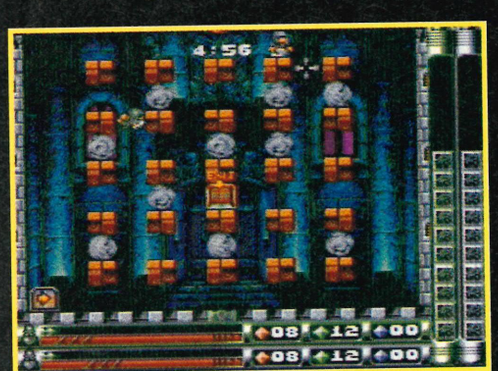
TRODDLERS

COBBLERS!
Unbelievably dull graphics, with poor use of colour and rather muddled backgrounds. It just looks messy

but frankly, it's better than all of of them. For a start, it's massive – there's a stonking 175 levels, and you'll probably never get to see all of them. It has three different types of game: one-player, two-player team and two-player war. You and a mate can compete for points while still using teamwork to rescue all the critters.

Although it takes a while to get the hang of using the blocks, when you've got it sussed you'll find that the game's really simple to control. And because your character runs and jumps around the screen with the greatest of ease, in many ways it's actually a platform game as well as a puzzler.

Graphically, it's rather sad, but get past the messy backgrounds and you'll discover a true gem. This is a game that borrows from just about every puzzler going, but still manages to stand head and shoulders above the competition. Cracking stuff. **ANDY**



This is Battle Mode. Think of it as Solomon's Key with attitude.

TOTAL! TEK-SPEX

Game	Troddlers
Levels	175!
Difficulty	Hard
Continues	Password
Release date	August

TRODDLERS

Looks
■ Looks very much like an Amiga game, which isn't good enough, frankly

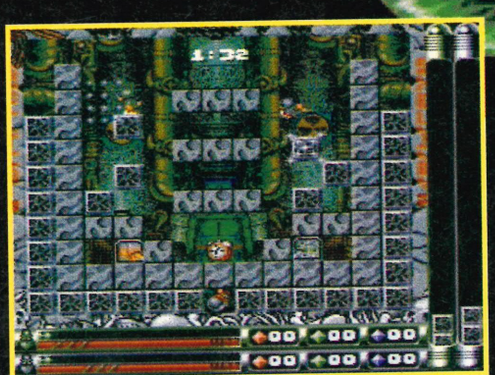
Sounds
■ Great tunes and neat effects, but it's all very mellow – a bit like Playschool

Gameplay
■ Much simpler than it looks, and addictive and great fun as a result

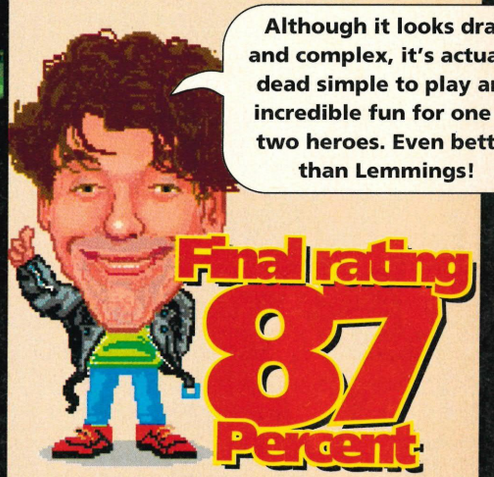
Life span
■ A huge game, with loads of levels and plenty of options. Two-player mode is fab



It's all gone horribly wrong. The Troddlers are heading straight for the nearest mincer.



That little clock icon in the bottom centre of the screen gives you valuable extra time.



GAME BOY®

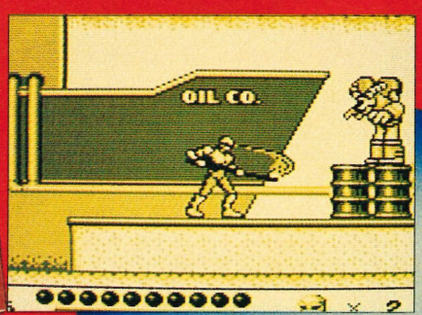
Nintendo®

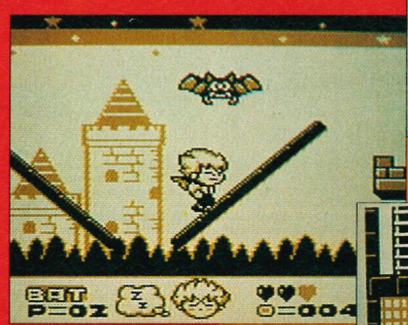
ZEN
INTERGALACTIC NINJA™

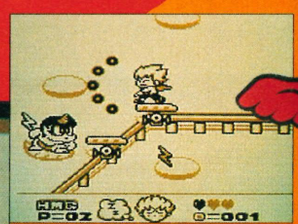


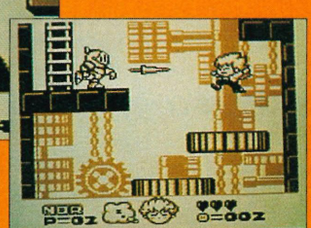


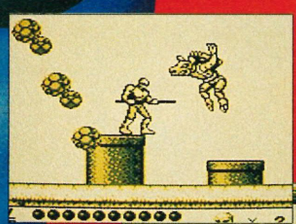
ZEN - INTERGALACTIC NINJA, MASTER OF MARTIAL ARTS AND MEDITATION. ENVIRONMENTAL TROUBLESHOOTER, HIRED ENFORCER AND LONE SURVIVOR OF A SUPERIOR RACE FROM THE DISTANT PLANET OM. HIS MISSION: TO SAVE EARTH BEFORE IT IS TOTALLY DESTROYED BY LORD CONTAMINOUS AND HIS DISGUSTING POLLUTION.

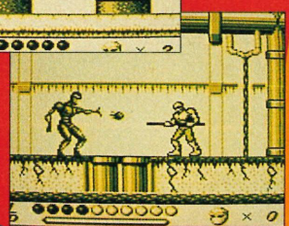












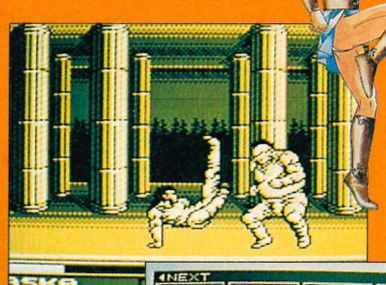
RAGING FIGHTER

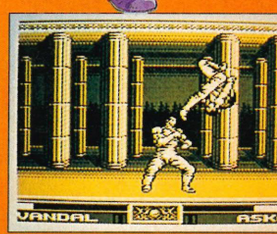


A SELECT GROUP OF MARTIAL ARTS MASTERS FACE THE ULTIMATE CHALLENGE IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... A FIGHT AGAINST THEIR OWN ALTER EGO.











HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.



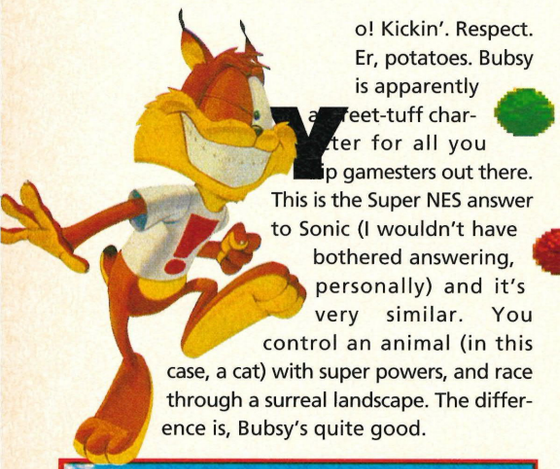
Original Nintendo Seal of Quality

KONAMI

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

BUBSY

For Super NES (1 player) **From Accolade** **Price £40**



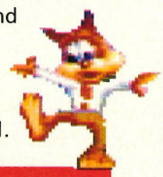
Yo! Kickin'. Respect. Er, potatoes. Bubsy is apparently a street-tuff character for all you hip gamesters out there. This is the Super NES answer to Sonic (I wouldn't have bothered answering, personally) and it's very similar. You control an animal (in this case, a cat) with super powers, and race through a surreal landscape. The difference is, Bubsy's quite good.

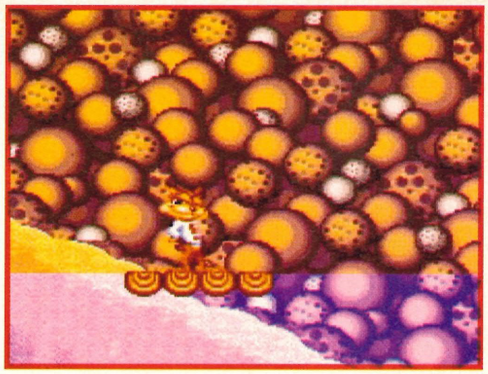
As well as being rather like Sonic, Bubsy is obviously trying to emulate the Mario-games – you have to bash things on the head and pick up coin substitutes (in this game it's balls of yarn). It adds a few things to the general run-and-jump theme of countless other Super NES platformers, with all manner of goodies to be picked up, but it's not particularly original.

CATS
Good graphics, great sound and slick gameplay. Could have been the cat's whiskers

The action is extremely fast, though. Bubsy bombs along at a ridiculously high speed and can leap enormous distances. As if that wasn't enough, you can 'fly' by holding down the X button as you jump. Bubsy spreads out his arms and soars, bird-like. Flying also renders Bubsy safe from collisions with nasties (sometimes).

Collisions are actually major downers in Bubsy. You can only take one hit and the first time you collide with a baddie you die, and then it's back to the last restart point, or worse still, the beginning of the level.





The smug one hitches a ride on a handy raft because he can't swim.

TOTAL! TEK-SPEX

Game	Bubsy
Levels	Loads!
Difficulty	Medium
Continues	Collectable
Release date	Out now



Bubsy stands around looking smug because the baddie doesn't have any ammunition to throw at him.



Bubsy flies through the forest with the greatest of ease, which is a bit mysterious considering that he's a cat.



Bubsy tries to see if that pipe leads to a secret screen. As a matter of fact, it does, and it's packed with goodies.

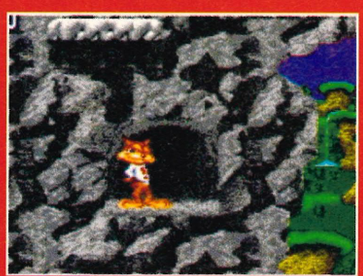
TOTAL! TACTIX

Letting the cat out of the bag...

These tips should ease your progress through the nightmare that is Bubsy.



If you walk over these wheels fast enough they reveal a bridge to help you cross water.



Look out for caves like these. Stand in front and push up to check out where they lead.



Bubsy looks up at a twisty ribbon thing. I'd pick it up if I were him – it's a continue.



Flying slows Bubsy's descent and gives him time to check for danger below.



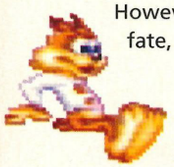
Bubsy rushes madly round the rollercoaster track. It can only end in horrible death.



In a fit of despair, Bubsy hurls himself at an unsuspecting circus freak.



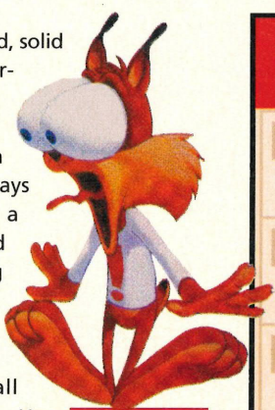
That funny cloud is actually Bubsy. He's very annoyed, you know.



However, there are ways to avoid this fate, by collecting invincibility T-Shirts. The graphics are fab, with gorgeous colours, loads of little effects and amazing sprites. Sadly, though, it looks rather too much like a Sega game. The parallax scrolling can be ropy, and when you're in the air it's often hard to tell how fast or far you're moving. The music is ace – dead jolly and bouncy, with oodles of speech thrown in for good measure, but this may grate after a while.

PRATS
Suffers from the old 'too flippin easy' syndrome. You'll finish it in no time at all

All in all, Bubsy is a good, solid platform game, with generally good gameplay, but it's not the world-beater we've all been expecting. Although it starts off hard and stays that way, it's not a huge game and won't take long to complete. And even Bubsy's best mate wouldn't call him original. It's better than Sonic but it's definitely not a Mario-beater. **JAMES**



TOTAL!

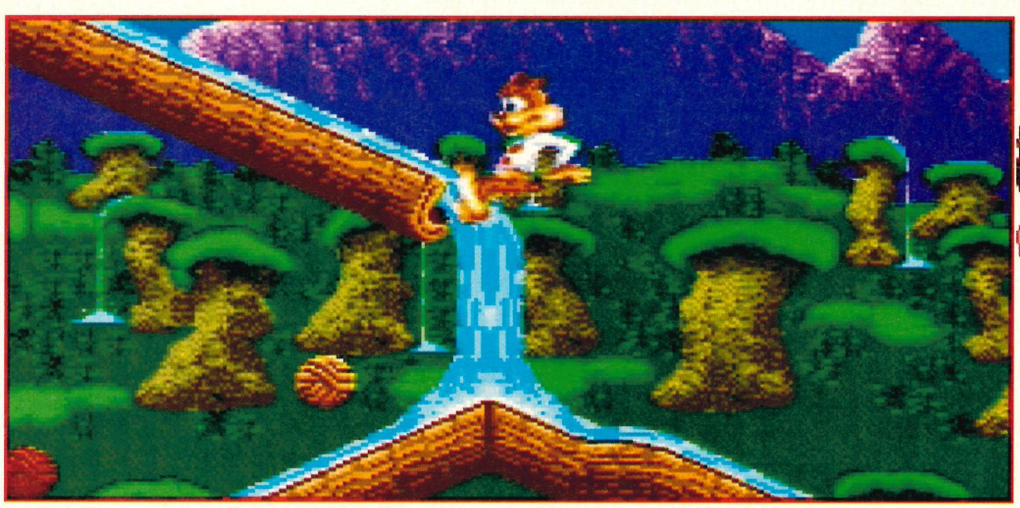
BUBSY

Looks
■ Charming sprites, ace animation and great backdrops. Can get messy at times

Sounds
■ Fab music and loads of brilliantly sampled effects. A real aural feast

Gameplay
■ It's great fun. Bubsy can do loads more than Sonic and he moves like a dream

Life span
■ Suffers from being far too easy to complete (it's harder than Sonic, though)



Bubsy can hitch a ride on these aqueducts. The fast-moving water sucks him through levels at fairly incredible speeds, but it can also get him killed, so be careful.



If your mate's got Sonic, show him this. It's very similar, but even though it's not the best Super NES game around it beats Sega's finest hands down

Final rating
81 Percent

... How to beat Bubsy, the easy way



If you hit more than one baddie before you touch the ground, their points value multiplies.



Look before you leap. Bubsy can look above, below and to the left or right. Very handy indeed.



Trees are our friends. Bubsy can leap tall buildings by bouncing on the treetops.



Erm, should you fall asleep or something, Bubsy knock on the screen to get your attention.

SNES ROUND-UP

Got more money than sense? Then these games just might be for you.

RAMPARTS

For Super NES **From** Electronic Arts **Price** £45



Enemy ships are approaching your castle. Oh dear.

Based on a two-year-old Atari coin-op, Ramparts is a very simple arcade game with a peculiar mixture of game styles – Tetris meets an easy war game, if you like.

You're in charge of a castle and have to defend it against an attacking pirate fleet or against another human player with his own castle. Whether you're playing on your own or against someone else the game follows the same basic pattern, alternating between two sub-games. In the first, you blast your enemy using the cannons inside your castle. In the second, you rebuild your ramparts by plonking Tetris-style shapes around the castle. As you rebuild your walls you can capture more land by surrounding it, giving you space for extra cannons.

There are two ways of playing the game: Normal and Super. Normal has a top-down viewpoint, just like in the arcade machine, and Super has a rather messy Mode 7 display.

Whichever view you use, Ramparts is a very basic affair. It's good fun for two players for a few games, but it's just too simplistic to last for long, and solo players won't find much to keep them busy. **FRANK**



The Tetris-like rebuilding game.



The Mode 7 battlefield whips round the screen at a real pace.

RAMPARTS

Looks
- Extremely basic-looking sprites on a Mode 7 map screen

Sounds
- Cannon fire noises, and that's about all there is to it

Gameplay
- Simple but fun – a moderately good laugh for two players

Life span
- Even with two players the novelty soon wears off, I'm afraid

Final rating 68 Percent

BULLS VS. BLAZERS

For Super NES **From** Electronic Arts **Price** £45

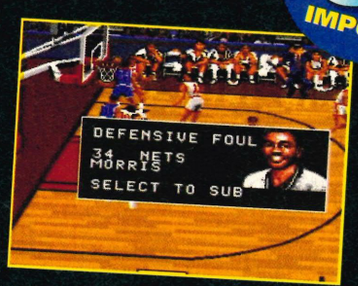
Electronic Arts have built their reputation on making slick sports sims based on America's most popular sports. They've done NHLPA Hockey, John Madden's Football and PGA Tour Golf and now they've got a basketball sim.

Bulls Vs. Blazers is played on a court about thre screens long – with the action viewed from the side – and contains all the teams from the NBA. The problem is that no matter which team you pick, you get sluggish players and too-unresponsive controls. The court also seems squished horizontally, and it's difficult to see who's doing what and which player's actually got the ball. The computer plays a good game but unless you're prepared to stick at it, it'll beat you every time.

Bulls Vs. Blazers has all the big names but hasn't had enough thought put into it. **CHRIS**



It's easy to get confused about which player you're using.



Commit a foul and the ref gives you a smug grin...



... And then gives your opponents a couple of free throws.

BULL VS. BLAZERS

Looks
- The players look nice enough but the animation is poor

Sounds
- Lots of sampled FX but they sound oddly out of synch with the game

Gameplay
- Directing a throw is tough and the players are very slow

Life span
- Lots of teams, but the game's too unfriendly to be a pleasant experience

Final rating 52 Percent

SUPER SHANGHAI

For Super NES **From** Hot B Co. **Price** £50

Shanghai is an ancient Oriental puzzle game, the object of which is to remove all the tiles from a huge stack. Sounds quite straightforward, doesn't it? Well, Shanghai is more tricky than it seems. For a start, you can only remove matching pairs of tiles from the stack. And you're only allowed to remove tiles from the sides of the stack. Oh, and the stack has five layers and is built like a pyramid, so to remove the tiles at the bottom you have to clear the pairs at the top first.

GREY IMPORT

As well as including this traditional, one-player, game of Shanghai, Super Shanghai also contains a few 'improvements' to the original, like a two-player game and something called the dragon's eye which we didn't understand as it was in Japanese.

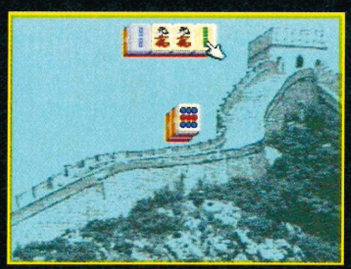
Still, the basic game is fun (and has some nice touches) but it's got the same problem that the Super NES version of any board game has – why buy it instead of the real thing? **CHRIS**



At the start you've got a huge, great pile just like this one.



Remove pairs of tiles from the top or side of the pile...



... And eventually you'll whittle it down to this.

SUPER SHANGHAI

Looks
- Basic-looking tiles, and tiles are all there is to the game

Sounds
- Predictable Oriental-style tunes and jingles, and scant effects

Gameplay
- The basic game is okay, but why play it on a Super NES?

Life span
- Not much variety in the puzzles. But that's Shanghai for you

Final rating 49 Percent

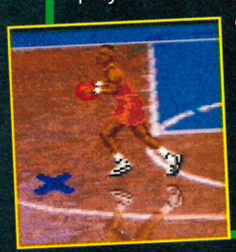
NBA ALL-STAR CHALLENGE

For Super NES **From** Acclaim **Price** £45



Practice makes perfect...

No proper basketball sim here. As the name suggests, this is a head-to-head match-up between two players, with one 'star' player for each of the 27 NBA teams (although we've only heard of a few of them – Michael Jordan, Larry Bird and, erm, the others). Choose which 'star' you want to play and then take on the computer or another player.



There are five games: a one-on-one contest, a free-throw contest, a three-point shoot-out, H.O.R.S.E. (don't ask!) and a one-on-one tournament. All of them are played at one end of the court, and all of them have identical controls: press jump and then, when you're at the top of your jump, press again to throw the ball.



The shiny court is great fun. If you get bored with the basketball you can just take your shoes off and slide around instead.

You can steal the ball from your oppo but that's about it.

If you're not turned on by basketball then this collection of lame little challenges won't grab you. And even if you are a fan, you'll soon find that there really is nothing to this game. **CHRIS**



Er, yo, Mikey J. In the house, sort of thing. Um, bangin', mate.

ALL-STAR CHALLENGE

Looks
- Excellent players and court and okay digitised pics, but a poor crowd

Sounds
- Erm, not that good, but not too bad either. Predictable stuff, really

Gameplay
- Dull and basic. No fun even with two people playing

Life span
- Once you've played it a few times you won't want to play it again

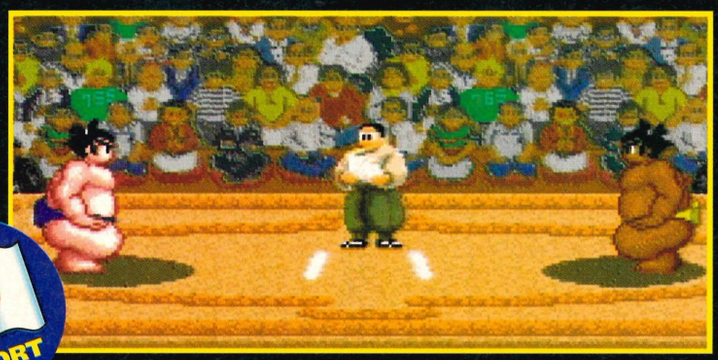
Final rating 48 Percent

SUPER SUMO

For Super NES **From** Namcot **Price** £45



Wembley it ain't, but it'll have to do.



On the left, Mr Pink, and on the right, Mr Brown. They've put on a bit of weight since Reservoir Dogs, haven't they?

As fighting games are so incredibly popular, it's only natural that the Japanese should have at least a few games devoted to their fave sport, Sumo. Sadly, on the Super NES the noble art of Sumo has been reduced to frantic button pushing as two lardboys grapple it out in the middle of the ring (or whatever they call it).

There are loads of different fighters to choose from, but as all the text is in Japanese we couldn't work out what the differences were. The controls baffled us too – it seemed all you had to do was hammer the buttons as fast as possible to slap your opponent or push him out of the arena or onto the floor.

The graphics are nice in a Manga sort of way but the 'fights' are unbelievably basic. This game's not worth considering even if (for some strange reason) you're a Sumo fan. **CHRIS**

SUPER SUMO

Looks
- Nice chubby Sumos but the graphics are otherwise unremarkable

Sounds
- A weird tune and a few standard Sumo-style grunts

Gameplay
- Very, very basic fights with no skill required at all

Life span
- No real difference between fighters so there's not enough variety for it to last

Final rating 36 Percent



Any likeness between these Sumo wrestlers and Frank O'Connor is purely coincidental. We think.

SUMO

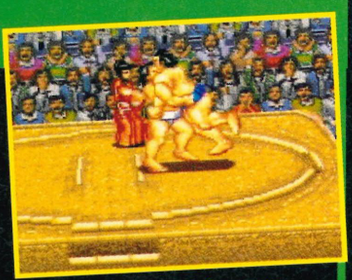
For SNES **From** Takara **Price** £45



'Look, I promise that I'll respect you afterwards.'



'Sorry, lads, smart dress only.'



Here we see that famous Sumo move, 'The Wedge'.

Disgraceful, that's what it is. 19 issues of TOTAL without a single Sumo game, and now two come along at once. I don't know what the world's coming to.

Takara's Sumo looks better than Super Sumo (see above) but unfortunately the gameplay is much the same – just random button stabbing. The big guys slap and tickle each other just like real Sumo wrestlers but if you think that you've got any control over your bloke, think again.

All the options and instructions for this cart are in Japanese, so it's not worth thinking about buying it unless you've got a gift for languages – or happen to be 32 stone and have a chest that Dolly Parton would be proud of. *(Och, well, hand me the cart – Large Scots Editor Type.)* **CHRIS**



Sumo profiles reveal that, um, we can't read Japanese.

SUMO

Looks
- Average graphics for the wrestlers and all the Basho paraphernalia

Sounds
- Oriental-style tunes plus plenty of grunts and slaps

Gameplay
- The fights are complex, but we couldn't understand 'em

Life span
- If you can't read Japanese you'll never get to grips with it

Final rating 34 Percent

GOLDEN FIGHTER

For Super NES **From** Culture Brain **Price** £45

When are companies going to stop churning out second-rate beat 'em ups? I mean, don't they realise that just because SFII's fab, it doesn't mean that people are going to rush out and buy every other beat 'em up they can find?

Golden Fighter contains a combination of fighting styles (sort of Street Fighter II meets Double Dragon). You control a hero who plods along, slugging it out with sundry thugs. It's very basic, but worse than that, it's very slow. The animation's terrible, with only a couple of frames for each move, and the game deliberately grinds to a halt whenever anyone's hit. Oh, and the collision detection's ropy too – if you're right next to a baddie it sometimes can't tell that you've hit him and you can also hit things you're nowhere near. It's stupid! Golden Fighter does have a 'Versus Mode', but don't get too excited – that's lousy too.

First came Super Bikuri Man, then Power Athlete, and now this. The Super NES beat 'em up keeps hitting new lows. **CHRIS**



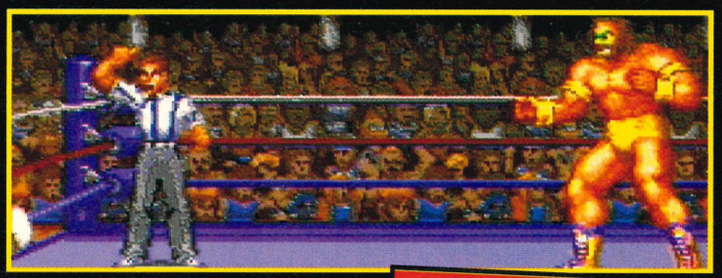
This special move makes your feet explode with a blue flash.



I said: 'Mfffg fgh hgfhfh mffgh mffh, pfft, mfgh ffgh.'



The one-player plod-along game is very, very, very dull.



'One, two, five. Damn, damn, damn! I got it wrong *again*.'

GOLDEN FIGHTER

Looks
- Rubbish. Naff characters, lousy jerky animation and dull backgrounds

Sounds
- Rubbish. A poor set of tunes and a few hissy effects

Gameplay
- Very few moves and it's dull in both one- and two-player modes. Rubbish

Life span
- It'll hold your attention for about two minutes. Dull, dull, dull. And rubbish

Final rating
34
Percent

WHEEL OF FORTUNE

For SNES **From** Gametek **Price** £45



This is the Wheel Of Fortune. It spins. And it's very crap.



Chris and Emilio are still playing but it looks as if Johnny has lapsed into a permanent vegetative state. It had to happen.

Yes, this really is a video game version of that dreadful TV quiz show which is so dire it makes Family Fortunes look like class. Now, because this is an American game there's no Nicky Campbell in it, but instead there's Vanna White. Who? Well all she does is turn the squares around, wear some brassy dress and maybe, just maybe, utter the odd word or two, but that's enough to make her a massive celeb in the States.

If you don't know what Wheel Of Fortune is about, you're very lucky and I should stop reading now before you get contaminated. This game is awful. Spin the wheel, pick a letter and try to guess the word or phrase from what letters are revealed – there's just so little to it I can't imagine any right-thinking person wanting to waste £40 on it. (*Oooh, I'll nip out and buy a copy, then – ANDY.*) **CHRIS**



Get a letter right and Vanna will reveal it for you. Wow.



Buy this game and you'll be wheely unfortunate. Oh dear.

WHEEL OF FORTUNE

Looks
- A pic of Vanna and three terrible game screens

Sounds
- A pitiful tune and a bit of ropy sampled speech

Gameplay
- Erm... A complete waste of time. There's just no point to it

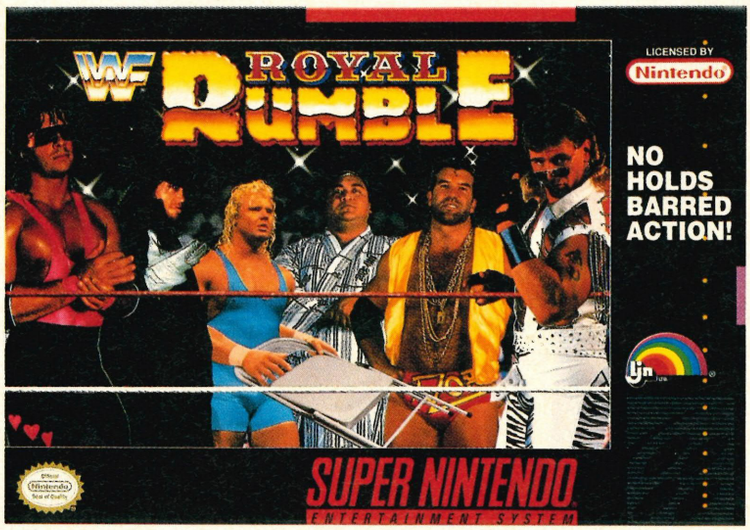
Life span
- Dunno how many words it's got but no one's gonna want to find out

Final rating
17
Percent

(Start) Nintendo (Options) Latest Releases (Password) Woolworths.



£49.99† Super NES format



£59.99†† Super NES format

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WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

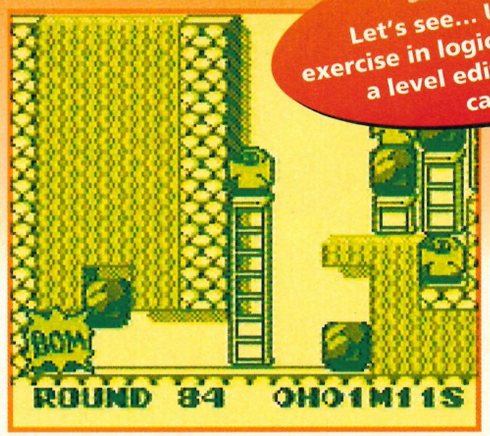
POWERPAWS

Price £25

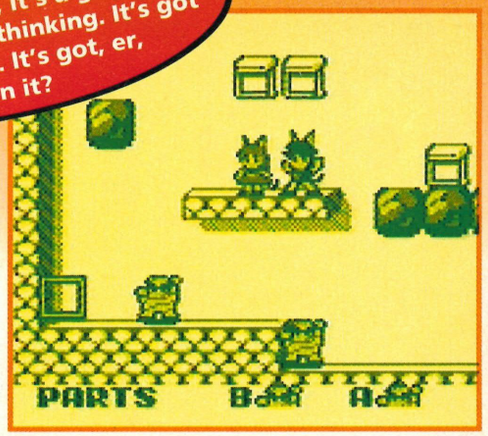
From The Sales Curve

For Game Boy (1 player)

PAWS
Let's see... Um, it's a great exercise in logical thinking. It's got a level editor. It's got, er, cats in it?



Look, it says BOM! That's my favourite noise, that is – it's much better than BLAM!

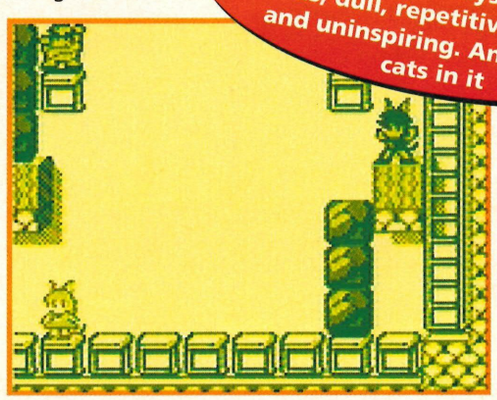


Big ears are the order of the day as you try to kill the ugly bad guys.

There's one problem with puzzle games: unless you enjoy fiddling with blocks and stuff, they're boring. Powerpaws is a puzzle game. With blocks. And stuff.

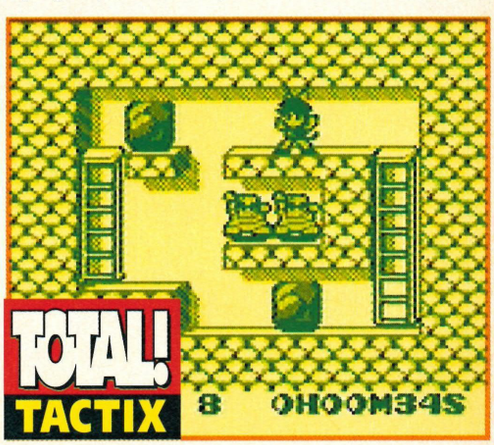
You play a cat-like thing and have to ning around the screen trying to reach, er, *things*. Once you touch them they go 'Bom' and disappear. When they've all gone 'Bom' you've completed the screen. To reach them, you need to push blocks around, climb ladders and make blocks disappear. You can rewind your actions at any time, so if you get hopelessly stuck (you can't jump, you see), just try again. And, um, that's it. Oh, hang on – when you've done all 99 levels you can make your own with the level editor.

SNORES
Sorry to repeat myself, but it's tedious, dull, repetitive, unoriginal and uninspiring. And it's got cats in it



Hmm. How do I reach that baddie at the top? And who actually cares?

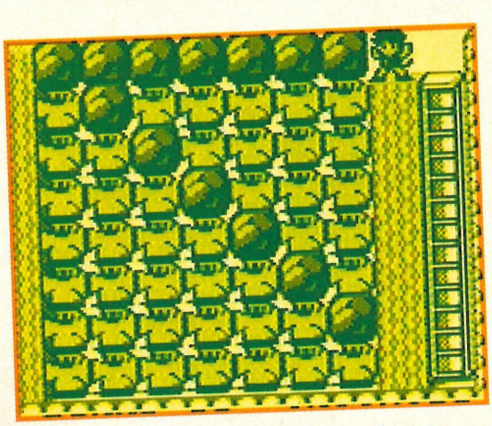
Now, this may sound tedious and repetitive... er, cos it is. Still, the game has its plus points. There's a tune which goes 'Ba ba baaah' a lot, there's... uh, no, sorry, that really is all. It's dull, far too easy, and quite frankly you'd get more enjoyment out of sellotaping crumbs to the windowsill and watching birds trying to peck them up. **ANDY** TOTAL!



A nice easy screen. Move the top rock first, though, or it will all end in tears.

TOTAL! TEK-SPEX

Game	Powerpaws
Levels	99
Difficulty	Easy
Continues	Infinite
Release date	Out now



Well, this is just a nightmare. I refuse to even attempt this screen.

POWERPAWS

Looks
■ Looks like a puzzle game. And we all know what they look like: crap

Sounds
■ Guess what? It sounds like a puzzle game too. See the above comments

Gameplay
■ A nice and simple idea, but it's too flamin' simple. It doesn't change at all

Life span
■ It'll take some time to complete it all, but why on Earth would you want to?

Tedious, dull, repetitive, unoriginal, uninspiring – and that's just the music. Powerpaws makes you want to rip your lungs out in sheer boredom

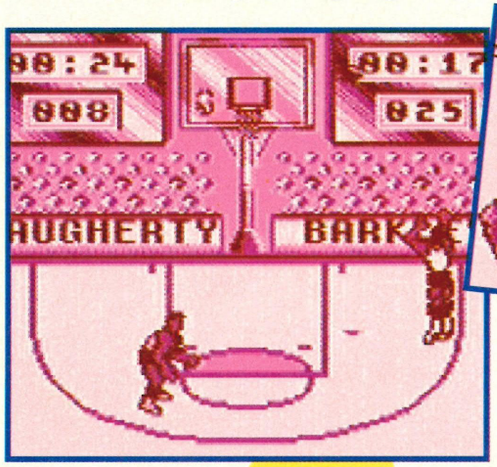


Final rating
34 Percent

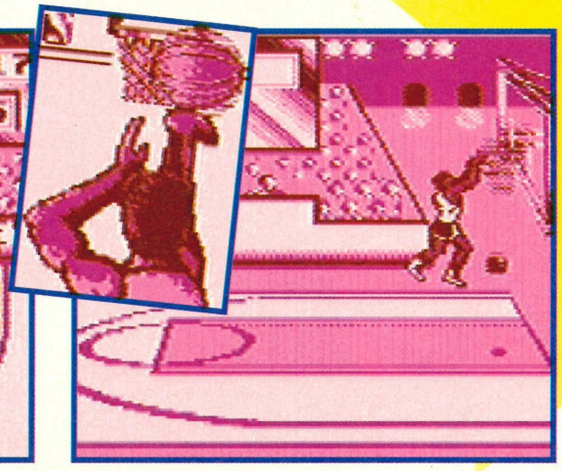

Coming soon...!
The second
Future
Entertainment
Show
November 11 - 14
London, Olympia
It'll be
completely
great!

NBA ALL-STAR CHALLENGE 2

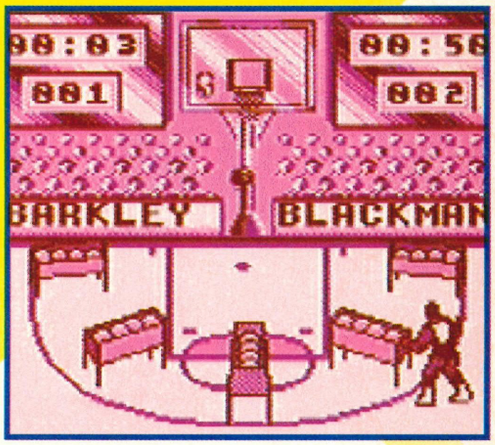
For Game Boy (1-2 players) **From LJN** **Price £30**



One-on-one. Here's where you try to score more baskets than the other player. Yawn.



Slam Dunk. Attempt to score a basket in as amusing a way as possible. Ho-hum.



Zzzzz. Zzzzz. Oh, brilliant, the beds have arrived. I can have a bit of a sleep now.

Like many sports, basketball has just got too many rules. Although the object of the game is to throw a ball into a 'basket', it's not that easy. For a start, there's a thing called 'travelling' which prevents you from just running with the ball and throwing it into the basket – apparently you have to 'bounce' it! Oh, and there's a violation called 'blocking', which stops you wilfully obstructing the opposing player's path to the basket! Where's the sport in that?

Another problem with basketball is that it's a rather fast-moving affair with lots of tall people. Hmm... Not really very well suited to the Game Boy screen, is it?

Anyway, the general idea behind All-Star Challenge 2 is to get together a bunch of the world's finest players for a series of one-on-one challenges. In two-player mode it's possible to link up to a friend's Game Boy and run about on the same court for a bit. However, in one-player mode you take on the computer player of your choice in one of six variations on the throw-the-ball-into-the-basket idea.

The individual game set-ups are well-presented and competently put together, but as a whole it's dull and uninspiring. You'll find yourself having a fiddle with each game, moving onto the next, having a quick bash at the tournament, losing, and not really feeling much like another go. If this is anything to go by, basketball and the Game Boy don't really mix. **JAMES**

DUNKS
Oh, I suppose the Slam Dunk game is fairly artful and satisfying... for a few seconds

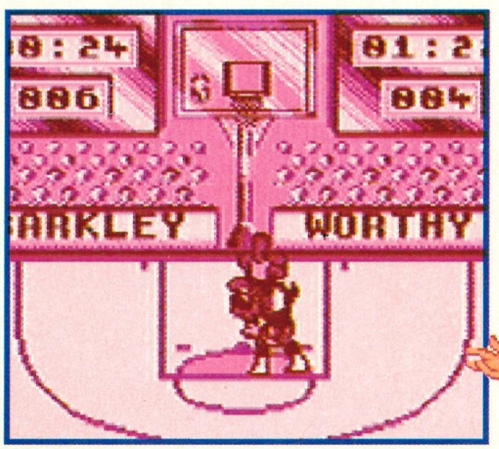
FLUNKS
Dull, dull, dull. Nob graphics and, surprisingly enough, even nobbier sounds and gameplay



Basketball is good. It keeps you fit and stuff. The Game Boy, however, does not.

TOTAL! TEK-SPEX

Game	All-Star Challenge 2
Levels	6 games
Difficulty	Variable
Continues	None
Release date	Out now



'Get out of the way, I want to score!' 'No!' 'Aw, please!' 'No, I'm trying to stop you!' The Bad Temper option is great fun.



Forget it. It stinks. If you want to play basketball, just switch off the Game Boy and head down to the local sports centre. It'll do you good

Final rating

35 Percent

Looks
Weedy backgrounds and staggering sprites. The players' faces are mostly okay

Sounds
Hardly any, apart from some rather tragic sneaker-on-court squeaking

Gameplay
Press 'A' to jump and then press 'A' to shoot the ball. Not exactly skilful

Life span
You'll be hideously bored in about 10 minutes. About as addictive as spinach

ALL-STAR CHALLENGE 2

A quiet tea time chat with the...

Last Action Hero

Aaargh!

TOTAL has managed to secure the biggest interview of the year! Our man in Hollywood, Edwin J Bernard, sits down for a bit of a chat with none other than Arnold Schwarzenegger. Interviews don't come much bigger than this, so enough from us – let's see what the big man has to say for himself.



Interview

Schwarzenegger

ARNOLD

There's little doubt that Arnold Schwarzenegger is the biggest movie star in the world – and we're not just talking about his 57-inch chest! When the star of Terminator 2: Judgement Day announced last summer that his next film was to be Last Action Hero, it ended months of frenzied haggling in which every major Hollywood studio and scores of producers shamelessly tried to woo him. After all, T2 earned over £300 million worldwide, becoming one of the biggest hits of all time and making Arnie Hollywood's most bankable star.

And yet despite his enviable position in Hollywood – or maybe because of it – the 46-year-old former professional body-builder doesn't take himself at all seriously. And that may be Schwarzenegger's secret.

'Well, look,' he says, lighting a massive cigar during the interview at The Four Seasons (a swanky Beverly Hills hotel), 'Most actors take themselves too seriously. The trick is to take seriously your work, but to be able to laugh at what you do.'

'I don't take any of this so seriously,' he grins, showing off his trademark gap-teeth. 'It's no different than me taking body-building seriously. If somebody talks to me about body-building in a very serious way, I say, "Hey, wait a minute, what are you talking about?" Let's be honest. It's nonsense. 50 guys standing around in their little posing trunks with oil slapped on their body. Showing off and posing in front of 5000 people. It's a joke.'

'The trick is to take seriously your work, but to be able to laugh at what you do'

But the money involved in Last Action Hero is no laughing matter. Arnold received $15 million upfront for the role of action hero Jack Slater – and the total cost of the film is anything between $70 and $100 million! But despite some scathing reviews, Arnold isn't worried about the film making money.

'You always want to do big business,' he says, chomping on his cigar. 'You always want to make sure that as many people as possible see your movie and like your movie, because it's a creation of yours and it's always a great compliment if people go and see it. But there's no guarantees in this business. However, there's no concern from the studio about the money, and there's none on my part because I love spending money when it comes to movies and that's why the movie industry itself likes working with me, because they know we hire a lot of people. We had 700 people on it, and we all had a great time.'

Last Action Hero is an action-adventure comedy about Danny, a teenage movie fan (played by newcomer Austin O'Brien) who steps out of the real world and into the world of his action hero, Jack Slater (played by Schwarzenegger).

'This film appealed to me so much because it was exactly what happened to me as a child. I remember I was 11 years old and I watched a John Wayne movie, and I looked up at the screen and I said to myself, "Can you imagine what it would be like to be part of the movie, sitting on the saddle with John Wayne?" I think it is the fantasy of every kid.'

In Last Action Hero, Danny gets to do more than just sit in the saddle with his hero – he's right there with the countless explosions, stunts and special effects. A combination of wanting to prove that he's as much an action hero in real life and a desire to make the film as real as possible led to Arnold performing 85% of his own stunts – including high falls, swordfighting and roof wrestling.

'He had me swinging from a huge crane without any safety equipment over these 18-storey buildings,' Arnold says of veteran stunt co-ordinator Joel Kramer, 'falling out of an elevator and dropping down something like 60 feet and into the tar pits. Plus, there were the fight scenes and shoot-outs and so on. I even surprised myself with some of the things I found I could do on this project.'

The elevator scene – in which Arnold is shot at by a helicopter while riding a glass elevator high above Long Beach harbour, plummeting to near-death before being caught by a crane – was a particularly gruelling shoot for Arnold. As director John (Die Hard) McTiernan explains: 'We had to shoot that scene three, almost four times. I don't mean four takes. I mean, we did it all, it was scheduled, and the first couple of times it was terrible. We had tried dropping him into a pool from 40-something feet but it went too fast. The third rig was a crane, 250 feet up. And Arnold was on a giant swing, a harness that went to his hips, and he was falling – because if there aren't really body cues that somebody is falling it always looks phoney.'

Although there are many action scenes in the film, everyone involved is careful to point out that the film is not your typical action movie.

'I finally figured out how to describe it,' laughs director McTiernan, visibly weary from his seven-month ordeal. 'It's an adventure movie where the exotic place they go is an action movie – it's the locale, but the movie itself isn't really an action movie.'

In the past, Arnold has made action films with some humour, like Terminator (*yeah, laugh a minute, that one – FRANK*) and Predator, as well as comedies with some action, like Twins and Kindergarten Cop. But Last Action Hero combines the two in equal parts, which, he says, is more like life – ironic, considering the film is pure fantasy.

'To me, every part of life has something humorous – that's just part of life,' he says. 'You can have some of the most intense moments and the most outrageous moments, but there's still something to laugh about. And I think if you look at the James Bond movies, they had a lot of that, and Raiders Of The Lost Ark. I think it works better when you have a movie that is very intense, but then again, to liven it up with some comic relief.

'And of course, in Last Action Hero we wanted to make it a really funny situation – a spoof about action heroes and about the whole world of action. I felt there is no one who can do it better than me because I am so much established as an action hero, and then to go back and make fun of it, it's the kind of humour that I have.' You could never accuse Arnie of being over-modest.

'What I do works,' he says. 'The parts that I play, the movies that I do, obviously people enjoy it. That's the bottom line – it works.'

Next for Arnold is another mega-budget action blockbuster, True Lies, which reunites him with T2 director James Cameron. It's yet another action-comedy in which he'll play a commando for an anti-nuclear task force.

'In Last Action Hero we are trying to outdo things we did in the Terminator movies. Now Cameron and I will try to outdo Action Hero. That's the challenge. To constantly outdo yourself.'

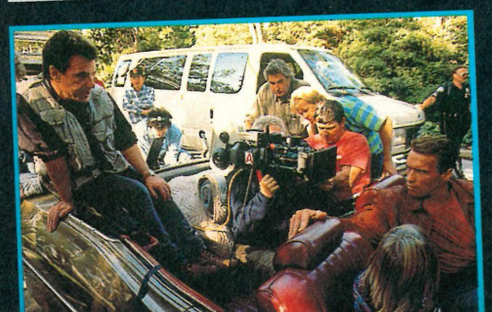
So Arnold isn't too concerned about soaring budgets either.

'A $60 million movie is nothing,' he says, stubbing out his cigar like it was some kind of lethal weapon. 'That's just the beginning. 100 million dollars! The more the audience demands, the bigger the budgets will get. The technology is always changing. You've got to be able to use the latest resources. Otherwise it's like a gymnasium with old equipment. It's not hip.'

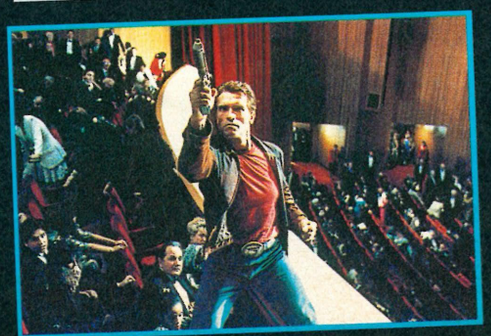
But Arnold insists that, like the Rock Of Gibraltar, he's not going to change – he never has done and never will.

'Never change. Never. Everything I have ever done in my life has always stayed. I've just added to it. The muscles will always be in the movies. I will never ignore or avoid them. I will add to them. I will add to the acting ability. I will add to the types of roles that I play. I will add to the kinds of responsibilities I take on with my movies. But I will not change,' he says, leaning forward into my tape recorder as if he is about to say something very profound and philosophical. 'Because when you are successful and you change, you are an idiot!'

'I will not change. Because when you are successful and you change, you are an idiot'









Jurassi

In the future there will be video games...

Dinos are BIG this year! We tell you what it's all about.



I dunno, the lions at Longleat will never seem the same after Jurassic Park.

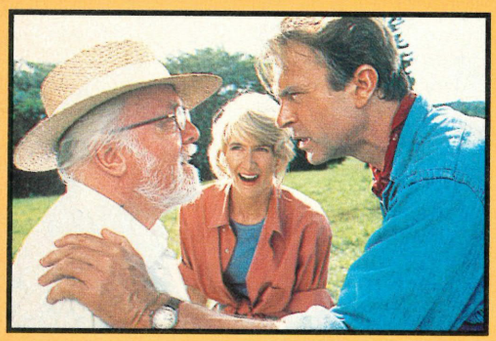
The Film

What? You still don't know the plot? Well, the discovery of fossilised dinosaur DNA has enabled millionaire John Hammond to create a huge theme park full of real dinosaurs. The night before the opening of Jurassic Park, Hammond is taking a select few people around the place when the security system goes down, which means... the dinosaurs are on the loose!



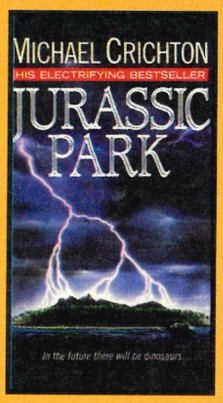
You play Sam Neill in the game.

The movie, directed by Stephen Spielberg, is rumoured to be the most expensive film ever produced, with most of the money spent on the incredible special effects. Since Spielberg was responsible for some of the biggest movies of all time (Jaws, E.T., Raiders Of The Lost Ark), it's likely to be huge. And with over 1000 Jurassic Park tie-in products in the pipeline, there'll be no getting away from dinosaurs this summer.



'I don't know why they cast me, luvvies. My brother David would be more at home.'

The Book

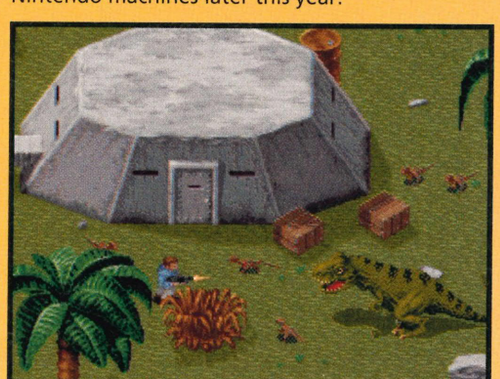


Jurassic Park, the novel, was a huge bestseller – but Stephen Spielberg bought the film rights before the book was even published. Why? Well, author Michael Crichton had an impressive track record. He started out as a medical student and after adapting his first novel, The Andromeda Strain, for the screen, moved into writing and directing his own films, including Westworld, The Terminal Man, Coma and Runaway. (The plot of Jurassic Park is actually similar to that of Westworld, in which robots in a leisure complex go berserk.)

The film is different to the book in several ways: fewer people get eaten by dinosaurs, Sam Neill's scientist character is a lot nicer, and there's much less science. Still, whatever changes have been made, one certainty is that Michael Crichton is going to be a lot better off after this summer...

The Game

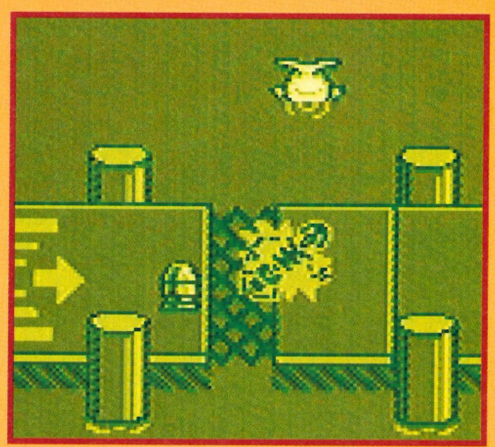
Jurassic Park is not only the biggest movie of 1993 (sorry, Arnie) but also the biggest game licence of 1993. Manchester-based Ocean software will be releasing the game for all three Nintendo machines later this year.



One big, vicious killer dinosaur and one man with a very small gun. What happens next?



Oh dear. I knew we shouldn't have let Andy Dyer drive the Jurassic Park car.



On your way to the raft section you must cross these electrical grids or get frazzled.

The first version designed was the NES one, coded by a team of 10 working at Ocean's American arm. You play Grant, Sam Neill's character in the film, and the action takes place in Jurassic Park after the dinosaurs have gone loco. The game contains six levels. On the first two levels you have to rescue Tim and Lex (the kids in the film). But before that you have to collect a load of dinosaur eggs to get a security card, and then use the card to operate a



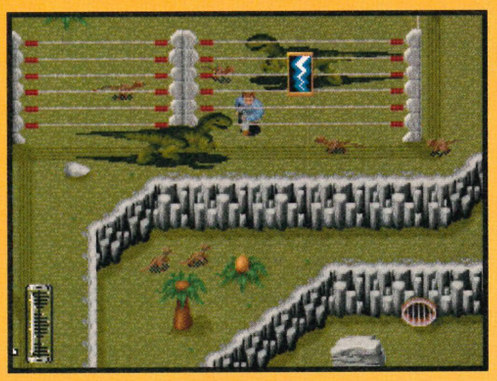


The Tyrannosaurus looks terrifying on the Amiga an frightening on the Super NES. Well, it's too scary fo

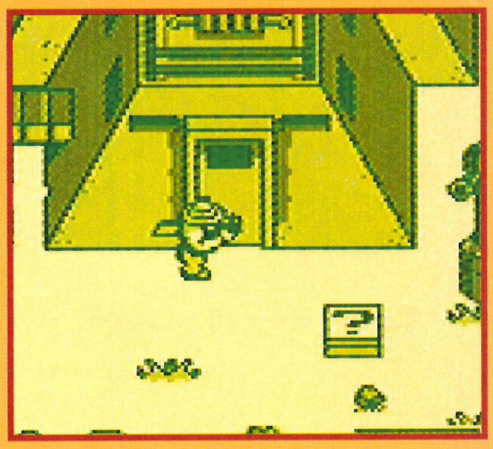
ic Park



One, two, three, aaah! This baby Triceratops has lost its mum. Trouble is, it's a bit angry.



To get through one level safely you have to open loads of electric fences in a set order.



Enter the bunkers and you can access Jurassic Park's central computer network.

computer and gain access to the main area of Jurassic Park.

On a later level Grant has to shut down electric fences in a set order, and on another he's got to go into the Raptosaurs' lair and wipe them all out. There's also a raft sequence where Grant has to paddle upstream against the current, dodging logs and avoiding Brachiosaurs as they stick their heads above the surface. As the game progresses the dinosaurs get more secretive, hiding in the undergrowth and waiting for you to get close before attacking.

The Game Boy version – all four megs of it – has the same design as the NES one. The graphics have obviously been changed, but the format of the game, right down to the maps of the levels, is identical.

Ocean tried to stay faithful to the dinosaurs' actual characteristics. Only a few species are hostile and others, like the Stegosaurus and Triceratops, give you trouble accidentally – by stampeding or by knocking things over onto you. One scene in the game where reality takes precedence has Grant trying to save the little girl, Lex, from a huge Tyrannosaurus. Grant can't harm it so they've just got to run away, while – because Tyrannosaurs are almost blind – it homes in on the sound of Lex's screaming.

The main levels of the Super NES version are, again, similar to the NES and Game Boy ones, but when inside buildings the game switches to a first-person 3D view. This is the first Super NES game to have texture-mapped interiors – extra details are wrapped around the surface of each polygon to make it all look more realistic. Sadly, we've got no pics of the Super NES version so these are Amiga shots, but the Super NES game is very similar.

Jurassic Park, the movie, opens on July 16 and the game should be out this November. **CHRIS** TOTAL!



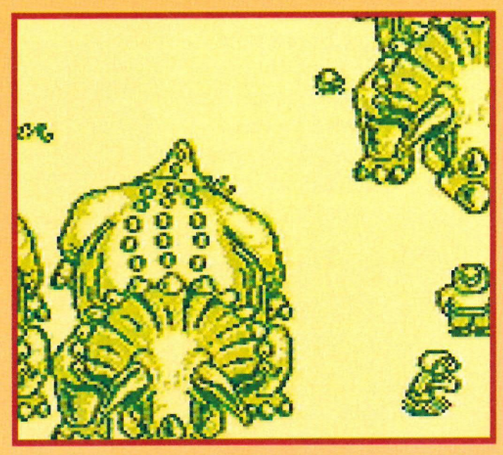
according to programmers Ocean it'll be just as ne already – I'm off!



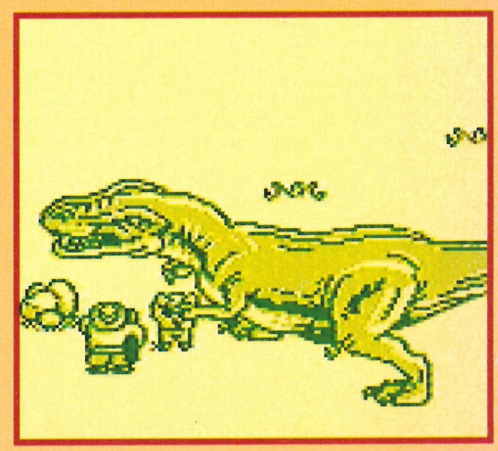




On later levels of Jurassic Park the dinosaurs learn to hide under trees.



At the end of level 1 there's a Triceratops stampede that you have to run through.



The Tyrannosaurus' sight is so bad it has to home in on the sounds you make.

SPLITZ

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



Elvis' diet of cheeseburgers made him so portly that pics of him when he was older wouldn't fit on the screen.

Splitz is similar to those puzzles you get as stocking fillers where you have to slide plastic tiles around to make a picture. But although those only cost 50p, Splitz costs £25. Now, that may not sound like very good value, but Splitz is actually worth every penny.

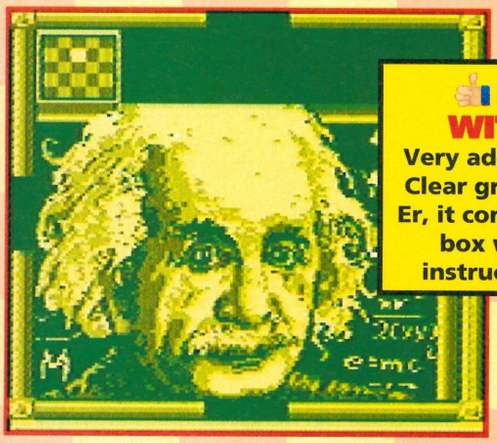
This is how it works. First you get a historical celeb's mugshot. Then that disappears and the timer begins. It's then that even the incredibly stupid will notice the lack of tiles to move about. This is because you have to press a button to bring each tile on screen. Then you have to position them as best you can to re-create the original picture.

What makes the game so tough is that you can't slide the tiles about freely. If you slide them in one direction, they keep going until they meet another tile, or ricochet, or ping out through one of the wall doors that keep opening and closing. There are loads of power-ups, though, and you get a bonus screen after four levels.

Splitz is the most addictive puzzler for a long time. An extra difficulty level would have been nice, but it will still keep you going for a long time. **JAMES**

WITZ
Very addictive. Clear graphics. Er, it comes in a box with instructions

TWITZ
Needs an extra difficulty setting (and more pictures of Elvis!)



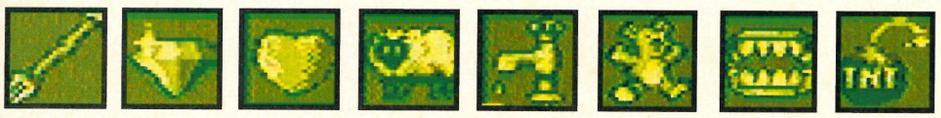
If Einstein was such a genius, how come he never thought of using a calculator, eh?

TOTAL! TEK-SPEX

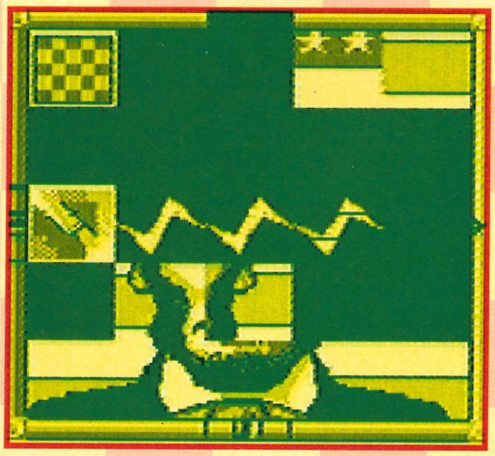
Game	Splitz
Levels	12 + bonuses
Difficulty	Tough
Continues	None
Release date	Out now

Puzzling power-ups

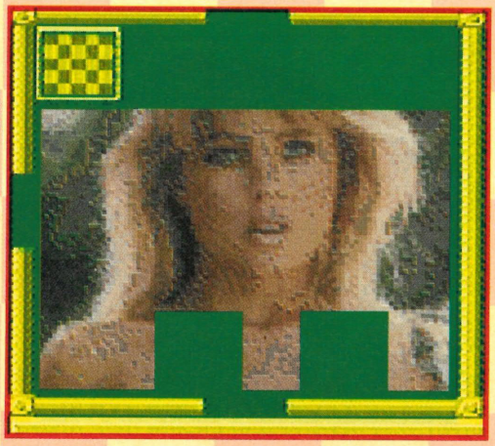
Have you ever thought mid-game, 'If only I had a sheep right now'?



To make life more complicated, power-ups often pop out in place of tiles. Some, like the bomb, strip you of a life if you don't get rid of them straight away. Others give you more time and extra lives. They do tend to get in the way a lot, though.



Watch out for cracks in the walls. Blocks bounce off them and usually fly out a door.



Okay then, where does this piece... Hang on, who's been messing with these pictures?

Splitz

Looks
Clear graphics, and almost photographi detail in the pictures you have to re-creat

Sounds
Fair tunes and a clock kinda noise that adds a sense of urgency to the game

Gameplay
It's addictive, and that's all you really need to know about it

Life span
Could have done with an extra difficulty level, but you'll still keep going back to it

If you're bored with Tetris, then get your puzzling head on and get into this. It's fun, addictive and, er, it's not Tetris!



Final rating 83 Percent

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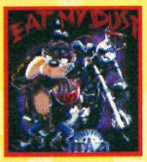
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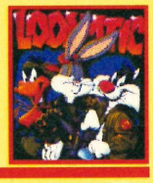
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For Game Boy (1-2 players) **From Konami** **Price £25**

Let's start with the blimmin' obvious: Raging Fighter is a beat 'em up. Now, what was that other beat 'em up that appeared on the Super NES and seemed to do quite well? No, sorry, the name escapes me...

FIGHTS
Massive (for the GB) sprites. Some nice special moves. The characters' names aren't too silly

Yes, all right, this is a clone of Street Fighter II. Well, sort of. The characters are very similar: there's Bulk, who you'd swear was Zangief if you met him in a dark alley and he'd just kicked your head in; Miyabi, a Chun Li wannabe complete with miniskirt and a spinning bird kick; Shades, who amusingly enough doesn't wear shades at all, and so on. For some reason, though, there are only seven of them.

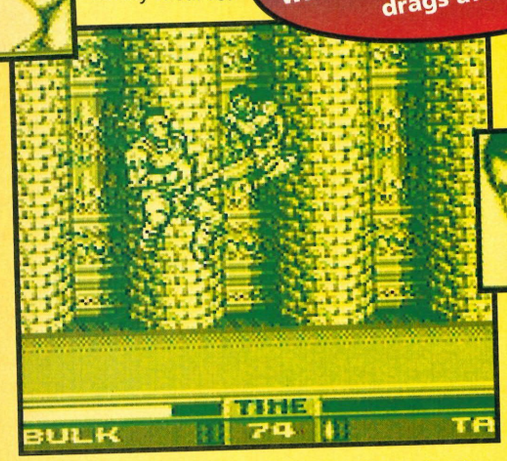


It's stupid to compare this with SFII, so I will. Let's face it, the Game Boy is hardly ideal for beat 'em ups, and this one really proves that. The graphics aren't bad – the sprites are half a screen tall so you can actually see their movements for once, but the backgrounds don't change much. Although you can either fight your way through the tournament or go into story mode, which, er, doesn't seem to have a story at all, there's not a huge amount of special moves (you're a bit limited with the Game Boy's miserly two buttons). And there are only four levels, so even with the two-player link-up option you're not likely to get a great deal of mileage out of it.

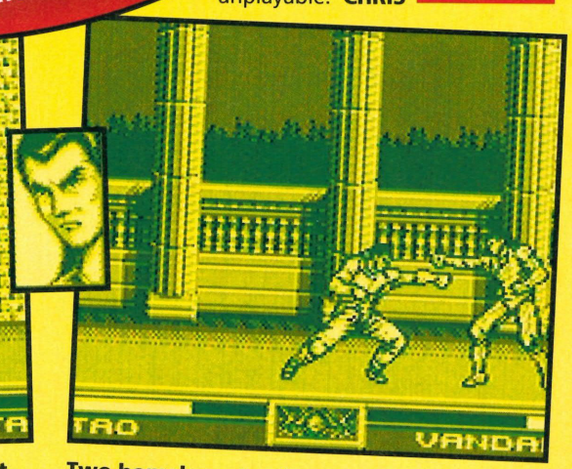
BLIGHTS
Too random and limited. As with most beat 'em ups, the action drags after a while

Raging Fighter confirms most of the prejudices about Game Boy beat 'em ups. Despite the nice graphics, it's still pretty unplayable. **CHRIS** TOTAL!





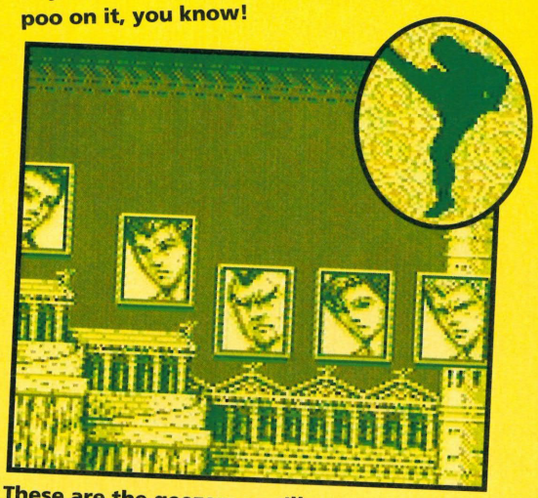
Ooyah! That looks very sore and we don't suggest that you copy this kind of thing at home. (It could damage your social life.)



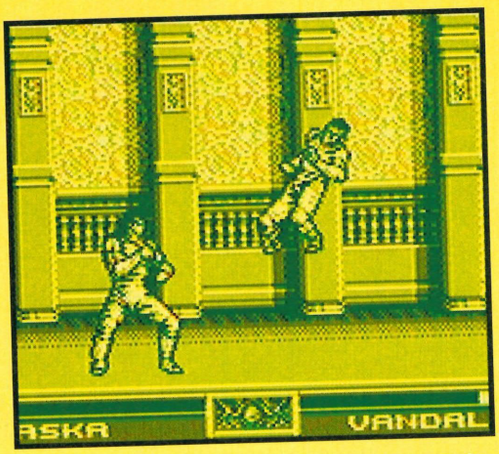
Two homeboys try desperately to clap their hands together. Sadly, years of fighting have ruined their reflexes.



Hey, look at my foot. There's a bit of dog poo on it, you know!



These are the geezers you'll meet as you make your way through the game.



A dude has a heart attack in mid-air, proving once and for all that red meat is bad for you.

RAGING FIGHTER

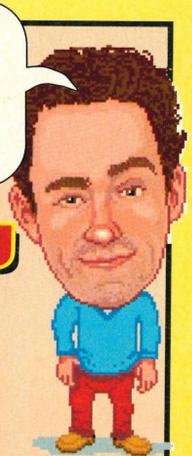
Looks
■ Porky sprites with decent animation, bu not a lot in the way of backgrounds

Sounds
■ Yeeess... not especially wonderful, tragically. Standard whooshy effects and tunes

Gameplay
■ A few nice options, but it's just too random to be much fun

Life span
■ Okay for the odd half hour here and there when you feel like some violence

It's not really Street Fighter II, is it? Although the sprites are nice and big, the action is too dull and there aren't enough special moves



Final rating
52 Percent

TOTAL! TEK-SPEX

Game	Raging Fighter
Levels	One, really
Difficulty	4 settings
Continues	3
Release date	Out now

I'M YOUR EXCELLENT HOST, WAYNE CAMPBELL. AND WITH ME, AS ALWAYS, IS GARTH...



NOT!

GARTH HAS BEEN KIDNAPPED! NO WAY, YOU SAY? **HWAY!!** AND NOW YOU, WAYNE CAMPBELL, MUST RESCUE YOUR EXCELLENT SIDEKICK FROM A FATE MOST UNBECOMING! ARMED WITH YOUR MIGHTY **GUITAR** AND THE POWER TO **SCHWING**, YOU MUST BRAVE THE PERILS OF THE MUSIC STORE, DONUT SHOP, NIGHTCLUB AND SUBURBIA. THERE YOU WILL SPAR WITH SUCH DWEEBOIDS AS MONSTER BAGPIPES, ACCORDIONS AND KAZOOS (SHYEAH, RRIGHT!), DONUT DEMONS AND DEADLY DISCO BALLS (AS IF!), HAIR-WHIPPING HEADBANGER AND THE STRANGE **PSYCHO HOSE BEAST** (WAY!) ARE YOU WORTHY TO FACE THIS MEGA-CHALLENGE WITHOUT BLOWING CHUNKS THEN **PARTY ON**, MY FRIEND, TO THE MOST EXCELLENT FINISH!

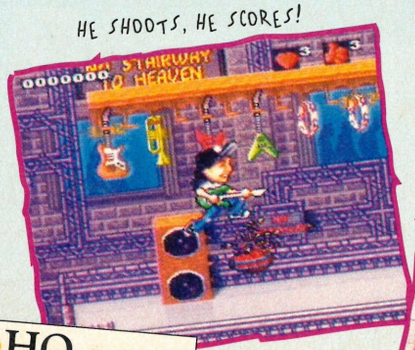


THIS IS NO DREAM SEQUENCE, MY FRIEND.

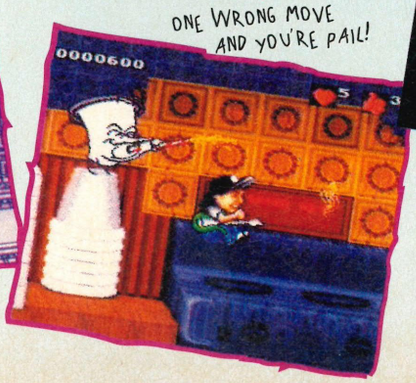
WHOOA! BARRY MANILOW FLASHBACK!

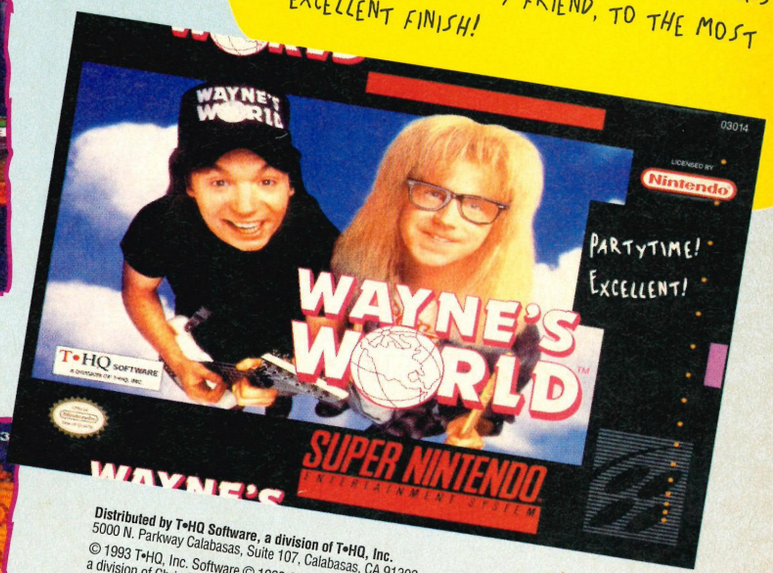


HE SHOOTS, HE SCORES!



ONE WRONG MOVE AND YOU'RE PAIL!





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Official Nintendo Seal of Quality

GB ROUND-UP

If you're a fan of mediocrity, these GB carts will be right up your street.

TRACK AND FIELD

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



And the race to the beer tent is on! Rack 'em up, lads.



The javelin throwing is a con – you can never hit this guy.



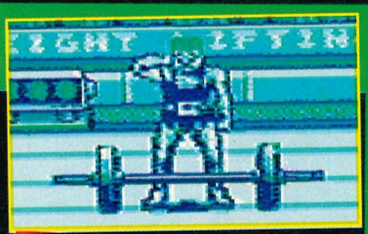
Pretty boring screenshot, huh? But it saves listing the events.

Yes, after doing the rounds of every other formatr, Track And Field has finally arrived on the 'Boy.

It;'s basically the same as all the other Track And Field games, which means lots of frantic button bashing. Personally, I don't class this as being particularly fun, and as the skill element depends on how fast you can dap the A and B buttons it's not very challenging either. But there are a lot of people who enjoy these games, so this is for your benefit.

Track and Field has 11 different events, including a competition mode and a two-player link-up. For each event you're given a tough world record to beat, so in that respect it'll be a while before you crack it. But the two-player game is, as always, a bit of a rip, because it means both players need to have the cart – highly unlikely.

Be warned: only consider buying this if you've played something similar and know you're gonna like it. **JAMES**



TRACK AND FIELD

Looks
- The sprite animation is excellent, but that's always been the game's strength

Sounds
- A dapper tune, some cheering, and the pattering of trainer-clad feet

Gameplay
- Hitting two buttons as fast as you can is hardly the most skilful of pastimes

Life span
- The pre-programmed records will take some serious finger training to beat

Final rating: 64 Percent

CHASE HQ

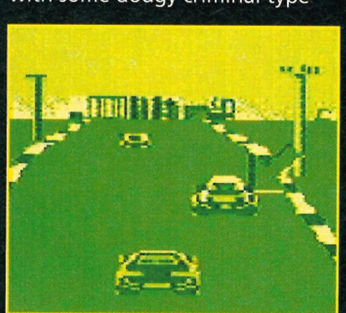
For Game Boy **From** Taito **Price** £20

Wow! In this game I get to race around LA in a turbo-charged police car, arresting bad guys! This is bound to be a game for real speed freaks!

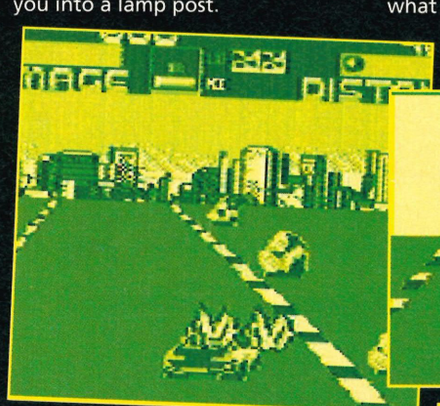
Chase HQ was a big arcade hit many years ago. The idea is to charge around until you catch up with some dodgy criminal type (helpfully pointed out by a large flashing arrow), and then you clobber him off the road. Of course, there are other road users coming at you from all directions, to slow you down or pile-drive you into a lamp post.

Okay, in the arcades this was fun, but on the Game Boy it's dated, slow and uncontrollable. The graphics are okay for the 'Boy, but the collision detection packed its bags a long time ago – what would be a wing-mirror clip in real life turns into a full-frontal smash here.

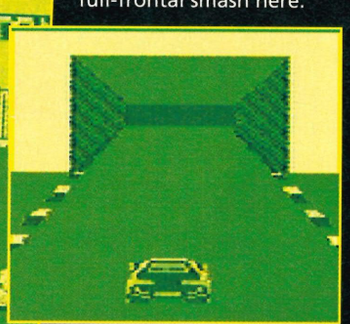
Chase HQ looks like it might be fun, but it ain't. The sooner it ends up in the wrecker's yard, the better. **JAMES**



Everyone knows bad guys drive around with arrows over them.



It's best to avoid oncoming traffic. If you get hit, everything goes fuzzy.



In most cases there's light at the end of the tunnel. Er, but not here.

CHASE HQ

Looks
- Smooth scrolling and nice backdrops, but the collision detection sucks

Sounds
- Sounds like an old rave track (which is almost bearable), but the siren is yucky

Gameplay
- Not a great deal of variety and the collision detection makes it crash

Life span
- As racing games go, this isn't very good. With only five levels, it won't last

Final rating: 50 Percent

DOUBLE DRIBBLE: FIVE ON FIVE

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

Basketball seems to be one of the few sports that cannot be simulated on the Game Boy. None of the attempts we've seen so far really cuts the mustard – in fact, most of them can't even get the jar open! Double Dribble: Five On Five is no exception.

The game gives you a choice of eight different teams to try out. Each has its own characteristics, i.e. some shoot and pass better, while others are better at stealing the ball. But these characteristics don't matter when you're playing the computer, cos the only time you get possession of the ball is shortly after the other team has scored a basket against you. However, on the lowest difficulty settings the computer generously allows you to dribble the ball for a couple of seconds longer before the other team takes it from you. You'll have gathered that the odds are somewhat stacked against you in this game.

The pitch perspective would be spot on if it weren't for the fact that the players, in glorious monochrome, merge together, and you can't tell if you've made your character jump or if he's just taking a stroll on the far side of the court.

If you're a fan of basketball, you won't be after you've played this. **JAMES**



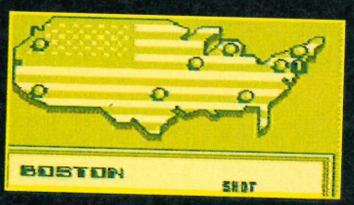
An all-too-familiar sight: once again, the other team scores.



You too could have a nice firm butt like this – but not by buying this game. It's crap!



Is that guy at the top jumping or walking off court? Hmm...



The United States. Er, land of the free, home of the brave?

DOUBLE DRIBBLE: FIVE ON FIVE

Looks
- The characters merge together – you can't tell if they're jumping or walking

Sounds
- Well, they go 'thump, thump, plop, cheer' – which means you're losing!

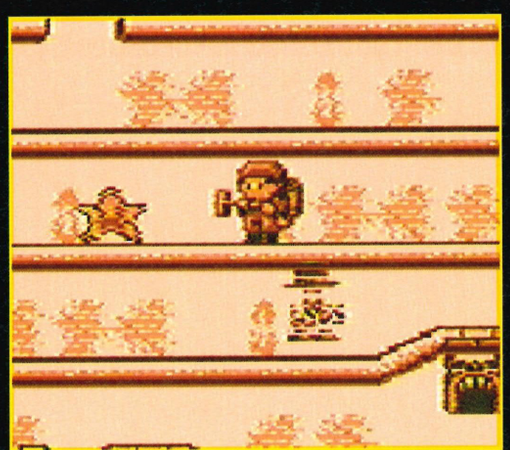
Gameplay
- Spending the whole match losing possession of the ball ain't much fun

Life span
- You might get a strange desire to get to grips with this, but it's pointless

Final rating 33 Percent

TUMBLEPOP

For Game Boy **From Data East** **Price £25**



Packing his trusty Vacuulator, Mr Tumblepop heads off to clean up the world. What a star.

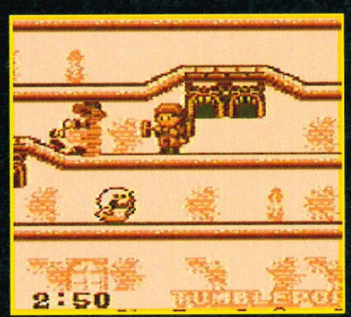
Before I start, I would like to take this opportunity to congratulate Data East for producing one of the most boring games I've ever witnessed on the Game Boy.

It's always a bad sign if a game that looks bland needs a large instruction booklet, and Tumblepop's is flippin' huge, which means the gameplay's bound to be confusing. The scenario here is the old one of rampaging radioactive mutants. And guess what, you've got to clear everything up. 10 out of 10 for originality, lads. To aid you in this mind-boggingly dull venture, you're packing – get this, kids – a vacuum cleaner. Well, whoopee-do!

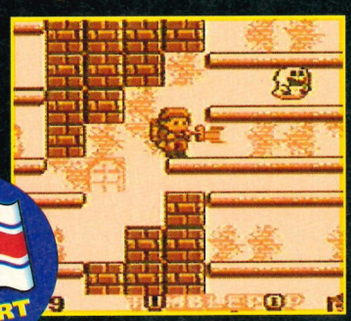
The game has four levels with loads of sub-levels, which would have been a good thing if the game wasn't so dreary. You basically hop around from platform to platform sucking up nasties into your Vacuulator (flash name for a jumped-up Dustbuster) and then blow 'em out again.



Tumblepop is dull. If you're after a Game Boy platformer, get Rodland instead. **JAMES**



The vacuum gun ain't the only thing that sucks in this game.



I wonder if we'll see a sequel with mops 'n' dusters?

TUMBLEPOP

Looks
- Simple and clear, but bland. Nothing special whatsoever happens

Sounds
- A standard background tune and an unadventurous sucking noise

Gameplay
- What a killer! If this is supposed to be fun, I'm a small beetroot!

Life span
- Be careful you don't drop this game when you walk out of the shop

Final rating 30 Percent



Don't be fooled by this big-looking map – every level's dull!

WIN! 5 copies of this game to be won, thanks to Elite. Send your name 'n' address to Franken Compo, TOTAL.

Playing doctors and hearses



Shields always reappear in the same places when they run out.



Dr Franken 2 has six brand-new levels, including scrolling ones.

FRANKYS
Massive playing area, with varied levels, superb graphics and very involving gameplay

Franky has hit upon rough times again. Dr Von Frankenbone has snuffed it, and his creation, the aforementioned Franky, who is stuck in a smelly old castle miles from the nearest Little Chef franchise, is faced with new problems and an even bigger Game Boy adventure than the first Dr Franken game.



This particular period in history, long before anyone did anything sensible with science, is fraught with superstitious peasants, tyrannical kings, and religious nut-cases who would sooner burn you than pardon you. But which of these foes is on Franky's case? None, actually – he's in trouble with the electricity board.

Yup, the old bill's after him, and last quarter's was a real shocker! But all is not lost for Franky. The late Dr Von Frankenbone had one treasured possession – a golden tablet with a picture of Bitsy, Franky's girlfriend, on it. All Franky has to do is flog it to someone and he'll be able to pay off his debts. The trouble is, this tablet has been scattered over seven locations (140 rooms and six scrolling lands), so he's



For Game Boy (1 player) From Elite Price £30



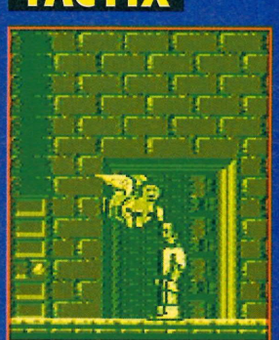
The late doctor's dog has large teeth and a major attitude problem. Let the dumb mutt walk itself, I say!

DR FRANK

TOTAL! TACTIX

Looking for a way out

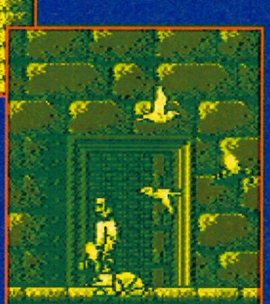
Once you've found the back door key, you're on your way.



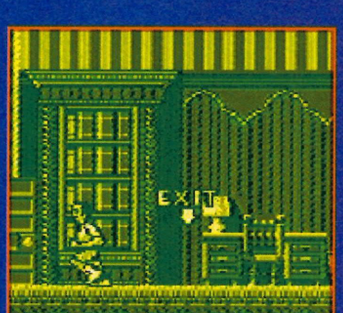
Head upwards towards the battlements.



The route is pretty straightforward now. Just follow the exits around.



You'll know if you're on the right track if you come across this snail thing. Watch out, though, it's indestructible!



Almost there now. Run left and across the battlements...



... And here we are. Grab the key and go back downstairs to unlock the castle's back entrance.

Castle hassle

Don't fall down these gaps! (Oh, and avoid the gas bubbles.)



really got his work cut out this time.

Franky's first problem is to get out of the late doctor's chateau, where the villagers have locked him. The key is up on the battlements somewhere – if he finds it he can escape through the back door and avoid the debt collector. Once outside, the world is his oyster, with paths leading off to the other areas of the game, although some can't be accessed straight away unless you've collected a certain object or solved a problem first.

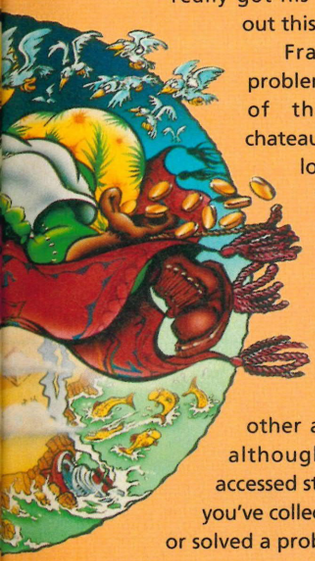
MANKYS
Bad control. Reappearing baddies are annoying. Gets off to a slow start due to the initially confusing maps

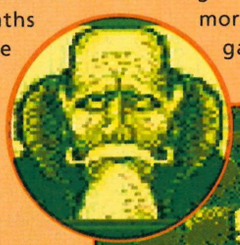
The whole of the game is littered with essential objects, which can be picked up and stored in Franky's Inventory. Probably the most useful addition to the previous Franken game is the Transporter, which allows you to zap about the game without having to retrace your steps – but once again, you've gotta find it first!

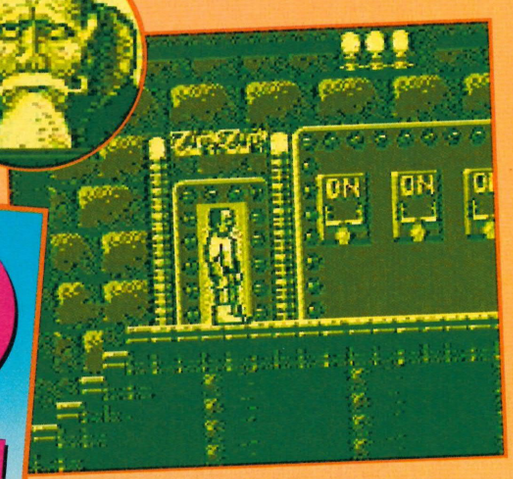
Like all good platform adventures, this is a non-linear game, which means that you can move more or less freely around the whole game area. There are problems, through. The first one is getting out of the flippin' chateau without getting horribly lost. It also takes a couple of frustrating attempts to get to grips with the layout and how to use the maps, but hey, no one wants a game they can finish in a week.

So, if you're heavily into intense adventures and you've got a month or two to kill, Dr Franken 2 is better than a bolt through the neck. But be warned, it's a bit of a slow starter!

JAMES





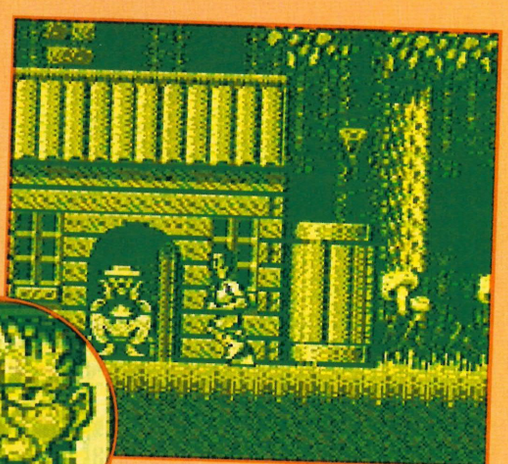


Handy household re-charging machine or industrial microwave? Is it a chance you really want to take so early in life?





Oh no! Some mad old bint's blocking the way and wants me to rescue her cat. Oh well, I'll nick her pension book and go on holiday!



Using the chateau's outside loo is an embarrassing affair since vandals ripped the door off.

TOTAL! TEK-SPEX

Game	Dr Franken 2
Levels	7
Difficulty	Medium
Continues	None
Release date	September

DR FRANKEN 2

Looks
■ As impressive as the first game, with smooth animation and great backgrounds

Sounds
■ Atmospheric soundtrack and an abundant range of effects

Gameplay
■ Frustrating baddies and lots of wandering, but that's platformers for you

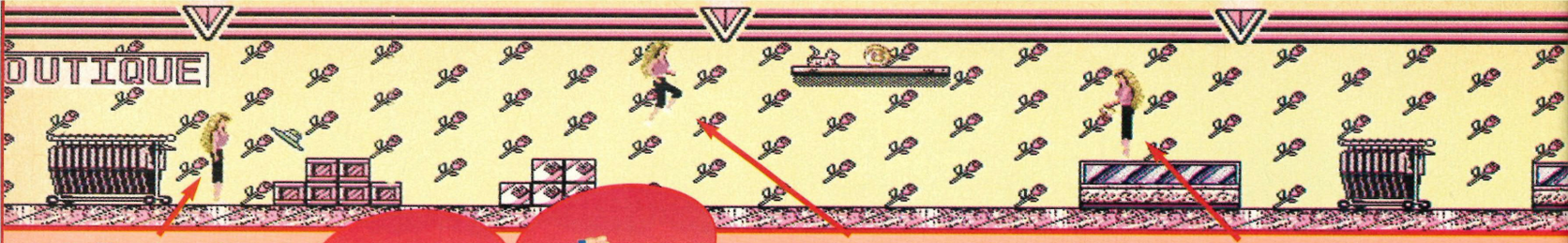
Life span
■ Tough and intense – without passcodes it would be impossible to finish!



Takes a while to get going but develops into the biggest Game Boy platformer available. If you don't mind the exploring, you'll love it!

Final rating 89 Percent





Barbie tries to figure out how to walk.

Look, Barbie jumps up in the air. Hooray!

Look, Barbie stands around for a bit and does absolutely nothing. Huzzah!

BARBIE

For NES (1 player) From HI-Tech Expressions Price £26

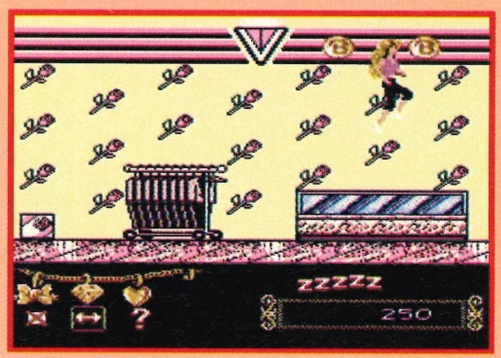
DULLS
Everything about this game is cack: the graphics, the sounds and the gameplay

Don't laugh, but I was actually quite keen to review Barbie's™ and Ken's™ adventures on the NES, simply on the grounds that it's a bit different and a bit bizarre and it might have been kind of fun. But it's SO CRAP! It really is.

Fans of Barbie are more likely to get enjoyment from the packaging of this cart than they are from the actual (ahem) game.

The storyline? Well, the whole game is a rather freaky dream sequence. Barbie is dreaming about going to the mall and to the gym, and you have to help her on her way by making sure nothing untoward happens, like dogs nipping her slender ankles or enormous footballs flattening her bouffant hairstyle. If these evils get to her, Barbie wakes up and then you're really in the doghouse.

The most alarming features are the stupendous lack of colours, the omission of any interactive



'Find hidden goodies like parcels and you can be transported to a world beyond your wildest imaginations.' Yeah, right.



ROBOCOD

For NES (1 player) From Ocean Price £30

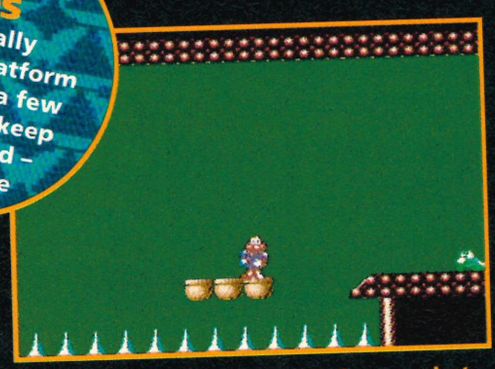
Robocod has been around for quite some time now, and frankly he's beginning to show his age. The game achieved massive success on the Amiga, but of course Amiga owners aren't quite as demanding as Nintendo gamers. While those keyboard tappers seem content with a lot of pointless wandering around – witness the success of Zool and Turrican, both stupidly easy and pointless to play – we joypad bashers want intricate puzzles, fab graphics and amazing gameplay. With rivals like Mario 3 and Mega Man waiting patiently in the wings, Robocod is up against some fairly stiff competition on the NES.

CODS
An initially addictive platform game with a few features to keep you amused – for a while

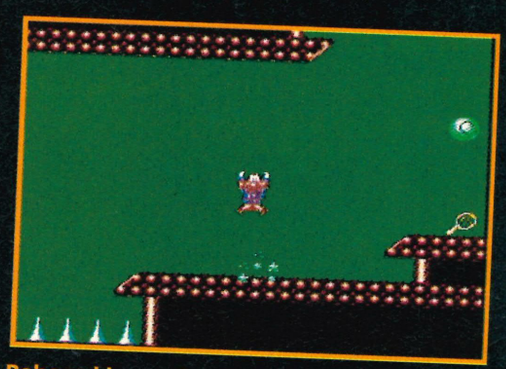
You play the part of James Pond, fish-like secret agent extraordinaire, as he tries to thwart the plans of the evil Dr Maybe. In your path are all manner of twisted creatures, both on the ground and in the air. You can kill most of them by jumping on their heads (yes, it is a bit like Mario), but some of them must be avoided. You start the game armed only with a limited jumping ability and a bionic neck. This neck soon becomes one of the most important aspects of the game, as stretching it skywards allows you to reach those previously inaccessible



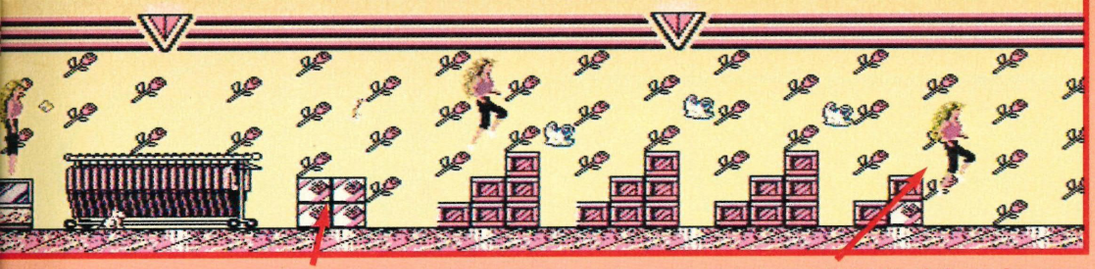
You could use your stretchy neck to reach those bonus items, but it's hardly worth the effort, to be honest.



Just check out this action-filled screenshot. It's amazing what they can do with a complete lack of imagination these days.



Robocod jumps for joy as he realises that things can only get better for him after this version of the game.



Oh look, you can jump on these boxes. Isn't that thimply thuper?

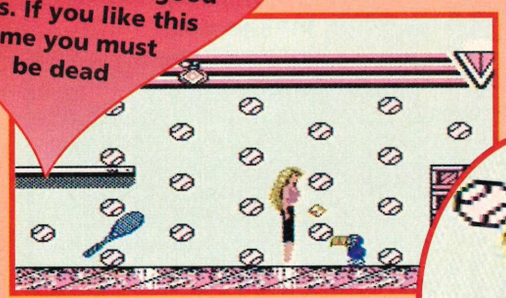
Oh no! Barbie has fallen all of three feet! Will she die? Could anyone care?

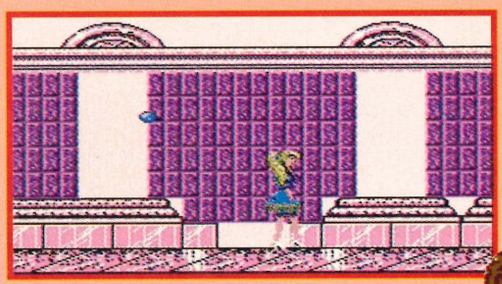
gameplay, the absence of any half-decent storyline, the appalling animation – Barbie looks like she's walking on stilts – and, well, the overall lack of everything, really. If Barbie was a song, she'd be the 'nul points' Norwegian entry in the Eurovision Song Contest.

There really is almost nothing to recommend this game to anyone, young or old, male or female. It should be banned. **CHRIS**

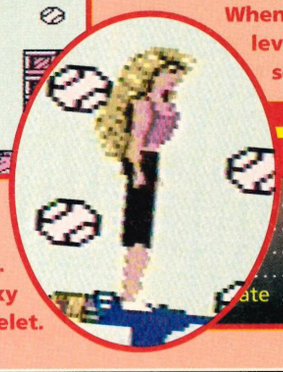
TOTAL!

DOLLS
Sorry, there are no good points. If you like this game you must be dead





When you've completed the first level you can go on to the second. Whoopee.



Scratch yer stubble and adjust your deep-cut tank top as you wonder how to scramble over this. No prob. Just throw the little critter a 'lucky charm' from your charm bracelet.

TEK-SPEX

	Barbie
	3
	Er, no
	Who cares?
ate	Out now

BARBIE

Looks
■ Really rather dreadful. I get all upset when I think about them so I won't

Sounds
■ And you thought the depths had been plumbed. These are real aural atrocities

Gameplay
■ About as enticing as all that yucky gunk you find under the fridge

Life span
■ Shovel it somewhere dark and unpleasant as quickly as possible



Promises great things but delivers next to zilch. I cannot adequately express my regret at seeing a game like this come into existence

Final rating 19 Percent



corners of the screen. You can clamber along the ceiling too, which often leads to short cuts through the sprawling levels.

Eventually you come across other modes of transport, including a car and a plane. There are loads of bonus items to pick up as well – some of them give you points while others bestow extra abilities.

The problem with Robocod is that it all gets very dull, very quickly. It's too easy and there's just not enough to do and too much space to do it in. The graphics don't help either – the programmers have obviously tried to emulate the parallax backgrounds (they don't move on the NES version) of the Super NES and Amiga versions and it all looks very messy.

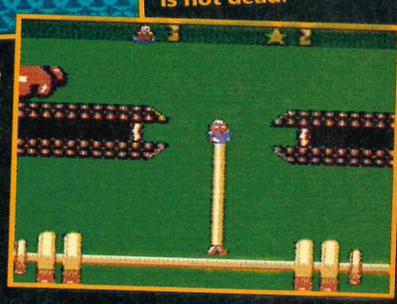
Robocod is basically a rather tedious game which you'll complete in a day or two. Unless you get bored and fall asleep. **FRANK**

TOTAL!

SPODS
Any good points are forgotten as soon as you discover how shallow and easy the game in fact is



Although he looks like an angel, Robocod has simply acquired some wings and, sadly, is not dead.



The fishy one uses his stretchy neck to, erm, stretch his neck. It really is as good as it looks.

TOTAL! TEK-SPEX

Game	Robocod
Levels	Loads
Difficulty	Easy
Continues	Infinite
Release date	Out now



Picking up the computer-shaped bonus object above you gives you a few extra points. Like, wow, man.



The really fishy thing about Robocod is the gameplay, which hasn't improved at all in the transition to the NES. We just won't put up with it

Final rating 56 Percent

ROBOCOD

Looks
■ Oh dear, someone appears to have beaten Robocod with the ugly stick

Sounds
■ Ace rendition of the Robocod music and some decent spot effects

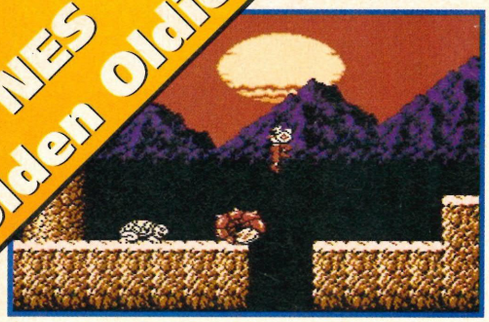
Gameplay
■ Good fun while it lasts, but slow in places and too repetitive

Life span
■ This is where it all goes wrong. Too easy and frequently very tedious

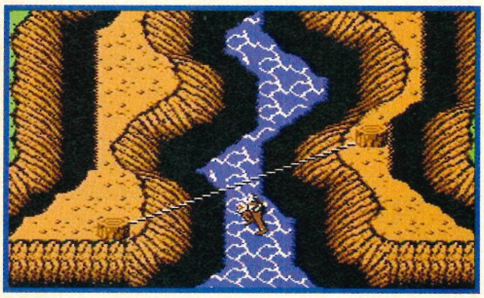
NES Golden Oldies

Rygar

For NES (1 player) **From Tecmo** **Price Shop around**



Call that a gap? I've jumped bigger gaps with both legs tied behind my back (etc.).

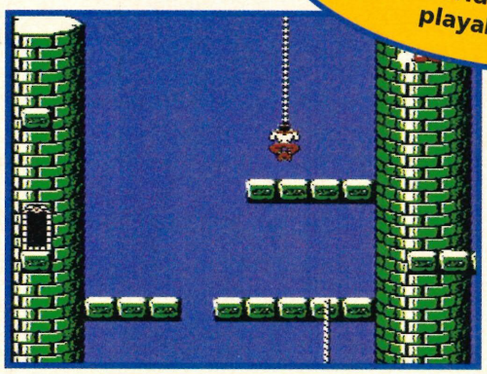


You need a wind pulley to cross these ropes. You'll find one in Eruga.

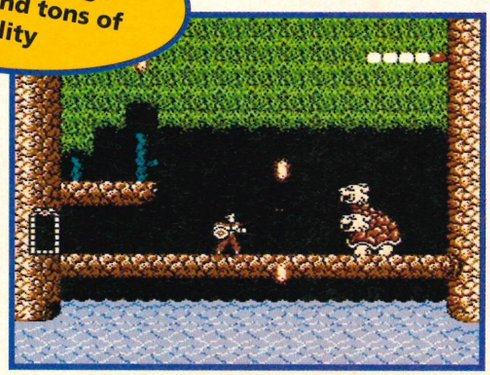
Argool used to be a nice, clean, wholesome sort of place. Until the evil King Ligar threw a spanner in the works. Know what he did? He only went and imprisoned the five gods who founded Argool, that's all! (Knew you'd be shocked.) However, help is at hand, in the form of the legendary warrior Rygar, raised from the dead for this comeback appearance. (If he's that good, how come he was dead?)

You control Rygar in an attempt to find the gods and defeat Ligar. You do this by running around the kingdom and thumping every creature you meet. Every time you kill a creature you get stronger – and you can also pick up bonuses and extra weapons.

RYGARS
Lots of action, a huge game world and tons of playability



You won't get far without your grappling hook weapon – better find it then, eh?



Eek! A nasty boss monster. Use your 'attack and assail' (smart bomb) if you can.

TOTAL! TEK-SPEX

Game	Rygar
Levels	4 worlds
Difficulty	Medium
Continues	Infinite
Release date	1990

Metroid

For NES (1 player) **From Nintendo** **Price Shop around**

Metroids are a real pain in the backside. Well, one in particular is, anyway. It's the Metroid inhabiting the planet Zebeth. Your job, as an officer of the galactic federal police, is to find it and well and truly duff it up.

Which is none too easy, since your task involves negotiating an extremely maze-like complex of corridors and chambers without getting killed. Most of these rooms and passageways are filled with creatures from your worst nightmares (if you have nightmares about scuttly hedgehog things and flappy things that drop from the ceiling, that is).

COPS
A big game that'll last you ages. Lots of monsters and weapons

Planet Zebeth is a very big place, and if the nasties don't get you, old age will. It's essential to make a map as you go along and brew up a thermos full of strong, black coffee to keep the yawns at bay through the early hours of the morning.

Make a map!

If you don't you'll just plod around for days.



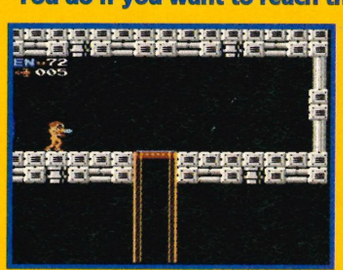
At last – a way out of this endless vertical shaft!



... And it leads right into another one. Bum.

Need a lift?

You do if you want to reach the rest of the game!



Keep going and you should find your way to this lift.



And at the bottom... some more corridors. Great.

LIGARS
Not particularly original. A few graphical glitches. Could be a bit short-lived

The kingdom is pretty big, but the instructions provide all the maps you need, and all the different areas you have to visit are a manageable size. The real challenge is making any progress at all against the tough later stages – the monsters just keep coming. Add to that the palaver of finding the right bits of equipment to tackle the right jobs, and you've got a game with a fair bit of long-term interest.

All in all, Rygar is pretty darned good. It gets frustrating when you reach a bit you can't beat, but persistence will pay off (and you get infinite continues). Which is the only problem, really. You'll probably find that a week's determined play sees it off. **CHRIS**

TOTAL!

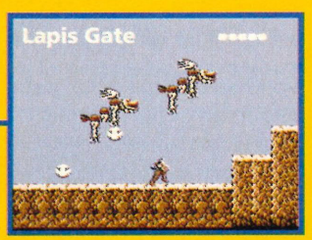
Where in the world

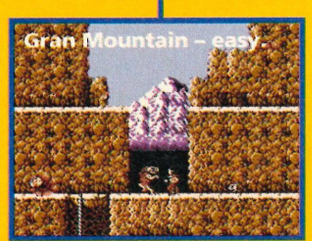
The Valley Of Garloz is the centre of Argool and has doorways into all the lands Rygar has to explore.













Rygar

Looks
Nice detail, atmospheric backgrounds, and dead fast sprites

Sounds
Stirring, heroic-type soundtrack and decent enough effects

Gameplay
It's yer standard arcade adventure-type jobbie, but none the worse for that

Life span
You can progress quickly through most of it, which limits its life expectancy



Rygar combines good arcade action with a satisfying adventure epic feel. But is it big enough to survive hours of happy joypad-bashing?

Final rating 79 Percent

PLOPS
After about an hour you realise how damned dull the whole thing is

Although Metroid moves nicely, and there's a gigantic area for you to explore, it's all a bit dull and samey. There is extra energy to pick up, bonuses to find and new corridors to discover and explore, but there's really nothing much to set the pulse racing...

... Apart from the sheer frustration of having to restart from the same darned place every time your energy rating drops to zero – this is likely to induce apoplexy in less patient gamers. There are other restart points, but they're miles apart.

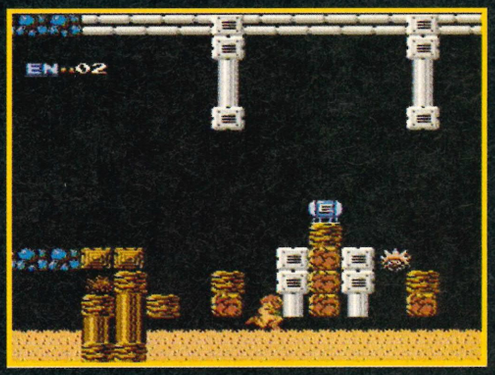
For those who've got the staying power, there's a fearsome-looking password system that lets you pick up where you left off, but you're going to have to be pretty darned determined to find that pesky Metroid if you're going to stick at this one.

Metroid first came out in 1986, and still looks fairly good today, except that there's just too much walking around and not enough humour. Programmers must have been pretty serious back then, and nowadays we like a bit more fun. **ANDY**

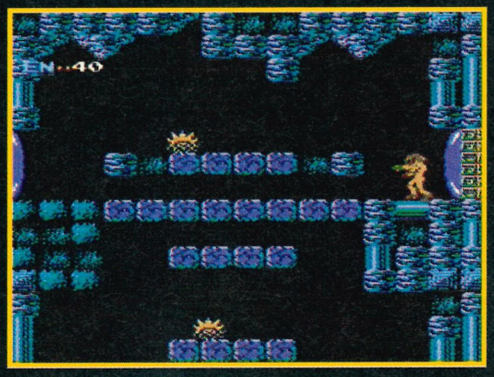
TOTAL!

TOTAL! TEK-SPEX

Game	**Metroid**
Levels	One big one
Difficulty	Medium
Continues	Passwords
Release date	1986



Aaargh... Mind the quicksand! Too late. Our hero sinks slowly to his doom. Pity, cos he was just about to pick up a bonus. Gimp.



To get through the doors you have to shoot them. Don't try this at home.

A good platform arcade romp that's big enough to last you ages. It's a bit dull to look at, though, and there's not much to chuckle over



Final rating 66 Percent

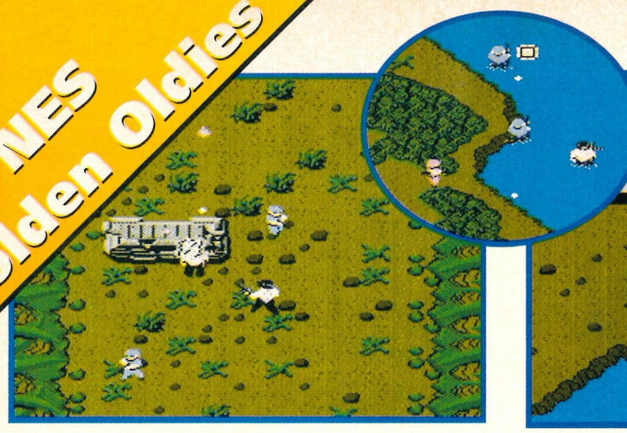
Metroid

Looks
Decent animation and smooth scrolling, but it's duller than Milton Keynes

Sounds
A nice, menacing tune, but the FX aren't going to win any medals

Gameplay
A good, solid platformer, but not enough fun to cut it these days

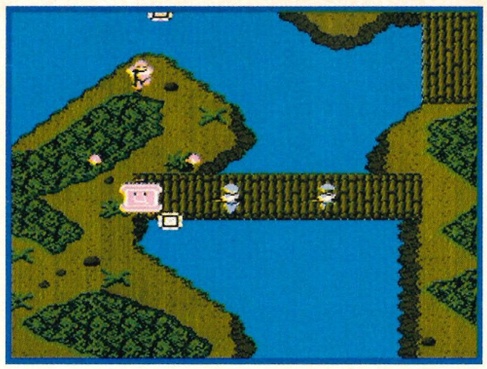
Life span
To finish it you'd have to be dull, desperate or inhumanly determined



Life's much easier when there's two of you. (Unless you're both pathetic.)



Get the gun... GET THE GUN! Great, a tank driver who's as deaf as a post.



Oo-er, a big metal tank on a thin wooden bridge – shut your eyes and pray.

Ikari Warriors

For NES (1-2 players) **From** SNK **Price** Shop around

Paul and Vince are a couple of real tough hombres (although they sound more like a pair of hairdressers, if you ask me) who've been sent on a special mission. That mission is to invade a hostile enemy country and, er, well, that's it, actually.

Tough hombres they may be, but Paul and Vince are obviously a bit lacking in the cerebral department. It doesn't matter, though, cos this game is all about walking, shooting and killing. The only strategy involved is whether to jump into a tank and when to jump out of it again – they blow up when they run out of petrol, you see. (I'd check the terms of the warranty if I were them.)

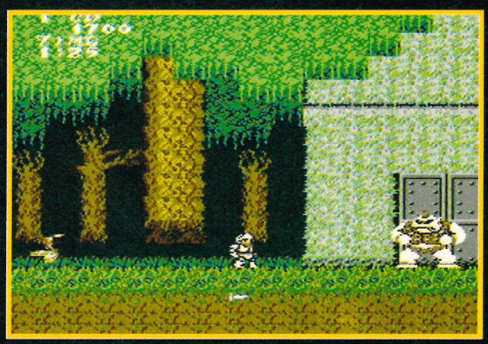
Paul and Vince are good buddies and work best as a team. Ikari Warriors can be played in either one-player or simultaneous two-player mode, but as a single player you're likely to get overwhelmed pretty quickly by the swarms of bad guys, tough gun emplacements and other ever-so-slightly fatal things.

IKARIS
Non-stop shooty action. Simultaneous two-player mode. Lots of pick-ups

All this would be jolly good fun if it worked a bit better. As it is, though, the controls are a bit mushy to do anything quickly and accurately, and the enemies wibble about a bit too fast for you to plug them full of lead reliably. The sound effects are a bit iffy too: the explosions are okay, but it takes a while to work out what all the other spasmodic tweets and warbles mean.

Basically, what we've got here is a game with mediocre playability and a one-paragraph

Ghosts 'n' Go



This big geezer is the level 1 boss. He's not so tough, though. (Er, but neither are you.)

For NES (1 player) **From** Capcom **Price** Shop around

Computer games don't have personalities, of course, but if they did you can be sure that Ghosts 'n' Goblins would be a complete and utter git.

The arcade version was great fun. You controlled a knight in shining armour who, when he got hit and lost his armour, turned out to be some spindly-legged gimp who flailed about like a windmill when he ran. It was such fun you didn't notice the game was yet another scrolling shoot 'em up – even if it was quite a good one.

MOSTS
A good, tough challenge, with varied monsters and scenery

Unfortunately, the NES version is neither fun nor particularly good. Obviously, the NES can't be expected to manage arcade-quality graphics, but it can definitely do better than this jerky shuffle. Admittedly, you do get used to the bitty scrolling, but you shouldn't have to. However, it's the gameplay that's really the problem. Lots of folk like their games

In seventh hell

There are seven levels to get through, and they just get harder and harder.

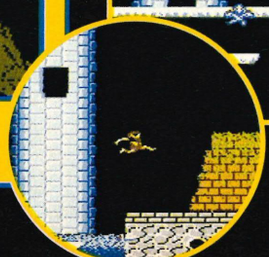


You begin here. It starts off not very easy at all...

... And it gets worse. A nutter might get this far.

Even the programmers haven't got this far.





Watch out for the horrible wibbly things – I hate 'em.

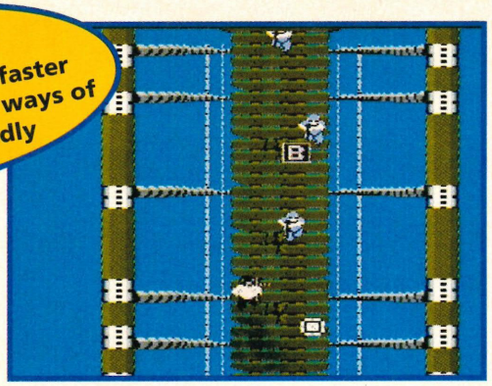
plot. If you stick with it for long enough you'll probably get used to its quirks eventually, and you may even get to like it. But you'd have to be extremely persistent, and quite possibly a little bit mad. **FRANK**

ICKYS
Bad guys who move faster than you can aim. 101 ways of dying unexpectedly

TOTAL!

TOTAL! TEK-SPEX

Game	Ikari Warriors
Levels	One big one
Difficulty	Medium
Continues	None
Release date	1991



Oi, stop jumping up and down on the bridge and making it wobble! C'mon, guys... Oo-er... Never mind, just as well I can swim. (You *can* swim in this game, can't you?)



Ikari Warriors was well-loved when it first came out... But that was about the same time as the dinosaurs, and it should have died out long ago

Looks
- The backgrounds are okay but the sprites are a bit weedy

Sounds
- If you think the title tune's bad, wait till you get to the in-game FX

Gameplay
- What gameplay? It just goes on and on. You don't even get time to yawn

Life span
- It'll plague a single player for ages. Two players have more chance of thrashing it

Ikari Warriors

Final rating 59 Percent



Ikari, wars and all

Tank still going? You must have picked up some more fuel then.

These guys have got grenades. Gits.

This gun emplacement looks tough but it ain't.

This is the knackered plane you climb out of at the start.

tough, but this one is ridiculous. The sheer number of enemies, the naff controls and the fact that you can only take two hits before you die all combine to produce a game that will drive you potty.

There are seven levels in all and each one has an end boss. With infinite continues and restart points halfway through each level, it is possible to win through with sheer persistence, but the emphasis is on persistence rather than fun.

The tactically-minded might like to note that you can pick up various extra weapons and bonuses along the way, but anyone else will be so mesmerised by the tooth-grinding, knuckle-whitening irritation of the whole darned thing that any details like that will be forgotten.

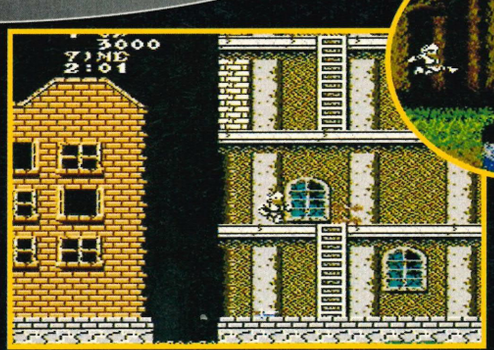
GHOSTS
The difficulty level and the mushy controls will drive you up the wall

Ghosts 'n' Goblins isn't a bad game, exactly. It looks okay, it sounds nice and it's a tried and trusted formula, but it's too hard and too frustrating. And too many better platformers have come out since it was released. **JAMES**

TOTAL!

TOTAL! TEK-SPEX

Game	Ghosts 'n' Goblins
Levels	7
Difficulty	Hard
Continues	Infinite
Release date	1989



This bit is absolutely vile. It's full of nasty big blokes who drop things on you.



The thing is, where does a bloke dressed only in underpants keep those fireballs?

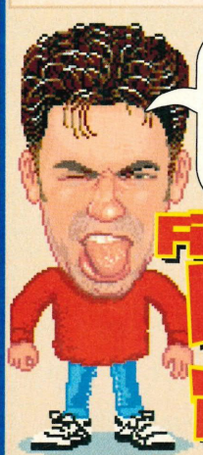
Ghosts 'n' Goblins

Looks
- The scrolling is horribly jerky, but the sprites are okay

Sounds
- The effects are pretty good, and it's got a spooky tune

Gameplay
- Horrible, difficult and frustrating. Look, I just don't want to talk about it, okay?

Life span
- You'll either finish it in three sessions or throw it on the bonfire in frustration



G 'n' G is just maddening – it's more an endurance test than a game of skill. Great for walnut-brained arcade freaks, but not for normal people

Final rating 58 Percent

ANYONE FOR TENNIS?

Wimbledon has been and gone, but don't tell Neko. (The rather hopeless Super Play tiger, seen here in full Jimmy Connors regalia.)



After all, he's just getting into the spirit of our September issue, where not only is the ace *Super Family Tennis* (complete with four-player Super Multitap option) reviewed, but other great new multi-player sports games like *Super Formation Soccer 2* too. We've also got 11 pages on all the new Mario games – including quite possibly the first full review of the *Super Mario Collection* – plus a giant review of *Street Fighter II Turbo*, a huge *Final Fight 2* guide, and a chat with Nintendo USA.

Super Play 11
Out 5 August
ORDER YOUR COPY TODAY!

And don't forget the August issue

The current issue of *Super Play* has reviews of *Final Fight 2*, *Super Turrican*, *Bubsy* and *Striker*, tells you an easy way to to fix your broken Super Nintendo, and comes packed with all the hottest game news from the Chicago CES show, including a complete nine-page show report! This is one issue you just can't afford to miss!

Super Play 10
Out now!
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TOTAL! TACTIX

Keep those tips coming in – any tip published wins the sender a hip and groovy TOTAL T-shirt.

SUPER SOCCER

SNES TIP

Hold everything! **David Miles** from Essex has been keeping a close eye on us, and apparently we've never printed a code for the Expert level on this premier league footy sim, so here we are. Oh, and footy fans should check out Super NES Striker on page 28. It's gorgeous!



TINY TOONS

NES TACTIC

Here's a cheat for finding a special bonus stage on this cute platformer. First, select any character apart from Buster. On level 1-2, go to the girl who tries to kiss you. Take a happy heart from your inventory and, when the counter shows a multiple of 10, let her catch you. If you've done it right, a bonus stage will appear, offering the chance of a 3-up.



PROBOTECTOR

GB TRICK

Some American chappie claims that there's a level select on this top-class blaster, which goes something like this: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A, SELECT** then **START.** Unfortunately, we can't send him a T-shirt because he didn't give his address, but ta anyway.

ALIEN³

GB TRICK

We all know that soundtracks on the GB (bless its little speaker) can be a right pain in the ear – and if you turn down the volume you lose the FX so you can't hear a baddie creeping up on you or tell when you've picked something up. To remedy this situation in Alien³, go to the Inventory panel and press **START** once for FX only (or twice for music only).

BUSTER BUSTS LOOSE!

SNES TIP

There's no stopping some people, is there? This cute 'n' cuddly platformer has only been on the shelves a couple of days, and already **Roy Cooper** of Coventry has sent us a stack of codes for it. Well, you can get some sleep now, Roy, and let everyone else plug away.

Easy Level 1: **BABS BUNNY – GOGO DODO – MONTANA MAX**
Level 2: **PLUCKY DUCK – BOOK WORM – ELMYRA**
Level 3: **MONTANA MAX – CALAMITY COYOTE – SHIRLEY**
Level 4: **ELMYRA – ROAD RUNNER – SWEETIE**
Level 5: **SWEETIE – PLUCKY DUCK – BOOK WORM**
Hard Level 1: **PLUCKY DUCK – BABS BUNNY – BOOK WORM**
Level 2: **ROAD RUNNER – MONTANA MAX – ELMYRA**
Level 3: **GOGO DODO – SHIRLEY – SWEETIE**
Level 4: **BOOK WORM – PLUCKY DUCK – BABS BUNNY**
Level 5: **GOGO DODO – CALAMITY COYOTE – ROAD RUNNER**
Level 6: **MONTANA MAX – BABS BUNNY – SWEETIE**
Menu for Bonus Games: **ELMYRA – SHIRLEY – CALAMITY COYOTE**

NHLPA HOCKEY

SNES TIP

This tip turned into another excuse for Chris to get his favourite sports sim out of the drawer and bore us to death with slow-mo action replays of his top 10 shots. So we'd better get this one out of the way quickly!
Second round – Montreal vs Long Island:
GBMYY73ZPJJRX3ZD
Semi final – Montreal vs New York:
G7113H5PYZWBKRYC
Semi final – Los Angeles vs Minnesota:
C4W53V9421JJRYH5
Final – Los Angeles vs Boston:
C42BWBGOOP37LV9J

POPULOUS

GB TIP

Our tips maestro, Paul 'Weaver Of The Valley', has done it again. This time he was chilling out in the Welsh countryside and playing god on the Game Boy. He's sent us these codes, but he doesn't get a TOTAL T-Shirt cos he gets paid far too much as it is!



Populous gets hellish in the later worlds!

World 11: **NIMIHILL** World 25: **QAZITORY**
World 51: **BUGWILLIN** World 77: **RINGOXMET**
World 101: **SCOGBBOY** World 121: **QAZIKEBAR**

RAD RACER

NES TRICK

Rad Racer is a bit of a mediocre racing game, but still, a tip is a tip, and **Adam Daly** from Notts. has taken the trouble of sending in this cheat for an extra continue. Take it away, Adam. On the map screen, press **A** and **START** simultaneously and there you go, an extra continue.

BART SIMPSON: ESCAPE FROM CAMP DEADLY

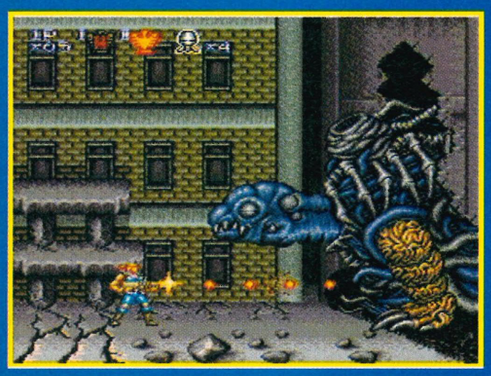
GB TRICK

Here's a quick tip from **Joseph Curzon** from Potters Bar for one of the few decent Bart games out there. When you see Madman Mort, don't shoot him, but use the branches to jump over him, then drop down behind him. Walk into the rope and he'll drop down too. Later in the game you'll see Mort's head. Headbutt him and he'll help you fight Nelson. Cheers, dude!

SUPER PROBOTECTOR

SNES TRICK

Right then, this cheat is a bit of a gamble, cos we've only got the American version of Super Probotector (which is called Contra 3), and it might not work on the English one. If it doesn't, send in one that does and you'll win yourself a TOTAL T-Shirt (complete with new design). Here goes: when the screen's scrolling, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT** and you should find yourself blessed with 13 lives.



13 lives come in very handy for Konami's explosive platform blaster. We still can't do it without an Action Replay, though!

LEMMINGS

NES TIP

Suicidal Game Boy Lemmings fans have already been given a huge wodge of level codes (see TOTAL Tactix in issue 19), and now it's time for players of the NES version of this frantic puzzle game to get a bit of help. Thanks a bundle to **Adam Stoker** from Leicester, who sent us these codes for the Taxing and Mayhem levels.

TAXING

Level 1: **VSDGSJ**
Level 2: **HGSFDY**
Level 3: **WMQQDF**
Level 4: **PRTTMR**
Level 5: **RYVCTD**
Level 6: **ZWKRBD**
Level 7: **FRRWNB**
Level 8: **WYPRHD**
Level 9: **PDKDJJ**
Level 10: **YPPSLQ**
Level 11: **HWRWXQ**
Level 12: **DHYWKL**
Level 13: **VWYRTN**
Level 14: **XYHGXK**
Level 15: **PLWJHL**
Level 16: **GKJXCZ**
Level 17: **DDBNDL**
Level 18: **JFGSJK**
Level 19: **NSDFSY**
Level 20: **BDRMLN**
Level 21: **JSDASV**
Level 22: **QWRTLR**
Level 23: **QHQLJS**
Level 24: **MRGHFW**
Level 25: **WHGXZL**

MAYHEM

Level 1: **SJFHGD**
Level 2: **HDFTGS**
Level 3: **XCSFSD**
Level 4: **SHDYWR**
Level 5: **KRWQHJ**
Level 6: **PDHJDN**
Level 7: **HPBFXX**
Level 8: **BZGSDT**
Level 9: **MLYZTF**
Level 10: **FFDYSF**
Level 11: **YYKSGS**
Level 12: **GLSHSL**
Level 13: **VLKSDH**
Level 14: **GTNGQQ**
Level 15: **JDFSDY**
Level 16: **WRDFVH**
Level 17: **KDHGFT**
Level 18: **WQDTGD**
Level 19: **THRRSH**
Level 20: **LJJDJJ**
Level 21: **KBGVXM**
Level 22: **SSHSJS**
Level 23: **LZTRYD**
Level 24: **VGXNFM**
Level 25: **ZQQPLM**

BATMAN RETURNS

SNES TACTIC

Okay, this might not be the most dramatic cheat known to man, beast and Nintendo players, but it's a cheat nevertheless. On this black-caped beat 'em up, go to the Options menu and, on controller two, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B** and **A**. Now you can select a stupendous nine lives instead of... erm, well, seven. (Ahem.) I suppose you think you'll be getting one of the new TOTAL T-Shirts for that attempt, **Mike Salmon** of Bucks? Well, yes, you will, cos we're dead generous like that.



Cats are supposed to have nine lives. Well, anything a cat can do, so can a bat.

BEST OF THE BEST

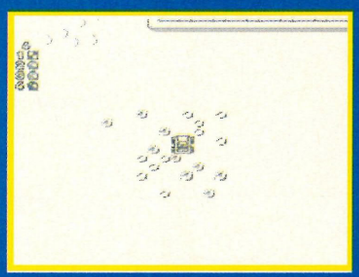
GB TIP

This is a nicely animated, though pretty tedious, karate sim. If you're fed up with eating your opponents' feet, followed by the canvas, load the code **XVS54QDX8** on the Options screen. When you leave the Options menu, you'll be hard enough to give most fighters a run for their money – and you'll get two medals to boot!

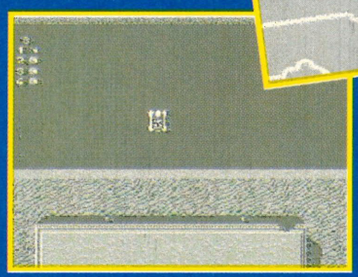
MICRO MACHINES

NES TACTIC

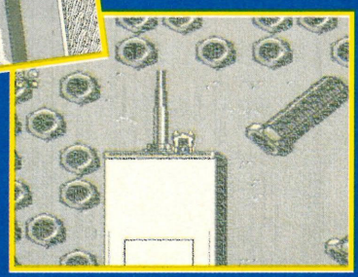
James Manico has sent a heap of tips for this fab racer but, sadly, forgot to tell us his address. So, Jim, if you write to 'I've Been A Twonk' at the usual address we'll send you a T-Shirt. Anyway, on with the tips. (By the way, our screenshots aren't wrong – when you access these cheats the screen briefly goes grey.)



Park yourself in a pile of Toppies for a secret bonus.



Desktop Drop-off gives you an extra life if you're quick.



What an uncanny cheat this is! Park here to win the race.



He's a bit of a slimey dude, but Spider can set you up with a tidy packet of lives.

Qualifying race: On this boat race, finish third and hold down **UP, SELECT** and **B**. When the screen goes blue, press **START** and **START** again, and, wahey, you've got six lives.
Race 1: Go to the bottom left of the course until you see a patch of Toppies. Pause the game on the bottom-left corner of the blue square covered in Toppies in the top right.
Race 2: Pause the game while jumping of the blue folder to get an extra life.
Race 5: Pause the game in the top left-hand corner of the track and you'll get super non-skid tyres.
Race 6: Pause the game in the shadow of the green ball by the bottom right-hand pocket to get an extra life.
Race 7: When you see the oil can, park by the bottom of its spout and pause the game to get first position.
Race 9: After the first pool of water there's a footprint. Get into the heel and pause the game to give yourself super-fast acceleration.
Race 10: Pause the game at the point where the hose comes out of the plants to get an extra grippy chopper.
Race 11: Pause the game when you jump over the lid at the end of the shampoo bottle to get... a surprise..
Race 12: Pause the game on the top left-hand corner of the fan to get something, um, dead special.

HUMANS

GB TIP

Our tips guy, Paul Weaver, has had his 'Boy out and trashed another couple of games. This Lemmings clone is a tough puzzler and is available on import – we don't know if it's going to be released over here yet. Anyway, here are the first 10 codes.

Level 1: **Um... You don't need one for this.**
Level 2: **CVBM**
Level 3: **QWSD**
Level 4: **PLKP**
Level 5: **MNBV**
Level 6: **VBCD**
Level 7: **ZXVZ**
Level 8: **KJHR**
Level 9: **PYST**
Level 10: **LKLQ**

SUPER STRIKE EAGLE

SNES TIP

For those of you who rushed out and bought the US import version after seeing the previews, and didn't wait for our full review (daft beggars), here's the level codes so you don't have to play any longer than is necessary.

LIBYA	KOREA	GULF	CUBA
756FD7GD	D0BD87F8	2H6G4735	DF25449H
F4BF83D9	796H0025	316DD6B8	

BATTLETOADS

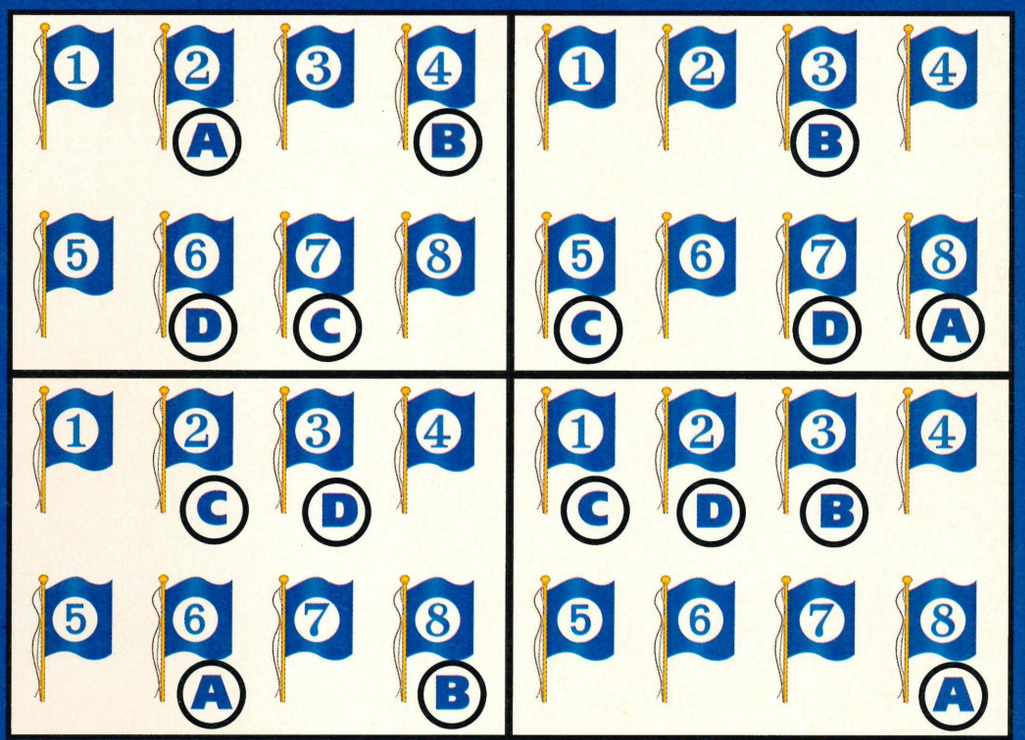
GB TACTIC

Here's a quick and easy one sent in by **Shaun Brenner** from Cornwall. Thanks for the picture as well, Shaun, although Frank is a bit fatter. To get five lives, press **A, B, DOWN** and then **START**.

DRAGON'S LAIR

SNES TIP

This tough medieval platformer has proven to be a right ball and chain for some of you. I mean, even entering the passcodes is ridiculously tough and can strip you of a life or two! However, we've got codes for levels 1, 2, 3 and Singe The Dragon, so with a bit of luck you'll finally be able to put the game out of its misery. Thanks to **Mark Devin** from Devon for these.



Push the lettered balls into the numbered holes shown above. Of course, there's a very strict time limit (which makes the password screen harder to complete than the game itself!).

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Super STAR WARS

Gwumm! Zhvmmm! Vmmm! Right, that's the crap light-sabre impressions out of the way – one complete Star Wars solution coming up.

For Super NES (1 player) **From JVC/LucasArts** **Price £49.99**

Final rating 87 Percent

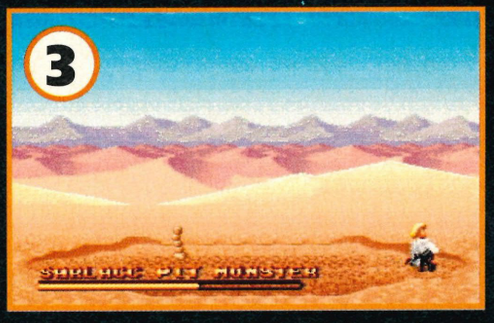
Level 1



Go through the first level, blasting the nasties. Duck then shoot to kill the scorpions. When you've gone over the first sand dune, stand under the rock (1.1) and keep



shooting the Womprats. When you kill 50 or so, a blaster power-up appears. Collect it and continue right for another one. This homing blaster is the best gun – don't



lose it! When you get to the Sarlacc Pit Monster, his tentacles show where he'll pop up, so you have a few seconds to take evasive action. Stand out of the way and shoot up with the homing gun (1.2 and 1.3).

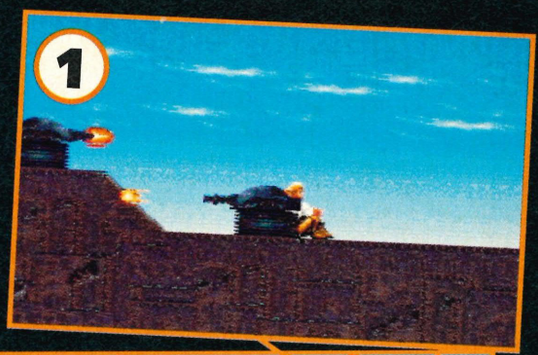
Level 2





Don't use the jets until the very end of the second level. Move around slowly, blasting Jawas (2.1). Avoid the black sand traps, as they damage you. When you've defeated all the Jawas a message will appear to go to the Sandcrawler. Spin left till you see it on the horizon, then use the jets (2.2) whilst pressing DOWN. This way you'll arrive safely.

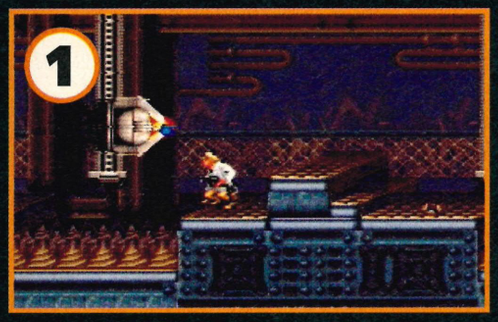
Level 3



Level 3

Shoot all the guns and doors you see on the Sandcrawler. Try to keep the homing blaster and time your jumps carefully. When you get to the top of the Sandcrawler, use your sliding move (3.1) to get past the gun emplacements. When you get to the hole on the far right, shoot around for an extra life.

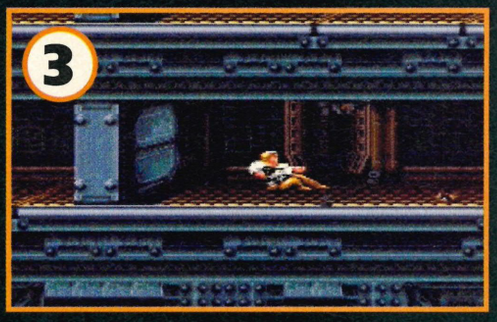
Level 4



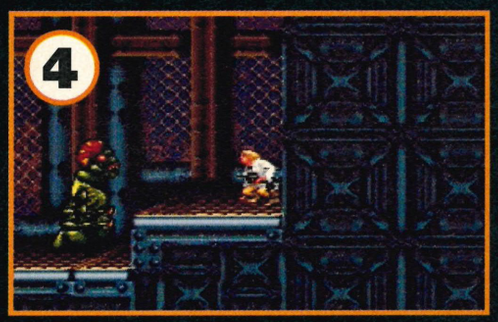
Inside the Sandcrawler, if you've only got the normal blaster, fire it diagonally for more effect. When you get to the moving gun emplacement (4.1), duck down as



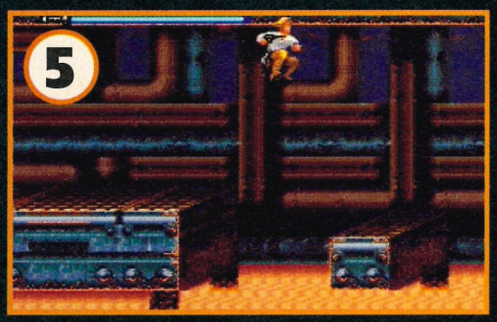
shown and fire across. When it blows, jump onto the remaining part of the gun. When you get to the second point shown (4.2), jump across and up into the secret



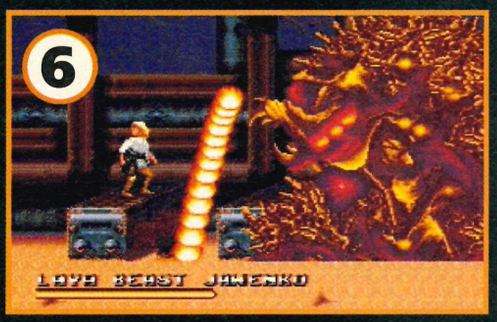
room. Get the power-ups and shoot up for an extra life. Continue round. Get past the security barriers using the slide (4.3). Walk onto the collapsing platform and hold



RIGHT. Use the slide to get past the stamping machines. Halfway through this level you'll meet the Catapillar. Crouch at this point (4.4) and blast away. Use the same tactic as before with the collapsing platform. When you

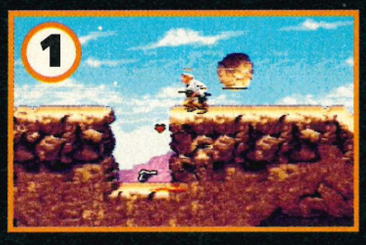


get to the bottom of the Sandcrawler, don't use the somersault jump to get across the gaps cos you'll hit your head and fall in the lava. Instead, take a short run-up and hold RIGHT for the extra distance. At the end



you'll meet Jawenko (4.6). Stand as far right on this ledge as you can and keep firing right. Every five seconds a line of lava will knock you backwards. Do a small jump to get back to where you were.

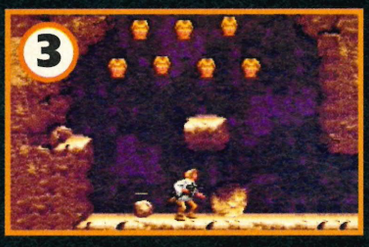
Level 5



Use the L and R buttons to look around on this level – if you're not careful you might miss something, like the blaster power-up early on (5.1). Make your way through the caves until you get to the



point shown (5.2). This is an auto-scrolling section so use the L and R buttons to see where the next block is before you jump. Watch out for the blocks that blow up and the birds that dive on you. When you get to the next set of blocks, fall down and hold LEFT. You'll end up in this secret



room (5.3). Shoot around for loads of lives. When you've got them all, go right and die. At the restart point, fall down again and repeat this until you've got enough lives to last you the game. Continue right, across the blocks, to Obi, who gives you a light-sabre.

Level 6

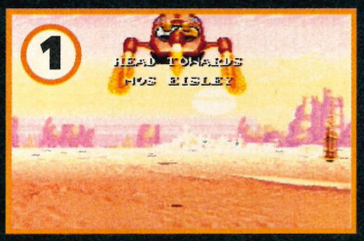


On this level you come across a Bantha (6.1). Use the light-sabre on it. In between killing the Banthas, stand still and use the light-sabre on all the



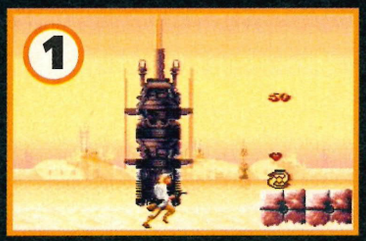
Sandmen who attack you to build your energy back up. Continue through the level until you get to the Mutant Womprat (6.2). Use the blaster on him.

Level 7

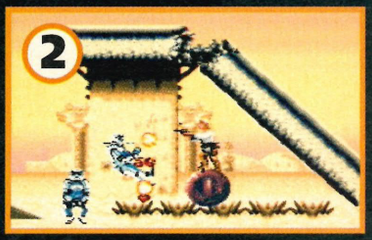


Level 7 is roughly the same as level 2, but there are a few more Jawas to kill (7.1).

Level 8



In Mos Eisley (8.1), shoot all the crates for power-ups. It's best to rush through this



level as fast as you can to avoid the Stormtroopers who fall from the sky. Here (8.2), use the barrel to get across the spikes. Also, if there's a platform you can't reach, use one of these barrels to get to it.

Level 9



For the next level, choose Chewbacca (9.1) – he's stronger and starts with a



better blaster. The canteena level is just a stroll-and-shoot affair. Blast through it (9.2). At the Kalhar Boss Monster, jump



and fire at his head (9.3). Don't bother trying to dodge his extending neck – just hope your energy outlasts his.

Level 10



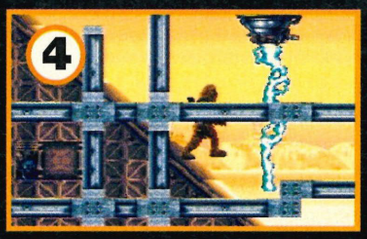
You'll have a choice of three characters, but stick with Chewy. Level 10 starts off



the same as level 8. When you get to this point on the building (10.1), jump onto the right-hand platform, then onto the one with the heart. Now jump onto the ones above and head across the top of



the building. When you get to the next building, go across the top again. The halfway boss is a Maintenance Droid. Stand at the point shown (10.2) and fire diagonally up to destroy it. Inside the



docking bay, watch out for the little flashing squares because they explode after about 10 seconds. Shoot or slide under the large claws to avoid being grabbed. Watch out for these lasers



(10.4). When they're about to fire, a red light comes on. Go down as far you can in the docking bay and head right. Eventually you'll get to the end-of-level guardian, the Hover Combat Carrier.



Follow these stages to destroy it. Slide underneath, crouch down and shoot straight up and diagonally up to destroy the bottom turret and two engines (10.5).



Go as far right as you can and fire up and left to destroy the left turret (10.6). Stand here and blow the front turret off, then continue shooting.

Level 11





Choose Chewy again. In the hangar (11.1), try to stay on the platforms. When you hear a 'Whoosh!' you've only got a second to get out of the way of a speeding TIE Fighter. Don't fire while jumping over pits. There are two waves of TIE Fighter attacks. After the second, wait and rebuild your energy for the end-of-level guardian – the Imperial Defence Droid. Stand here (11.2) and fire diagonally up until you've destroyed it.

Level 12





Take this level quite slowly and shoot the red lasers (12.1). You'll get to a large metal gate like the one shown. When it gets to here on its way up, slide down one side and jump up the other side. Carry on through the level until you get to the Detention Guard Boss (12.2). Stay underneath and fire upwards to destroy him.

Level 13





Bounce up on the platforms (13.1), shooting the lasers. Time your jumps carefully. If it seems that there's nowhere to jump, hang around and a platform will appear. When you jump up from the big moving platform to this point (13.2), quickly kill the two guard robots without moving up any further. When the two robots are destroyed, just shoot up and you'll have no problem taking out the tractor beam core.

Level 14



To complete this level easily, just keep going left and right when skimming across the Death Star, shooting all the time (14.1).

Level 15

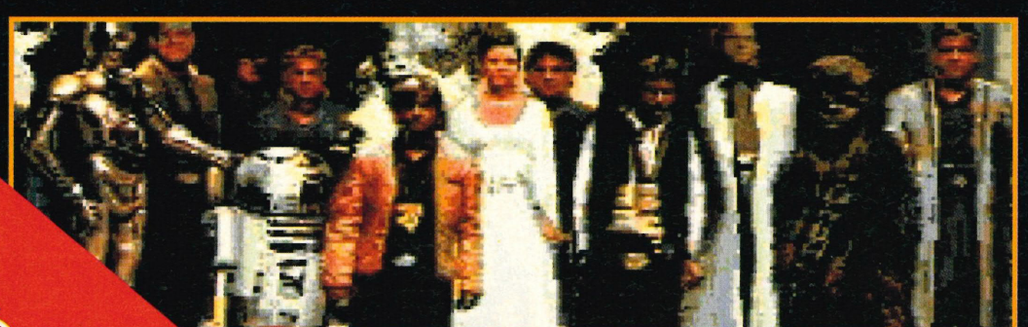




The final trench sequence! This is tricky, but after a bit of practice you'll complete it easily. Firstly, concentrate on hitting the fireballs that hurtle towards you. When the timer runs low, Darth appears and attacks you. Stay calm, line up your sights, then fire like mad until he gets out of the way. Wait until the counter gets to zero then let rip your photon torpedoes with the L and R buttons. Now get the heck out of there and wait for one mother of a bang!

WIN!

We've got three copies of Star Wars to give away, courtesy of JVC. Just put your name and address on a postcard and send it to Star Wars Draw at the usual TOTAL address.



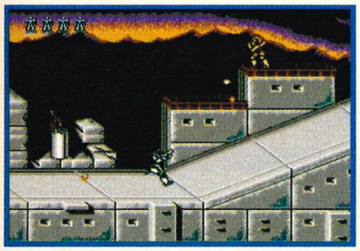
PROBOTECTOR II

Polish off Probie's second outing on the NES with our complete solution.

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

Final rating 91 Percent

LEVEL 1



Get the machine gun as soon as you start. When you reach the first slope, shoot up diagonally at the guard on the roof.



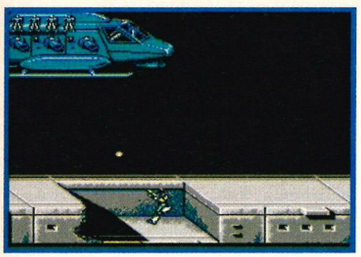
At the top of the slope, stop under the building and shoot straight up at the robots and the power-up that floats across the screen. Then lie on the floor to take out the pop-up gun.



Go up the next slope. Keep moving and firing and you won't get shot. At the base of the next slope, wait for the grenade to go off and then run past. Do the same with the sets of of two and three grenades later in the level.



When you reach the crater before the gun emplacement, first shoot the guard on the building then run up against the wall on the right and shoot up diagonally at the gun.

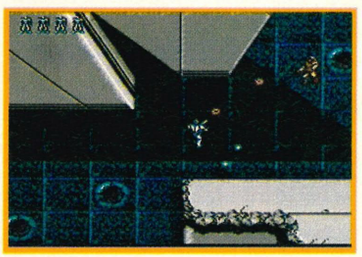


Duck and shoot another pop-up gun and go up the slope, waiting for the grenades to go off. Keep going till the screen stops scrolling. When the chopper appears, stay in the crater and blast its guns as soon as it comes on-screen.

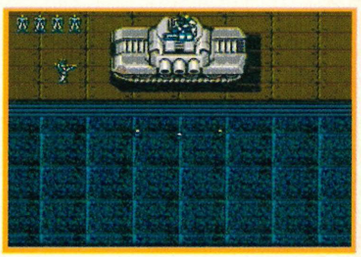


As it comes down, a door opens at the rear and robots rush out. Shoot them and keep blasting the guns, leaping between their shots as they come down. Blast all the guns and you'll reveal a green target. Shoot this to finish off the chopper.

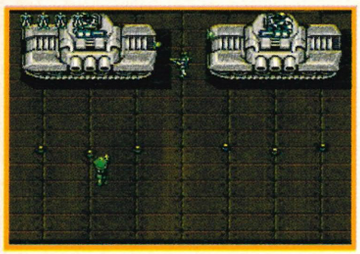
LEVEL 2



The first part of this level is a breeze. Collect the machine gun and weave through the walls until you get to the first tank.



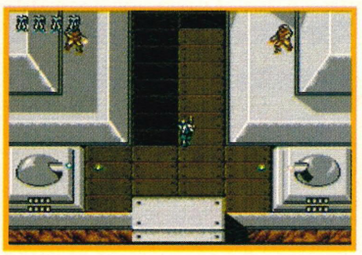
Don't try to attack the tank from the front – it's too much like hard work. Go up to the top, stand level with it and blast it as shown. None of its shots will hit you and all you've got to worry about are the guards at the top of the screen.



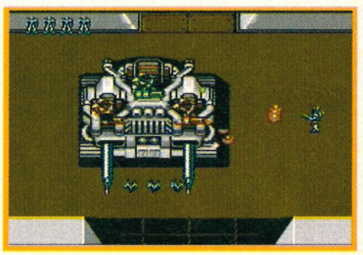
Use the same tactics to defeat the two tanks in the next section – but make sure you're standing exactly as shown or one of the guards will get a bead on you.



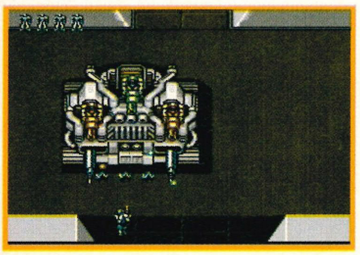
Blast the guards lurking in front of and beyond the gateway. Attack the first gun turret by running at it from the side and firing. Stand just below the level of its gun and its shots will miss you. Avoid the shots from the next turret in a similar manner.



Run straight through the next bit – try not to stop – and go over the bridge. Don't bother to shoot the gun turrets – just keep running till they're off-screen and then shoot the two guards. Blast the door.



The three-man tank is straightforward to beat. First, go up by the side of it as it goes over to one side and shoot it as shown. Then...

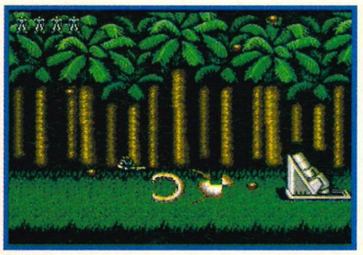


... As it goes back to the middle, move down into the black section of floor where the door was and shoot up – the electric bar won't hit you and it's simple to walk around the odd shot that the guards bung at you.

LEVEL 3



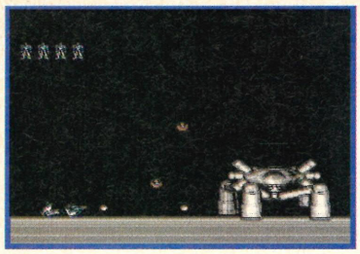
The start of the level's full of pop-up guns. As usual, duck and shoot to take 'em out but watch out for guards in the trees and robots running on screen.



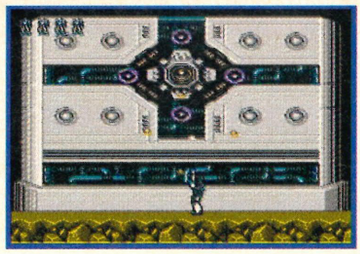
When you get to the giant mortar, go back left as it starts firing and stand here, as shown. None of its shots will hit you and you can blast it easily.



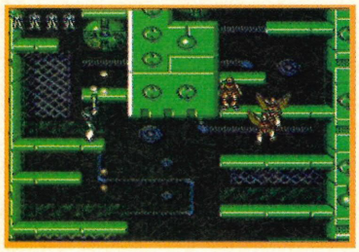
The water shouldn't give you any problems – just remember, you can duck below the surface whenever you like to avoid their shots. In the second lake it gets frantic, but keep going right and shoot everything in front of you before turning to take out the robots who've run on from the left. Stick to this method till you reach the end of the level.



Go over the log to the robot spider. You'll have to stand over to one side of it and shoot the legs when you're standing up. When it fires, duck to avoid its shots then get up and keep blasting it. As it gets close to you, jump on top of it, wait till it goes to the side of the screen, then get off and start all over again.



In this section, keep running right, jumping as the ground collapses under you. Continue right and you'll get to a giant gun emplacement. Stand just to one side and under the centre of the emplacement and shoot up at the guns and the central eye. Two of the guns will move to the sides and then fire. Jump up to dodge their shots as they get close to you. Keep using this method till you beat it.

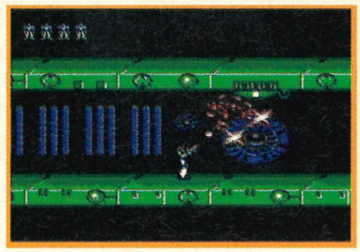


As you climb up, take out the winged robots as they appear and line yourself up under the guns (just off-centre so their shots miss you) and shoot up at them. Don't go up too far in one go or you'll have too much to cope with – limit yourself to one gun at a time, if possible.

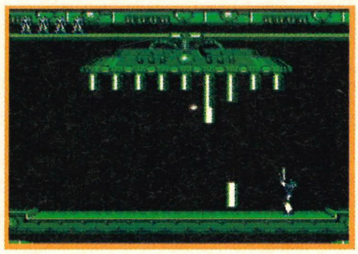


When you're on the big lift, get the machine gun and shoot the guns as soon as you see them. The moving guns are easy, too. Jump between their shots if things get too hairy.

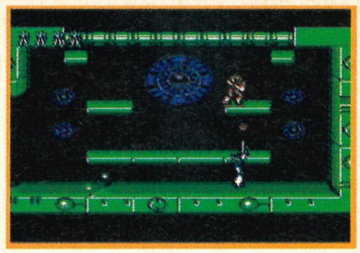
LEVEL 4



Don't rush straight under the bubble-launchers – stand behind them and shoot up and right at them until the bubbles stop flowing, then run underneath.

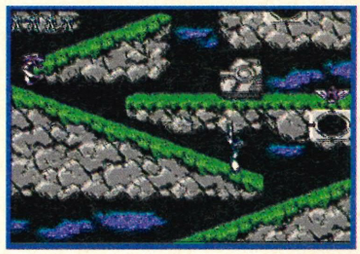


Grab the spread gun and use it to get the bubbles as they appear. At the top of the lift is a giant, moving nine-laser gun. Stay to one side and blast the lasers. Once they've fired twice, go underneath and shoot at them. Move over to the other side as you do this so THAT when they start firing again you won't be trapped. Repeat this to destroy it.

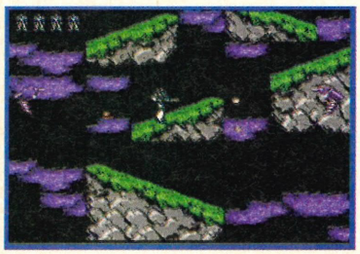


Go right. When the screen stops scrolling, move below one of the guards and then shoot them both. Stay under the platform and duck to protect yourself from the collapsing ceiling.

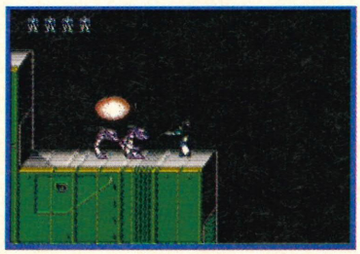
LEVEL 5



Take out the pop-up guns from below and shoot up at the robots as they come on screen. Take it slowly and try to resist the temptation to rush onwards or the screen will fill with guns and robots – and then you'll be sorry!



Shoot the flying aliens as soon as they appear. When you reach the boulders, wait for them to hit the ground then leap the first one that comes to you. Don't try to jump them all – at least one of the others will fall through a hole and you should have time to react to the third boulder if it comes near you.

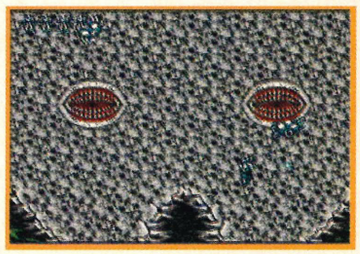


Reach the top and you'll have to go down some giant steps. Watch out when you land as three or four robots will come at you from behind. Turn quickly and blast them. If a gun pops up, try to land on it – or behind it, as it can't turn around – then shoot it.

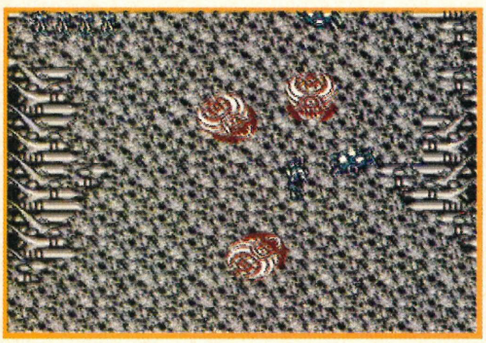


This floating skull boss is the hardest in the game. You've got to hit the red target but concentrate on hitting the three spiky red balls before they get you and you should hit the target in the process. Don't shoot the little skulls – just jump over them and keep shooting up at the spiky balls.

LEVEL 6



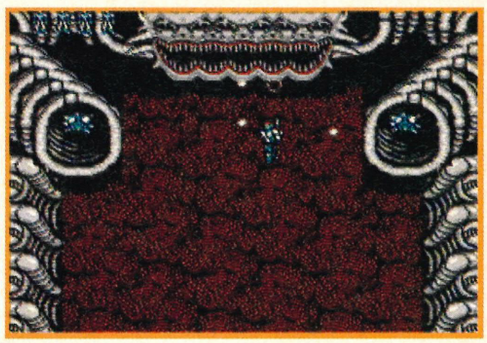
The giant mouths that open up in the ground look worse than they are – run at them and a few good shots should finish them off. You might have to check your step slightly to make sure that you get them before you run across them.



When the four flying heads come on screen and circle around you, stop moving. Stay still and shoot straight up. They keep circling and moving across your line of fire and soon you'll have taken them all out.



In the next section, loads of spiky balls come flying out of the walls. Don't rush through this bit – stop when the skulls are launched. You should be able to see that they move in regular patterns – either in a straight line or straight at you. If they're moving in a straight line you can dodge them easily. If they're homers, just blast a couple to give yourself a gap to run through.

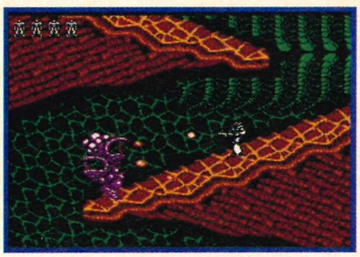


The five-mouthed monster is far too tough if you stay at the bottom of the screen. Get in close and stand at this point and you'll be able to hit it while avoiding being hit by its shots. The only thing you have to worry about is taking care of the spiky balls when they come near you.

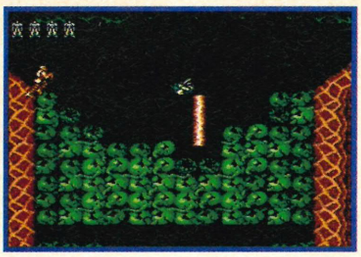


When the giant head emerges, stand right here in the middle, directly in line with the nose. Stay where you are and shoot straight up. You'll hit the head and all its shots and the snake will circle harmlessly around you.

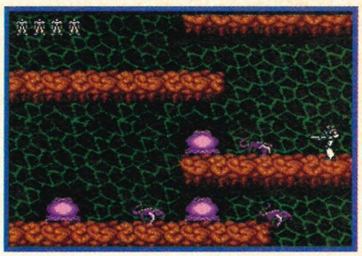
LEVEL 7



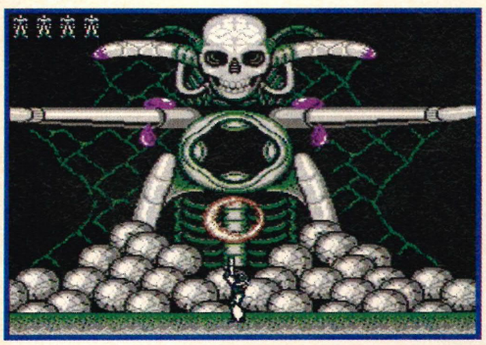
Take out these alien guns by standing so your gun's level with the very top of them and shooting them – they won't be able to hit you.



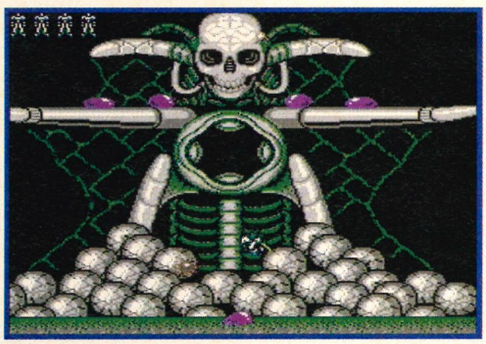
When you get here you'll have to blast through these green cells to get to the next section. Pick off the robots as they run down.



The alien hatchers are a pain. A single one is fine – just blast it and any hatchlings on sight. Tackle a pair of hatchers by hitting one from above if you can. If you can't, leap over both as they come out and then shoot the hatcher.



The giant skull 'n' horns monster isn't too tough. Stand directly under the middle of it and shoot up at the ring of fire before it gets you. Jump over the purple blocks as they're about to meet in the centre.



Destroy the fire-launcher and the skull will start spitting balls at you. Shoot the middle ball and try to shoot one of the side ones. Then quickly blast one of the purple blobs and revert to shooting the skull. You should be able to dodge or shoot the remaining spiky ball and ready yourself for the next set of three. Keep doing this to beat it.

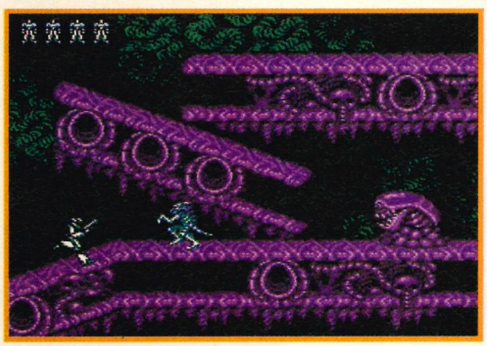
LEVEL 8



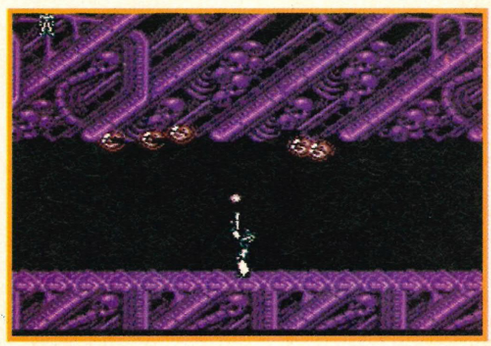
The start of this level is another one that you have to take really slow to survive. Shoot all the spitting mouths before moving on, keeping a look out for aliens, and you should be okay.



Watch your footing on these broken slopes – some of the gaps are very tight and you'll have to jump from the very edge of the platform to make it across.



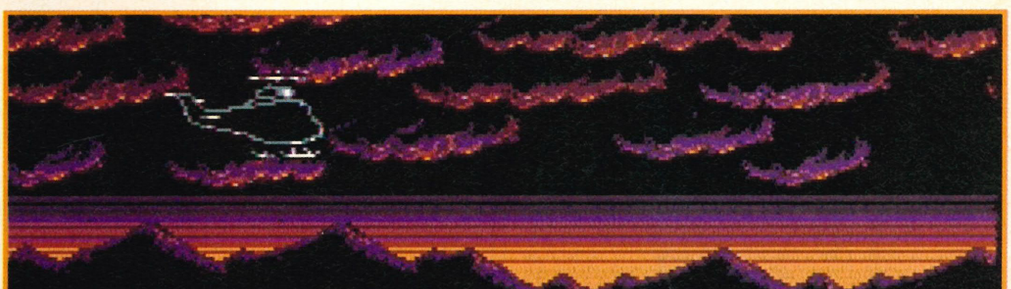
The giant spitting heads that pop up are really nasty. Their shots are so fast that you have to jump as soon as they fire and steer over both shots. A few hits should destroy them, though.



When the ceiling starts slamming down on you, don't worry – it won't hit you. But when the sets of six spheres appear you'll have to take out two or three of them to stand a chance of getting them all before they home in on you – especially when the ceiling limits your range.



The final boss isn't much of a challenge (Super NES owners might recognise it from the final level of Super Probotector). Jump up on top of the creature's front legs and shoot up at the eye. If you're standing here – on the first leg – you'll be able to hit the eye, none of the blue bullets will hit you and you can duck the stream of red shots coming out of the eye. If you're standing on the second leg the blue bullets will still miss you but you'll have to jump to avoid the red ones.



Way to go, Probie!

And there you have it – Probotector II done and dusted. Wasn't too hard, was it? Thanks must go to Paul Greenan at Codemasters for his invaluable help.

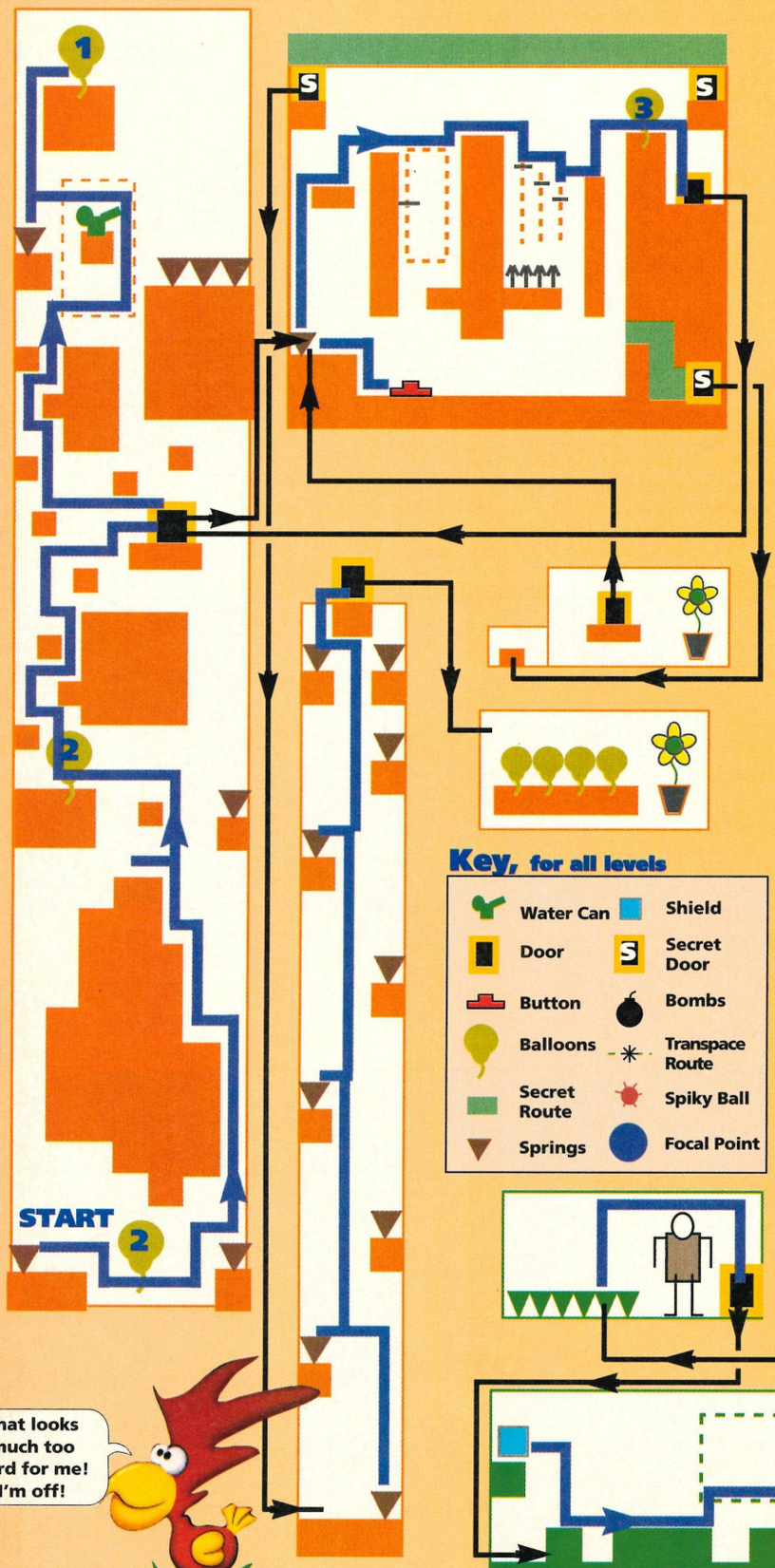
ALFRED CHICKEN

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

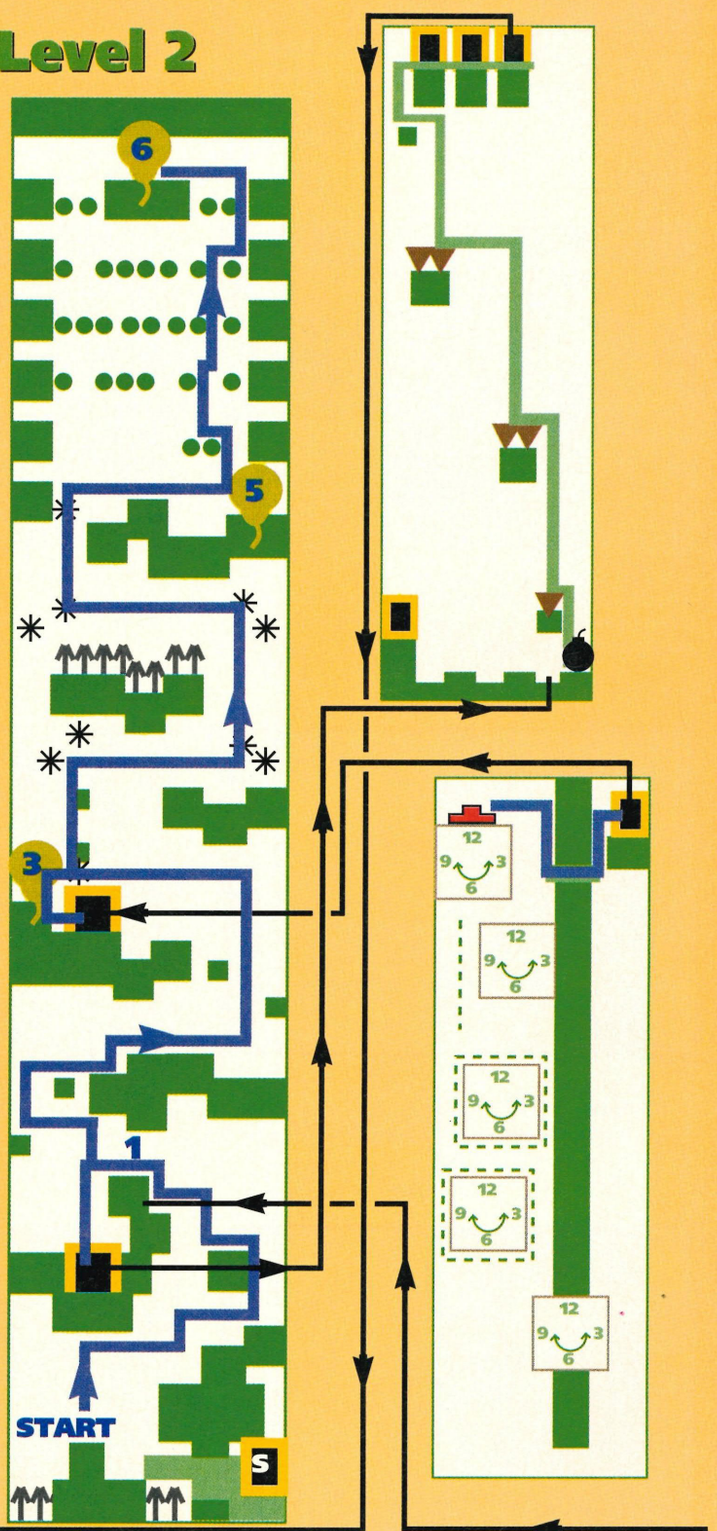
Use our maps to find your way through levels 1 to 4 of Alfred Chicken. More maps soon.

Final rating 85 Percent

Level 1

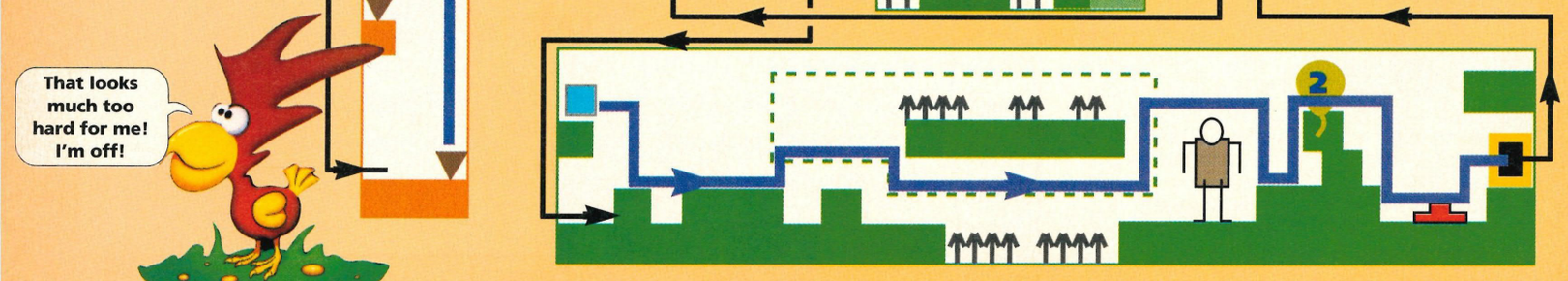


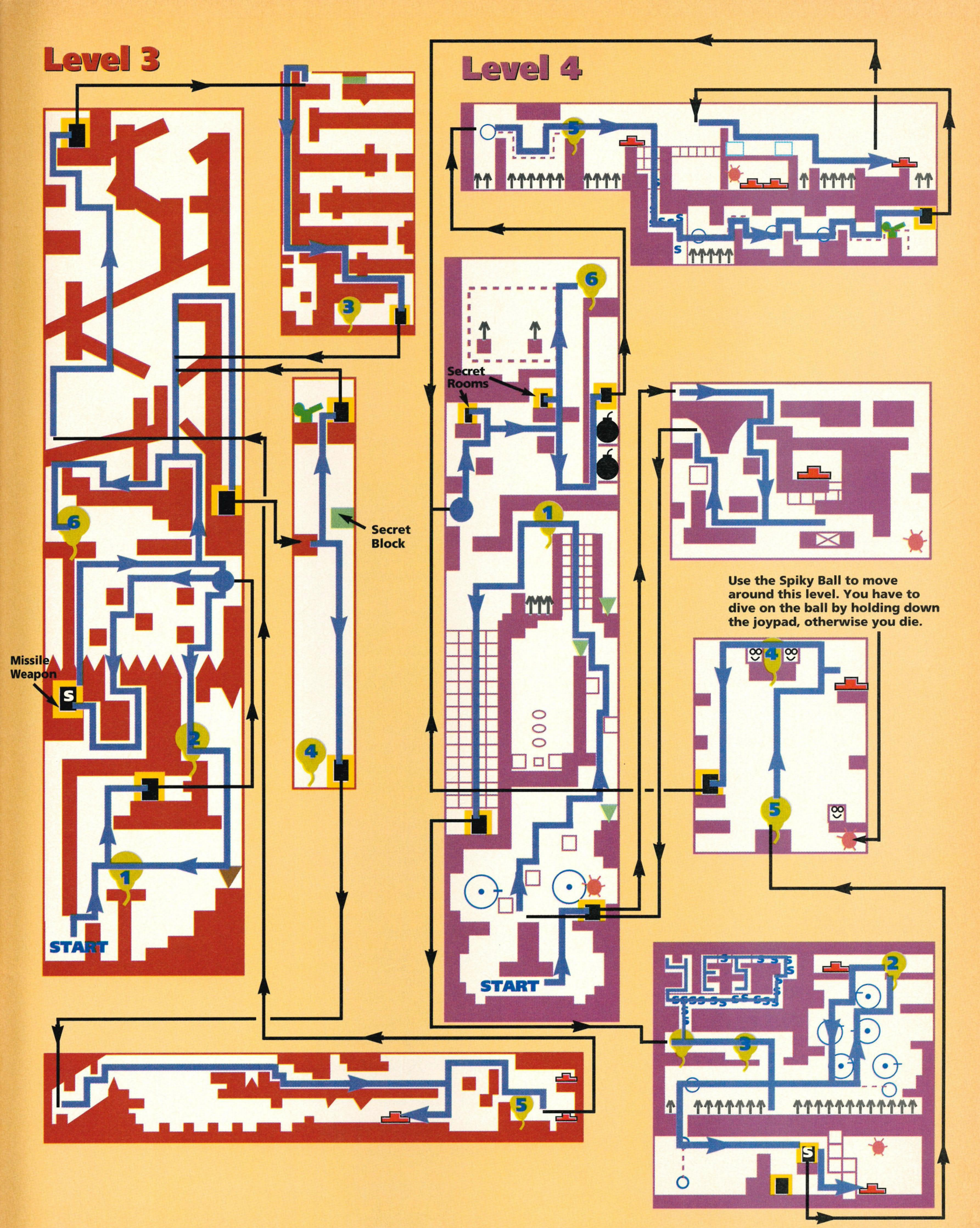
Level 2



Key, for all levels

Water Can		Shield	
Door		Secret Door	S
Button		Bombs	
Balloons		Transpace Route	
Secret Route		Spiky Ball	
Springs		Focal Point	




Level 3
Level 4
Secret Rooms
Secret Block
Missile Weapon
START
START
Use the Spiky Ball to move around this level. You have to dive on the ball by holding down the joypad, otherwise you die.

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Q&A

Having problems with a game? Write to Q&A and we'll do our best to sort it out.

I've got Mega Man 2 for my Game Boy. I've been plugging away at it for ages but I can't knock off Clashman for the life of me. How on Earth do I do it?

Mike Fornby, London

If you do Airman first (passcode: A2, A3, B1, B4, C3, D2, D4) using the Leaf Shield, he'll give you the Air Shooter and the Rush Jet. Now go to Clashman's level and use the Air Shooter on him. If you still can't do it, the passcode for this level is: A2, A3, B1, B4, C3, D1, D2, D4. CHRIS



I have Digger T. Rock for my NES, but I can't find the exit door on level 5. I can get the pillar, but I just can't get to the door. Please help me.

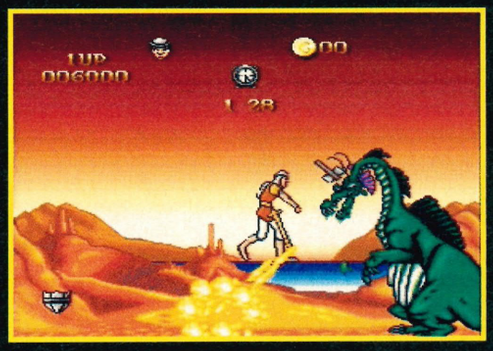
Ceri Bevan, Dublin

You've probably missed something on the way down. So, here's the map and key for that level, which we printed in issue 7. JAMES

I'm stuck on Singe The Dragon – the final guardian in Dragon's Lair. I can get to him and I've got all the passcodes, but these bat things take half my energy away before I get to him, and then I don't get enough time to suss out where to hit him.

Paul Simmons, Liverpool

Singe is admittedly a bit of a git and you do need more or less a full complement of energy in order to see him off. It sounds like you're trying to go too fast through this last level. Because some of the bats are hidden behind pillars, you need to slow down. If you creep along a bit slower, it gives them time to come out in the open. When you get to Singe, jump up when he breathes fire at you and then turn to shoot and slice him in the head. It should take about 20 hits like this before he goes up in smoke. JAMES



'Take that, you nasty dwagon, you!'

TOTAL! CHALLENGE

Feeling jaded? Spice up your gaming life with a TOTAL challenge!

SUPER MARIO LAND 1 (GB)

Play though the first level without using the fast button or dying. Write down your score and restart. Now try beating that time with the Game Boy upside down. It's tough and weird but good for a laugh! **Nikki Porter**, Bath

THE FLINTSTONES (NES)

On the basketball sub-game, try beating your opponent without letting him get a single dunk. This is tougher than it sounds because the game gets harder if it looks like he's losing.

MEGA MAN 3 (NES)

As if this game wasn't hard enough already, try going through the levels without using the slide or using the weapons you collect from the bosses. **Martin** and **George Atkinson,** Clwyd

MARIO KART (SUPER NES)

To get a bit more out of playing this game on your own, go to the time trial on Rainbow Road. Try to get a time of less than two minutes, 30 seconds without crashing into a Thwomp or falling off the edge. **Damon Shaw**, Blackburn

NES OPEN GOLF (NES)

This is for those who reckon they're pretty tasty with a pixellated golf club. See if you can do seven or more birdies in one round, over 18 holes. **Adam Crick**, Wokingham.

F-ZERO (SUPER NES)

This is a bit of a weird one. You can use it on any game, but F-Zero is my favourite. Get hold of a bag (*make sure you use a paper bag, not a plastic one – it's dangerous! – JAMES*), punch loads of little holes in it and make a hole the size of a two pence piece roughly where one of your eyes would be if you put the bag over your head. Now, put the paper bag over your head and, with your restricted vision, try and beat your personal best.

Martin (Weirdo) Class, Portsmouth

STARFOX (SUPER NES)

At the start of the training level there's a small pyramid on the ground. Keep blasting it and it should fly up in the air. You must fly through all the rings and keep the pyramid up in the air by blasting it continuously.

Nigel Hopkinson, Doncaster

SUPER MARIO BROS. (NES)

See if you can finish this game in under five-and-a-half minutes. I've done it in five minutes, 27 seconds. It's really hard and you've got to run through the entire game to have any chance of getting a good time.

Adam Brine, Catterick Garrison

Send your challenge to us at: TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW

My challenge is for:

☐ **Super NES** ☐ **Game Boy** ☐ **NES**

Name

Address

Tel

CHEAT CART CODES



GAME GENIE CODES

For the latest and hottest codes for almost every game under the sun, give the Game Genie Hotline a bell on 0843 231088 (till 7pm).

NES TRICK

MEGA MAN 4

ZOEAIOZP – Shorter slides
GEOAGPZA – Faster slides
ZANKPTPA + ZEVALLPA – Run faster
SZUGUAVG – Infinite lives
GXNPZTVG – Infinite energy pods
GXENESOO – Infinite weapon power
AAKEYPIE – Mega jump
YXEAIOZO – Longer slides

MICRO MACHINES

KAXNIYAE – Champion race is Boats
OAXNIYAA – Champion race is Warriors
EPXNIYAA – Champion race is Turbo Wheels

SUPER MARIO BROS.

KISSES – Weirdola hard mode!

SUPER MARIO BROS. 3

PGTIPS – Enemies can't attack
LEAXVGIE – Mega moon jumps

TMHT 2

AAEAULPA – Infinite lives
PEXVUZZE – More powerful weapons

MEGA MAN 3

VIAYOA – No gravity
GKISTV – Start level when hit

CRASH DUMMIES

GB TRICK

022-A94-F7E – Two extra lives

LOONEY TUNES

008-9CF-E6E – Infinite time
00B-02E-E6E – Infinite lives

GENERAL GAME BOY CODE

Press UP, DOWN, LEFT, RIGHT for a special surprise message

SUPER MARIO LAND 2

FA4-55C-32C – Invincibility

TETRIS

99A-8BE-7FE – One line to complete on game B

GARGOYLE'S QUEST

F00-008-E6E + FFF-FFF-FFF + 888-888-88E – The whole level's structure changes on level 1

NEMESIS

007-42D-D51 – Everlasting Super Shield
C9D-D7E-081 – Invincibility

ROAD RIOT

SNES TRICK

3CB00D0F – Beginner track has an extra lap
DDB7046F – All races last one lap

PUGSLEY'S SCAVENGER HUNT

C9CC44AD – Infinite hearts
DDB61FA7 – Infinite lives
3BA537D4 + DBA53704 – Jump REALLY high
49C9476D – Each $ sign worth 25

GEORGE FOREMAN'S KO BOXING

566D07DD – Timer goes slower
DC6D07DD – Timer goes faster
C662040F + 5662046F – Timer stands still
6D25A704 – Infinite Super Punch (after pick-up)

PRINCE OF PERSIA

6D320FA1 + DC3204D1 – Freeze timer
FD3004A5 – Start with 15 health points
BA69ADA1 – Enemies drop dead immediately

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

ACTION REPLAY CODES

There's a hotline for each format, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992.

SNES TRICK

STAR WARS

7E0A7920 – Infinite energy
7E08FB03 – Unlimited lives
7E097702 – Infinite detonators
7E086E00 – No need to kill Jawas
7E08780A – No need to shoot TIE Fighters

ALIEN³

7E124246 – 100% energy
7E15D263 – 99 bullets all of the time
7E15DA0A – 10 grenades all of the time
7E15E264 – Full flame-thrower all of the time

BUSTER BUSTS LOOSE!

7E009E03 – Unlimited energy
7E00B6A0 – Super Dash

TOP GEAR

7E1E6C03 – Nitros, player 1
7E1E6E03 – Nitros, player 2

SONIC BLAST MAN

7E04B41D – Infinite energy
7E0FA303 – Infinite Dynamite Punch

STREET FIGHTER II

7E0EF4B9 – Player 1 fights upside down
7E0CF4B9 – Player 2 fights upside down

GODS

7E01DB0X – Infinite lives

LEMMINGS

GB TRICK

073BC3C0 – Infinite time
010310DD – Infinite builders
010312DD – Infinite climbers
01030FDD – Infinite blockers
01030DDD – Infinite floaters
010211DD – Infinite bashers
010313DD – Infinite diggers
01030EDD – Infinite bombers
01030CDD – Infinite miners

DUCK TALES

021021ACA – Infinite lives **079611CA** – Infinite time

KICK OFF

073104C9 – Infinite time

BEST OF THE BEST

N0S542PHN – Completed game
N0S54ZHH6 – Just beaten the last man

SUPER MARIO LAND

0C0001D1 – Freezes enemies

T2: JUDGEMENT DAY

08E0BDDB – Infinite energy
0A01D1D0 – Go straight to exit

SUPER MARIO BROS. 3

0000ED01 – Mario stays super

NES TRICK

0000ED02 – Mario stays as Racoon
0000ED03 – Mario stays as Fire
0000ED04 – Mario stays as Frog
0000ED05 – Mario stays as Tanooky
0000ED06 – Mario stays as Spooky

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We find The Lost Vikings on SNES! Free Mario badge too!

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Alien³ on Super NES and NES, plus Game Boy Alien³ tactix!

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Mario Movie, WWF2, and Mortal Kombat on GB and SNES!

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it's Judgement Da... SOLD OUT! ... Ter... Star Wa... and Smash TV!

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Racing spec... SOLD OUT! ... Ma... ...ce of Persia. Er, rig... *...g? Prince Of Persia? Idiot – Steve.)*

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Star Warts! Bat... ...e NES an... SOLD OUT! ... Kart, GB Pa... ...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!

ISSUE 16 • code: TOT16
Spook! The Addams Family go batty on GB, NES and Super NES! Plus, StarFox, Super SWIV and, um, Home Alone!

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● NES with 17 games, Game Genie, Flight Grip controller, joystick, holsters, £10 worth of discount vouchers! Just £210 or swap for SNES with four or more games, worth over £700.
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● NES for sale! Games inc. SMB2 + WWF + three other games. Worth over £300, sell to you for £180 ono or swap for SNES. Contact Ben.
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Tel: 0970 84871

● Blades Of Steel £20, Double Dragon £7, Excitebike £5 (NES). Mario 1 + Duck Hunt + Zapper + NES (UK) + games above, £85. Game Genie + above features, £120.
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● Hi, I am selling an Amstrad 464 Plus with 17 games, monitor and joypad. Worth £500, sell for £160 – a first-class bargain.
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● NES Mission Impossible, £20, NES 10-Yard Fight, £10. No ono.
Write to: David Basnett, 33 Ronaldshay, Widnes, Cheshire WA8 0YR

● NES, two joypads, Zapper, Super Mario Bros. games, Teenage Mutant Hero Turtles, Duck Hunt, Gyromite, Ghosts 'n' Goblins, Donkey Kong, JR, Maths, 10-Yard Fight. In excellent condition – unwanted – for sale, £210.
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● Offers invited for set of TOTAL mags, nos. 1-17. Will split if required.
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● Game Boy for sale with 20 games, 16 rechargeable batteries and charger, fully boxed with headphones etc, £300, vgc. Buyer collects. Ask for Daz.
Tel: 021-588 2035

● For sale, NES Game Genie, £25, Snake, Rattle 'n' Roll, £20.
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● SNES for sale with Zelda III and Super Mario World, all boxed with instructions and warranty, £115 ono.
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● SNES game, F-Zero, for sale, perfect condition, £30.
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● SNES for sale, inc. six games (Street Fighter II, Mario Kart etc.). Includes two joypads, converter, tons of mags and free Master System with six games. £275.
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● Pilotwings, boxed with instructions, £25.
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● Game Boy, six games, car adaptor + Magnilight for sale. All boxed, except Magnilight + Spider-Man game. £100 only.
Tel: 081-505 2498

● I am selling RPM Racing for £15, or will swap for Tiny Toons.
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● NES for sale, nine games, inc. SMB1, 2, 3, Pro Wrestling, Probotector, Mega Man 2, Double Dragon 2, Duck Hunt, two controllers, Champ Explorer joystick, Zapper and Game Genie. Worth £480, sell for £200 or different combination for negotiable price. Phone after 5pm and ask for Christopher.
Tel: 0908 664069

● UK SNES + one game, Street Fighter II + two controllers (one Turbo Pad), all boxed, very good condition, £100 ono.
Tel: 0638 750891

● Tetris for Game Boy (boxed), £1. Phone and ask for Glen.
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● NES with SMB1, 2 & 3, Duck Tales, Mega Man 3, Duck Hunt, Kick Off, Zapper, two controllers, NES Advantage, all boxed with instructions, good condition, bargain at £130 ono.
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● Nintendo NES for sale, four-player adaptor, nine games, including Micro Machines, Dizzy + Hook, four control pads. Worth £250, sell for £120 ono.
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● Look! I am selling a Game Boy holster, boxed, unused and no scratches, just £2 (worth £10). Ask for Christopher after 5pm.
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● Game Boy, five games, with mains adaptor, night-light, play case, hard carry case and game carry case, all boxed, £130 ono.
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● US SNES with Mario + two joypads + SCART lead. Sell for £120. Sell games, SFII, Mickey Mouse, Wing Commander + more, all US, separately, £25-30 each.
Tel: 081-303 1262

● Quick sale! Street Fighter II (TOTAL 94%), not boxed, £50 ono. Hurry! (Will consider swaps.) By the way, it's the UK version.
Tel: 0582 664819

● UK Street Fighter II for sale, £45 with SFII music CD. Perfect condition, all boxes, only two months old. Phone Dan.
Tel: 0749 830245

● Game Boy owners! I have a Nuby carry case for sale – holds 'Boy, six games, two-player lead etc. Also, Nuby magnifier. Both items good condition. Any offers? Ask for Chris.
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● Olivetti 286 PC, 14" colour monitor, keyboard and mouse, £500.
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● GB magnifier £10, Fortress Of Fear £15, Spider-Man £15, Castlevania I £15, Nintendo World Cup £15, NES Top Gun £25, Off Road £25.
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● NES games for sale, Super Mario Bros. 2, 3, Duck Tales, Turtles 1, 2, £15 each, boxed.
Tel: 0503 72649

● Nintendo NES (boxed), with nine games (also boxed) inc. SMB3, Duck Tales and Blades Of Steel. Cost £310, sell £195 ono.
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● Issues 1 to 18 of TOTAL for sale as one lot at £30.
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● I must be nuts! Master System, two control pads, four games and secret game cheat plus gun, £130.
Tel: 081-594 4078

● NES for sale, good condition, 13 games, inc. Mario 1 + 3, Nintendo World Cup, five controllers inc. an infra-red controller, worth £450, selling for £350 or swap for SNES with at least five games. Ask for Steve.
Tel: 0533 515198

● NES (sale) with two controllers, SMB3, SMB1, Chip 'n' Dale, Zelda, Bart Vs World + Vs Mutants, Game Genie with book, £180. Call after 4pm.
Tel: 0935 813930

● Pit Fighter for sale for Nintendo Game Boy, brilliant game, £13.
Tel: 081-771 3302

● For sale, Dr Franken £16, Super Kick Off £15, WWF1 £13 (all boxed and instructions) on GB. Also, Super NES Super Mario World, £23

(instructions included).
Tel: 0772 632308

● GB, seven games, all new, plus (American) Super Smash TV + (PAL) Sim City for SNES. Call Dave (after 7pm).
Tel: 081-467 7031

● SNES game for sale, Mickey's Magical Quest, boxed. £45 ono. Call Steve after 5pm.
Tel: 0734 423159

● Game Boy game, Dr Franken, for sale. 2 megs, TOTAL rating 92%, almost new, with Action Replay codes if you want. Save money, or swap for Tiny Toons. Call between 5:30 and 9pm and ask for Charles.
Tel: 0737 844738

● UK SNES games for sale, Addams Family, Lemmings, Pilotwings, Super Mario World, Super Tennis and Zelda, £30 each. US Contra 3 with converter, £35. Game Boy games, Gargoyle's Quest, Double Dragon, Mario Land 2, £15 each. Call Andrew. Must live near Windsor or Slough.
Tel: 0753 867047

● NES + six games + two pads + Mav 2 control + Zapper gun and Game Genie. All boxed, in good condition, £170 ono.
Tel: 0977 514144

● Game Boy, consists of magnifier, light and nine games. As new, £150 ono.
Tel: 0273 626045

● Super NES games for sale, Super Double Dragon £27, Joe 'n' Mac £20 (both US carts). Also for sale, Capcom Power Stick Fighter – SFII joystick, £50 ono.
Tel: 0727 830086

● NES with 12 games, inc. Battletoads, Mario 3 and Micro Machines. Worth £400, sell for £250 ono. Phone after 6:10 pm and ask for Neil.
Tel: 0243 864814

● C64 for sale, three joysticks, Datasettes, all leads, over 50 games, very good condition, £100. Phone Han, 4-9pm.
Tel: 081-539 5617

● 11 Game Boy games for sale, inc. Battletoads, R-Type, Twin Bee, prices from £10. Also wanted, Kirby's Dreamland, Lemmings, Star Wars, Ninja Gaiden for Game Boy. And Mystical Ninja, Tiny Toons, Super Star Wars for SNES. Phone Tanya.
Tel: 081-455 7475

● NES for sale with nine games and a cleaning kit, including Chip 'n' Dale, SMB1 and SMB2, Batman, Gremlins 2, £250. Ask for Daniel.
Tel: 0843 293804

● For sale, NES Swords And Serpents £12, SNES (USA) Soul Blazer £35, Final Fantasy II £40, SNES (Jap) Exhaust Heat II £40, GB (UK) Turtles: Foot Clan £12, Daedalian Opus £9. All c/w instructions, mint, boxed.
Tel: 081-940 5969

● NES for sale + 14 games and Zapper. Plus case, Game Genie and Action Replay, £210 ono.
Tel: 0767 318663

● NES for sale, three joypads, Starfighter, five games inc. California Games, Zapper (worth £20. All boxed with instructions, £65 ono.
Tel: 081-878 0739

● For sale, Game Boy with five games, like Bart's Escape, Golf, etc., two carry cases, a Gamelight + a Magnilight for £115.
Tel: 081-641 8300

● Street Fighter II for sale or swap (UK version)! For £40 ono! Swaps considered!
Tel: 0822 561010 *(? – writing illegible!)*

● Super Wild Card for any SNES system. Call and ask for Neil.
Tel: 0753 550270

● NES for sale with lightgun, two control pads, Game Genie, seven games, inc. Super Mario 1, 2, 3 and Turtles 1, 2, Double Dragon 2, £140 ono.
Tel: 0473 310749

● Gremlins 2 + WWF Wrestlemania Challenge (NES), £20 each, plus Game Boy + Tetris, Fortress Of Fear + Nintendo World Cup, all for £75.
Tel: 0484 715682

● GB for sale, £50, with four games, inc. Alien³, or swap for Game Gear or Lynx.
Tel: 0629 825685

SWAPS

● I will swap Super Mario Land (GB) for Tiny Toon Adventures (GB).
Tel: 0224 734451

● I will swap my Pilotwings for your Turtles In Time or Final Fight.
Tel: 061-793 6580

● Swap Capcom SFII six-button arcade joystick for SNES, brand-new plus boxed. Swap for pocket colour TV (boxed).
Tel: 081-384 0311 (after 4pm)

● Will swap Turtles 1 for Lemmings, Mario & Yoshi, Top Gun or Robocop 1, 2 or 3.
Tel: 0252 703554

● I will swap SMB1 for Tiny Toon Adventures. Ask for Naomi.
Tel: 0267 202260

● I will swap Top Gun 2 or Probotector or New Zealand Story or Gauntlet 2 for Micro Machines or any WWF for Mega Man 2 or 3 (NES).
Write to: Russell Nethercott, 57 Efford Way, Pennington, Lymington, Hants SO41 8DA

● I will swap my NES with eight games, two control pads, Zapper and NES Advantage for SNES with SFII and any other game plus two controllers, or sell for £80.
Tel: 0293 536717

● Wanted, NHLPA Hockey, PGA Tour Golf or Bulls Vs Blazers for SNES. I have Super Tennis, F-Zero, Sim City. Or will sell each for £25 or more! Ring Martin after 6pm.
Tel: 0992 761854

● I will swap my Game Boy game, Race Drivin' (boxed), for F1 Race or Snoopy's Magic Show.
Tel: 081-302 6608

● I will swap Digger T. Rock or Marble Madness for Tom And Jerry or Dizzy (NES). Ask for Jeremy.
Tel: 0734 669208

● I will swap my Turtles 1 or 2 for North And South or Street Gangs (NES). Phone after 4pm. Ask for Mash.
Tel: (Swanscombe) 386522

● I have Robocop for my NES. I will swap for Roller Games, Konami Hyper Soccer.
Tel: 0734 788125

● I will swap my Goonies 2 or WWF for RC Pro-Am or Smash TV on the NES. Ask for Bryn.
Tel: 0472 692670

● Both Krusty's Fun House (inc. box, no book) + F-Zero (inc. box, book) for Super Mario Paint or SFII (two games for one). Plus Pro Pad for any good SNES control pad. Good swap or what? Ask for Damon.
Tel: 0254 264224

● Will swap Game Boy, three games (Tetris, Tiny Toons + Super RC Pro-Am), Magnilight and large GB case for SNES with any SNES game(s). Call after 5pm!
Tel: 0577 862081

● I will swap my SNES + five games for an Amiga 500 with games and joystick.
Tel: 0203 680700

● NES swap, Shadow Warriors, Burai Fighter or Turtles 1 for King Of The Monsters or Addams Family. Call Luke.
Tel: 0670 855833

● I will swap Super WWF for almost anything except F-Zero, SMB4 or SFII (I like puzzlers).
Tel: 0290 23346

● NES games, Marble Madness or Turtles, swap for Low G Man or North And South. Ask for Steve (5pm – 8pm).
Tel: 0344 420117

● Hi, I'm looking for some gullible, er, clever person to swap Bugs Bunny or Ferrari Grand Prix for Track Meet, Tennis, Probotector, Nemesis, F1 Race or Super Hunchback (GB).
Tel: 0438 832503

● I would like to swap Double Dragon 2 (boxed with instructions) for Bill And Ted's Excellent Adventure or Terminator 2: The Arcade Game.
Tel: 0904 421606

● I have Pilotwings to swap for Lemmings, F-Zero, Smash TV or Desert Strike.
Tel: 0289 302573

● I will swap my SNES Addams Family (US), Super Mario World (UK) for Bart's Nightmare and Super Star Wars (US or UK). Ask for Ben.
Tel: 0707 873898 (after 3:30pm)

● Will swap Wrestlemania for Kick Off, Mickey's Quest, Turtles In Time (SNES).
Tel: 0924 490495

● Important! Will swap Mario Bros. 3 for Rainbow Islands. Please ring after 6pm.
Tel: 0226 744395

● (SNES) I will swap Robocop 3 or Dragon's Lair for any football game.
Tel: 0525 717329

● Swap NES Spider-Man for any NES game except SMB3, Turtles 2, Swords & Serpents or Paperboy.
Tel: 0978 312839

PEN PALS

● Hi, my name is Jane, I'm 16 and I'm looking for girl and boy pen pals from anywhere in the world, aged between 15 and 17 years old.
Write to: Jane Symonds, 7 Whitehall Close, Monmouth, Gwent NP5 4FG

● Hi, I'm looking for a pen pal aged 11-12, male or female, who is interested in pop music and computers.
Write to: Adam Crawford, 154 Whitmore Road, Harrow, Middlesex HA1 4AQ

● Hi! John here! I'm looking for a pen pal, male or female. My hobbies are karate and basketball, so start writing. (Photo if possible.)
Write to: John McGuinness, 21 Danefield Road, Holmes Chapel, Cheshire CW4 7NT

● I'm looking for a pen pal aged 9, 10, male. Got to have SNES or Lynx. I support Aston Villa.
Write to: Matthew Atkinson, 30 Daneway, Southport, Merseyside PR8 2QW

● I'm looking for a pen pal, aged 11, male. Must like SNES, NES, making models.
Write to: Mark Birchall, 4 The Downs, Prestwich, Manchester M25 8RB

MESSAGES

● For a list of over 100 tips and cheats on SNES plus Street Fighter II Champion Edition strategy guide, send £1.50 and a large stamped, addressed envelope to:
Mr R. Lovett, 133 Canterbury Way, Stevenage SE1 4LQ

● I love you, Michael, and why did you buy Bart's Nightmare, Stevenson?

● Hi, Michael Salon, it's me, Matthew Ramsden. Look, we're in TOTAL!

● Dear Stef J. I love you, from Mathew McJannet.

● A message for Anne – Marie Owram – Yoshi is a darn sight better than Koopa Troopa in Mario Kart! Ha ha! Love, your best pal, Lucy Barnham!

● Hey, Duncan Simpson, I need your NZ address, from Colin. P.S. Can I have the Lemmings codes?

WANTED

● Wanted, Super Mario Land 2, also, magnifier and game light and mains adaptor. Call John.
Tel: 0780 721621

● Wanted, Battle Of Olympus, Boulder Dash or Rainbow Islands for NES. Will pay £15 for each.
Tel: 0249 651854

● Will swap SFII for Spider-Man, Turtles or Probotector III. Ask for Michael after 5pm.
Tel: 0472 278383

Reader ads! £1 for a normal ad £5 for a boxed ad Free to subscribers!

To place an ad in TOTAL, write it in BLOCK CAPITALS on the coupon and send it to: Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – *please do not send cash!*

Don't forget to say which classification you want your ad to appear in – the classifications available are Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages.

We'll do our best to print your ad in the next issue of TOTAL, but we can't guarantee it. Remember, we work at least a month ahead of the publication date; to be sure of getting your ad in the September issue (out August 19th), try and get it to us by June 31st.

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

Name .....

Address .....

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.....**Postcode**.....

Telephone number .....

Parental signature .....
(Get your parent to sign if you're under 16)

Tick here if you're a subscriber ☐

Okay, write your message in here!

Remember to use BLOCK CAPITALS .

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Classification

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TOTAL! RECALL

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

You can't take your console down to the shops and play-test any game you fancy before you fork out the dosh for it. But what you can do is check it out in TOTAL Recall first – we tell you the truth about games.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red all the games which get a rating of 85% or more.

Recall Crap 10 – 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)

SUPER NES

ACTRAISER 91% **Issue 12** An arcade slash 'em up with lovely graphics and loads of atmosphere.
THE ADDAMS FAMILY 70% **Issue 8** Slick arcade adventure which is good-looking and a hell of a challenge, but lacks any originality.
THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 89% **Issue 16** This platformer plays well, looks good, and has an intense challenge.
AGURI SUZUKI F1 SUPER DRIVING 67% **Issue 19** Average but fast racing game in a similar style to Pole Position.
ALIEN³ 90% **Issue 18** Amazing animation and tough gameplay. The best Super NES film licence ever!
AMAZING TENNIS 33% **Issue 15** Ridiculously poor tennis sim that is simply unplayable. A real dodo.
ANOTHER WORLD 74% **Issue 12** Technically stunning and potentially a classic, but it's too easy.
AXELAY 81% **Issue 11** The prettiest alien-blaster ever, but the gameplay is too patchy.
BASEBALL SIMULATOR 1000 39% **Issue 18** NES-quality graphics and terrible animation. A real stinker.
BATTLE BLAZE 59% **Issue 8** A second-division slugger which looks good but isn't varied enough.
BATTLE CLASH 28% **Issue 12** A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.
BATMAN 66% **Issue 19** Moody levels and a good-looking Batman don't make up for the monotony.
BART'S NIGHTMARE 53% **Issue 12** This looks good and, with lots of sub-games, is fairly varied but the gameplay is all over the place.
BLAZEON 28% **Issue 10** A sad sideways blaster with shuddery scrolling and a lack of aliens.
BLAZING SKIES 42% **Issue 12** Random gameplay, shabby graphics and no atmosphere. Dreadful.
BLUES BROTHERS 68% **Issue 19** Could have been a classic, but it's too unoriginal and too blimmin' easy.
B.O.B. 70% **Issue 18** A funny, cute and appealing platformer, but it's just not varied enough.
BOMBER MAN 93% **Issue 19** The best four-player game ever! Great value for money!
BUSTER BUSTS LOOSE! 87% **Issue 18** This stunning-looking platformer is cuddly and addictive, if a bit on the shallow side.
CASTLEVANIA IV 74% **Issue 7** A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.
CALIFORNIA GAMES II 31% **Issue 17** Unbelievably basic and repetitive attempt at a sports sim.
CHUCK ROCK 61% **Issue 14** A very basic platformer. It's pretty, but the gameplay's too simplistic.
COSMO GANG: THE PUZZLE 69% **Issue 19** Basic-looking puzzler which is fun for two but boring for one.
CYBERNATOR 83% **Issue 19** Get used to the cumbersome control and you'll find a fab blaster here.
DARIUS TWIN 62% **Issue 14** A shooter which can be both action-packed and seriously repetitive.
DEAD DANCE 67% **Issue 18** A beat 'em up which grows on you but still isn't a patch on SFII.
DESERT STRIKE 88% **Issue 13** An excellent shoot 'em up with a great mix of shooting and strategy.
DEATH VALLEY RALLY 75% **Issue 15** Fab-looking, fast and funny, but it's awkward and ludicrously hard.
DINOSAURS 55% **Issue 11** Big, pretty and playable enough, but it's all pretty standard stuff.
D-FORCE 67% **Issue 10** This vertical scroller looks basic, but it might keep you amused for a while.
DRAGON'S LAIR 93% **Issue 10** Probably the most tortuous and atmospheric SNES game you'll ever play!
DRAKKHEN 64% **Issue 14** An RPG which gives you four characters to control but is too methodical.
EVIL SWORD MA KENDO 56% **Issue 19** Cute Manga-style platformer which is too easy and too basic.
FINAL FIGHT 78% **Issue 9** Look no further if you want a decent, varied and colourful beat 'em up.
F1 CIRCUS 64% **Issue 10** There are loads of options here but the viewpoint is too confusing.
F1 EXHAUST HEAT 59% **Issue 12** Nice Mode 7 racetracks but the gameplay is a complete non-starter.
F-ZERO 91% **Issue 5** This futuristic burn-up has to be seen to be believed! Heart-pumping stuff.
GODS 80% **Issue 15** Great-looking, with a nice mix of killing and puzzles.
HARLEY'S HUMUNGOUS ADVENTURE 45% **Issue 16** A poor excuse for a platformer. You'd be mad to spend your dosh on this.
HOLE IN ONE 75% **Issue 11** Although this only has18 holes, the smart Mode 7 graphics make up for it.
HOME ALONE 2 53% **Issue 13** This sprawling platformer is big, empty and contains nothing new.
HOOK 60% **Issue 11** If you liked the film, you'll be disappointed with this standard platformer.
JACK NICKLAUS GOLF 59% **Issue 11** A potentially good game, but it's ruined by slow graphics and ponderous gameplay.
JAKI CRUSH 61% **Issue 17** With only one table, this pinball game soon gets monotonous.
JAMES BOND JUNIOR 42% **Issue 14** A ludicrous plot and gameplay that manages to be even worse.
JOE 'N' MAC: CAVEMAN NINJA 72% **Issue 9** Uncontrollable characters and too easy to finish, but it's still a fairly playable game.
JIMMY CONNORS TENNIS 93% **Issue 15** A superb, incredibly playable tennis sim. Even better than Super Tennis!
JOHN MADDEN '93 86% **Issue 13** Fans of American football won't find a better sim than this.
KA-BLOOEY 69% **Issue 13** A taxing puzzler, but not really worthy of the Super NES.
KIKIKAIKAI NINJA 76% **Issue 17** This cute shoot 'em up is well done and fun, but it's not big enough.
KING ARTHUR'S WORLD 78% **Issue 17** A slick, well-presented strategy game (similar to Lemmings) but it's a bit slow.
KING OF THE MONSTERS 41% **Issue 10** A cross between Godzilla and WWF. Sounds fun but isn't.
KRUSTY'S SUPER FUN HOUSE 80% **Issue 8** A bit gloomy for a 'Fun House', but an atmospheric puzzler.
LEMMINGS 81% **Issue 10** The squillion-year-old classic comes to the SNES and it's still fun and frantic.
LETHAL WEAPON 84% **Issue 16** Unimaginative use of a movie licence. A standard platform beat 'em up.
LOST VIKINGS 87% **Issue 17** Hard-core cerebral action. Good-looking, innovative and slick.
MARIO PAINT 48% **Issue 10** A user-friendly art and music package but it's far too limited. Disappointing.
MONOPOLY 41% **Issue 17** A bit pointless, really – this costs loads more than the real thing!
MUSYA 59% **Issue 8** This Oriental arcade adventure has some neat bits but it's too boring.
NHLPA ICE HOCKEY 91% **Issue 14** A realistic and easy-to-learn ice hockey sim which plays wonderfully.
NOLAN RYAN'S BASEBALL 68% **Issue 18** This Manga-style sim is fairly playable, but full of niggly flaws.
PAPERBOY 2 32% **Issue 10** Almost as bad as doing the real thing and just as tedious as Paperboy 1.
PARODIUS 87% **Issue 9** A fun shoot 'em up with plenty to get your teeth into. Too easy, though.
PGA TOUR GOLF 69% **Issue 11** A nice user-friendly golf sim, with a simple layout and easy-to-use menu
PHALANX 59% **Issue 13** A horizontally scrolling shooter with all the biz, but the action's patchy.
PILOTWINGS 91% **Issue 11** Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!
POPULOUS 61% **Issue 12** A good conversion of the old god-game, but the novelty's worn off now.
POWER ATHLETE 28% **Issue 14** Another SFII rip-off, and it's a pile of cack. The graphics are appalling.
POWERMONGER 70% **Issue 19** Huge god-game which takes a while to get into but is mildly addictive.
PRINCE OF PERSIA 84% **Issue 9** Very tough arcade puzzler. Lovely graphics and stunning animation.
PRO BASEBALL LEAGUE '93 79% **Issue 18** Good, realistic sim, with Manga-style graphics and a great two-player option.
PRO QUARTERBACK 33% **Issue 16** Some nice features, but it doesn't really make it as an American footy sim.
PUSH OVER 68% **Issue 13** Tricky puzzler, but not as arcadey or as puzzley as it should be.
RACE DRIVIN' 17% **Issue 12** Probably the worst Super NES driving game ever. Pathetically slow graphics.
RANMA 1/2 67% **Issue 10** A nifty best-of-three-rounds beat 'em up which wins no prizes for originality.
RANMA 1/2 PART 2 68% **Issue 16** Like part 1, with a few bits added.
RIVAL TURF 70% **Issue 9** Excellent two-player stroll 'n' beat 'em up with high-speed gameplay.
ROBOCOP 3 37% **Issue 12** A major disappointment. Poor graphics and non-existent gameplay.
THE ROCKETEER 28% **Issue 7** Impressive to look at but the gameplay's a real turkey. Pointless.
RPM RACING 46% **Issue 9** More of a tourer than a racer – it's far too slow to get the blood rushing.
SKÜLJAGGER 61% **Issue 13** Bland scenery, basic animation and bog-standard action. Lacklustre stuff.
SIM CITY 94% **Issue 7** Possibly the best-value game ever! A simple concept but a huge game.
SOUL BLAZER 89% **Issue 12** Similar to Zelda, and almost as good. Huge, atmospheric and pretty.
SPANKY'S QUEST 54% **Issue 12** Not a bad game but hardly worth the price tag.
SPIDER-MAN AND THE X-MEN 67% **Issue 13** Die-hard Marvelites may enjoy this, but even with Spidey it's a very average platformer.
SPINDIZZY WORLDS 91% **Issue 14** A wonderful puzzley arcade game with bags of variety.
STARWING 96% **Issue 16** Also called StarFox, this FX-chip game is the best shoot 'em up ever seen!
STREET FIGHTER II 94% **Issue 8** Sound, graphics and gameplay in harmony. The best beat 'em up ever!
STRIKE GUNNER 51% **Issue 12** A scrolling shooter with nice-looking ships but tedious gameplay.
SUPER ADVENTURE ISLAND 40% **Issue 11** The rave-style soundtrack is pretty groovy, but this is a very basic platformer.
SUPER ALESTE 85% **Issue 12** If it's vertical scrolling shooters you're after, this is the business!
SUPER BATTER UP 49% **Issue 18** Cack-looking, uncontrollable and stupidly tough baseball sim.
SUPER BATTLETANK 50% **Issue 14** This is like Desert Strike, except with tanks. Unlike Desert Strike, it's very tedious.
SUPER BIRKURI MAN 24% **Issue 19** A laughably dreadful SFII rip-off with no variety and no fun.
SUPER BUSTER BROS. 57% **Issue 14** A Pang conversion which, with no two-player mode, doesn't really work.
SUPER DOUBLE DRAGON 61% **Issue 12** Decent graphics, but like the other DD games there's no challenge.
SUPER CONFLICT 69% **Issue 18** A strategy game which is simple and limited but still fairly compelling.
SUPER GHOULS 'N' GHOSTS 87% **Issue 11** Lovely scenery and a challenge to knock your socks off.
SUPER FIRE PRO WRESTLING 2 54% **Issue 18** Tons of different wrestlers, but there's not enough moves or variety.
SUPER F1 HERO 51% **Issue 19** Scabby graphics, but fairly exciting racing – for about half and hour.
SUPER F1 GRAND PRIX 56% **Issue 19** Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.
SUPER F1 GRAND PRIX PART 2 53% **Issue 19** Better-looking than the original, but even more ridiculously tough and unplayable.
SUPER GOAL 33% **Issue 18** Definitely the worst SNES footy game. It really will make you sick as a parrot.
SUPER JAMES POND 55% **Issue 17** Fairly humorous platformer, but there's some horrendous slow-down and very little challenge.
SUPER KICK OFF 49% **Issue 14** Too fast, too wild, and control is too cumbersome. Super Soccer's still best.
SUPER MARIO KART 82% **Issue 11** A highly original racing collect 'em up with Mode 7 split-screen tracks.
SUPER MARIO WORLD 98% **Issue 4** This game's got it all – graphics, depth, challenge... It's absolutely wonderful!
SUPER NBA BASKETBALL 74% **Issue 18** Despite having official NBA backing, this won't grab you if you're not a fan.
SUPER OFF ROAD 53% **Issue 7** Weedy cars and samey tracks. Only any good as a head-to-head.
SUPER PLAY ACTION FOOTBALL 53% **Issue 11** Far too complex and uncontrollable for novices. Try John Madden instead.
SUPER PROBOTECTOR 88% **Issue 9** Unbelievable graphics and out-of-this-world gameplay.
SUPER R-TYPE 71% **Issue 6** Stunning graphics, but let down by shallow gameplay.

Oi! Show us your sausages!

Some freebies on magazines just don't hold water. But the TOTAL balloon sausage does (only it's not a very good idea!). This is your chance to get dead creative and win yourself some fab TOTAL stuff. On the right is an extremely sad example of what Jim managed to come up with after a couple of hours and four balloons. What you have to do is make something original out of, or find some bizarre use for, your balloon. Then take a photo of your work and send it to **'Cor! Look At My Sausage', TOTAL, 30 Monmouth Street, Bath BA1 2BW.**



The TOTAL Horror-scopes

ARIES

You're full of energy this month. So, here's a bit of advice: don't use electrical equipment in the rain without a circuit breaker!

GEMINI

Why are you making life complicated for yourself? There's someone out there who wants you, so why not give them a bash. (Not literally.)

LEO

Venus is moving through Mercury at the moment, which should mean something. On the other hand, it could be a load of astro-crap!

TAURUS

Something's standing in your way. Why? Why not? It's not our place to argue with the stars! Apart from that, everything's happy and settled. Try to keep it that way!

CANCER

Certain planetary aspects are causing concern over money, clothes and the sneaky git who keeps on pinching the cereal freebies before you get to them.

VIRGO

One commitment is highlighted at the moment. So, if you've been committed recently, you're probably completely mad and have some bizarre behavioural problem.

SUPER SCOPE 43% **Issue 8**
The SNES version of the Zapper. Fun for a while, but not really worth it.
SUPER SMASH TV 93% **Issue 8**
Stupendously brutal, thrilling and rock-hard! The ultimate shoot 'em up!
SUPER STAR WARS 87% **Issue 15**
Not very original, but a great movie tie-in, with sumptuous graphics .
SUPER STAR WARS 87% **Issue 15**
A fine platformer. Gorgeous graphics and awesome sound, but lacks variety.
SUPER STRIKE EAGLE 38% **Issue 19**
A cross between Afterburner and a flight sim. A nice idea, but sadly it doesn't work.
SUPER SOCCER 80% **Issue 6**
Great visuals, a choice of teams and flexible controls, but it's unrealistic.
SUPER SWIV 83% **Issue 16**
A classic SNES top-down blaster. Be warned – it's incredibly tough!
SUPER TENNIS 96% **Issue 5**
One of the most playable and realistic tennis sims ever!
SUPER VOLLEY 2 26% **Issue 19**
A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.
SUPER WWF 81% **Issue 6**
Even if you hate wrestling, this'll wow you. It looks and sounds great.
SYVALION 20% **Issue 16**
This is utter crap. Don't buy it.
THE MAGICAL QUEST STARRING MICKEY MOUSE 81% **Issue 13**
A graphically stunning game, but the life span leaves something to be desired.
THE IREM SKINS GAME 64% **Issue 13**
Dunno what the title means, but this is just another golf game, and it's terminally dull.
TERMINATOR 55% **Issue 17**
An ordinary platform shooter with below-par gameplay. What a waste.
TOP GEAR 93% **Issue 9**
A fast, furious and fun racer. The Mode 7 graphics are exceptional.
TOM AND JERRY 49% **Issue 17**
What a waste of the licence. Lifeless, poorly designed and unimaginative.
TRUE GOLF CLASSICS 72% **Issue 11**
If it's a realistic rather than playable golf sim you're after, give this one a whirl.
TURTLES IN TIME 63% **Issue 10**
Good-looking and occasionally quite fun, but it won't get the pulse racing.
ULTRAMAN 26% **Issue 11**
Poor animation and an almost total absence of gameplay. Dire.
UNCHARTED WATERS 42% **Issue 18**
A strategy game with lots of trading and a few bits of dull combat. Very boring.
UN SQUADRON 92% **Issue 10**
A brilliant blaster. Horizontal scrollers don't come much better than this.
WAYNE'S WORLD 35% **Issue 19**
A movie licence which is completely devoid of gameplay.
WARP SPEED 31% **Issue 18**
A 3D shoot 'em up which is so out of date it just looks silly.
WING COMMANDER 89% **Issue 14**
Alien-blasting flight sim with great looks and thrilling combat.
WORDTRIS 61% **Issue 15**
A nicely done puzzler, but it's not exciting or addictive enough.
WORLD CLASS RUGBY 65% **Issue 18**
Fab two-player mode and lots of teams, but it's too frustrating on your own.
WWF2: ROYAL RUMBLE 83% **Issue 19**
A better game than the original, with lots of good, straightforward, old-fashioned violence.
XANDRA'S BIG ADVENTURE 41% **Issue 18**
Cute graphics, but this platformer is incredibly basic and boring stuff.
XARDION 27% **Issue 9**
Everything about this platform shoot 'em up is naff. Avoid like the plague.
X-ZONE 70% **Issue 16**
The best Super Scope blasting game to be released so far.
ZELDA III: A LINK TO THE PAST 93% **Issue 11**
Fantastic adventure that's big, atmospheric, and very tough. A real laster.

GAME BOY

ADDAMS FAMILY 52% **Issue 7**
A tough challenge, but it's all a bit plain. More pukey than ooky.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% **Issue 19**
Unoriginal platform formula, but it's big, tough, playable and addictive.
ADVENTURE ISLAND 56% **Issue 9**
Loads of levels and smooth, clear graphics. Lame gameplay, though.
ADVENTURE ISLAND 2 40% **Issue 19**
A dull, samey and easy platformer. You'll either get bored with it or finish it in a couple of days.
ADVENTURES OF ROCKY AND BULLWINKLE 39% **Issue 13**
One of the naffest platform collect 'em ups ever to hit the Game Boy.
ALFRED CHICKEN 85% **Issue 17**
A classic-looking yet original game, with fab graphics and superb design.
ALIEN³ 83% **Issue 17**
Big, eerie and rock 'ard arcade adventure. Much better than the movie.
ASTEROIDS 55% **Issue 5**
The simple but compulsive blaster of old just isn't the same on the Game Boy.
THE AMAZING SPIDER-MAN 68% **Issue 3**
Lots of web-throwing and beat 'em up sequences make this moderately fun.
BALLOON KID 76% **Issue 3**
A cutesy little adventure with excellent hazard-dodging fun.
BART SIMPSON'S ESCAPE FROM CAMP DEADLY 92% **Issue 4**
Nicely structured gameplay and heaps of challenge. Wow!
BART VS THE JUGGERNAUTS 45% **Issue 12**
Mildly entertaining at first but then utterly frustrating. Sloppily done.
BATMAN 80% **Issue 1**
A tricky little platform shoot 'em up. Small graphics but speedy action.
BATMAN: RETURN OF THE JOKER 86% **Issue 10**
Glorious graphics, fab sounds and five exceedingly tough levels.
BATTLESHIPS 23% **Issue 14**
The Game Boy version of the pen-and-paper game. Boring and pointless.
BATTLETOADS 90% **Issue 11**
Heaps of variety makes this a real treat for Game Boy arcade fans.
BATTLE OF OLYMPUS 90% **Issue 19**
Big, complex, excellently designed and graphically gorgeous. Easily the best RPG on the Game Boy.
BEST OF THE BEST 38% **Issue 18**
A uncontrollable karate game with a lack of moves and no skill required.
BILL AND TED'S EXCELLENT GAME BOY ADVENTURE 91% **Issue 3**
Rush down to the Circle-K and buy this bodacious cart now!
BLADES OF STEEL 60% **Issue 6**
Disappointing version of a great game. Not really suitable for the GB.
BLUES BROTHERS 74% **Issue 10**
A tough platformer with slow graphics but big and varied levels.
BOULDER DASH 89% **Issue 3**
Superb graphics and lots of tough screens keep this interesting.
BOMB JACK 84% **Issue 12**
Maybe not sophisticated enough for some tastes, but still great fun.
BOXXLE 69% **Issue 9**
Looks simple, but the 108 puzzling levels just get harder and harder.
BOXXLE 2 72% **Issue 10**
Simple but engrossing. You won't find more refined puzzle-solving than this.
BRAIN BENDER 77% **Issue 11**
A fun and fiendish puzzler with a challenge that'll last for ever!
BUBBLE BOBBLE 68% **Issue 6**
Terrifically addictive platform action. Passcodes make it too easy, though.
BUBBLE GHOST 22% **Issue 8**
Blowing a bubble around a house could have been fun. Sadly, it ain't.
BUGS BUNNY 43% **Issue 1**
This game has 80 levels, but sadly they're all much the same.
BURAI FIGHTER 84% **Issue 4**
A beautifully structured eight-way scrolling shoot 'em up which will last.
BURGER TIME DELUXE 71% **Issue 8**
Maybe a bit too simplistic, but still an addictive, if odd, platformer.
CASTELIAN 75% **Issue 8**
Simple, frustrating and addictive. Could annoy rather than enthrall.
CASTLEVANIA ADVENTURE 89% **Issue 1**
Lovely animation and detailed backdrops make this a real treat.
CASTLEVANIA II 90% **Issue 5**
Massive levels and fewer gripes than the above. Not brilliantly original but great fun. A really classy game.
CAESAR'S PALACE 60% **Issue 6**
None of the five gambling games here requires enough skill.
CENTIPEDE 68% **Issue 5**
Basic, but tough and addictive. Fun to zap away at now and again.
CHOPLIFTER II 80% **Issue 6**
Graphics are unimpressive, but it's an involved game with lots of challenge.
THE CHESS MASTER 90% **Issue 1**
Snap this up if you can still find it – it's the only chess game you'll ever need!
COOL WORLD 39% **Issue 19**
Bizarre puzzle platformer based on the movie licence – which flopped!
DAEDALIAN OPUS 45% **Issue 5**
Challenging, but not exciting enough if you're not into puzzles.
DARKWING DUCK 76% **Issue 18**
Nice-looking and varied, but the levels are too few and too easy.
DAYS OF THUNDER 73% **Issue 4**
Smooth(ish) vector graphics but sadly it ain't that fast. For racing fans only.
DOUBLE DRAGON 2 77% **Issue 4**
Slick enough to keep you amused if you want yet another beat 'em up.
DRAGON'S LAIR 79% **Issue 3**
Some of the best Game Boy graphics you'll ever see. Hard but playable.
DR FRANKEN 91% **Issue 5**
Beautiful platform adventure with detailed graphics. Flippin' brilliant!
DR MARIO 64% **Issue 1**
Forget the Mario connection – after a while this gets pretty dull.
DROPZONE 79% **Issue 15**
Loses summat on the 'Boy, but still a stiff challenge for shootin' freaks.
DUCK TALES 78% **Issue 2**
A snazzy little collect 'em up with a tough challenge and good control.
DYNABLASTER 93% **Issue 2**
With four games in one cart this offers terrific value for money.
EMPIRE STRIKES BACK 88% **Issue 17**
Not as classy as Star Wars but still a challenging platform blast.
F1 RACE 88% **Issue 1**
Loads of courses, four-player link-up and fast graphics make this a corker.
F-15 STRIKE EAGLE 78% **Issue 15**
Frantic seat-of-the-pants combat, but not enough depth or variety.
FACEBALL 2000 93% **Issue 5**
Graphics you could frame and addiction you could bottle. Essential!
FERRARI GRAND PRIX CHALLENGE 63% **Issue 11**
This has all the usual racing stuff but doesn't offer anything new.
THE FLASH 74% **Issue 17**
Not much action, but this platfomer is enjoyable and challenging.
THE FLINTSTONES 53% **Issue 18**
This cartoony platformer is very neat, but it's got one flaw – it's too easy.
FOOTBALL INTERNATIONAL 70% **Issue 8**
A bit of a second-division game. With only one player it gets dull very quickly.
FORTIFIED ZONE 68% **Issue 4**
With only four short levels this mazey blaster won't entertain for long.
FORTRESS OF FEAR 84% **Issue 2**
A platform collect 'em up with good gameplay but no passwords.
GARGOYLE'S QUEST 76% **Issue 3**
Variety, challenge and good looks. This needs brainpower and reflexes.
GAUNTLET 2 41% **Issue 3**
A faithful conversion, but it's a bit of a pain on the small screen.
GEORGE FOREMAN'S KO BOXING 20% **Issue 14**
What can we say? Er... 'Don't buy it!'
GHOSTBUSTERS 2 85% **Issue 4**
Slick gameplay, and controlling two characters at once makes it different.
GOLF 92% **Issue 1**
Everything you could ask for is here, including two-player link and battery.
GREMLINS 2 82% **Issue 2**
Great graphics and fun gameplay. Tough but well worth the aggro.
HAL WRESTLING 28% **Issue 10**
A truly crap wrestling game. You can't even tell the players apart.
HARMONY 69% **Issue 11**
A tough game, with original puzzling gameplay. Maybe a bit *too* hard.
HIT THE ICE 50% **Issue 13**
At first this ice hockey sim seems okay, but after a while it's deathly dull.
HOME ALONE 38% **Issue 4**
Wander around an empty house and bash a burglar every half hour. Dull.
HOME ALONE 2 57% **Issue 16**
Slightly better than the SNES game, but far too easy. Hardly a 'must buy'.
HOOK 88% **Issue 6**
Fast, smooth graphics and excellent gameplay. Loads of fun.
HUDSON HAWK 35% **Issue 10**
Looks nice, but the boring gameplay won't last for more than an hour.
HUNT FOR RED OCTOBER 40% **Issue 5**
Loads of levels, but they're all very similar and bear little resemblance to the film.
HYPER LODE RUNNER 84% **Issue 2**
Classically simple platformer. Sad graphics but huge playability.
ISHIDO 68% **Issue 5**
Fun to begin with, but not enough variety to last .
JOE 'N' MAC 75% **Issue 14**
If you're after some raw challenge, this little monster will keep you going.
JORDAN VS BIRD 71% **Issue 11**
Three-in-one basketball sim which is sometimes annoying but usually fun.
KID DRACULA 80% **Issue 18**
Cute platformer aimed at a younger market but still worthwhile for oldies.
KID ICARUS 68% **Issue 11**
An engaging little platformer, but it's all a bit samey. You'll soon get bored.
KILLER TOMATOES 79% **Issue 9**
A silly scenario but quite a fab game. Big levels and oodles of action.
KING OF THE ZOO 87% **Issue 1**
Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.
KIRBY'S DREAMLAND 39% **Issue 12**
An original idea, and it looks pretty, but it's far too easy. Shame.
KRUSTY'S FUN HOUSE 84% **Issue 13**
A puzzler with simple design but tons of gameplay. Playable and well done.
KWIRK 78% **Issue 1**
Fiendishly hard puzzler, but so playable you'll be battling for ages.
LETHAL WEAPON 41% **Issue 18**
A beat 'em up with poor control and boring action. More like Water Pistol.

All play and no work? Yup!

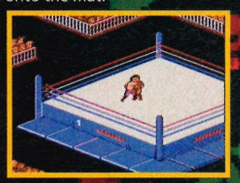
Yes, we do sit around all day and play games. But we play some games more than others, and sometimes the security guard has to call up reinforcements to drag us from the office if we're in the middle of a game. Here are a few of the top office games and who claims to be the champ.

Super Bomber Man – actually we're all as bad as each other on this.
Striker – Frank's a dab hand at this one, partly because none of us can get a look in.
Street Fighter II – Jim is the undefeated champ, and proud of it!
Buster Brothers – Vicky (Ms Art Editor) is a true pro on this arcade classic.
Micro Machines – Chris is the undisputed champion on Tanks and Desktop Dropoff.
Tetris – If any game could cause us to miss our deadline, this is it. For some reason, Vicky gets a lot of practice on this.

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**
Booooorrrrrrrrriiiiinnnngggggg! 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.



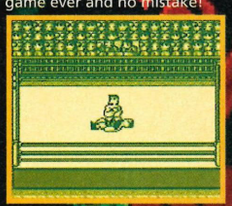
30% (Issue 6)

Recall Crap 10 – the worst of GB

BUBBLE GHOST FCI
1 player **£20**
Blowing a bubble around a house looks like it might be 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)

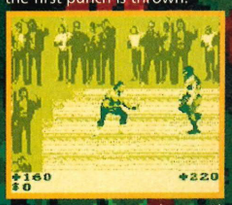
HAL WRESTLING
HAL Laboratory
1-2 players **£20**
This is the worst wrestling game ever and no mistake!



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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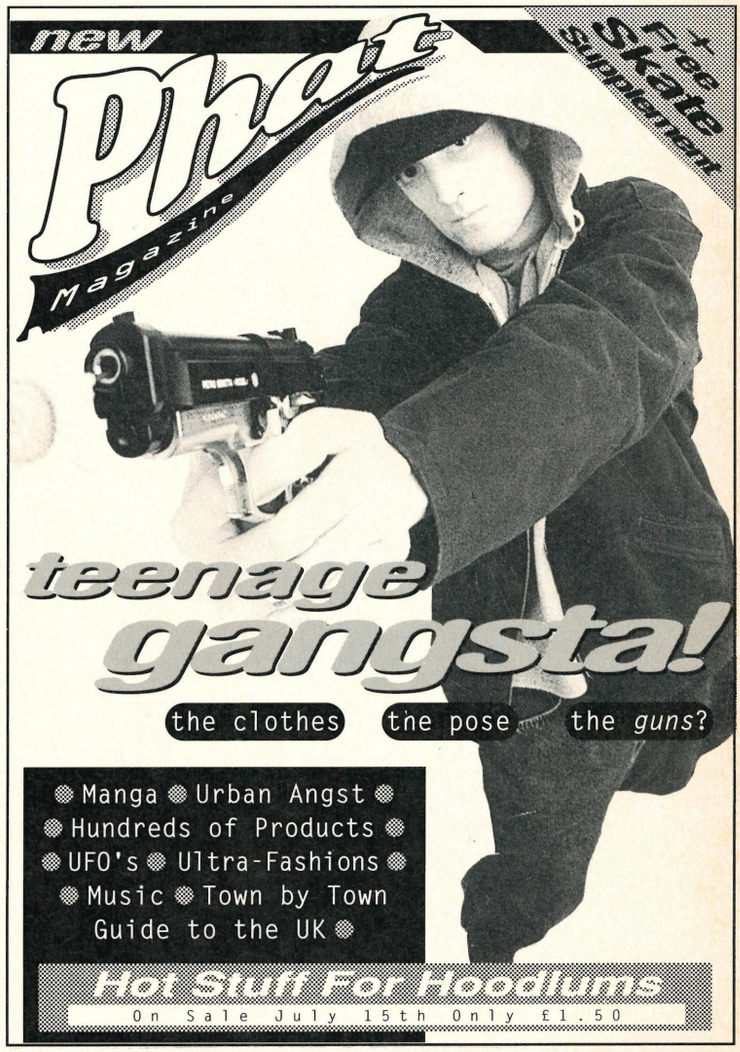
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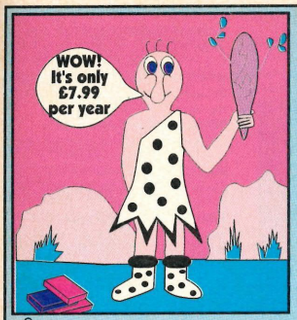
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Super Nintendo ☐ Nintendo Game Boy ☐

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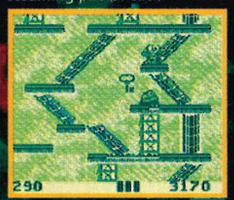
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SWAMP THING T HQ
1 player **£22**
A naff platformer trying to ride on the back of a 'look after the Earth' message.
21% (Issue 14)

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 10 – 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.

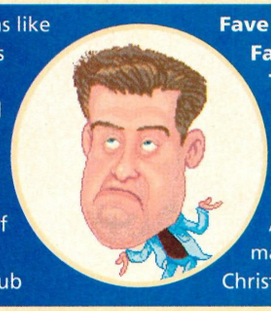


37% (Issue 15)

Digging the dirt on Frank

TOTAL editor Frank O'Connor seems like your average fat Scotsman, but he's actually a man of mystery. We've been snooping into his background and this is what we came up with.

Born Edinburgh, 1970
First snog Lynne Cowan
Accidents Some yob kicked him off his bike when he was 12
Worst holiday A week in Puddledub



Fave toy His Evil Knievel wind-up bike
Fave game Super Mario World
Top female celeb The rich ones
Fave nosh Garlic chicken
Bad habits Leaving bath towels on the floor. (In the office!)
Worst telling-off at school After being caught by the head-master trying to escape from the Christmas service

LEMMINGS 90% **Issue 14**
The graphics are a bit dodgy but this is still as fun and addictive as ever.
THE LITTLE MERMAID 45% **Issue 17** This swimmy game is too easy and too cute for all but the youngest players.
LOONY TUNES 80% **Issue 13** Annoying scrolling levels, but brilliant animation and great action.
McDONALDLAND 66% **Issue 14** Fun for a while, but frustrating in the long run and desperately unoriginal.
MARBLE MADNESS 31% **Issue 4** Graphically great and very playable, but it's too small and too dated.
MARIO AND YOSHI 80% **Issue 15** Fantastically simple, but guaranteed to draw you in and not let you go.
MAX 57% **Issue 14** An average platformer with some nice ideas but disappointing graphics.
MEGA MAN 3 83% **Issue 16** A challenging blast which is nothing new but still addictive and fun.
MERCENARY FORCE 54% **Issue 9** Tough, different but ultimately tedious scrolly lefty-righty game.
METROID 2 66% **Issue 8** Too big, empty and bland. Not enough action for most gamers.
MICKEY MOUSE/BUGS BUNNY 2 80% **Issue 14** Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.
MICKEY'S DANGEROUS CHASE 38% **Issue 9** A non-eventful, sad excuse for a platformer.
MINER 2049ER 25% **Issue 18** Primary-school graphics and probably the worst gameplay ever on the GB.
MISSILE COMMAND 49% **Issue 7** Poor control method and lame visuals mean this falls short of the target.
MOTOCROSS MANIACS 91% **Issue 6** Fast 'n' furious action makes this race 'em up totally addictive.
MOUSETRAP HOTEL 47% **Issue 13** Sad platformer with an uncontrollable character and repetitive gameplay.
MR DO 80% **Issue 10** Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.
MYSTERIUM 79% **Issue 11** Adventure-cum-maze game with added shooting which works well.
NAIL 'N' SCALE 32% **Issue 10** A tedious puzzle game which is more annoying than challenging.
NAVY SEALS 79% **Issue 2** Run-along-and-shoot 'em up with good blasting gameplay.
NEMESIS 92% **Issue 2** If you like classy blasters then add this one to your collection immediately.
NEMESIS 2 93% **Issue 12** Just as brilliant as its predecessor. Tough but intensely playable.
NINTENDO WORLD CUP 64% **Issue 1** More oddball than football. Looks interesting, lacks excitement.
OTHELLO 92% **Issue 2** Wipes the dust off the ancient board game and brings it bang up to date.
PACMAN 51% **Issue 7** Basic game-play and fiddly control. Definitely showing its age now.
PAPERBOY 77% **Issue 3** This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.
PAPERBOY 2 50% **Issue 10** Virtually identical to the first game and just as lame.
PARASOL STARS 92% **Issue 11** Don't let the cute looks fool you – this arcader's tough and very playable.
PARODIUS 83% **Issue 10** A standard shooter at heart, but it looks fab and is plenty of fun.
PIT FIGHTER 27% **Issue 10** This has a massive five opponents and a grand total of three fighters. Hmm.
POPEYE 2 82% **Issue 15** Honest little platformer with no frills but fast graphics and good gameplay.
POPULOUS 70% **Issue 19** A good attempt, but too awkward and too complex for the 'Boy.
POP-UP 61% **Issue 14** Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way
PRINCE OF PERSIA 83% **Issue 8** A bit superficial, but well-designed, nice-looking and great fun to play.
PRINCE VALIANT 71% **Issue 14** An absorbing and playable bash 'em up. Best by far as a head-to-head.
PROBOTECTOR 92% **Issue 8** Would-be Arnies won't find a better blaster on the Game Boy than this.
PROPHECY 51% **Issue 11** Big and varied platform game, but it's too tough and the action's patchy.
THE PUNISHER 49% **Issue 14** Similar to Operation Wolf but too repetitive and too annoying.
Q*BERT 80% **Issue 7** Just another platform puzzler, but the gameplay is timeless and addictive.
QIX 81% **Issue 3** Guide a ship around, filling the screen as you go. Weird but worth a look.
RACE DRIVIN' 88% **Issue 19** Forget the dire Super NES game – this is one of the best GB racers ever!
RADAR MISSION 53% **Issue 3** This is just like that old pen 'n' paper war game, Battleships. Hmm.
THE REN AND STUMPY SHOW 30% **Issue 19** You'd have to be really stupid to buy this game!
THE RESCUE OF PRINCESS BLOBETTE 55% **Issue 2** Same old aimless wandering as the NES version, and just as dull.
REVENGE OF THE 'GATOR 85% **Issue 1** Ace pinball sim with smooth graphics and a whole arcade's worth of features.
ROBOCOD 60% **Issue 19** Better than both the Super NES and Game Boy versions, but still lacks content.
ROBOCOP 74% **Issue 1** Entertaining and challenging enough, but too slow to be brilliant.
ROBOCOP 2 86% **Issue 10** Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.
ROBIN HOOD 74% **Issue 15** Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.
RODLAND 90% **Issue 19** Simple design but fun and engrossing platform gameplay.
R-TYPE 86% **Issue 1** One of the all-time classic shoot 'em ups. Plenty of frantic blasting.
R-TYPE II 68% **Issue 14** A very smart version, and technically even better then its predecessor.
SIDE POCKET 59% **Issue 1** This pool game's okay with two players but is otherwise disappointing.
SKATE OR DIE (BAD 'N' RAD) 76% **Issue 2** Sufficiently different from the NES original to make it a rather fab game.
SNEAKY SNAKES 58% **Issue 4** The GB version of NES Snake, Rattle 'n' Roll, but it's only 2D and a bit dull.
SNOOPY'S MAGIC SHOW 71% **Issue 6** With simple graphics, this is great on the move. Too easy, though.
SOCCER MANIA 13% **Issue 11** A very sad soccer sim, with appalling control and indistinguishable players.
SOLAR STRIKER 72% **Issue 1** A playable top-to-bottom shooter, but let down by crude visuals.
SOLOMON'S CLUB 93% **Issue 7** Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.
SPEEDBALL 2 51% **Issue 16** A poor version of the classic game. It's too slow and the targets are unclear.
SPIDER-MAN II 69% **Issue 9** A playable little platformer, but not really of superhero proportions.
SPIDERMAN III 70% **Issue 19** Dull platform blaster which looks unoriginal and plays badly.
SPOT: THE COOL ADVENTURE 66% **Issue 18** Ever played McDonaldland? Well, this is *exactly* the same, i.e. very average.
STARHAWK 65% **Issue 19** Same blasting formula as Nemesis, but with nowhere near the same excitement.
STAR SAVER 34% **Issue 7** A tedious game with weedy visuals and formulaic gameplay.
STAR TREK 57% **Issue 10** This has loads of levels and nice graphics, but the gameplay's lame.
STAR WARS 80% **Issue 12** Exact copy of the NES platform shooter. Big and tough.
SUPER HUNCHBACK 90% **Issue 7** Brilliantly animated platformer with dreamy gameplay and loads of extras.
SUPER KICK OFF 77% **Issue 6** Quite simply the best footy game available for the Game Boy.
SWAMP THING 21% **Issue 14** Poor excuse for a platformer, despite its environmental message.
SUPER MARIO LAND 94% **Issue 1** A cracking play, with all the class of its full-size counterparts.
SUPER MARIO LAND 2 70% **Issue 12** This has all the usual Mario stuff, but it's not really up to scratch.
SUPER OFF ROAD 16% **Issue13** Even weaker than the SNES game. Slow, uncontrollable and frustrating.
SUPER RC PRO-AM 87% **Issue 1** Great fun for four players but gets tiresome if you're on your own.
TAIL 'GATOR 86% **Issue 11** A brilliant little arcade platformer. The levels are varied and it looks ace.
TALE SPIN 63% **Issue 18** A shoot 'em up featuring Baloo the bear. Fun for a while but soon gets boring.
TENNIS 95% **Issue 1** Superb control and perfect graphics. You'll never pick up a racquet again!
T2: THE ARCADE GAME 71% **Issue 13** If you can ignore the samey-ness you'll love the action-packed mayhem here.
TERMINATOR 2 80% **Issue 3** A neat game with spiffy graphics and all the best bits from the film.
TINY TOON ADVENTURES 89% **Issue 9** Some of the cutest graphics you'll ever see on the Game Boy. A very playable platformer.
TIP OFF 78% **Issue 13** A basketball sim which isn't that original but does the job nicely.
TITUS THE FOX 71% **Issue 16** An average platformer, but the two-player link-up option is nice.
TOP GUN: GUTS AND GLORY 60% **Issue 15** Easy to learn, with loads of missions but poor air combat.
TRACK MEET 64% **Issue 9** Well-designed athletics sim which has nothing new to offer but is still fun.
TRAX 32% **Issue 10** A blaster with almost no action. Sad.
TURN AND BURN 80% **Issue 15** A feature-packed, realistic flight sim, with clean and detailed graphics.
TURRICAN 79% **Issue 5** Massive and very challenging shoot 'em up. Almost as slick as on the NES.
TURTLES: FALL OF THE FOOT CLAN 91% **Issue 1** A great beat 'em up, especially if you're a Turtles fan.
TURTLES 2: BACK FROM THE SEWERS 84% **Issue 6** A fine sequel to the first game, with more variety and a tougher mission.
ULTIMA 84% **Issue 12** It's a bit too easy to die, but this is a huge RPG which you'll want to finish.
WAVE RACE 70% **Issue 16** Not the best racer ever, but the addition of water makes it interesting.
WORDTRIS 44% **Issue 16** A poor imitation of Tetris, but with words. Unexciting in the extreme.
WORLD CIRCUIT SERIES 75% **Issue 9** A good, playable racing sim. The F1 tracks are fiendishly hard.
WWF SUPERSTARS 49% **Issue 4** Beautiful graphics and heaps of neat moves, but it's far too easy.
WWF SUPERSTARS II 44% **Issue 11** This has nothing new and is ridiculously uncontrollable.
XENON 2 69% **Issue 13** A polished conversion of a classic shooter, but it's looking dated now.
ZEN: INTERGALACTIC NINJA 63% **Issue 19** A horizontally scrolling beat 'em up with nice graphics and okay sounds but iffy gameplay.

NES

4-PLAYER TENNIS 52% **Issue 10** A few new ideas, but ruined by bad controls and awful collision detection.
A BOY AND HIS BLOB 55% **Issue 2** Original, with nice backdrops, but too slow and lacks action.
ACTION IN NEW YORK 69% **Issue 12** A tasty blaster (similar to Probotector) with only five levels but lots of action.
ADDAMS FAMILY 55% **Issue 7** Playable at first, but marred by poor collision detection and too-easy levels.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74% **Issue 18** Much more playable than the first game, but still not tough enough.
ADVENTURE ISLAND II 57% **Issue 9** Loads of levels, but too simplistic and needs more going on.
ATF STEALTH 21% **Issue 17** A flight sim with very little variety and nothing noteworthy. Monotonous.
BAD DUDES 39% **Issue 13** Yes, a *bad* beat 'em up – bad sounds, bad animation and bad gameplay.
BART VS. THE WORLD 67% **Issue 8** A tough platformer with five massive levels and lovely backdrops.
BARTMAN VS. RADIOACTIVE MAN 67% **Issue 18** Lots of variety and a huge challenge, but frustrating.
BATMAN 81% **Issue 1** A tough platformer with five massive levels and lovely backdrops. A must.
BATMAN RETURNS 48% **Issue 15** A run-of-the-mill platformer that lacks inspiration and imagination.
BATMAN: RETURN OF THE JOKER 64% **Issue 12** Luscious graphics and lots of variety, but it's sluggish and unresponsive.
BATTLETOADS 92% **Issue 11** Tough, amazing-looking arcader that sets new standards for the NES.
BATTLE OF OLYMPUS 92% **Issue 1** A truly engrossing and highly playable quest with lots to discover.
BAYOU BILLY 22% **Issue 4** An awful mixture of ripped off game styles. The worst Zapper game ever.
BIONIC COMMANDO 63% **Issue 13** Not awful, but hasn't got the playability of the arcade original.
BLADES OF STEEL 81% **Issue 3** A highly playable ice hockey sim which will keep you going for months.
BLASTER MASTER 71% **Issue 6** Neat graphics and lots of exploring, but no passwords and it goes on a bit.
BLUES BROTHERS 30% **Issue 12** Tough, mazey platformer with big, varied levels, but graphics let it down.
BLUE SHADOW 74% **Issue 4** A slick platform hack 'em up. Great backdrops and varied enemies.
BOULDER DASH 90% **Issue 1** Addictive and challenging diamond-collecting, boulder-dodging action.
BUBBLE BOBBLE 80% **Issue 1** Frantic, addictive platform action. An almost perfect arcade conversion.

The TOTAL horror-scopes

LIBRA
Bad luck is linked to a certain kind of stone for the next couple of days. This could mean you're gonna fall off a bike. Or anything, really.

SAGITTARIUS
Ignore childish insults from your enemies. No, on the other hand, why should you have to put up with it? Wave a large stick at them!

AQUARIUS
Something crops up to take the pressure off you soon, so hang on in there. The new moon will bring a huge wodge of cash!

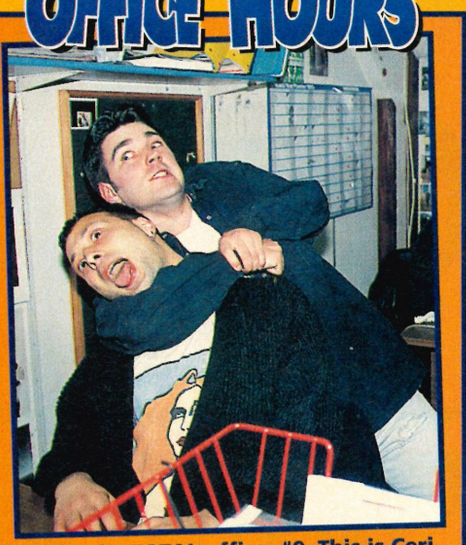
SCORPIO
What complex creatures you Scorpios are. If there's a problem, you're guaranteed to twist it round enough to make it six times worse. Try reducing your caffeine intake!

CAPRICORN
Sentimentality may cause your legs to fall off later in the month, so try not to get mushy in the supermarket. It's a long crawl home for lovestruck Douglas Bader types.

PISCES
There are always two sides to an argument, sometimes more. (Cubes have six sides, but that's not important right now.) Be adventurous on weekends and leave the ironing.

THE BUGS BUNNY BIRTHDAY BLOWOUT 31% **Issue 4** Jerky scrolling, crap graphics and repetitive levels. Oh dear.
BUCKY O'HARE 86% **Issue 16** The difficulty level's a bit patchy, but it's a huge, great-looking platformer.
BURAI FIGHTER 77% **Issue 16** A solid blaster with a good mix of mindless blasting and tactical play.
CAPTAIN PLANET 70% **Issue 3** A scrolling shoot 'em up with brilliant animation and a varied challenge.
CAPTAIN SKYHAWK 83% **Issue 1** A superb blast 'em up with smooth graphics and frantic action.
CASTELIAN 71% **Issue 8** Frustrating but enjoyable climb 'em up. Difficult yet compulsive.
CASTLEVANIA 71% **Issue 7** A big, fun game, although you may find the gameplay a little repetitive.
CASTLEVANIA II 61% **Issue 7** More adventurey than the first game, but still pretty repetitive.
CASTLEVANIA III 80% **Issue 7** The best of the Castlevania series. A meaty beat 'em up with lots of action.
CAVEMAN NINJA 67% **Issue 4** Looks good but plays bad. Repetitive and badly structured.
CHIP 'N' DALE RESCUE RANGERS 81% **Issue 4** Great graphics, great gameplay and great fun, if a bit too easy.
COOL WORLD 33% **Issue 18** The film was bad enough, but this platformer is crap in the extreme.
CRASH DUMMIES 71% **Issue 19** Nice graphics, but the action is unimpressive and the big levels are a drag.
CRACKOUT 22% **Issue 8** Classic Breakout style, but bad design and stupid additions make it tedious.
DAYS OF THUNDER 61% **Issue 13** Clever view of the track, but all the races are very boring.
DEFENDER OF THE CROWN 71% **Issue 1** A complex quest which looks interesting but doesn't quite work.
DEFENDERS OF DYNATRON CITY 37% **Issue 12** Basic, boring and cruddy all round.
DIE HARD 78% **Issue 7** Looks tatty, but there's a neat game inside. Realistic and engrossing.
DIGGER T. ROCK: THE LEGEND OF THE LOST CITY 58% **Issue 1** Colourful graphics and slick animation, but it's deathly dull.
DISNEY'S ADVENTURES 44% **Issue 10** A collection of five badly done sub-games. Basic and glitchy.
DIZZY 90% **Issue 12** Massive, good-looking arcade adventure. Lots of variety, lots of challenge.
DRAGON'S LAIR 83% **Issue 3** A bit straightforward, but intriguing puzzles and amazing animation.
DONKEY KONG 40% **Issue 5** Two ancient platform games which are showing their age a bit now.
DOUBLE DRAGON II 43% **Issue 14** More dull beat 'em up 'action' from the duff Double Dragon team.
DOUBLE DRAGON III 36% **Issue 11** It's tough, but you'll get bored before you finish it. Repetitive.
DOUBLE DRIBBLE 67% **Issue 17** Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.
DROPZONE 90% **Issue 14** An oldie, but it's a frantic megablast and ideal for a swift pick up 'n' play.
DUCK HUNT 43% **Issue 4** A mildly entertaining Zapper game. Okay if it's free with the Action Set.
DUCK TALES 69% **Issue 2** Unoriginal but playable, with good animation and groovy characters.
DYNABLASTER 90% **Issue 13** Probably the best multi-player game ever invented – simply unmissable!
ELIMINATOR BOAT DUEL 56% **Issue 17** Two-player racer which is fun for a while but ultimately boring.
ELITE 96% **Issue 11** This shooting explore 'em up is old but ace. Huge, absorbing and tough.
EMPIRE STRIKES BACK 85% **Issue 12** Just a platformer at heart, but it's big, good-looking and fun.
FAXANADU 88% **Issue 13** Zelda-type adventure full of little puzzles. Great to look at and play.
F-15 STRIKE EAGLE 56% **Issue 9** An above-average flight sim, but the graphics and sound are unspectacular.
FERRARI GRAND PRIX CHALLENGE 61% **Issue 9** Some nice ideas, but the awkward controls make it too unplayable.
THE FLINTSTONES 46% **Issue 10** Lovely graphics, but finnicky gameplay makes it too frustrating.
GALAXY 5000 52% **Issue 7** Futuristic race and blast 'em up which is absorbing but too hard to control.
GAUNTLET II 88% **Issue 1** Smooth scrolling and over 100 levels. An almost perfect conversion of the arcade game.
GEORGE FOREMAN'S KO BOXING 51% **Issue 15** Looks old and doesn't have enough oomph to compete. Very basic stuff.
GHOSTBUSTERS II 52% **Issue 5** Some decent graphics and varied opponents, but it's far too easy.
GOAL! 39% **Issue 1** Lousy graphics, confusing gameplay and slow action. Very unrealistic.
GREMLINS II 73% **Issue 5** Challenging platform shoot 'em up. Graphics are great, gameplay less so.
GODZILLA 10% **Issue 8** How shall we describe this? Ah yes. Crap, crap, crap, crap, crap. And crap.
GUMSHOE 75% **Issue 4** More like a Mario game than a Zapper one. Fun, but a bit too weird.
HAMMERIN' HARRY 58% **Issue 14** Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED 47% **Issue 8** A pinball game with messy visuals and frustrating gameplay. Very limited.
HOGAN'S ALLEY 64% **Issue 4** Point 'n' shoot action which is fairly entertaining but lacks variety.
HOME ALONE 61% **Issue 16** Looks a real dud at first, but once you get into it you'll find it's quite fun.
HOOK 84% **Issue 6** A neat movie licence, with sweet gameplay and bright, clear graphics.
HUNT FOR RED OCTOBER 32% **Issue 7** This waterlogged shoot 'em up gives you lots of weapons, but it's too slow and uneventful.
IRON SWORD 79% **Issue 13** Aka Wizards & Warriors 2, this has great animation but is frustrating.
ISOLATED WARRIOR 72% **Issue 1** Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.
IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD 54% **Issue 1** Far too easy, but this dirt-track racer is still great fun with friends.
JACK NICKLAUS GOLF 57% **Issue 4** Detailed views and loads of features, but it's too inaccurate.
JACKIE CHAN ACTION KUNG FU 60% **Issue 7** Smooth and smart-looking, but the beat 'em up action is too simplistic.
JAMES BOND JR. 79% **Issue 17** Nice graphics and a huge game area, but it's not challenging enough.
KABUKI QUANTUM FIGHTER 71% **Issue 13** Nifty graphics, but the levels are badly designed and it's all rather average.
KICKLE CUBICLE 62% **Issue 4** This novel puzzler has great graphics and sound but it's a bit easy.
KICK OFF 93% **Issue 4** Playable, challenging and fast. This really is a remarkable game.
KONAMI HYPER SOCCER 83% **Issue 6** Fast and fun, with a good two-player game, but it's a bit easy.
KUNG FU 36% **Issue 13** Tedious beat 'em up with naff controls and lots of walking along.
LEMMINGS 85% **Issue 11** The world's most sadistic puzzler hits the NES, and it's as addictive as ever.
LETHAL WEAPON 50% **Issue 18** Bad animation and clumsy gameplay. Real second-rate stuff.
LITTLE NEMO 77% **Issue 8** This fun cartoony arcade adventure may be cute, but it's as hard as nails!
LOLO 65% **Issue 8** A decent, challenging puzzler, but it lacks character and is a bit colourless.
LOW G MAN 94% **Issue 2** Huge, playable and ingenious, with vast levels and beautiful graphics.
MANIAC MANSION 83% **Issue 3** Fun graphics and ingenious puzzles make this a playable adventure.
MARBLE MADNESS 56% **Issue 2** An excellent graphic conversion, but with only six levels it's too simple.
MARIO AND YOSHI 66% **Issue 15** A decent enough puzzler, but it lacks that all-important addictive edge.
MAXIVISION 15 27% **Issue 10** What a load of rubbish! There are 15 games here and they're all crap.
McDONALDLAND 77% **Issue 13** Not a particularly original platformer, but it looks okay and is quite playable.
MEGA MAN 68% **Issue 6** An extremely tough platform shooter, with no password system. Beware!
MEGA MAN 2 83% **Issue 6** Not as tough as Mega Man, and better all round. Bright and funny.
MEGA MAN 3 87% **Issue 10** The best of the lot – tough gameplay, smooth graphics and lots of baddies.
MICRO MACHINES 92% **Issue 9** This mini racer's fast and fun, with realistic gameplay and brill handling.
MISSION IMPOSSIBLE 79% **Issue 4** There's lots of fun to be had with this spy sim if you persevere.
MONSTER IN MY POCKET 69% **Issue 15** It's got the looks, it's got the gameplay, but where's the challenge?
NES OPEN GOLF 86% **Issue 10** Doesn't break any new ground, but manages to be both fun *and* realistic.
NEW ZEALAND STORY 93% **Issue 5** A stunning arcade conversion from Ocean. Blinkin' fab!
NOAH'S ARK 86% **Issue 16** Non-stop action, huge levels and loads of monsters. Superb platform shooter.
NORTH AND SOUTH 74% **Issue 12** Patchy graphics, but this Civil War game is varied and enjoyable.
OPERATION WOLF 36% **Issue 10** A crap lightgun game which is irritating as well as boring.
PAPERBOY 2 50% **Issue 14** Unoriginal, uncontrollable and badly programmed. Oh, and boring.
PARASOL STARS 50% **Issue 14** Cute, addictive and tough. This great platformer will soon get you hooked.
PIRATES 85% **Issue 16** Atmospheric strategy game which will keep you playing for ages.
POWER BLADE 49% **Issue 2** Rip-roaring sound effects and impressive beasties, but it's a bit of a doddle.
PRINCE OF PERSIA 35% **Issue 15** Shoddy animation and awkward controls. Looks very dated now.
PRINCE VALIANT 59% **Issue 14** Mildly engaging for a while, but ultimately too primitive and awkward.
PROBOTECTOR 85% **Issue 4** The NES version of the classic Contra. A frantic and challenging shooter.
PROBOTECTOR II 91% **Issue 14** A superb shoot 'em up which is tough, action-packed, and great-looking.
PUNCH OUT 74% **Issue 11** One of the better NES boxing sims, but too basic and simple.
RAD GRAVITY 74% **Issue 14** Looks a bit drab, but it's an intriguing platformer with loads of variety.
RAD RACER 66% **Issue 9** Not bad, but spoiled by average graphics and repetitive gameplay.
RAINBOW ISLANDS 92%**Issue 5** Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
RESCUE – THE EMBASSY MISSION 48% **Issue 5** Sniping, abseiling and lots of tip-toeing, but boy, is it dull.
RC PRO-AM 62% **Issue 15** A weird game which plays really well but lacks depth.
RC PRO-AM II 76% **Issue 17** A racer which can be fun for four players but doesn't involve much skill.
ROAD FIGHTER 44% **Issue 6** Addictive and fun, but looks awful and is far too primitive.
ROBIN HOOD 63% **Issue 14** An RPG-type explore 'em up with minor puzzles and major flicker.
ROBOCOP 66% **Issue 2** A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.
ROBOCOP 2 79% **Issue 10** A brilliant platform shooter, but with infinite continues it's far too easy.
ROBOCOP 3 88% **Issue 13** A tough but intelligent game – brute force is *not* a good tactic here!
ROLLER GAMES 72% **Issue 2** A good mixture of jumping and punching. Not brilliant, but fun.
SHADOWGATE 74% **Issue 2** Taxing puzzles and plenty of places to visit. It's a shame you keep dying.
SHADOW WARRIORS 47% **Issue 3** Huge levels and varied graphics, but frustrating and awkward to control.
SILENT SERVICE 75% **Issue 18** A good conversion of a fab strategic sim, but not quite right for the NES.
THE SIMPSONS: BART VS THE SPACE MUTANTS 75% **Issue 18** Lots of humour, but it's tough and there are no passwords. Pros only.
SKATE OR DIE 52% **Issue 1** This has five sub-games, but none is very good and some really stink.
SKI OR DIE 53% **Issue 2** Just like Skate Or Die – with more white in it. Incredibly dull.
SNAKE, RATTLE 'N' ROLL 90% **Issue 1** A cracking 3D scrolling collect 'em up. Pretty graphics and two-player action.
SNAKE'S REVENGE 44% **Issue 6** Quite fun to begin with but gets mighty dull after a while.
SMASH TV 82% **Issue 3** Lots of baddies make this a frantic blaster, but it's a bit too repetitive.
SOLAR JETMAN: HUNT FOR THE GOLDEN WARPSHIP 92% **Issue 1** This shooting explore 'em up is one of the best of its kind.
SOLSTICE 90% **Issue 1** Gob-smacking graphics make this vast 3D adventure well worthwhile.
SPIDER-MAN: RETURN OF THE SINISTER SIX 67% **Issue 15** Not very fast, frantic or, er, frilling. There are loads of better platformers.
STREET GANGS 61% **Issue 12** An odd-looking and unspectacular beat 'em up with a few good touches.
SUPER ADVENTURE QUESTS 69% **Issue 19** Four games in one, but only one of them is any good.
SUPER MARIO BROS. 2 79% **Issue 5** More varied than the first Mario game but not as good as SMB3.
SUPER MARIO BROS. 3 98% **Issue 1** The most stunning platform game your NES will ever see – it's gorgeous!
SUPER SPORTS CHALLENGE 63% **Issue 17** Good-value four-in-one sports game. Very basic, but fun for two players.
SWORDS & SERPENTS 82% **Issue 2** Bland scenery, but animation and adventurey action make up for it.
SWORD MASTER 22% **Issue 7** Probable the most boring NES game ever. Incredibly repetitive.
TALE SPIN 59% **Issue 14** Cute and colourful graphics, but it's too fiddly and frustrating.
TERMINATOR 2 74% **Issue 3** A spiffy little game-of-the-film. Good platform beat 'em up action.
TIME LORD 43% **Issue 1** Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.
TINY TOON ADVENTURES 88% **Issue 9** Brilliant conversion – even more fun than watching the cartoons.
TO THE EARTH 82% **Issue 4** A proper 3D shoot 'em up, but with a Zapper. The best lightgun game out.
TOM AND JERRY 67%**Issue 11** An ordinary and not very inspired platformer. (And where's Tom?)
TOP GUN 69% **Issue 14** Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.
TOP GUN: THE SECOND MISSION 66% **Issue 1** Amazingly fast visuals, but too hard to be much fun.
TOTALLY RAD 54% **Issue 8** Original and nice-looking, but the difficulty structure is badly designed.
TRACK AND FIELD II 54% **Issue 9** Another complex button-bashing sports sim. For fans of the genre only.
TROG 67% **Issue 3** Looks great and plays well, but it's not difficult enough. Short-term fun only.
TURBO RACING 81% **Issue 9** Nice-looking and smooth-playing. A bit simple, but it will last a while.
TURTLES 68% **Issue 13** Looks a bit cack, but this mixture of maps and bashing plays okay.
TURTLES 2 66% **Issue 6** Lots of action and a few nice touches, but too repetitive and slow-paced
TURRICAN 77% **Issue 14** Platforms, guns, nasties – Turrican's got 'em all, but it's a bit tiresome.
ULTIMATE AIR COMBAT 82% **Issue 15** The best NES flight sim yet. This will test even the toughest flyers.
WIZARDS AND WARRIORS III 76% **Issue 7** Dull to start with, but becomes intriguing and playable.
WWF WRESTLE MANIA 30% **Issue 6** Under the surface this game's a real lightweight, even for WWF fans.
WWF WRESTLE MANIA CHALLENGE 37% **Issue 1** Good graphics and impressive moves, but it lacks challenge or excitement.
WWF STEEL CAGE CHALLENGE 40% **Issue 13** Despite having all the big names of wrestling in it, this is very tedious.
WRATH OF THE BLACK MANTA 42% **Issue 13** Good graphics, but it's unplayable – the hero dies too much!
THE LEGEND OF ZELDA 78% **Issue 2** A vast but do-able quest, and the task holds your interest. A classic.
ZELDA 2: THE ADVENTURES OF LINK 82% **Issue 2** Graphics could be better, but there's plenty of action and tantalising clues.

OFFICE HOURS



Life in the TOTAL office, #9. This is Ceri, our production editor. If the mag's got any spelling mistakes in it, blame him!

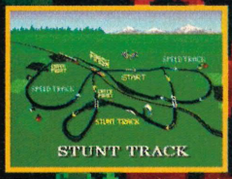
New game for old!

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 can't have been reviewed already and it can't be an import. So, have a root around under your bed and see what you can come up with. If you find one, write in and tell us about it (*but don't send us the game!*) at: **New Game For Old, TOTAL, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

We can't guarantee what game we'll send you in return, but it's a good idea to include a list of all the games you have so we don't send you another copy of a game you've already got. And be warned, we have had a massive response to this offer already, and even though a game's not in Recall, it might be waiting to be reviewed. Still, it's a fab offer, and you could get a new game out of it!

TOTAL!

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

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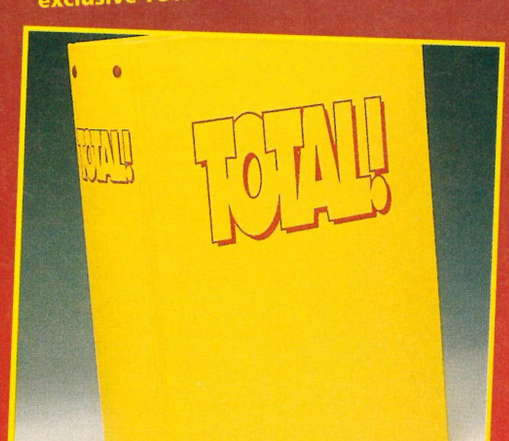
- NES
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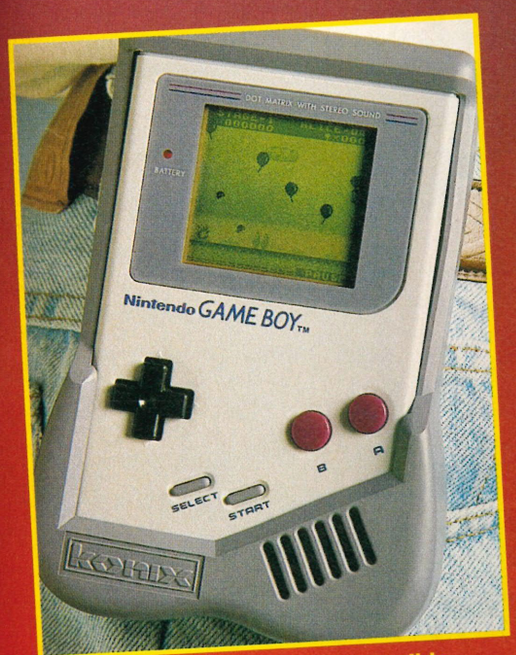
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TOTAL Teaser answers (see page 26): 1. Striker 2. Pop 'n' Twinbee.

NEXT MONTH

Next month's issue of TOTAL is going to be even hotter than this one! Want to know what we've got? Well, we've got all this...

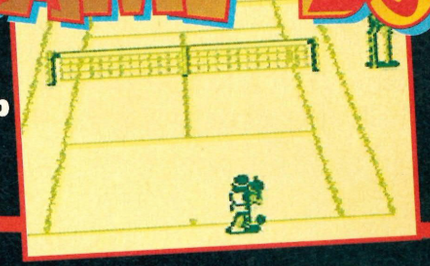
On the... SNES



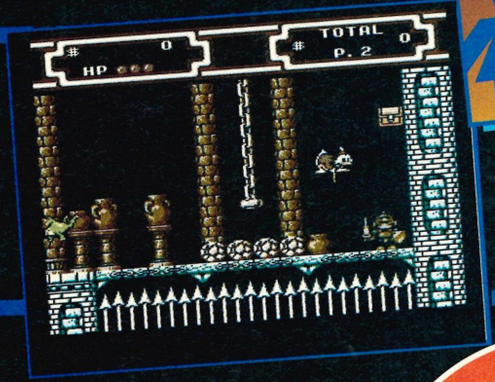
How about this lot? Mortal Kombat, Mario is Missing, Mario All Stars and maybe, just maybe, the biggest title of the year: Street Fighter Turbo. Aargh!

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And, of course... NES



Lots more golden oldies next month, and, better still, an explosive review of Mega Man, a look at Duck Tales 2, and news of Street Fighter II on NES!

Dear Newsagent,
Please keep/deliver a copy of TOTAL issue 21 (September) for me. Ta.

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TOTAL issue 21 will be on sale at all fab newsagents from Thurs, 19 August – make a date!

As far as games go, next month should be one of the most important and exciting issues of TOTAL ever. We'll also have loads more red-hot news, invaluable tips and fantastic previews. It just gets better and better – don't miss it!

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