TOTAL!

September 1993 Issue 21 £2.25

NINTENDO SUPER NES

EUROPE'S FIRST INDEPENDENT NINTENDO MAGAZINE

NES ● GAME BOY

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16-page pull-out
GAMESMASTER
mini-mag!



Super Mario All-Stars is the best game EVER!
Turn to page 22

Plus! Street Fighter II Turbo, Mortal Kombat, First Samurai. And we reveal Nintendo's Super CD plans! Plus! News, ch[illegible]and red-hot competitions!

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TOTAL!

Issue 21 September 1993

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 Win SFII and Last Action Hero T-shirts! Plus the Future Entertainment Show, new UK games, book reviews, and lots, lots more. **6**

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TOTAL Recall The definitive guide to Nintendo games, past and present, good and bad. **92**

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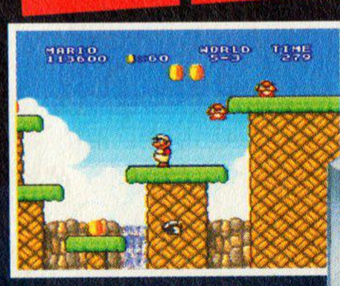
Mario All-Stars: the best cart ever!

22

Super Mario Bros. was responsible for the success of the NES in 1985, and in 1990 Super Mario Bros. 3 became the best-selling NES game ever. Now they're on Super NES and they're bringing SMB2 and The Lost Levels with them.



Super Mario Bros.



The Lost Levels.



Super Mario Bros. 3.



Super Mario Bros. 2.



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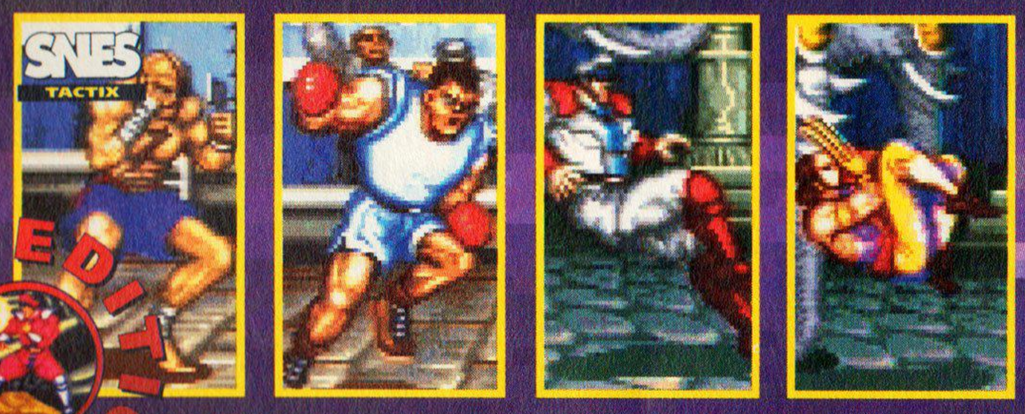
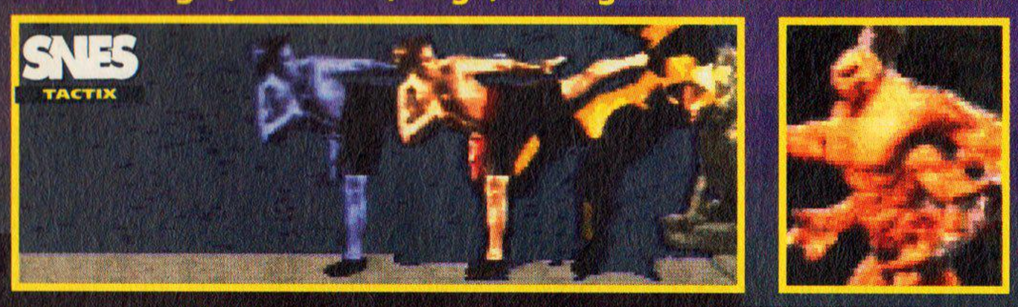
For the total Nintendo picture, we're all you need!

71 TOTAL Tactix

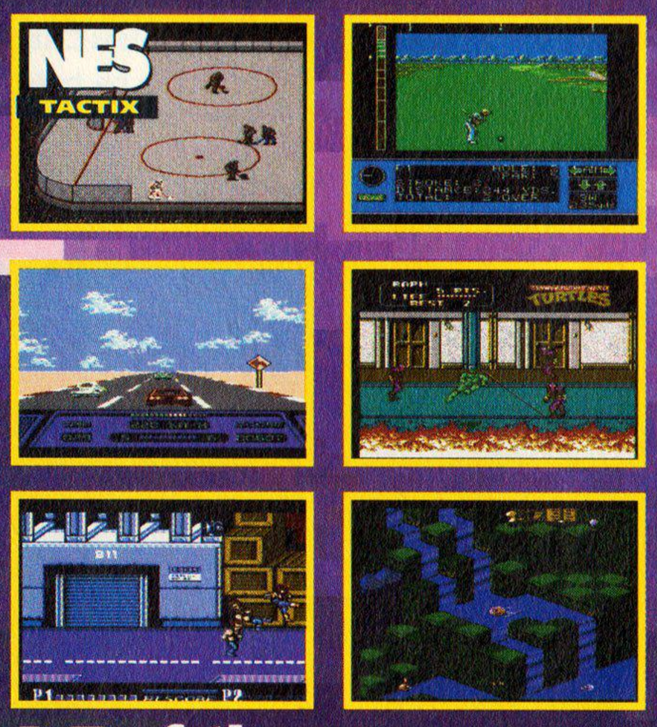
Player's guides for SFII Turbo and Mortal Kombat, more Alfred Chicken maps, an NES tips spesh, and a whole host of other tips, tricks and codes.



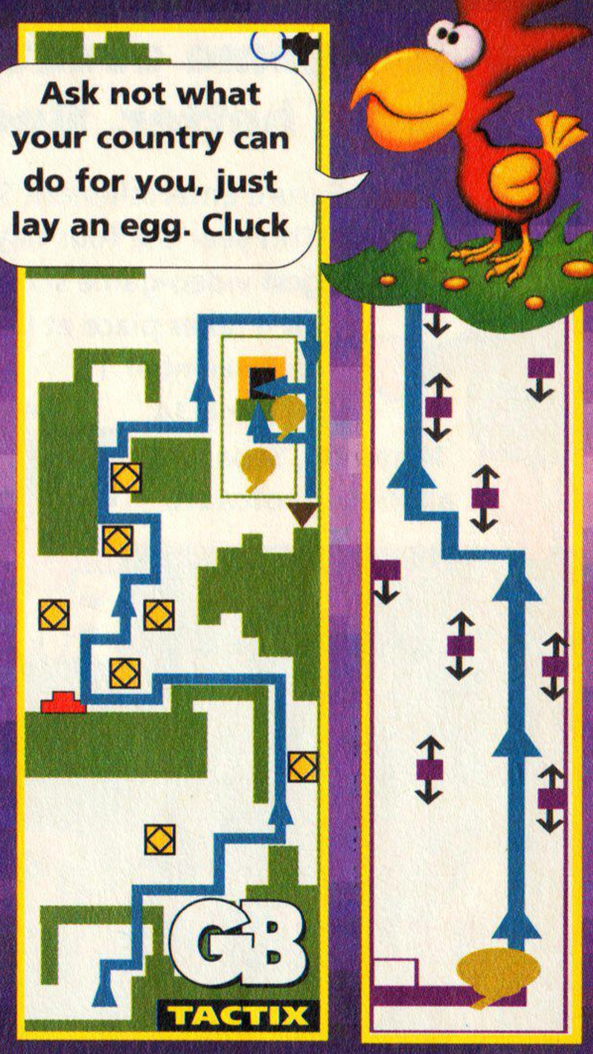
SFII Turbo Edition Get to grips with Sagat, M. Bison, Vega, Balrog and the rest of them.



Mortal Kombat All the standard and special moves and advice on when and against whom to use them.



A-Z of tips Actually, it's only an A-W, but never mind – it's still a veritable cornucopia of great tips, tricks and cheats for the NES.

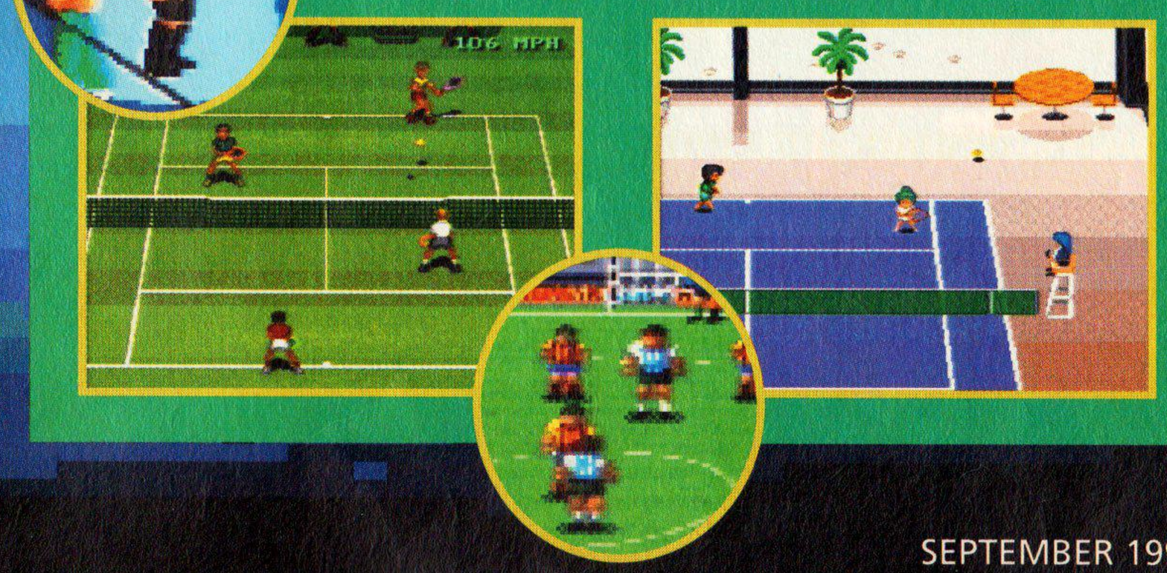


Alfred Chicken Part 3 of our unbelievably detailed Alfred Chicken guide.

Four-way play!

44 FOUR-PLAY: the most fun you can have with your Super NES?

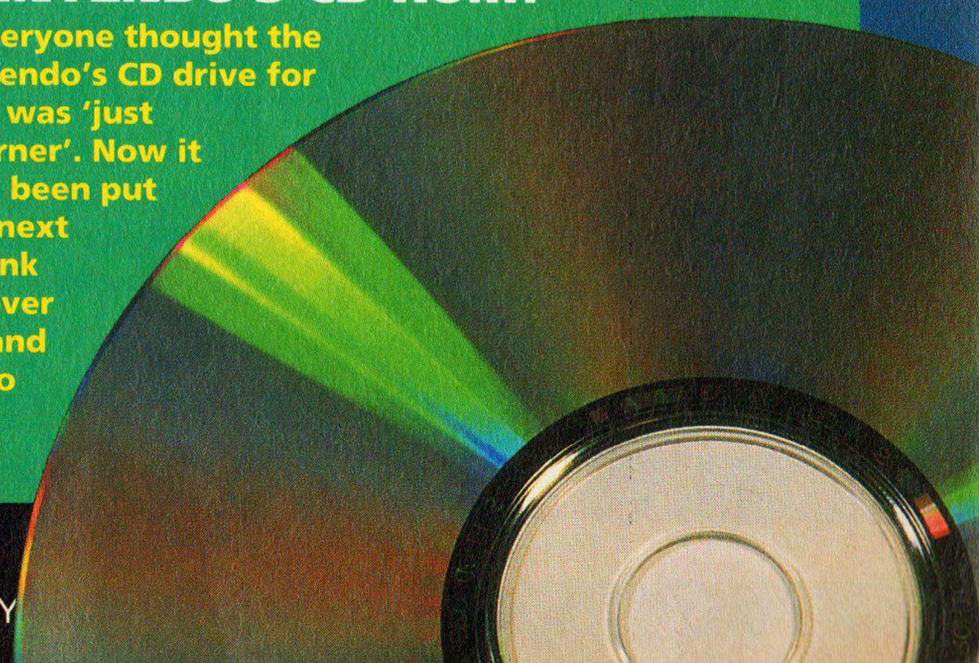
Multitap adaptors are coming your way soon and charging through the door behind them is a whole load of multi-player games. We survey the games and tell you (again) how fab Super Bomber Man is.



RIP Super CD?

50 WHATEVER HAPPENED TO NINTENDO'S CD-ROM?

For months everyone thought the launch of Nintendo's CD drive for the Super NES was 'just around the corner'. Now it seems to have been put on ice for the next year or so. Frank casts his eye over the CD scene and sees reasons to be cheerful...



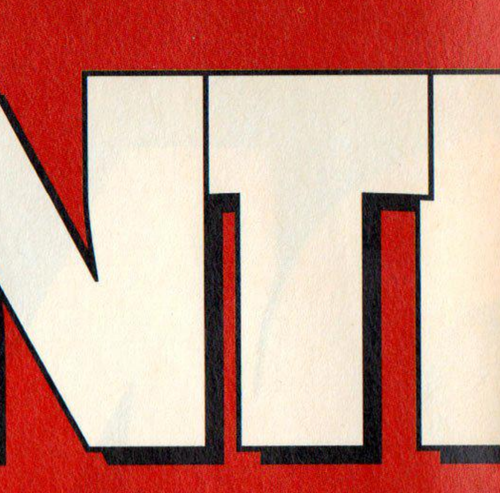
It's TOTAL, it's Nintendo, and it's news. Catch up on all the world's best video-games magazine.

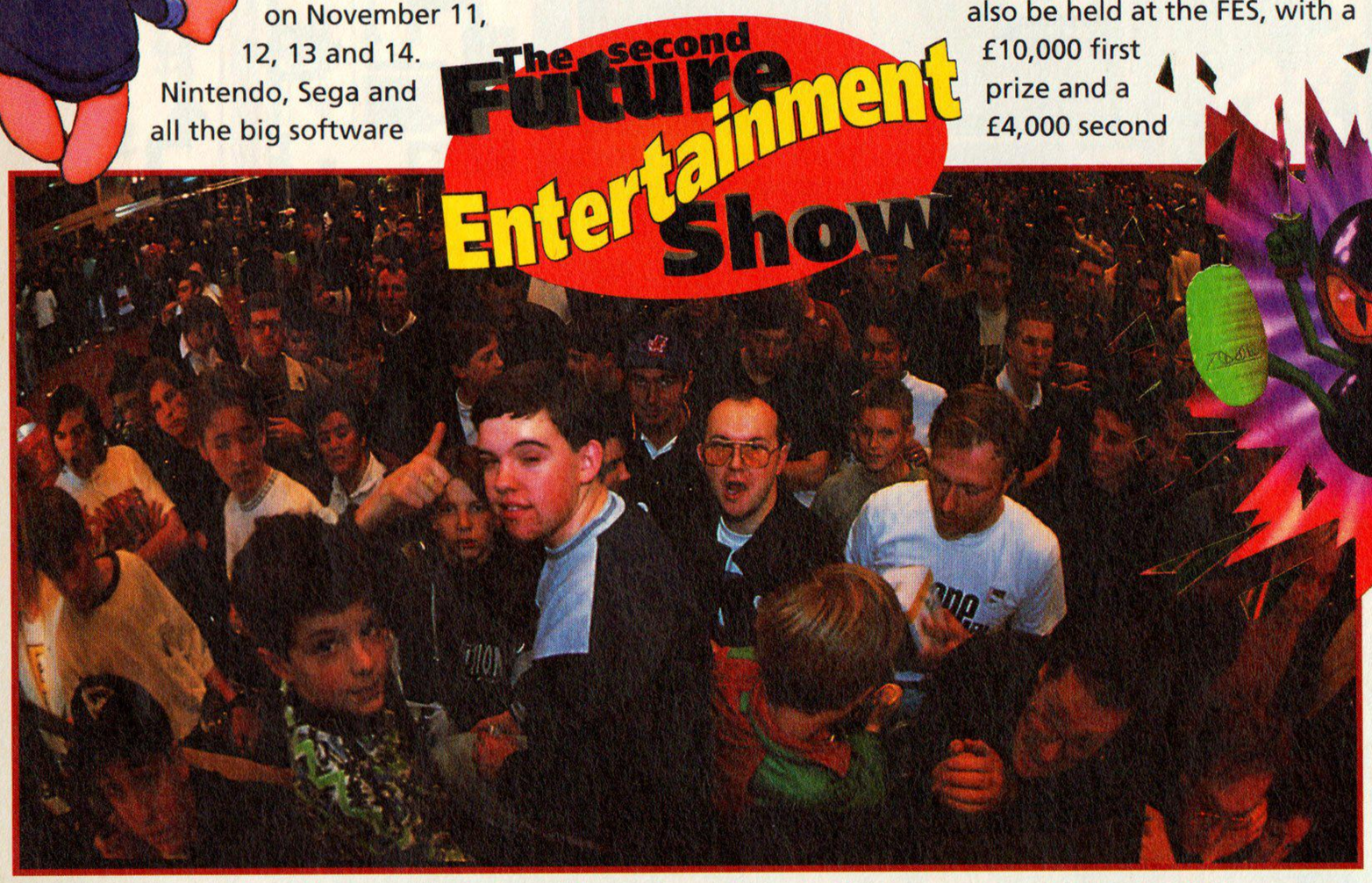
Future Show is

Last year's Future Entertainment Show at Earls Court was the biggest video-game event of the year. The 1993 FES is set to be even bigger and better. Book your place now to avoid disappointment.

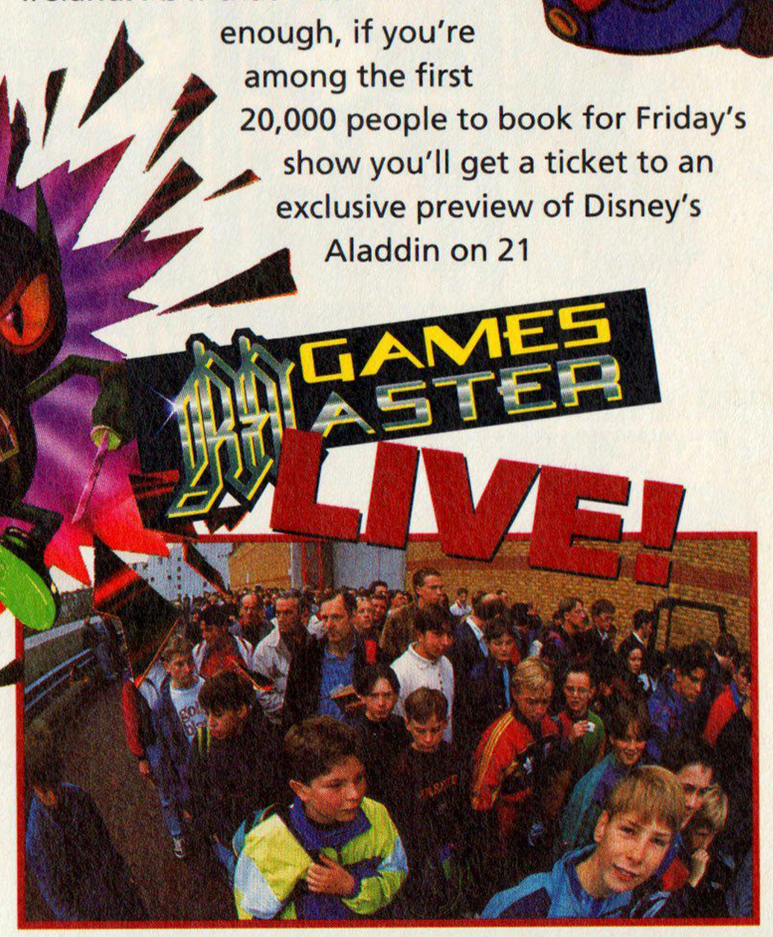


The Future Entertainment Show is back! This year the four-day show – the biggest video-game show in the UK – takes place at Olympia on November 11, 12, 13 and 14. Nintendo, Sega and all the big software companies will be there, so you'll be able to check out all the hottest games and see all the latest technology. The finals of the second National Computer Games Championship will also be held at the FES, with a £10,000 first prize and a £4,000 second prize. Regional heats for the finals will take place in October at 26 Virgin shops across the UK and Ireland. As if that wasn't enough, if you're among the first 20,000 people to book for Friday's show you'll get a ticket to an exclusive preview of Disney's Aladdin on 21



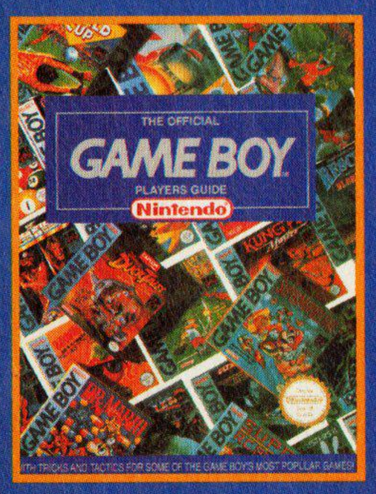


Here's the crowd at last year's Future Show (yes, there's that gormless bloke again).

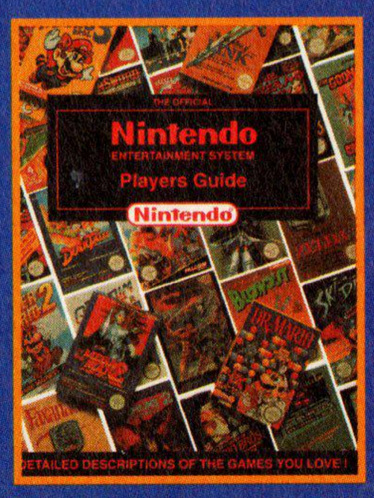


This year the Future Show is ticket-only, so call the hotline now for yours.

Going over the books



THE OFFICIAL GAME BOY PLAYER'S GUIDE £10 A big A4 book produced by Bandai for Nintendo. Great-looking, full-colour throughout and full of player's guides to lots of older Game Boy titles like Super Mario Land, Batman, Turtles and Gargoyle's Quest. For once, the arcade games are fairly well tipped (but not up to TOTAL's standards!), with helpful pictures of entire levels. Trouble is, a lot of the tips state the very obvious and it's only worth getting if you're stuck on the more strategic games.



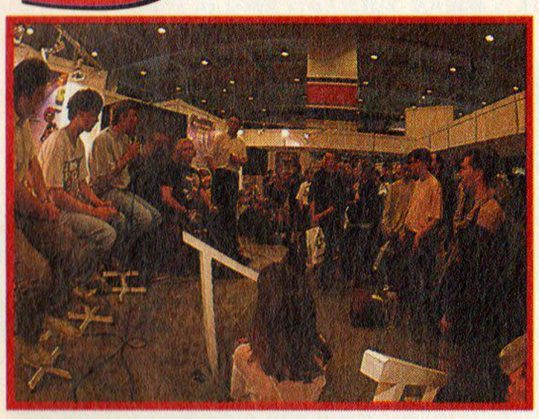
THE OFFICIAL NES PLAYER'S GUIDE £10 Another Bandai book. Big, colourful, glossy and full of pictures illustrating the superb player's guides. Surprisingly, it's not very good on the Mario games – there are guides to a few levels of Mario 1 and 2 but nothing on Mario 3 beyond world 2. However, it's got great solutions to both the Zelda games and the Castlevania series, and good guides to Mega Man 2 and Maniac Mansion as well. In all, a great guide to the older NES games.

Both the official guides are only available from Squared Circle, 18 Vincent Avenue, Crownhill, Milton Keynes MK8 0AW.

NINTENDO NEWS

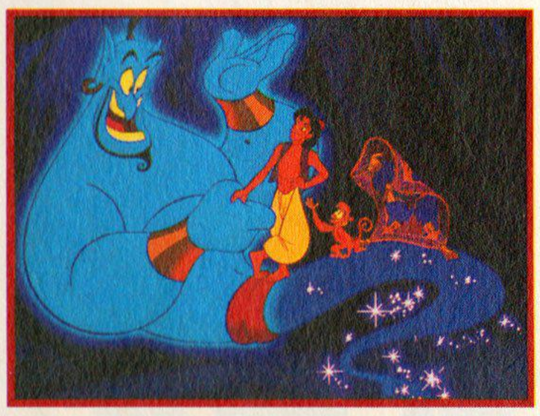
latest info about the world's best video-game system in the You won't get a better deal than that.

go!



Meet the press (that's us!) and other peeps at the Future Show.

November at cinemas nationwide. And on Thursday 11 the Games-Master TV show will be broadcasting live from Olympia. We'll have more show info in TOTAL soon, but the ticket hotline is now open, with tickets at £6.95 each or £24.95 for a group of four. You can get them by calling 051-356 5085.



Get a free ticket for Aladdin by booking now for Friday's show.

NEW STICKS

Just out are two new programmable sticks, the Quickjoy Program Pad and Program Stick, both based on the huge Topfighter stick that came out earlier this year. They both work pretty much identically and have the same features – 30 pre-programmed special moves for Street Fighter II and Fatal Fury, six memory slots for new programmed moves, autofire and a little LCD screen showing the moves. They're both good controllers – even if the actual stick on the Program Stick isn't that great – but the big drawback is the cost. The Program Pad costs £40 and the Program Stick £50 – the price of a new game.



The Super NES Program Pad...



... And the Program Stick.

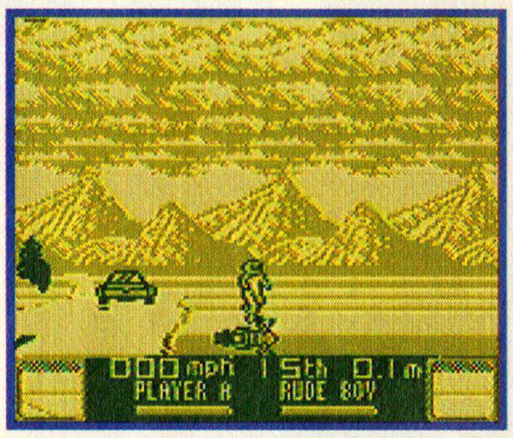
VOTE ALFRED CHICKEN

Even if you caught the recent Christchurch by-election you probably missed the Alfred Chicken Party, way down the list of candidates. Alfred was campaigning for fair representation for chicken video games in Parliament – and *definitely* not trying to get a free plug for his new Game Boy game (perish the thought). Anyway, you may have seen Alfie in the newspapers – The Sun and Today went overboard as usual, waffling on about wasting taxpayers' money and abusing the democratic process for commercial gain, and predicting the end of civilisation as we know it. Or something.



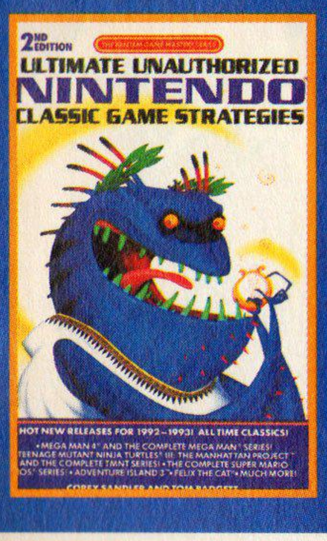
Alfred Chicken falls 'fowl' of the media.

MOTORBIKE BOY



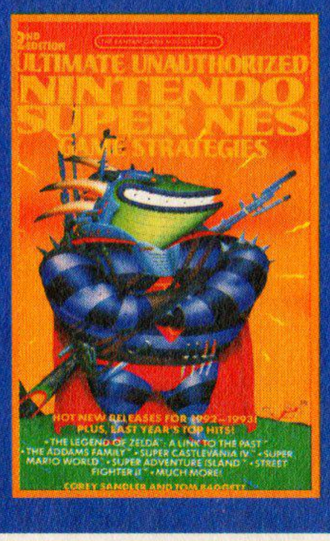
Road Rash, a big hit on the Mega Drive a couple of years ago (there's also a sequel, although it's hardly any different) is set to make an appearance on the Game Boy. We're not sure how the game will translate to the small green screen, but, er, the scrolling of the clouds looks impressive. Full review next issue.

ULTIMATE UNAUTHORIZED NINTENDO CLASSIC GAME STRATEGIES £5



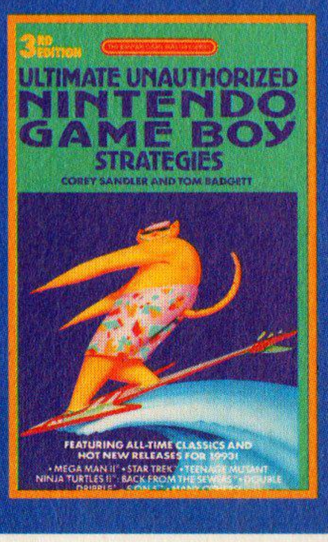
Good-value little tips book originally published in the USA, with text-heavy guides to over 50 classic NES games and tips for another 100. The guides aren't brilliant, devoting more space to regurgitations of the instructions than to genuine playing hints, but they're a useful compilation of tips, and the price is reasonable too.

ULTIMATE UNAUTHORIZED SUPER NES STRATEGIES £5



This is very similar to the NES book – lots of words and not many pictures – but with fewer mini-tips. Big games like Sim City, Zelda III and Super Mario World have top-quality solutions, but some of the arcade games are rather badly done. Great value, though, and if you only buy it for one or two of the solutions you'll still find lots of other good stuff.

ULTIMATE UNAUTHORIZED GAME BOY STRATEGIES £5



Same format as the other Ultimate books – mostly text with a lot of info – but wastes too much space on specific features of games at the expense of decent general playing tips. The book's worth buying for the usual selection of mini-tips, even if the solutions don't really help you.

WEST SIDE STORY

The latest news from the land of the free (that's America to you, pal).



HASTA LA VISTA, MATE!

Now, you wouldn't say Arnold Schwarzenegger and chess were natural bedfellows, would you? Unless the rules of chess were suddenly changed and rooks carried Uzis and pawns kept on reappearing in a pool of mercury after you'd taken them. Hmm. Well, Terminator Wars Chess is coming out soon in the States and, despite the Terminator-inspired pieces, it looks just like a standard chess game. In fact, it's a bit like those awful pewter sets you see advertised in the back of the Radio Times at £50 a piece.

JURASSIC CAR PARK

Cadillacs And Dinosaurs is a new coin-op just out in the US from Capcom. It's inspired by a comic book of the same name and, like almost every other comic conversion, it's a side-on scrolling beat 'em up. Although it's not in the least bit original, it looks like it might be worth a few 20 pees in the arcade.





NEW US NES FOR UK

The remodelled NES, first shown at the recent Consumer Electronics Show in Chicago, is now scheduled for a UK release. Technically the new NES is exactly the same as the old one – all that's changed is the plastic case. Out goes the old two-tone grey box, in comes a new sleek, black, curvaceous casing. We can hardly wait...



FINAL FIGHT 2

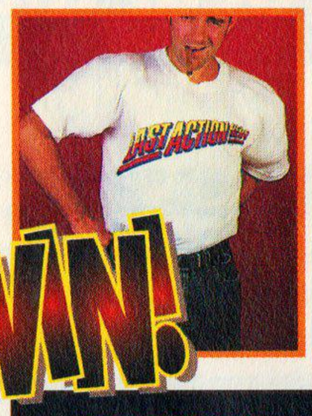
Now American Super NES owners can sample Capcom's follow-up to their successful Final Fight beat 'em up (although it's been out in Japan for a while now). The gameplay is identical to that of the first game, but it does have a simultaneous two-player option, which the first game lacked, and the bosses are more challenging. We'll review the game in TOTAL as soon as it's released in the UK.



The cheat is on



The Game Genie (a cheat cartridge that allows you to alter a game by giving yourself infinite lives or better weapons, etc.) is one of the best Nintendo add-ons around, and now the Super NES version is out officially in the UK. We've been printing Super NES Genie codes for a while, as lots of people have been buying them from American importers, but now you should be able to get one down the high street. It costs £40 and comes with a book containing codes for 47 UK games and 36 US ones. It doesn't act as a converter but you can use it with one to cheat on an import game.



Heroic T-shirts

Last month we gave you a giant Last Action Hero poster; this month we've got 10 T-shirts to give away – as modelled here by the lovely, er, James. To win one, write to: DOESN'T JAMES LOOK A RIGHT PRAT COMPO, TOTAL, 30 Monmouth Street, Bath BA1 2BW. The first 10 picked from Frank's lucky sporran win a T-shirt.

GAMER ★ STAR GAMER ★ STAR GAMERS



Blimey! For the second month in a row we've got a pic of a celeb playing a game, instead of the usual PR mug shot. This is Tony from yoof band East 17. What a hunk.

Famous Nintendo Gamers Number 18
Tony Morrison from East 17

Nintendo

GAME BOY

Astérix®

...is PAF



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Nintendo

Original Nintendo Seal of Quality

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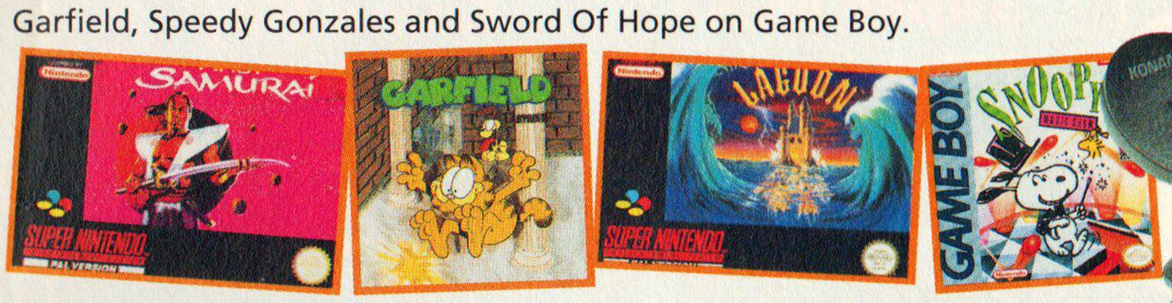
Americans invade the UK

US software houses Kemco and Sunsoft have announced that all their games will now be available officially in the UK. Until now the only way to get hold of games by Kemco and Sunsoft was through grey importers, but now you can buy them in all the big high-street stores. The two companies have got 14 games coming out between now and Christmas, including First Samurai (see page 32), Aero The Acrobat and Super Air Diver on Super NES, and Garfield, Speedy Gonzales and Sword Of Hope on Game Boy.

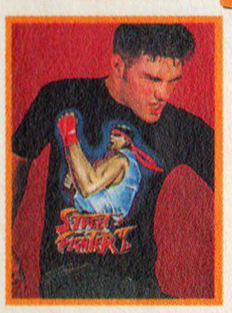


The Humans are coming



Hot on the heels of Kemco and Sunsoft come Gametek, whose games will now also be available officially over here. Their big autumn title is Humans (Game Boy and Super NES), a puzzley arcader with a hint of Lemmings, in which you have to guide a tribe of humans across loads of different levels, teaching them how to use fire and tools and other evolutionary things. Other games in the Gametek line-up include Pinball Dreams on Game Boy and Super NES, and Spectre, a Super FX game out early next year.

The great SFII giveaway



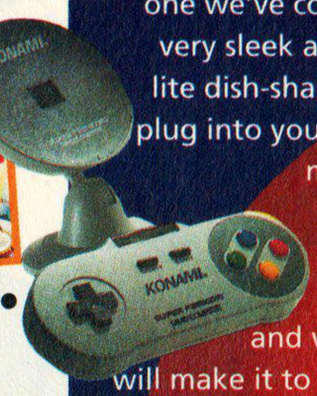
We've got some SFII T-shirts and loads of SFII sticker albums and stickers to give away. Just pop your name 'n' address on a postcard and send it to SFII Giveaway, TOTAL, 30 Monmouth Street, Bath BA1 2BW. The first 20 entries drawn win a T-shirt; runners-up get sticker albums with stickers. You can get two packets of stickers FREE by cutting out the coupon on p98 and taking it to your local sticker-stocking newsagent.

NIPPON NEWS

The video-game headlines from the birthplace of Nintendo.

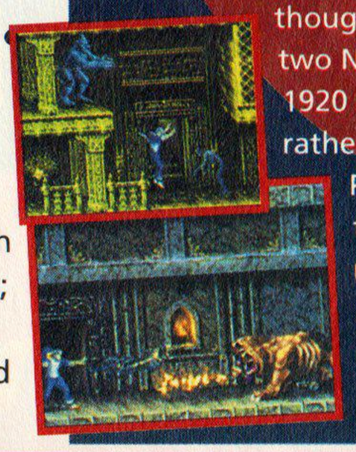
LOOK, MUM, NO WIRES!

Infra-red wireless controllers are nothing new – there was a great NES set made by Acclaim – but this Konami pad is the first Super NES one we've come across. It looks very sleek and comes with a satellite dish-shaped receiver that you plug into your Super NES. At the moment only those gadget-loving Japanese can get their hands on one and we've got no idea if it will make it to these shores.



FANGS A LOT

Watch out for new vampire games coming soon. Not only are there Super NES, Game Boy and NES games based on the recent Dracula movie (more info soon) but just out in Japan is an original game called Nosferatu, which isn't based on a movie, even though there have been two Nosferatu films (in 1920 and 1979). It looks rather like Prince Of Persia, set in your typical vampire-ridden land. Judging by these pics, it's got the right atmosphere.



OH NO, NOT MORE BEAT 'EM UPS!

Yep, 'fraid so. The Japs are up to their ears in them. World Heroes is a conversion of a coin-op, with a lot of fighters from around the globe competing with each other. Hmm, sounds rather familiar... The Art Of Fighting sounds a bit more traditional but still looks rather like 'that game' all over again. And finally, Fatal Fury II is the sequel to Fatal Fury, a rip-off of Street Fighter II – which was itself a sequel...



World Heroes.



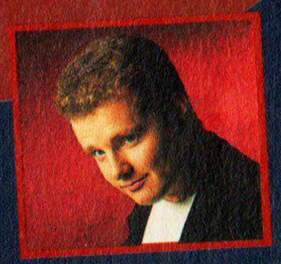
Art Of Fighting.



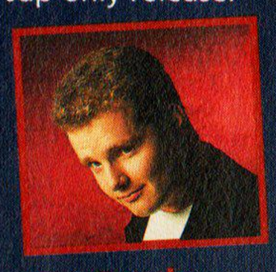
Fatal Fury II.

FRANK O'CONNOR SIM

Sumo Fighter is, you guessed it, a Sumo game, on the Game Boy of all things. Although he's fast approaching Sumo proportions, our chunky editor probably won't get to play it, as it's likely to be a Jap-only release.



A Sumo.



Fat Frank.

KNOCKOUT!

Coming Soon on Super Nintendo™ Entertainment system

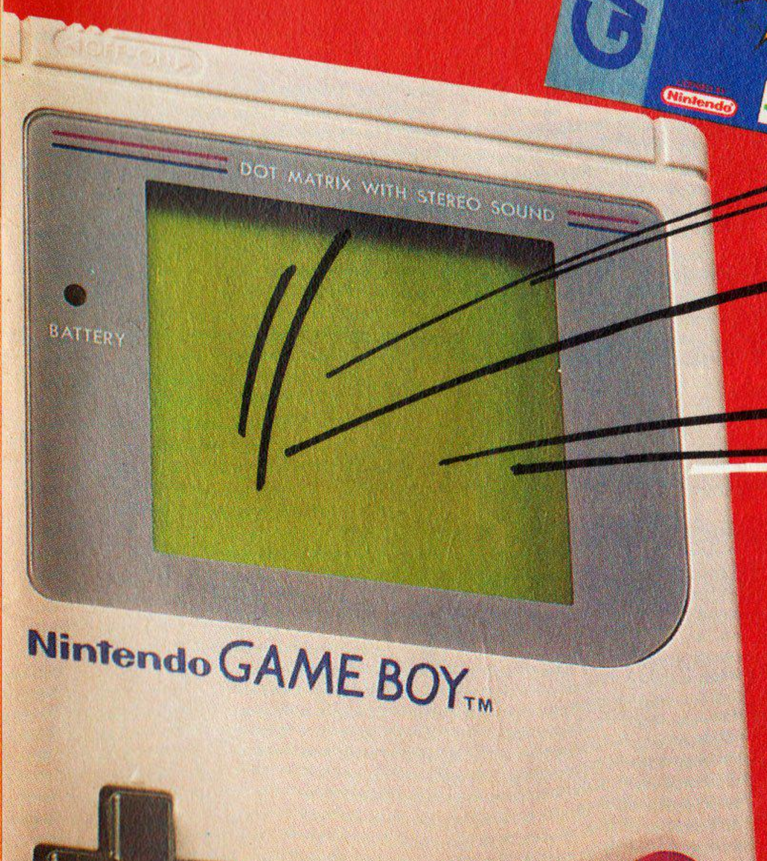


★ "Tipped to be the hot new video game stars this summer" GB Action

★ "What a guy, what a game!" Game Zone

★ "Top marks. . . the business . . . If you like Mario, you'll love Asterix" C & VG

★ "9/10 lastability . . . a tickly, yet tough challenge deemed to last" GB Action



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THE CHARTS



Starwing and Super Mario Land 2 reign supreme on Super NES and Game Boy, while the NES chart's full of old games at bargain-basement prices

THE INDIE CHARTS

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

Super NES

1 Starwing
TOTAL rating: 96%
2 Super Star Wars
Total rating: 80%
3 Alien³
TOTAL rating: 90%
4 Cybernator
TOTAL rating: 83%
5 Batman Returns
TOTAL rating: 66%
6 Buster Busts Loose!
TOTAL rating: 87%
7 Super Ninja Boy
Not reviewed
8 James Pond
TOTAL rating: 55%
9 Fatal Fury
Not reviewed
10 Congo's Caper
Not reviewed

Game Boy

1 Mario Land 2
TOTAL rating: 70%
2 Joe 'n' Mac
Total rating: 75%
3 Asterix
TOTAL rating: 74%
4 Bonk's Adventure
Not reviewed
5 Krusty's Fun House
TOTAL rating: 84%
6 Populous
TOTAL rating: 70%
7 Kid Dracula
TOTAL rating: 80
8 Rodland
TOTAL rating: 90%
9 Tale Spin
TOTAL rating: 59%
10 Battle Of Olympus
TOTAL rating: 90%

Super NES

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP

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

1 ★ Starwing
Stunning 3D shooter takes its rightful place.
TOTAL rating: 96%

2 ▼ Super Star Wars
Big platformer. Looks and sounds like the film.
TOTAL rating: 87%

3 ★ Alien³
Tough, good-looking, and that's just Sigourney.
TOTAL rating: 90%

4 ▼ Super Mario Kart
Mario & Co. burn it up in this simple race game.
TOTAL rating: 82%

5 ▼ Buster Busts Loose!
Cute, cartoony platformer, but not that hard.
TOTAL rating: 87%

6 ★ Pebble Beach Golf
Not a great game but still better than PGA.
TOTAL rating: not reviewed

7 ★ Street Fighter II
Only number 7? Is everyone waiting for Turbo?
TOTAL rating: 94%

8 ▼ Desert Strike
Make mine a chocolate sundae.
TOTAL rating: 88%

9 ● Mickey's Magical Quest
Oooh, isn't it pretty? Oooh, isn't it too easy?
TOTAL rating: 81%

10 ▼ PGA Tour Golf
Bodged Mega Drive conversion. Not hot.
TOTAL rating: 69%

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

GAME BOY

1 ▲ Mario Land 2
Why is this above the first Mario? Why?
TOTAL rating: 70%

2 ▲ Super Mario Land
Four years old and it's still the best!
TOTAL rating: 94%

3 ★ Golf
Make like Nick Faldo and, er, be boring.
TOTAL rating: 92%

4 ▼ Lemmings
Save them from their suicidal tendencies.
TOTAL rating: 90%

5 ▲ Alien³
Use The Force, Luke. Ah, wrong movie.
TOTAL rating: 83%

6 ★ Alfred Chicken
Gets our vote as best yolk candidate.
TOTAL rating: 85%

7 ★ Joe 'n' Mac
Has Jurassic fever helped Joe 'n' his bro'?
TOTAL rating: 75%

8 ★ Dr Franken
Doctor, I just can't put it down, frankly.
TOTAL rating: 91%

9 ★ Top Ranking Tennis
Ace tennis game for up to four players.
TOTAL rating: 92%

10 ★ Loony Toons
It's loony, it's toony but not very poony.
TOTAL rating: 80%

NES

1 ★ Dragon's Lair
A good-looking game, but horribly hard.
TOTAL rating: 83%

2 ★ Dizzy
Tough adventure that's hard to crack.
TOTAL rating: 90%

3 ▲ Probotector
One of the best blasters on the NES.
TOTAL rating: 85%

4 ▼ Super Sports Challenge
Four average sportsters in one cart.
TOTAL rating: 63%

5 ★ Turtles 2
As bad as Turtles III, the movie.
TOTAL rating: 66%

6 ▼ Micro Machines
Codies' finest hour – the best NES racer.
TOTAL rating: 92%

7 ▲ Bayou Billy
Okay, who bought this crap?
TOTAL rating: 22%

8 ★ Mega Man 4
Same old game with new characters.
TOTAL rating: Not reviewed

9 ★ Super Mario Bros. 2
The worst NES Mario game.
TOTAL rating: 79%

10 ★ Double Dragon III
I bet you bought Bayou Billy as well.
TOTAL rating: 36%

THE ULTIMATE PARTY ANIMAL IS HERE!



Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

Coming Soon for GAME BOY

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PREVIEWS

It will thrill you! It will excite you! It will scare you! It will keep you on the edge of your seat! Yep, that's Jurassic Park. This, unfortunately, is merely our previews section.



ZOMBIES

For Super NES **From** Konami **When** October



Rescue those neighbours and grab that house key.



BOOM! The bazooka is most satisfying. Sadly, it missed.



You can call up a scanner to show where the neighbours are.

Run for your lives – the monsters are coming! Konami's new arcade game, Zombies (called Zombies Ate My Neighbours in the USA), is inspired by every cheap 'n' nasty horror flick ever made. You play a couple of spunky teenagers, one boy and one girl, who wake up one day to find their home town taken over by zombies, chainsaw murderers, killer babies, mummies and all manner of other movie bad guys.

The gameplay is stunningly simple – you just run about the place, blasting any monsters that appear and trying to rescue your neighbours, who, being rather dim, are just lounging about without a care in the world. All you have to do to free them is walk into them

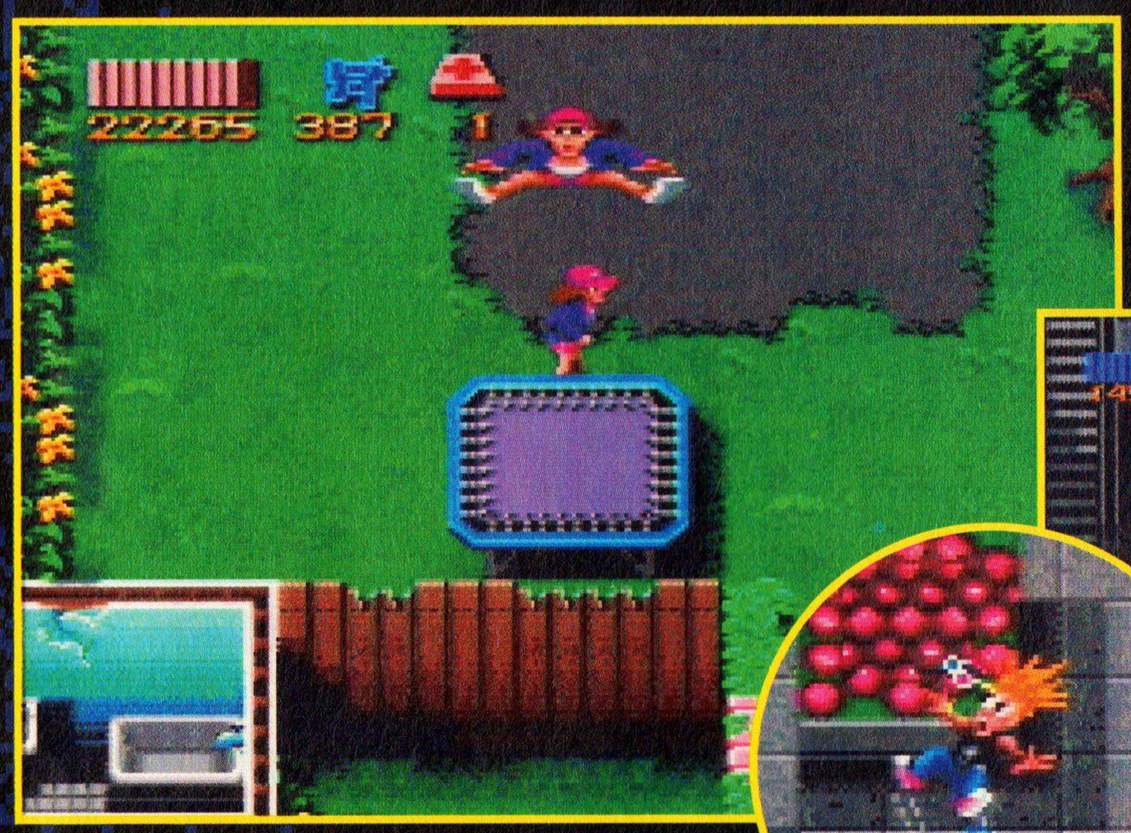


The graphics are nice and cartoony, and the overhead viewpoint – similar to Gauntlet and Alien Syndrome – is excellent. The sound is even better, with superb tunes and some *very* scary special effects, including chainsaws and screaming babies.

Zombies has tons of levels and lots of different settings. Some levels are set inside a pyramid, others inside a supermarket overrun by demonic children, yet more inside Frankenstein's castle, and lots are set in your own little bit of suburbia. There are loads of extra weapons for you to use to defeat your enemies, including a bazooka, a water pistol, a strimmer (for clearing up killer fungus) and some even weirder weapons, like a set of bone-china plates. Oh, and did I mention the magic potions? And the inflatable clowns? And the...

No, I won't tell you now – you'll just have to wait for our review next issue. In the meantime, feast your eyes on these gorgeous pics...





You've got to bounce on that trampoline to get over the garden fence.



Those two GIs need rescuing from that wandering zombie.



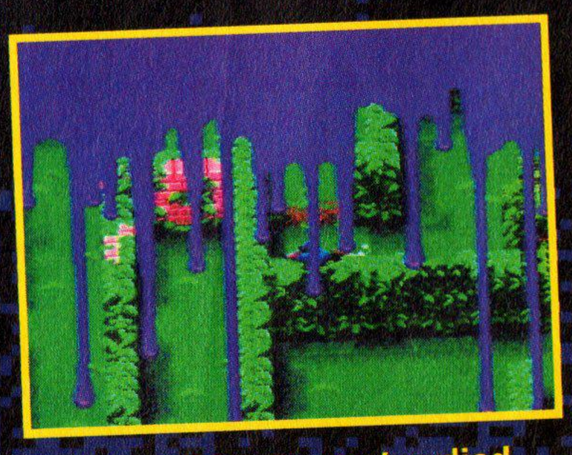
Killer babies are on the loose in the shopping mall.



Check all the cupboards inside the houses for extra weapons.



Aaargh! Nasty zombie death! Quick, fire that water pistol!



In this screen, er, you've died (hence all the goo). Sorry.

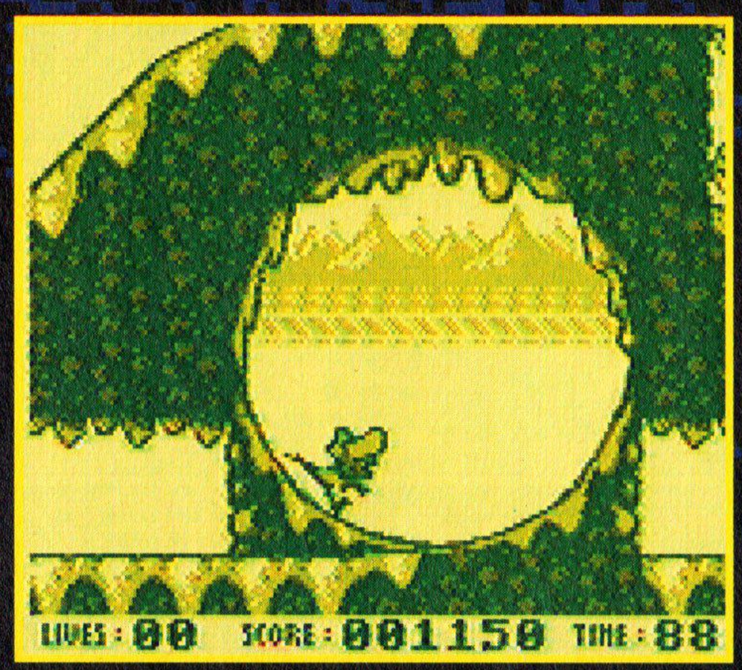
SPEEDY GONZALES

For Game Boy From Sunsoft When September

The mouse form Mexico, Speedy Gonzales, is the latest Looney Tunes character to get his own video game. And it's rather – how should we put it? – Sonic-esque.



There are five different areas in the game for Speedy to explore. We're not quite sure what that lump of cheese is there for, though – something to do with Jim's socks?



See, told you it was very like that game with the spiky blue hedgehog. Speedy's even got spring-like things to bounce off and lots of rings to collect.

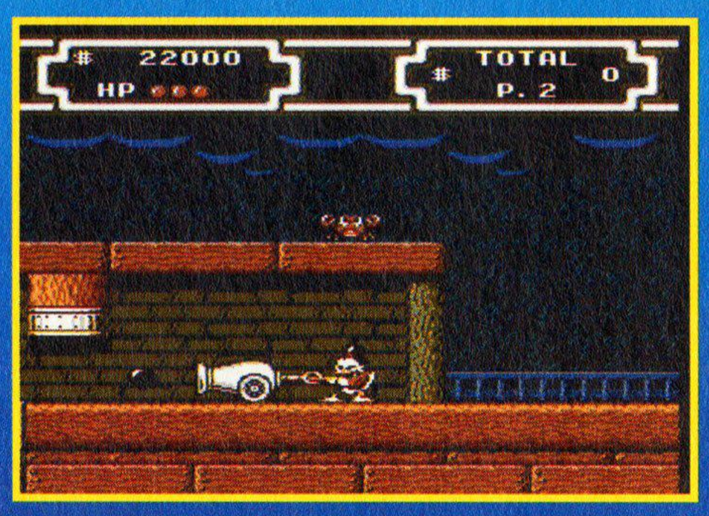
DUCK TALES 2

For NES From Capcom When To be announced

The original Duck Tales game was a pretty, if pretty uninpiring, platform game which was rather too easy. The sequel *looks* the same, but has the gameplay changed?



Uncle Scrooge has several different locations to visit on his quest for even more cash, including Niagara and Bermuda.



In Bermuda, Scrooge goes onto a wrecked ship in search of treasure. Here he's using a cannon to blast through a wall.

CAPTAIN AMERICA

For Super NES From Mindscape When November



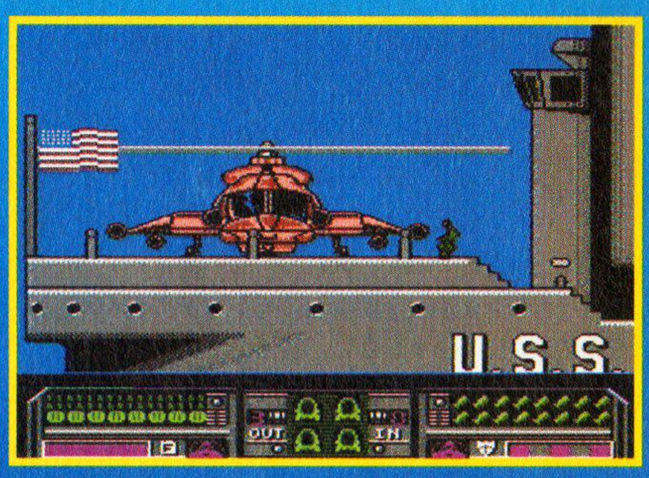
Old Cap's getting on a bit now. In the Marvel comics he was the first super soldier developed by the USA in World War II. The game isn't as old as that, but...



... It doesn't really look the most innovative game ever. Despite all the Marvel heroes, the gameplay's basically the same as Final Fight or Double Dragon.

FIREHAWK

For NES When September From Codemasters



The Codies' latest NES game is an action-packed 'copter shoot 'em up.



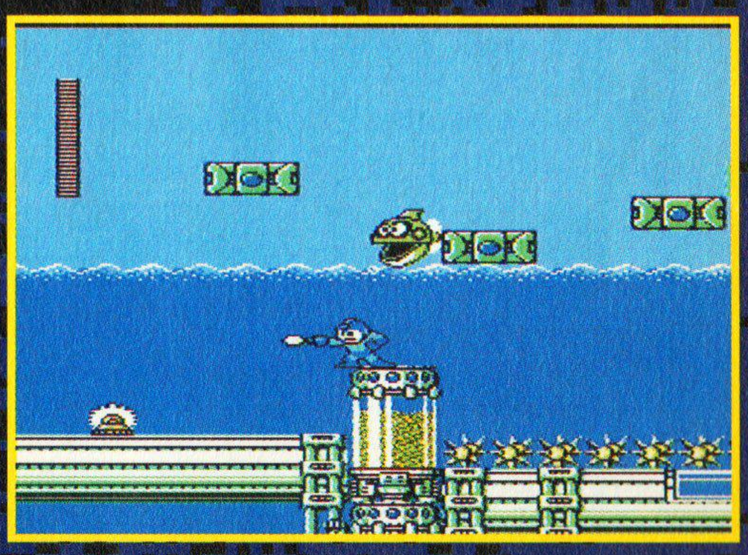
You've got to rescue agents who have been dropped behind enemy lines.

MEGA MAN 4

For NES From Mindscape When October



Take out these guys on your way to the evil Dr Wily and you gain their special powers.

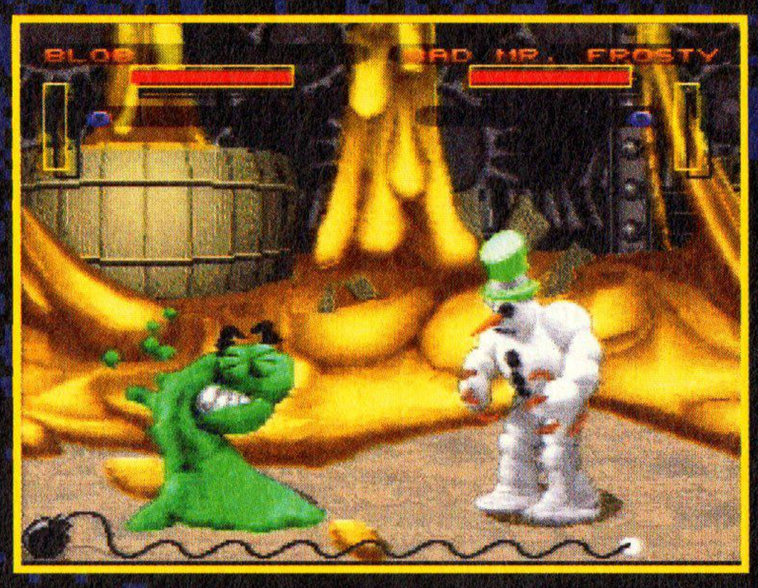


This is Dive Man level. Funny, I was expecting a shabby hovel, not water.

CLAYFIGHTER

For Super NES **From** Interplay
When October

Street Fighter II, eat your heart out! Capcom's beat 'em up may have the arcade pedigree but Clayfighter beats it hands down in terms of sheer stupidity. It's based on the American 'Claymation' animation system, as seen in The California Raisins (similar to those Creature Comforts ads). All the characters in the game were modelled in clay and their moves animated by hand before being transferred to the program. The characters include a giant snowman, an Elvis impersonator, a clown and a green blob of, er, blobby green stuff. Weirdola.



Mr Frosty hits The Blob with one of his deadly snowballs in the clay factory.



The burning fuse on the bomb at the bottom of the screen shows how much time is left.



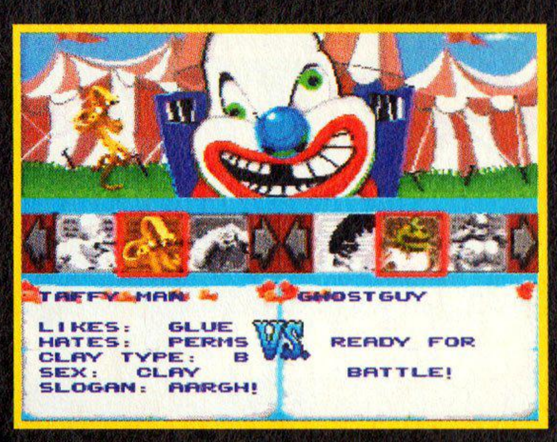
Ghost Guy takes on Taffy Man – this game is weeiird!



Elvis vs. The Blob. Or should that be The Blob vs. The Blob?



The clown shows off his hammer special move and misses wildly.



There are eight clay characters for you to choose from.

SUPER AIR DIVER

For Super NES **From** Sunsoft **When** September



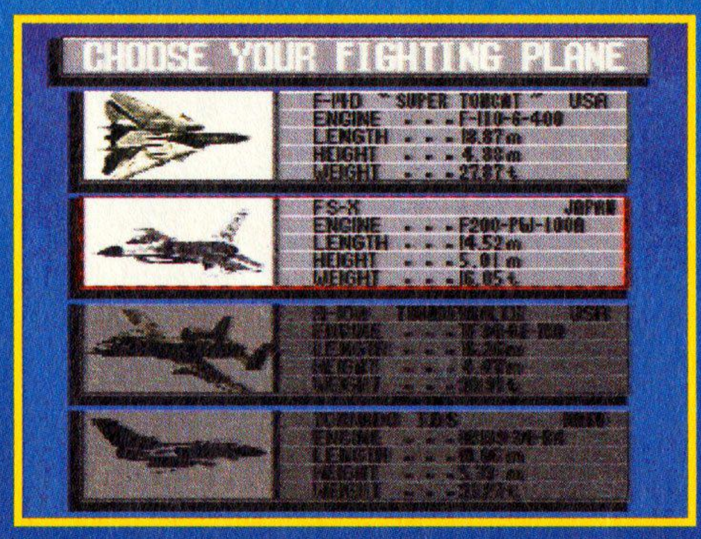
All the action in Super Air Diver takes place on this Mode 7 screen, which looks very like the old arcade hit Afterburner.



Your commander looks well dodgy. I bet his trousers haven't seen an iron in weeks. And look at those gloves. Tsk.



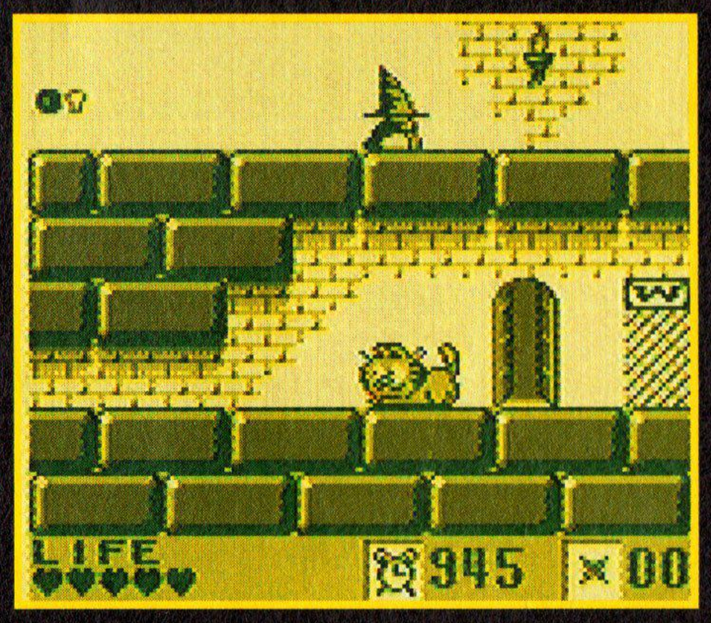
Night flying is a lot more tricky than the daytime stuff, as all the other planes refuse to put their headlights on.



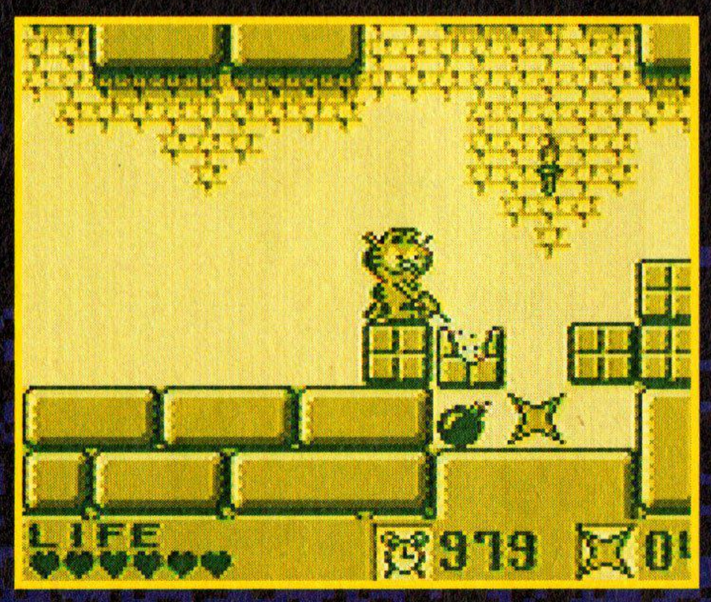
You can choose from four different planes: an F-14 Tomcat, an FS-X, an A-10 Thunderbolt and a Tornado.

GARFIELD

For Game Boy **From** Mindscape **When** October



Here's Garfield, looking oh-so cute 'n' fluffy. How deceptive looks can be.



And here's Garfield using his, er, drill. Hmm. Lasagne I can accept, but drills?

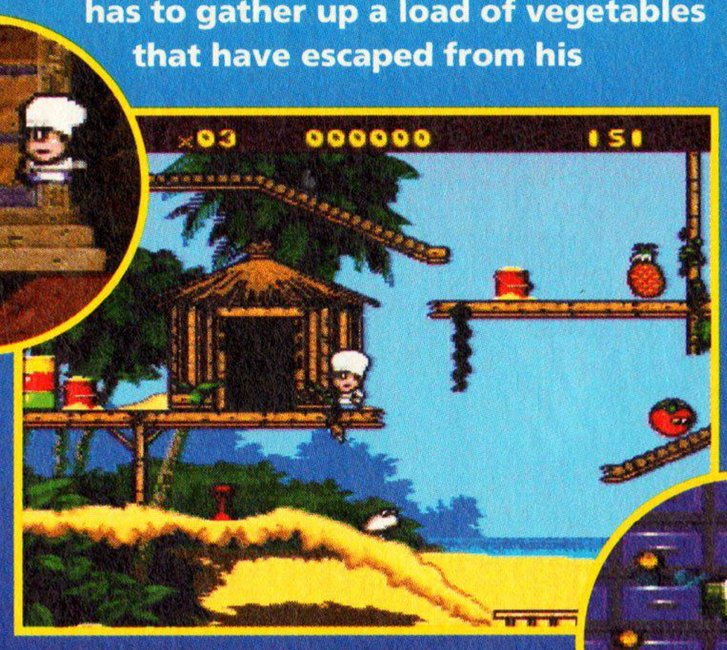
OUT TO LUNCH

For Super NES **From** Mindscape **When** Soon

Yes, yes, we know we showed you pics of Out To Lunch in last month's TOTAL, but since then we've had the opportunity to play the game more extensively, and it's even better than we first thought. You play Pierre The Chef, who has to gather up a load of vegetables that have escaped from his kitchen. Unfortunately, the evil Chef Noir is out to stop you. Developed in the UK, Out To Lunch is a devilish little platformer, and we can't wait to review it.



There's Pierre, and just below him is the Chef Noir. It looks as though Pierre has torched him with his red-hot chilli breath.



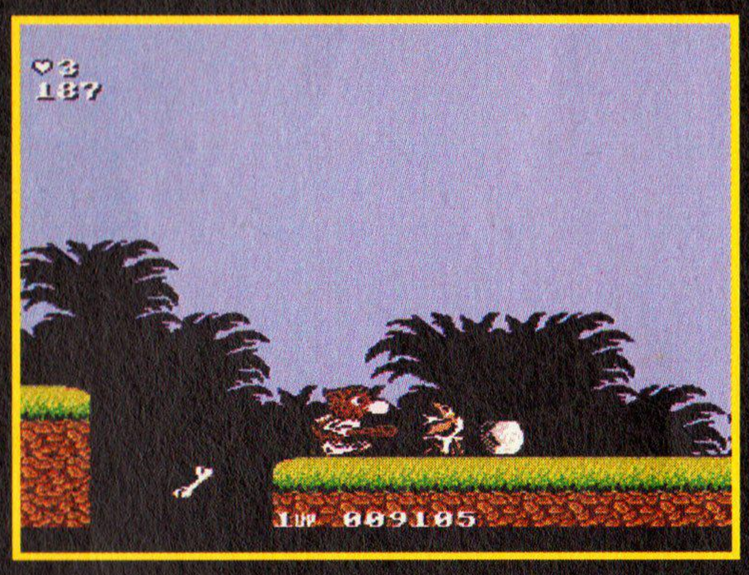
Into Africa, and Pierre's after a pineapple and a tomato. (That shed's a transporter, by the way.)



This is South America (note the Inca temple) and there's the cage that Pierre has to fill with veggies.

BIGNOSE

For NES **When** October **From** Codemasters



This is a simple little arcade game in which Bignose The Caveman plods along from left to right, biffing dinosaurs and grabbing food. It looks like Adventure Island but is much better than that old guff.



Bignose can use the cash he collects to buy himself bigger and better clubs to take on the dinosaurs with. Hang on, weren't cavemen around about 60 million years *after* the dinosaurs? Ah well.

BATTLESHIPS

For SNES **From** Mindscape **When** To be announced

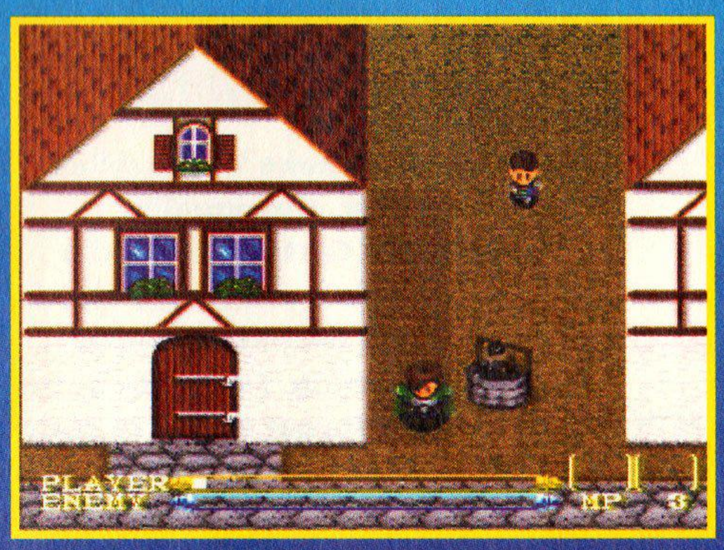


Ah yes, the old pencil-and-paper classic given the value-for-money £40 Super NES cartridge treatment. Hmmmm.

LAGOON

For Super NES **From** Kemco **When** September

Good role-playing games are hard to find on the Super NES. There's Zelda III, Soul Blazer and... not much else. Lagoon originated in Japan and is now set for an official UK release, which means we'll at least be able to read all the text. Well, all of us except James, who has a bit of trouble reading anything.



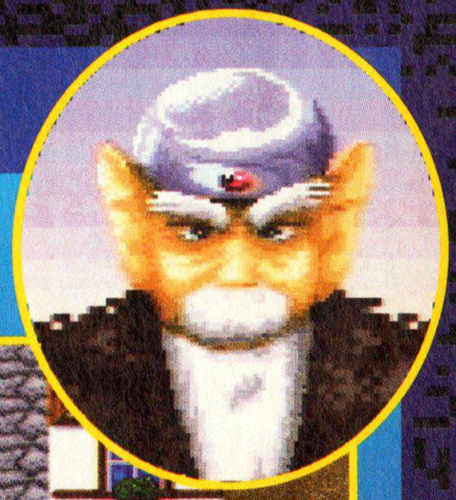
That's you in the chunky armour next to the well. Watch out for that small child – I'd hack him in two if I were you.



You're in the dark and in the dungeons. Your energy bar starts off with a very low capacity, just like the one in Zelda.



Ah-ha! Skeletons and small boys beaten, it's time to enjoy the fruits of your labours – this fruity-looking wench.



LETTERS

Nintendo guru Fat Frank delves into the postbag and pulls out another bundle of your letters. And then throws away the ones he can't answer.

Frankie's Shorties

Size isn't everything!

Dear TOTAL,
I hear that Mitsubishi, Panasonic and JVC are all doing 3DO machines. Do you think Nintendo or Sega will ever do one?

3DO for Nintendo?

Nasem Iqbal, Wolverhampton

Although it's possible that either Sega or Nintendo will produce a 3DO machine, it's highly unlikely. It would look bad for either manufacturer to adopt someone else's system. If they ever did, we might finally see a video-game standard, in the same way that VHS is now the video standard. FRANK

Dear TOTAL,
I heard recently that Total Carnage is being released on the Super NES. Will it be as good as Super Smash TV and will Nintendo take out all the blood and guts?

Kevin Leach, Oxford

Smash TV vs Total Carnage



First the good news: Total Carnage for the Super NES is under development as we speak. Unfortunately, though, it's being programmed for release on the less than amazing T•HQ label, but, fingers crossed, it might be good against all the odds. FRANK

Small change

Dear TOTAL,
I really enjoy every issue of your magazine and enter most of the competitions. Please can you answer my questions.

1 Now that TOTAL has a new editor, will there be any major changes in the magazine?

2 Will there be a sequel to Battletoads and if so, when will it be released?

3 Is it still possible to buy TOTAL T-Shirts?

4 Will there be a Street Fighter III game for the Super NES?

5 When Street Fighter II Turbo is released, will it be on cartridge or will it be released on CD along with the Super NES CD-ROM? Please print this letter, as I'd love to see my name in print.

Angeline Adams, Ulster

Prize Letter

WRITE ON!

This dudes won some fab STUFF!

Dear Angeline,
We'd be more than happy to answer your perfectly formed questions.

1 Yes, there will be changes. For a start, there will be a lot more hair. There will also be minor tweaks, but not because there's a new editor. We'll simply be adding the things you've asked for.

2 There will be a proper sequel to Battletoads eventually, but before that, Battletoads Vs. Double Dragon will be released, hopefully before Christmas.

3 Er, not at the moment, but you can win them.

4 Eventually, yes, but Super Street Fighter may be launched in the new year.



Who needs SFIII? SFII Turbo is absolutely brilliant!

5 It's been released in Japan and America already and it's on a 20-meg cart. FRANK

WIN! WIN! WIN! WIN! WIN!



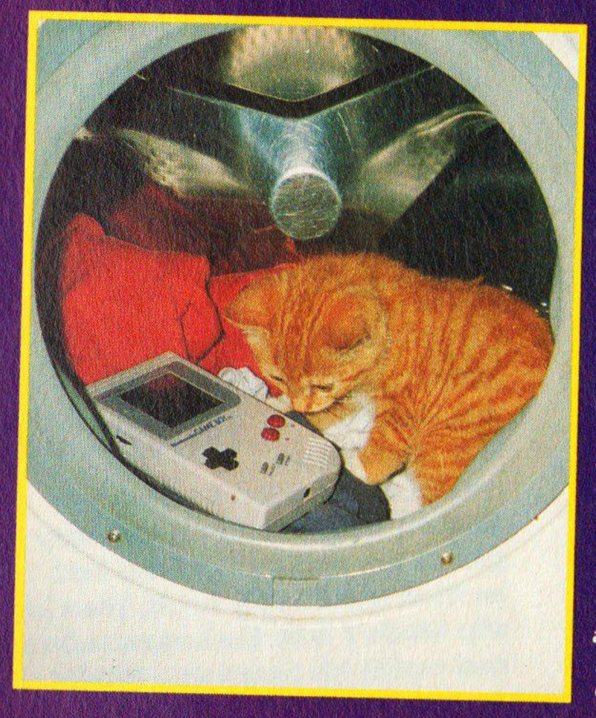
Write to TOTAL and win a fabbo-brill Konami game!

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

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

WIN! WIN! WIN! WIN! WIN!

Weird Places I've Played My Game Boy



(Number 18)

NAME Tipper The Cat (c/o Alex Monaco)
AGE Six lives left
FROM Upper Caldecote, Beds
FAVE GAMES Lemmings, Krusty's Fun House, Bubsy

Win a GAME BOY cart!

Cats have a natural advantage when playing video games – they always have nine lives, see? Unfortunately, their tastes are rather limited. If a game doesn't feature balls of wool or involve killing lots of small, furry animals, you can forget it.

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.

To be this good...

Dear TOTAL
Why are Nintendo so far behind Sega? Why did we have to wait so long for a machine that could equal the capabilities of the Mega Drive? What has happened to the colour Game Boy and when will the Super NES CD-ROM arrive? If we ever get one this decade, Sega will probably have released their home Virtual Reality system. Okay, then, that's enough complaining. The mag is great and you're all doing a brilliant job, so keep it up.
Robert Aberdein, Aberdeen (!)

Dear Bob,
The Super NES doesn't just equal the Mega Drive's capabilities, it far exceeds them. The Super NES is so good because of all the years of research and development Nintendo put into it – you can't just bang one up in five minutes. Surely it's better for Nintendo to invest time and money in producing something decent than to bash out a piece of crap that turns out to be a turkey – like the Sega CD. The colour Game Boy was never developed because the Game Boy is already far better than the Game Gear. You can read more about the Super CD in the centre pages. Incidentally, we've seen the Sega VR system and it's absolutely crap.
FRANK

SEGA NINTENDO

Sad, sad, sad (and a bit boring)

Dear TOTAL,
I am totally bored with playing the same old games. I have been playing games for years now, from the ZX Spectrum, C64, VIC 20, Amiga and finally to my precious Super NES. Computers and video games have come a long way, but the software rarely seems to change. I mean, if you're not slaying the same old dragon, you're shooting the same old spaceship, or blasting the same old meanies on a platform game. Well, I think it's time for a change. I think they should make more mind-racking, massive games like Zelda III. Now there's a game that's worth its price tag! Another World doesn't have absolutely gob-smacking gameplay, but you can tell by the sound and graphics and the way the story is pieced together that a lot of hard work went into making it. When I owned an Amiga I had a nifty utility called Noisetracker, which is a music creator. Now, you couldn't get bored with it like you do when you have clocked a game, because every time you use it, it's different. Please tell me if there is any software like this for the Super NES, or if any will be released in the future.
Byron Hardman, Bolton



Zelda is ace, but so are loads of platformers and shoot 'em ups.

Dear Byron,
Initially we were convinced that you were wrong. We all love platform and arcade games (although we agree that Zelda is ace), so we assumed that you must be dead boring and square. That kind of assumption would be completely unfair, though, so we took a trip down to sister magazine Amiga Format to check out Noisetracker. It was the most mind-numbingly tedious thing we have ever seen and only confirmed our prejudices. FRANK

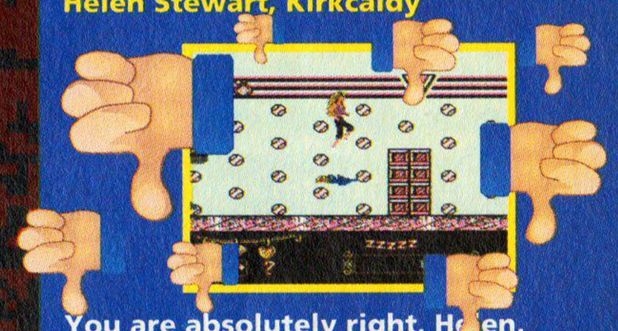
Dear TOTAL,
How much memory can a Super NES cartridge hold, absolute maximum? I heard that Capcom could only make Street Fighter II Turbo a 20-meg game, but the Mega Drive version could handle 24 megs.
Alan Lee, Croydon
The only limits to memory size on a Super NES are money and power. Even a 16-meg cart costs a fortune to make. On the question of power, a Super NES power supply could probably cope well enough up to around 70 megs; after that, the drain would cause problems with battery back-up and general reliability. Even joysticks can sometimes sap too much power from the Super NES, resulting in the occasional blackout halfway through a game. FRANK

Dear TOTAL,
How much will Mario All-Stars cost in this country when it is released?
Philip Rose, London

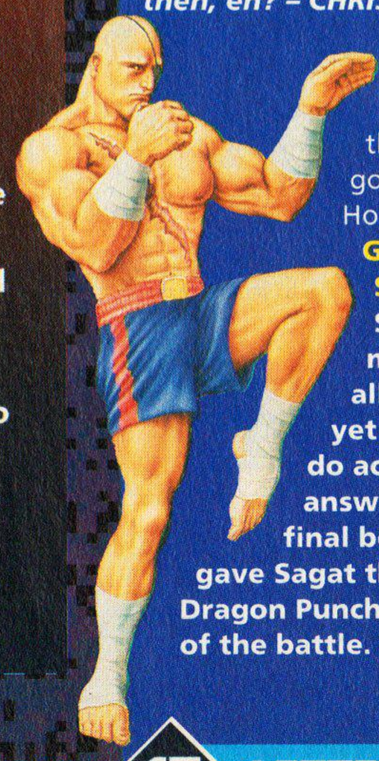


How does 50-ish quid sound for the best cart ever? FRANK

Dear TOTAL,
I have seen Barbie on the NES and it is absolutely rubbish. Will there ever be games for girls that aren't about dolls and stupid things like that? I think that doll games are more sexist than no girlie games at all.
Helen Stewart, Kirkcaldy



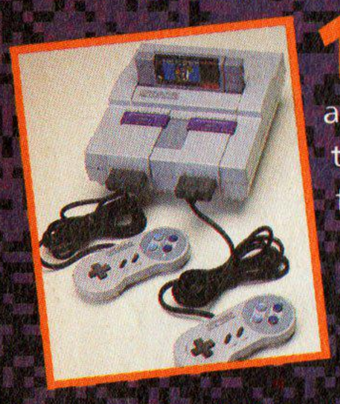
You are absolutely right, Helen. Wimmin's rights are being blatantly ignored by these so-called software companies. They're run predominantly by self-obsessed and emotionally crippled men (all potential wife-beaters), who constantly bombard us with images of rampant machismo and erm, Italian plumbers and Pac Man as well. *(What about Ms. Pac Man then, eh? – CHRIS.)* FRANK



Dear TOTAL,
My brother says that Sagat out of SFII got his scar from Ryu? How did this happen?
Greg Essex, Southend
Sad, sad question. I mean, does it actually matter? Sadder yet is the fact that I do actually know the answer. Sagat was the final boss in SFI and Ryu gave Sagat that scar when he Dragon Punched him at the end of the battle. FRANK

Fastest Super NES in the west

Dear TOTAL
Your mag is excellent and I would be honoured if you would answer these few questions. I will be forever in your debt.



1 I am getting a Super NES soon and I have read that the US version runs faster and with no border on screen. Is this true?

2 I have a SCART TV, but I was wondering, do you have to have a SCART TV to use a US Super NES?

3 Will the Universal Adaptor allow me to use UK and Jap games on my US Super NES? If not, is there an adaptor that will?

4 What do you recommend as a second control pad?

5 And finally, I've heard that Sega are going to do a kind of rental service, so will Nintendo jump on the bandwagon and do this also?

Michael Ferrol, Doncaster

Happy to help you, Mike, so here's those lovely answers.

1 The US version runs around 17% faster than the British version and there's no border.

2 Yes, you do need a SCART TV to run an American Super NES properly.

3 Yes, the Universal Adaptor will work, but you need to file away some plastic bits inside the cart port on your US machine. Better still, try unscrewing the plastic housing on the adaptor and removing the plastic board. You should be able to plug this into your US Super NES without heading for the tool shed.

4 The Nintendo unit is still the best value, but there are loads of pads available. Most sub-£20 pads with turbo-fire are pretty good.

5 Sega don't rent games themselves, but they do allow some stores to rent carts. Nintendo have no such plans at the moment. Cynical marketing experts reckon Sega's arrangement is a short-term deal designed to encourage interest in the Mega Drive. FRANK

Amiga and Super NES: no contest

Dear TOTAL,
I am a proud owner of a Super NES and I would be most grateful if you could answer these questions for me.

1 Will the Super CD-ROM and the Super NES produce better graphics than the Amiga 1200?

2 Why do Nintendo use cardboard boxes to case Super NES games? If they used the same kind of boxes as Sega, they would last much longer.

3 Is it true that the Super NES uses an eight-bit chip?

4 Will there ever be an adaptor able to turn the Game Boy into a colour machine?

5 You have probably heard about the Gamesmaster machine. Will Nintendo and Sega let them get away with it?

6 What does PCM stand for?

7 I love Street Fighter II. Will it be worth getting Street Fighter II Turbo Edition?

8 My mate owns an Amiga 1200 and he keeps going on about how ace it is because it's 32-bit. He keeps saying it can produce better graphics.

Kevin Speedy, Redditch

1 If it ever comes out, it will be graphically far superior to the Amiga 1200.

2 You've got a fair point. Super NES boxes are cheap to make, but they don't last very long.

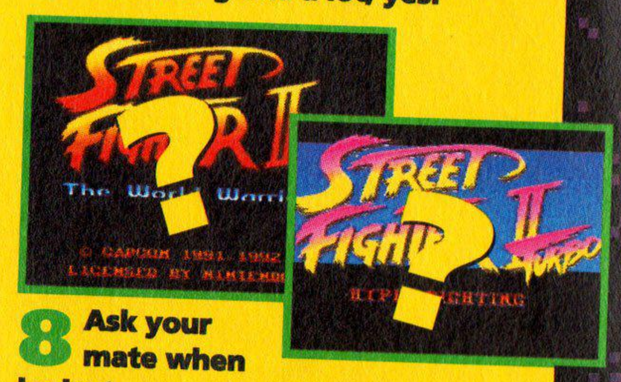
3 Sort of. The Super NES uses a weird eight-bit chip that thinks like a 16-bit chip.

4 Never. The Game Boy simply can't produce colour graphics.

5 If it ever sees the light of day (unlikely) it will be stomped on.

6 It stands for Pulse Code Modulation and it's a way of storing sampled sounds. The Super NES sound chip features PCM.

7 If you're loaded and you love the first game a lot, yes.



8 Ask your mate when he last saw a good Amiga platformer. Then ask him how many games the Amiga 1200 has had written specifically for it. Then just slip Mode 7 into the conversation and watch his reaction... FRANK

One less for NMS

Dear TOTAL,
When I was on holiday in Cornwall, I went into a shop and asked for NMS. They said the only Nintendo mag they had was TOTAL! So I bought it, and have carried on buying it ever since. Please answer my questions.

1 You said that if mags used 'Nintendo' in their title, they might be sued. Will NMS be sued?

2 When will the Super CD be out in Britain?

3 Do you know what age group Mario Is Missing is for?

4 Why didn't Nintendo make the Super Famicom in Britain instead of the PAL Super NES, so foreign games could work on it?

Panos Merakli, London

Hello, Panos,

1 No. NMS is officially licensed by Nintendo – unlike TOTAL, it's not an independent magazine.

2 Read the feature in the centre pages.

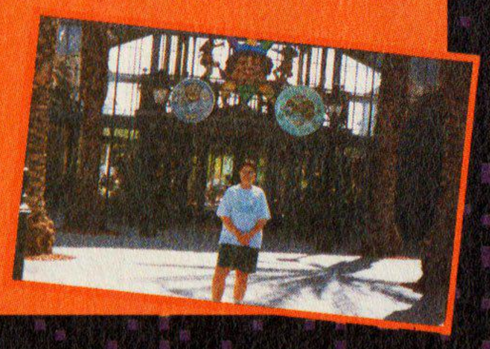
3 Hmm. About five to 12, I'd say. Or thereabouts.

4 You're horribly confused. PAL is the name of Britain's telly/power system – nothing at all to do with Nintendo. Nintendo don't want people playing foreign games so they put in a special chip to stop this happening. FRANK

Letter from America

Dear TOTAL staff,
Sorry for taking so long to write – I was busy with my exams. I enclose some photos from our terrific holiday in Disney World, Orlando, which I won in TOTAL. I would like to thank you, and please pass on my thanks to the Interplay team. It was a fab holiday – both my mother and I enjoyed America tremendously. It was the holiday of a lifetime. Thank you.

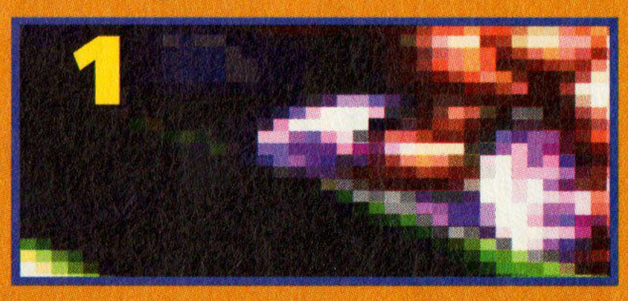
James Miller, Fife

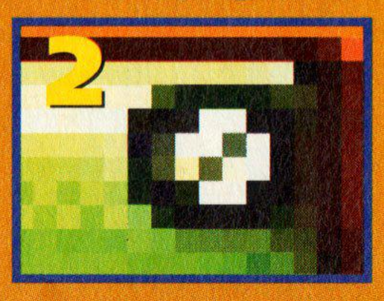


Glad you enjoyed yourself, we just wish we could have come with you, that's all. FRANK

TOTAL Teaser

What games are these? (Answers on page 98.)





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30 Monmouth Street,
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Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae – we're just far too busy!

TOTAL team

Editorial
Editor
'Fat' Frank O'Connor
Staff Writers
Chris Buxton, James Beaven, Andy Dyer
Production Editor
Ceri 'Three more months' Vines

Art
Art Editor
Vicky Mitchard
Art Assistant
Robin (RIP) Abbott

Advertising
Ad Manager
Alison Morton
Ad sales team
Tim Partridge
Warren Burgess
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Production
Co-ordinator
Frances 'Hasem' Wasem
Ad Design
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Production Controller
Claire Thomas
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Ginette McKeown
Paper Controller
Fiona Deane
Administration Assistant
Suzannah Angelo-Sparling

Photography
Rob Scott

Cover Illustration
Paul Kidby

Contributors
Dave Golder, Andy Lowe, Rod Lawton

Linotronic & Scanning operators
Jon Moore, Simon Windsor Chris Stocker, Simon Chittenden, Mark Gover Heath Parsons

Publisher
Steve Carey

Group Publishing Director
Greg Ingham

Circulation Director
Sue Hartley

Group Production Manager
Judith Middleton

Colour origination
Avon Scanning and Planning, Brislington Bristol, Avon

Printing
Cradley Print Plc, Cradley Heath, Warley, West Midlands

Distribution
Future Publishing

Future Publishing Addresses
Editorial
TOTAL!
Future Publishing,
30 Monmouth, Street,
Bath, Avon BA1 2BW
Telephone
0225 442244
Fax: 0225 465079
Subscriptions
TOTAL Subscriptions,
The Old Barn,
Somerton, Somerset
TA11 7BR
Telephone
0458 74011

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AND YOU THOUGHT DR. FRANKEN WAS GOOD .....

Dr. Franken II™



2 Mbit Power

DESIGNED AND DEVELOPED IN GREAT BRITAIN

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Franky is back – with new levels and new challenges, but hurry . . . time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

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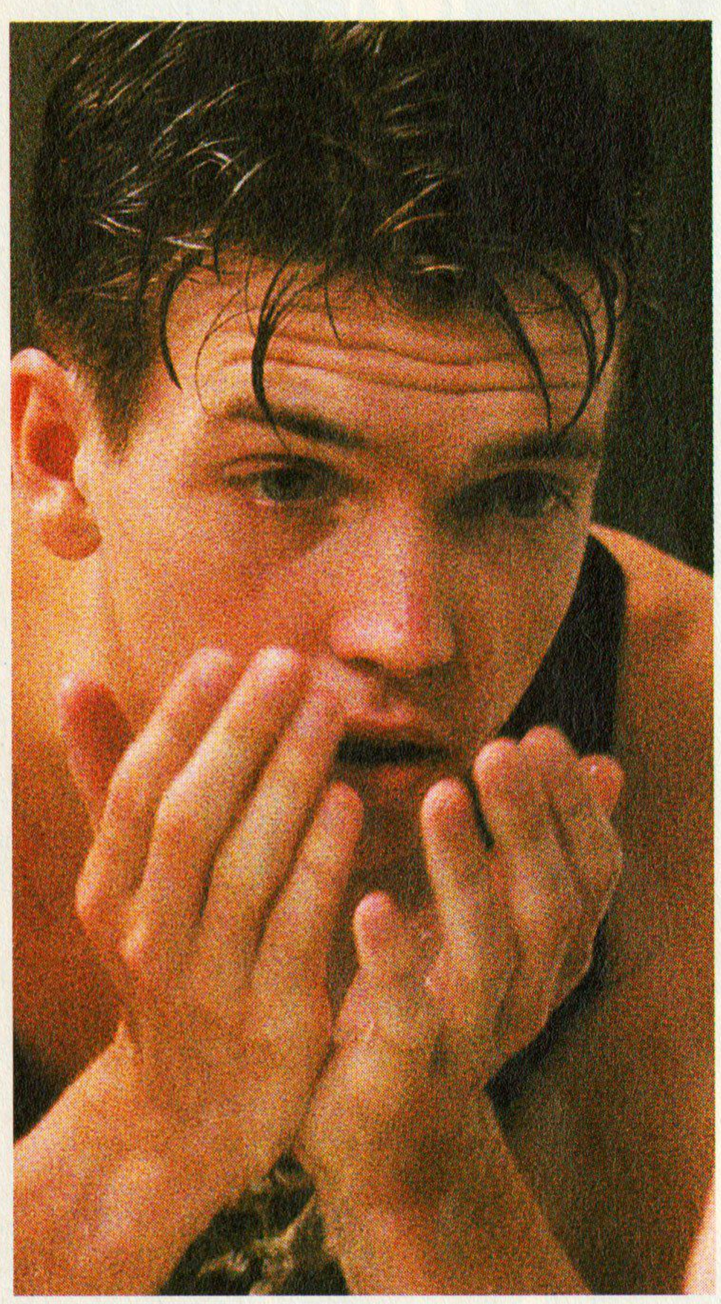
YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

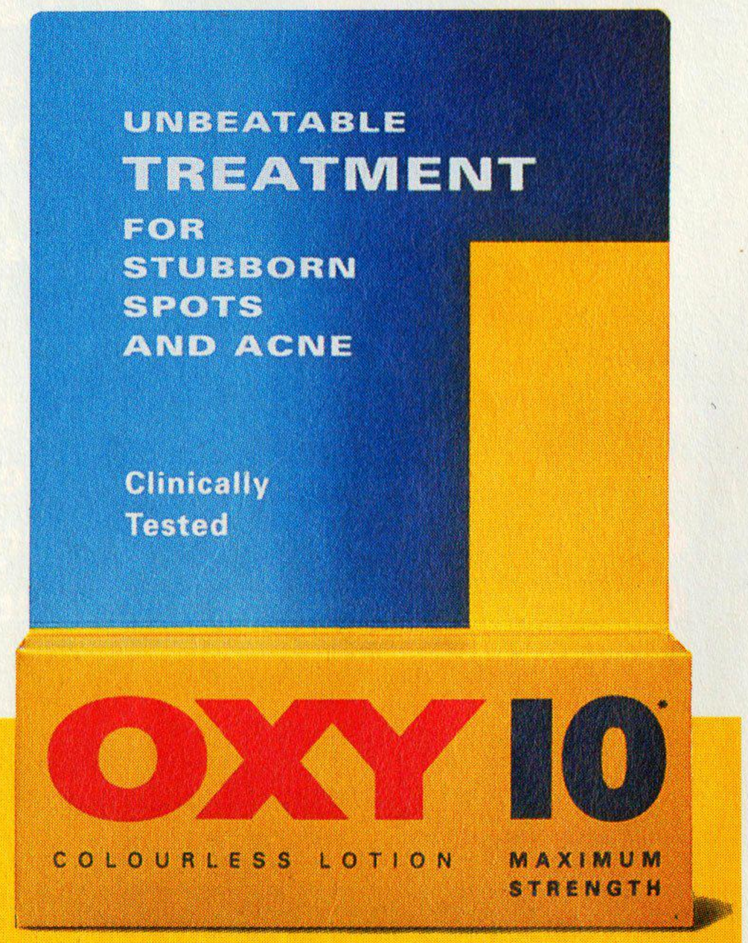
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

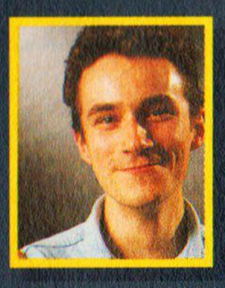
REVIEWS

It's back! After several months' absence, our reviews intro page returns in all its glory. If you want to know which games are being reviewed this month and where to find them, you'll get all the info you need here.

The TOTAL review crew



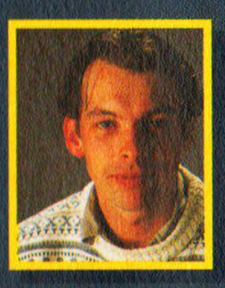
FRANK
Fat Frankie says his fave game this month is Mario All-Stars. What a surprise.



CHRIS
Chris Buxton also rates Mario All-Stars as his favourite game. How very predictable.



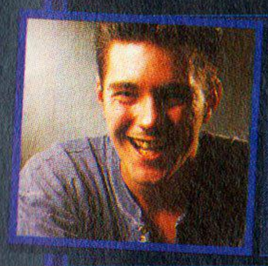
JIMMY
James couldn't decide what his fave game was. Maybe because he didn't do any work.



ANDY
Andy preferred Street Fighter II Turbo. Only joking. It 's Mario All-Stars (again).

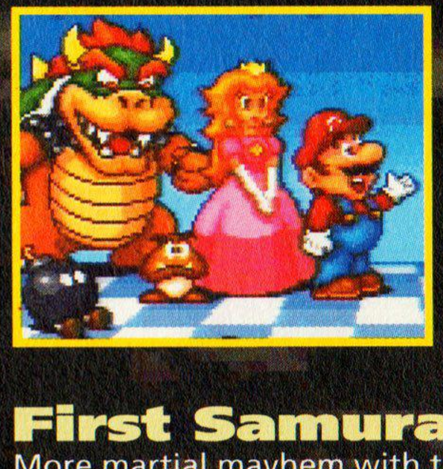
Jimbo says...

This is our brand-new second-opinion box. If someone gives a game a very high rating we call this into play so someone else can tell us if he thinks the mark is right. Or we use it if another member of the team simply wants to get his views on a particular game off his chest.



... "It's utterly poo, or ace, or something"

SUPER NES



Mario All-Stars 22
Could this really be the ultimate video game cartridge?

Street Fighter II Turbo 26
Not too shabby either. Capcom's latest is very special.

Mortal Kombat 30
Can Mortal Kombat take on SFII Turbo Edition?

First Samurai 32
More martial mayhem with this ex-Amiga platformer.

Mario Is Missing 34
Could this mark the start of the edutainment revolution?

James Pond's Crazy Sports 36
Olympic antics with a fishy flavour.

Shadowrun 38
Deep, involving, difficult – and that's just the manual!

Super NES Round-Up 40
Grey imports and UK games with no chance of making the big time.



GAME BOY

Firefighter 54
We didn't start the fire, but we'll put it out.

Edd The Duck 58
Fast, furious and er, feathered.

Top Ranking Tennis 60
Could this knock GB Tennis off the top spot?

Mortal Kombat 62
The Game Boy version *looks* fantastic...

Barbie 63
Okay, you know this game's gonna be bad, but to find out just how bad you'll have to turn to page 63.

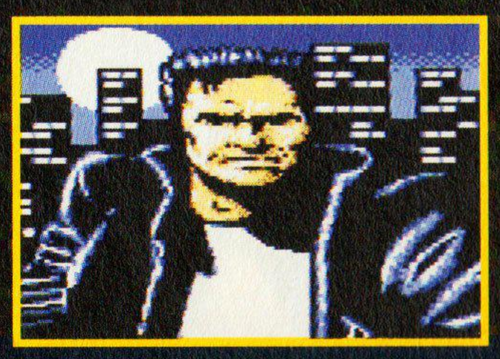


NES

MiG 29 64
Codemasters dish up a helping of extreme violence.

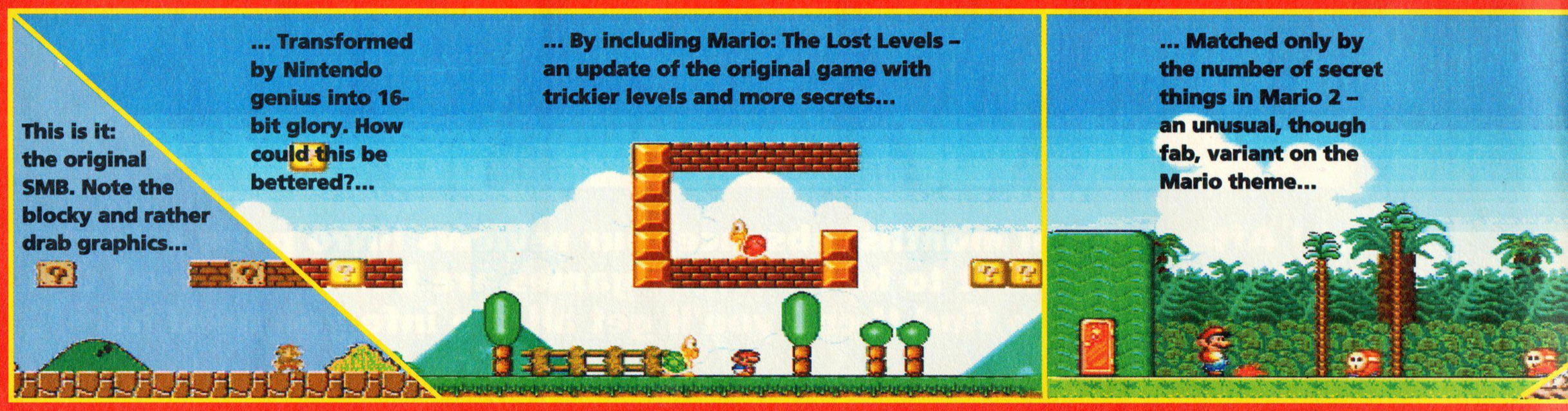
Ultimate Stuntman 66
Codemasters dish up another helping of extreme violence.

Nes Golden Oldies 68
They may be old and wrinkled, but some of them are fab.



The best just got better!

For the sake of comparison, here's a bit of spanking-new Super NES Mario spliced together with some vintage NES Mazza.



MARIO ALL

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



Frank O'Connor finds himself bowled over, flabbergasted and, indeed, gob-smacked by the utter excellence of Super Mario All-Stars.

There comes a time in even the most jaded game reviewer's life when something happens to make him sit up. Lost in a sea of mediocre platformers and shoot 'em ups, he comes across something which makes everything worthwhile. That occasion has now arrived.



Eight years ago Nintendo unveiled Super Mario Bros. on the NES. Since then the only games to surpass it in terms of playability have been its sequels. That series will be remembered as the most consistently brilliant ever. Well, now you can play the three Super Mario Bros. games and a previously unreleased Mario 2, all with proper Super NES graphics and sound, on one cart. And it only costs a couple of quid more than, say, Home Alone. Mario All-Stars is the best cart ever. Don't believe us? Read on.

SUPER MARIO BROS.

This was the game that really started it all. Had it not been for Super Mario Bros., Nintendo would probably have failed miserably when they launched the Famicom (NES) in Japan. This game sold the machine to a grateful, yet unsuspecting, public.

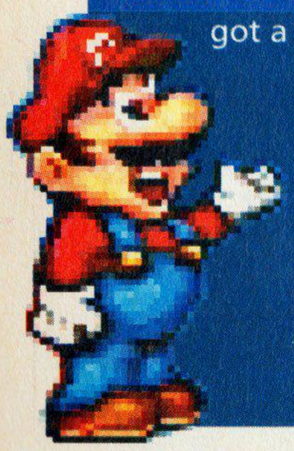
You play the part of Mario, a short Italian plumber on a mission to rescue his girlfriend, Princess Daisy, who has been kidnapped by the fiend to end all fiends, Bowser. This giant spiky turtle is holed up in a castle far

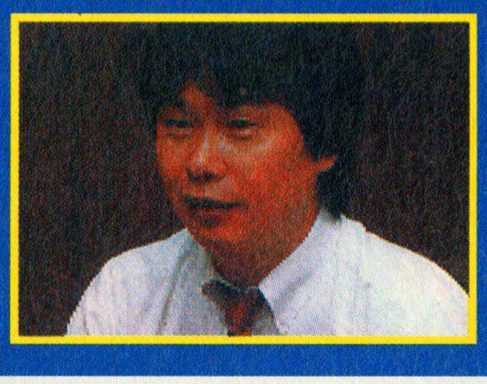
MARIOS

Everything about this game reeks of style and quality. It just can't be faulted

Who made Mario?

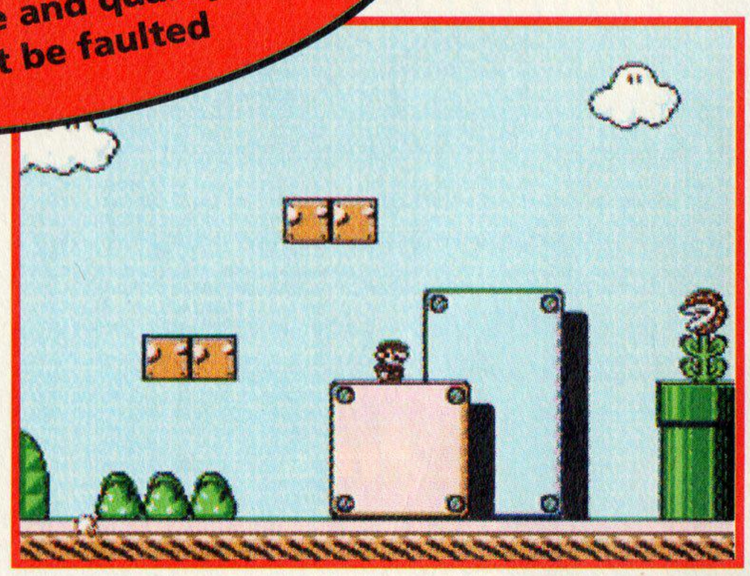
Shigeru Miyamoto invented Mario for one of Nintendo's first coin-ops, Donkey Kong. We've got a lot to thank him for.



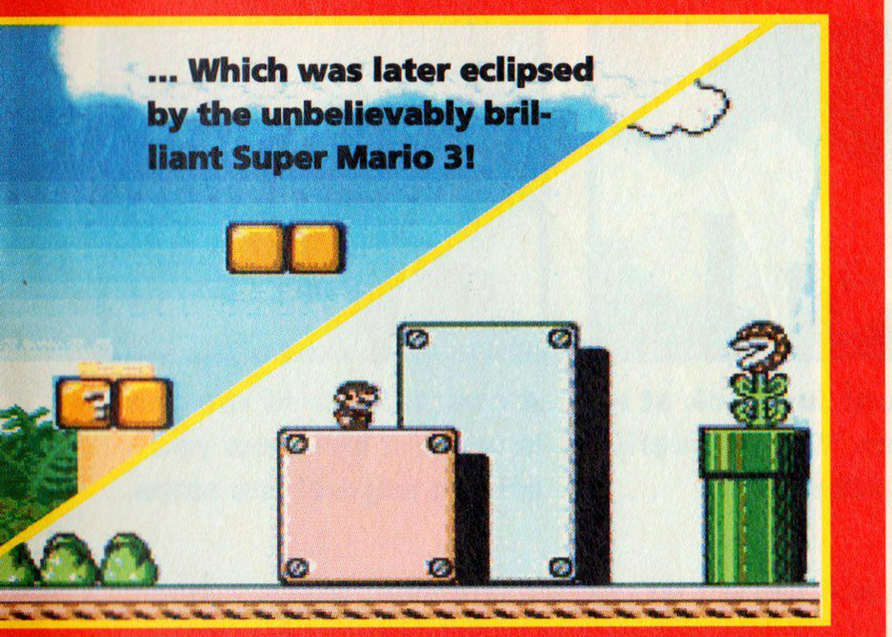




This cart has a version of the original (un-super) Mario Bros. built in. It was hidden on NES SMB3 but can now be selected at will!

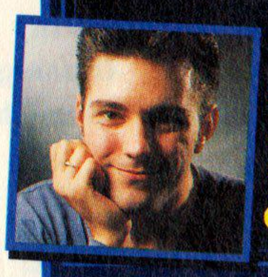


Ha! Look at those puny NES graphics. The originals have been replaced, pixel by pixel, with incredible 16-bit, 256-colour images.



James says...

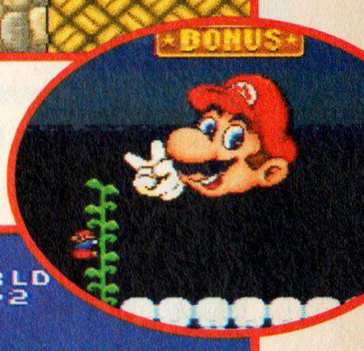
"I'd buy this cart just to play Super Mario Bros. 3 all over again! I still reckon it's loads better than Super Mario World, especially with the enhanced graphics, so to me all the other games on this cart are a bonus. Let's face it, you can't get a better-value game than this"

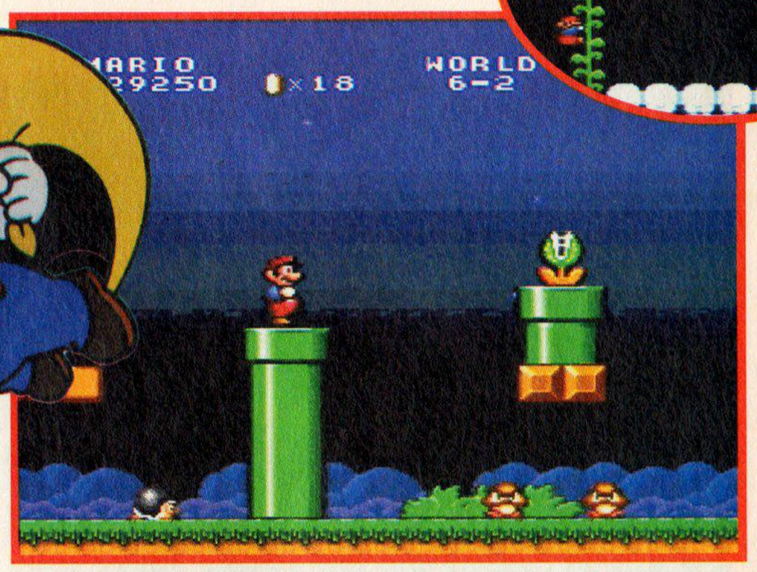


... "SMB3 alone makes it worth the dosh!"



These levels are scary – there's no floor and you'll soon fall to your doom.





Mario gets in a tizzy on a Lost Levels section. It's dark, it's spooky and it's infested with mushroom-related evil.

SUPER STARS

away, and you have to negotiate eight worlds of mirth and marvel to get to her. It's a simple concept, but it has shaped the gameplay of just about every platform game ever since.

Mario can run extremely quickly and packs a powerful punch. His punch is mostly used to gain points and power-ups: the landscape is littered with fragile blocks marked '?' which, when he punches them, either explode or reveal coins or mushrooms. Coins give you points (if you collect over 100 you get a free life), while red mushrooms turn Mario into Super Mario – larger, faster and more agile. Occasionally a block reveals a flower, which enables Mario to throw fireballs.



To kill the numerous baddies he encounters, Mario has to jump on their heads. While they're stunned, he can kick them and send their unconscious forms whizzing along the floor to kill any critters that happen to be in the way. (Some baddies are invincible, though, and have to be avoided at all costs.)

But the beauty of Super Mario Bros is in the stuff you can't see. It's packed full of secret levels, warp zones and hidden objects. The gameplay hasn't aged one day and the new, beefed up graphics and sound make it worth buying for this game alone. Stunning.

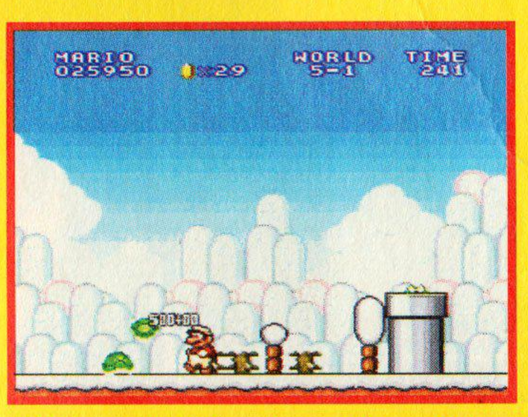
SUPER MARIO BROS.: THE LOST LEVELS

This game never actually appeared outside Japan, but it should have. In The Land Of The Rising Sun it was actually known as Super Mario Bros. 2 and was a massive success. It's basically identical to the first Super Mario game, but with eight new worlds to explore and a few different baddies introduced. We can't compare this to the NES version because we can't get hold of it for love nor money, but we can review it on its own, very impressive, merits.

The same rules apply here as in the first Super Mario game. You hit the blocks to reveal coins and power-ups and jump on the baddies to kill them. In terms of difficulty, though, it's a whole new ball game. It all seems nice and easy at first, but delve deeper and you'll soon be tearing out your hair in tufts as you fall down the same hole for the 50th time.

The number one attraction

Take a look-see at some of the fab-ola levels on the Super NES version of SMB1. You may never play Super Mario World again!



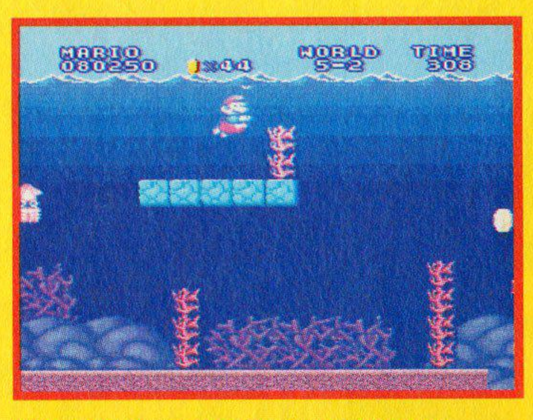
Although it looks cold and icy, you don't actually slide. Booo.



One of these pipes contains a secret room. Guess which.



Fiendish Hammer Brothers must be killed or avoided.



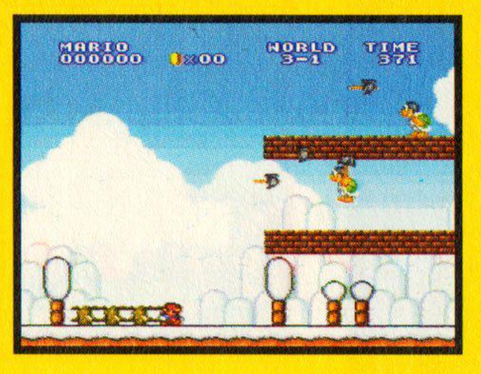
The music on the swimmy levels is lovely and dreamy.

Found: Mario's Lost Levels!

This is perhaps the most valuable game on the cart for hard-core Mario freaks – it's never been seen in the UK before!



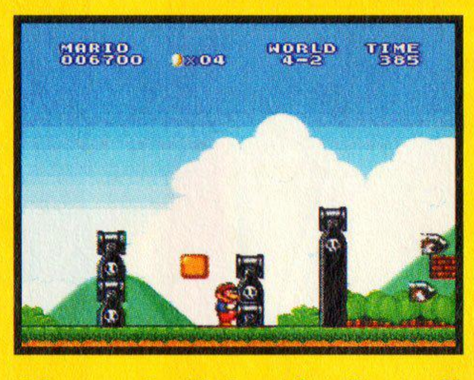
Underground levels can be impossibly hard. Beware reverse warps.



The Hammer Brothers are just as annoying as ever. Approach slowly.



The swimming sections on Lost Levels are often nigh-on impossible to complete.



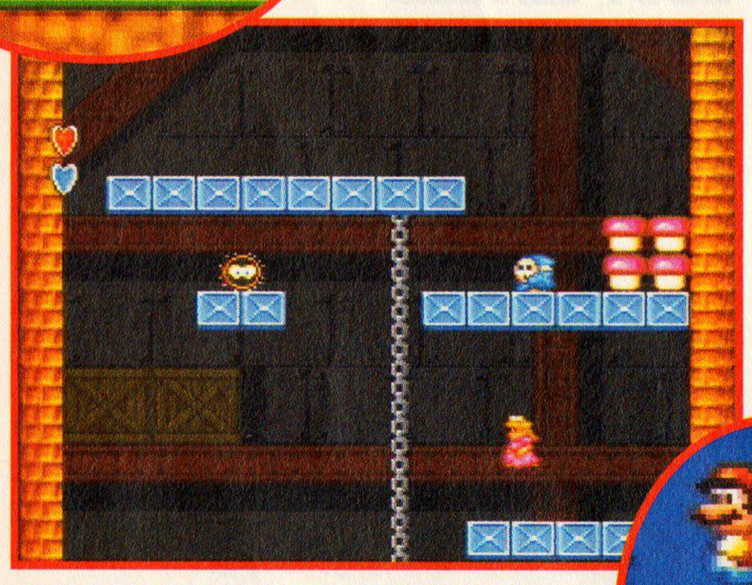
Oh my God! Just look at all those guns. You will definitely be killed here.



A new feature of the game is wind. It can blow you off the edge of the steps.



In SMB2 you can pick up bombs which not only destroy walls but kill baddies as well.



Princess Daisy attempts a level that's better suited to Luigi.

It's actually more playable than the first game, largely due to the clever and more intricate design of the new levels. There's a lot more exploring to do and far more secret stuff, with free lives, beanstalks and magic mushrooms hidden in the most unlikely locations – you won't finish the game properly without trying to find them all. The graphics are marginally more detailed and just as fab as Super Mario Bros. In fact, the whole game is completely fab.

WARIOS
Erm, this game suffers from being just a bit too fabulous for its own blimmin' good

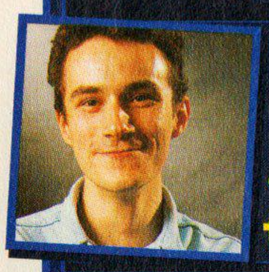
SUPER MARIO BROS. 2 (USA)

Ah. Tricky blighter, this. For a start, it's not really a Mario game. It appeared in Japan ages ago under the title Doki Doki Panic, and very odd it was too. Nintendo Of America decided to change the sprites and call it Mario 2, which meant that the real Mario 2 was banished (until now) to the place where ace games that were never released go.

The gameplay is very different to that of the other Mario games. The pace is a lot slower and it's also much more complex – there's as much puzzle-solving as platform action. You also get the choice of four characters: Mario, Luigi, Toad and Princess Toadstool, each of which has his or her own speed and jumping attributes. You can't kill the enemies by jumping on them – you either uproot vegetables and use them as missiles, or stand on the heads of the baddies themselves, pick them up and then throw them.

Chris says...

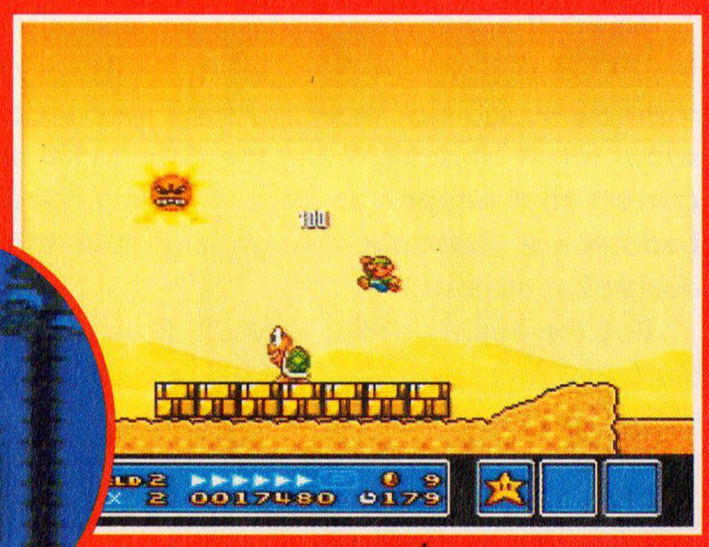
"Well, knock me down with a feather from the world's tiniest bird – it's a cartridge that's actually worth the money. Super Mario All-Stars is simply the best thing that you can get for your Super NES. And the save-game facility makes Super Mario Bros 3 *the* best Mario game"



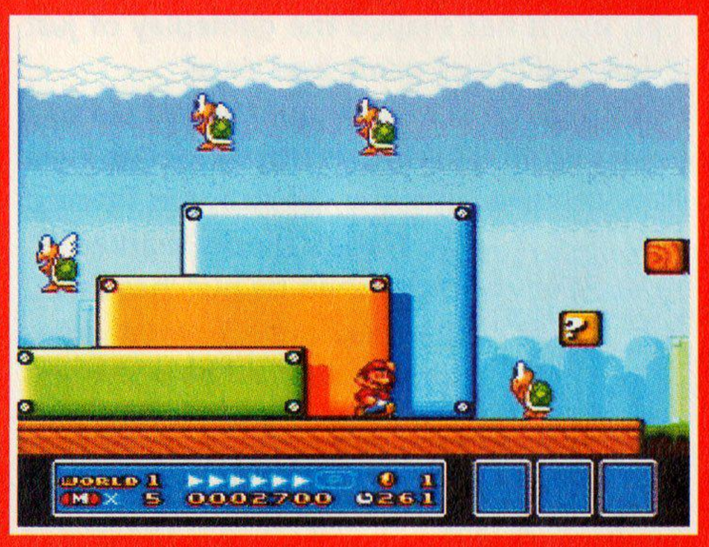
... "A game that's actually worth the money"

The third dimension

SMB3 took NES gaming to new heights. Now it's set to do the same on the Super NES.



Mario gets chased by the sun. This will get you hot under the collar.



Hundreds of flying turtles and not a weapon in sight. Dearie me.



This is actually a brill bonus level, but it looks like a girl's bedroom to me.



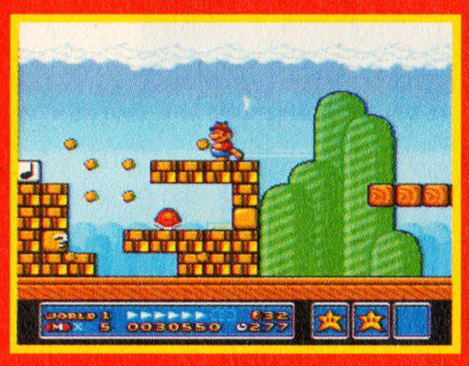
Pulling down as you descend a hill will kill any approaching baddies.

SMB3: the best of the bunch?

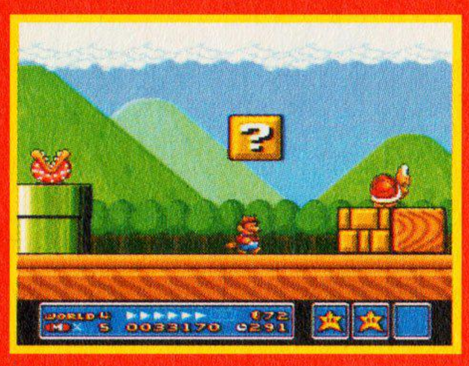
Many people consider this game to be even better than Super Mario World. They have a point.



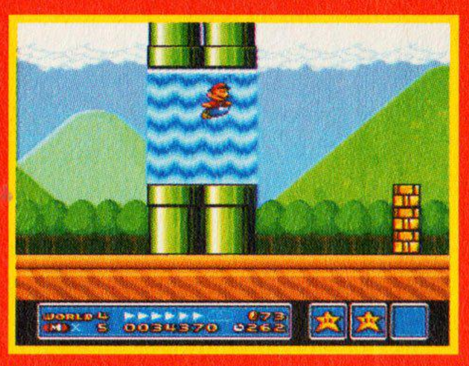
World 1, laid out in all its glory. How far can you actually get?



Use the turtle shells to bash the golden blocks and reveal power-ups.



It's Big World! Everything is bigger and badder here, so watch your back.



Swim through the waterfall, but check the pipes for secret rooms.



These vertically scrolling sections soon sort out the men from the boys.

SMB2 game is the worst game on this cart, and the one that looks most like an eight-bit title. The crap vertical scrolling has been retained and the controls are tough to master. However, that's not to say it's bad. It's fluid and entertaining and packed with secret levels and power-ups, and the graphics are generally lovely. It's one of the better Super NES platform games, but it's just nowhere near as good as the other three.

SUPER MARIO BROS. 3



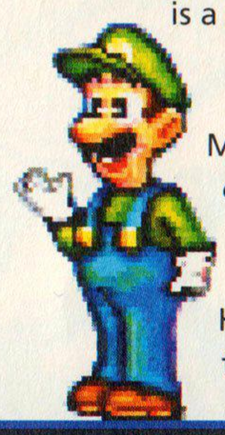
Mario purists reckon this is the ultimate Mario experience, and they're probably right – it's still arguably the best game available on the NES. The gameplay remains unchanged for the Super NES version but, as with all the other games, the graphics have been beefed up and the soundtrack tweaked to make the most of the Super NES's powers.

SMB3 introduced a lot of ideas that were later enhanced in Mario World, including flying, bonus games, and switches. The game is actually very similar in appearance and style to Mario World – the enhanced graphics make that fact a lot more obvious than when it was a lowly NES game. Indeed, graphically this is easily the best of the lot. The backgrounds, foregrounds and sprites are all brilliantly designed and a real treat.

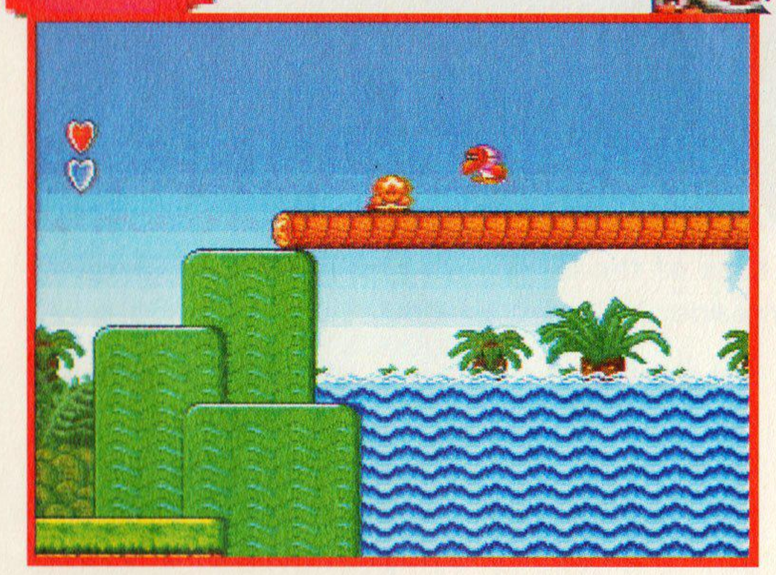
The platform action is as fast and furious as you could want, and a lot deeper than any of the previous games. There are literally hundreds of hidden features to discover, like warp whistles and bonus sub-games, and finding them all will be a task of Herculean proportions. SMB3 is also a huge game – it's almost as big as Mario World and even a little bit more complicated.

Mario gains an all-new and important power in this game (although Mario World fans will have seen it before) in the shape of a raccoon tail which enables him to fly. Of course, raccoons are less than famous for their airborne antics, but Mario grows ears and a tail and flies anyway. This ability makes most levels easier and also allows our intrepid Italian to reach hidden bonus levels.

Most Super NES owners will never have played SMB3, and if you enjoyed Super Mario World this is a dream come true.



I just can't tell you how fantastic Mario All-Stars is – you'll have to find out for yourselves. This cart offers you four (count 'em) new Mario games for your Super NES. How can you possibly pass that up? **FRANK**



A rather dim Toad ducks to avoid a rather nasty bird. What he needs is a plant to throw. Or a potion. Or anything, really.

Mario All*Stars

Looks

- Utterly fab (if simple) graphics capture the Mario mood better than ever before

Sounds

- Faultless renditions of the Mario tunes will have you humming all day

Gameplay

- The best, most varied, most enjoyable gameplay in the history of video games

Lifespan

- The four largest platform games ever, all on one cart. You'll never see everything

The bottom line

"It's impossible to criticise Mario All-Stars. Each game on its own would be the bee's knees, but together they constitute the best video-game cartridge ever manufactured"

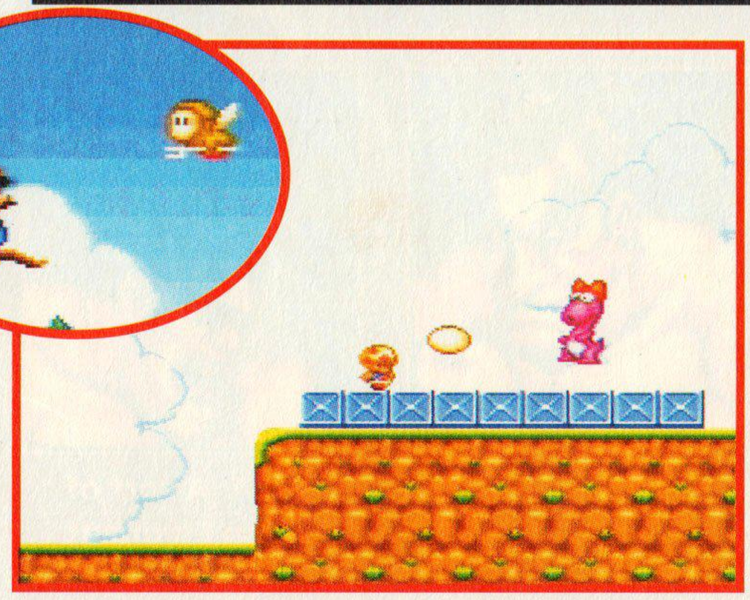
- **Levels** .....Lots
- **Difficulty** .....Hard
- **Continues** .....Save game
- **Release date** ...September

Final score

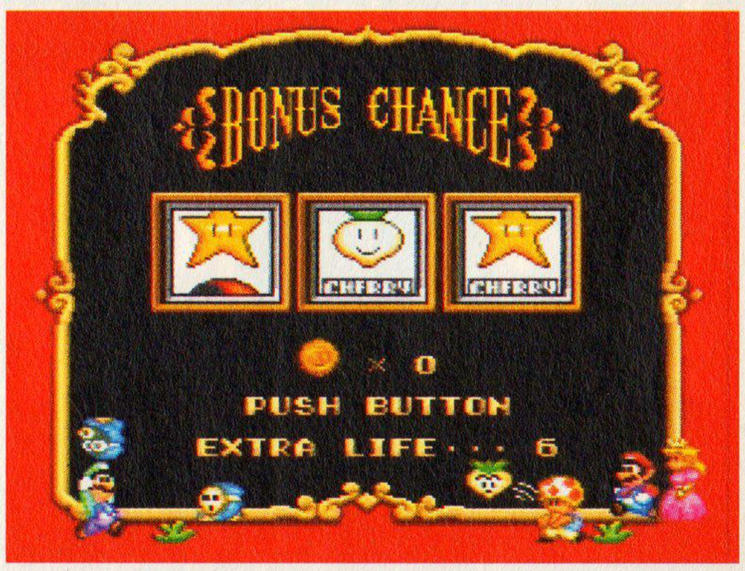
99%



Hitch a ride on the magic carpet to cross the bottomless pit. Super Mario 2 requires more strategy than the other games.



If you jump on the egg you can pick it up and throw it at that stupid-looking pink monster. These turn up all over the place.



This is one of Mario 2's bonus rounds. Although it seems hopelessly random at first, you can actually time the reels.

STREET FI



Frank puts on his special kung-fu trousers to check out the most keenly awaited game of the year.

For Super NES (1-2 players)
From Capcom Price £65



M. Bison tries out his rushing punch attack, and Balrog feels the impact.



Red Zangief gets a bad case of the blues from his alter ego. Zangief is faster, stronger and meaner in Turbo Edition.

Yes, it's finally here. After months of waiting, Street Fighter II Turbo Edition, the most eagerly awaited cart since the original Street Fighter II, has arrived. And after all that hype, it had better be good.

There's not much danger of you lot having missed the original SFII, but just in case you've been living under some floorboards in an attic in Chelmsford, here's the plot. 12 of the world's best fighters – all experts in different martial arts, with their own special abilities – have been asked to fight in a tournament organised by the mysterious Shadolue organisation. To win the tournament, and be recognised as the world's best

Fighting talk: 12 angry men

Those characters in full. (These are the Japanese names, with a bit of swapping going on where the four bosses are concerned.)



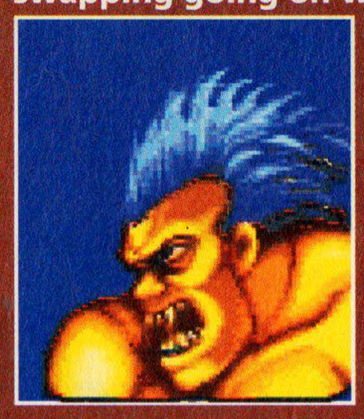
RYU: A karate champ from Japan. A superb fighter who is obsessed with perfection.



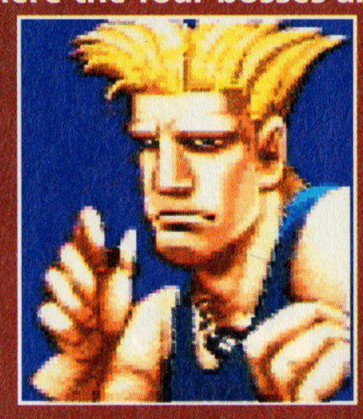
KEN: Ryu's training partner, a brash Karateka. Ryu considers him vain and reckless.



HONDA: A Japanese Sumo wrestler out to prove that his fighting art is no laughing matter.



BLANKA: A sort of Brazilian Elephant Man. Struck by lightning as a child, his style is electrifying.



GUILE: American air-force pilot and kickboxer, Lost a friend in 'Nam, and M. Bison knows why.



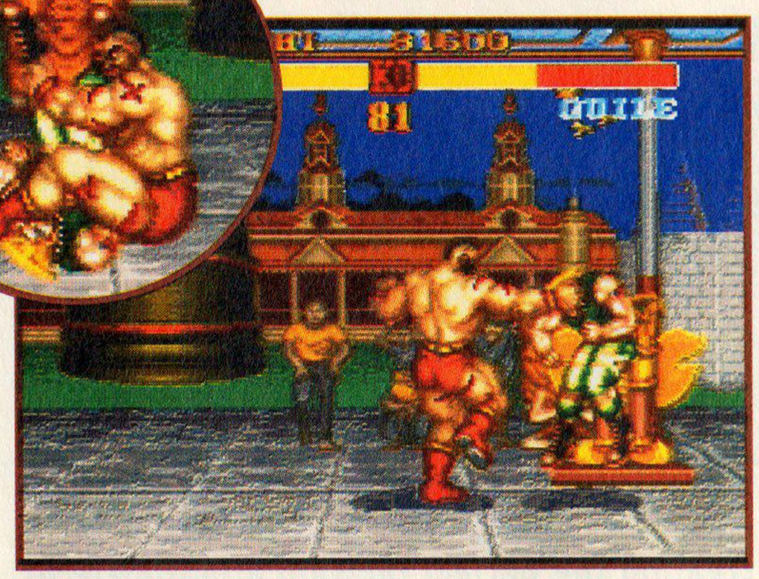
CHUN-LI: A Chinese schoolgirl, expert in the art of Wing Chun, out to avenge her father's death.

GHTER II

TURBO EDITION



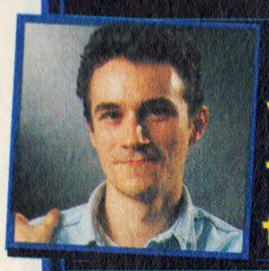




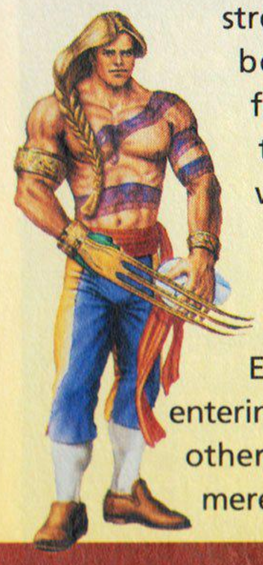
Zangief can now walk while performing his spinning punch, but his double lariat thing is still as hard to perform.

Chris says...

Yes, yes, I know Turbo is faster and, yes, I know you can control the four bosses and, yes, I know there are a few extra moves, but so what? I played the first SFII to death and all Turbo offers is a few novelties. It is a great game but if you already have SFII it's not worth it.



"Great, but very pricey for just a few extras"



street fighter, you have to beat each of the other fighters in succession. The tournament is staggered, with battles fought all over the world. To win a battle, you must defeat each opponent twice.

Each fighter has his own reason for entering the contest. Some seek revenge, others want recognition and some are merely vain. One fighter, however, has a very special reason for fighting. His name is Ryu and he is reputedly the greatest fighter the world has ever known. His reason for fighting is simple: he enjoys the purity of battle and seeks nothing but perfection. If Street Fighter II has a hero, it's Ryu.

Street Fighter II Turbo Edition is, as you might expect, similar in terms of gameplay to the first SFII game. You choose your attack by pressing punch or kick buttons, and can vary the strength and style of each move by

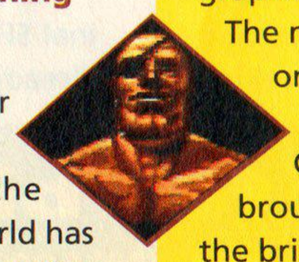
COMBOS
Fantastic looks, incredible sound and classic gameplay that is even better than before

The story of Street Fighter II Turbo

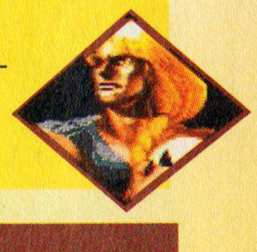


Capcom first released Street Fighter in the arcades in 1986. It was the first decent beat 'em up since Irem's Karate Kid and gained rapturous applause. In many ways the game was identical to its sequel: choose a fighter, travel the world, kick ass. The graphics were simpler but similar in style.

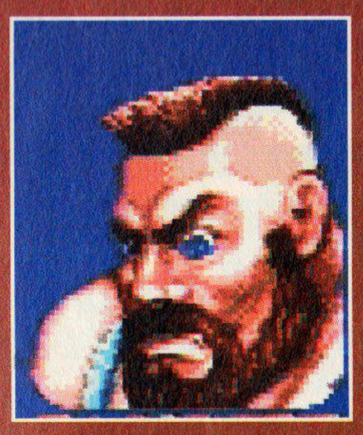
The main difference was that you could only play Ken or Ryu.



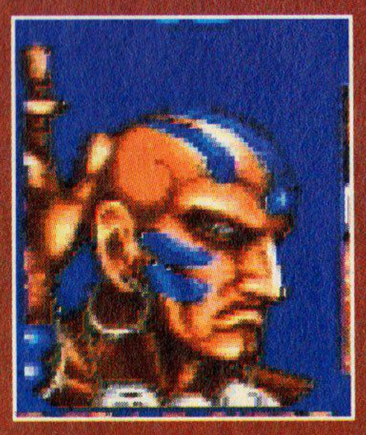
A good few years later, in 1991, Capcom unveiled SFII. This game brought the arcade industry back from the brink – to date, it is the most successful arcade machine ever. A year later they released Championship Edition, with the ability to control the boss characters. Last, but not least, came Turbo Edition. Faster, better, with more moves, it was the direct result of feedback from American arcade players. As a result, the characters are all virtually identical in terms of ability. Cool.



(Oh, all right, 11 men and Chun-Li)



ZANGIEF: A Russian wrestler who trains by grappling with bears. Mad as a brush, too.



DHALSIM: Creepy slaphead from India who can levitate and teleport by force of will.



BALROG: A great steaming nancy of a man who uses razor-sharp claws as he minces around.



M. BISON: An American boxer with a bad attitude and a very hefty right hook. Avoid.



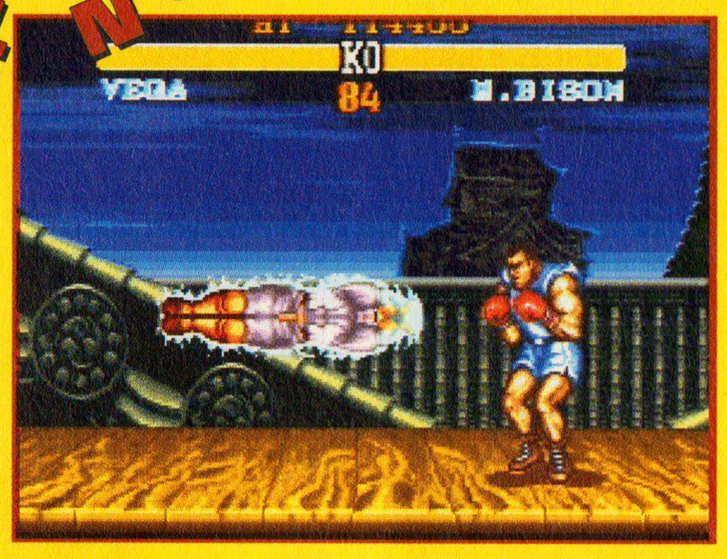
SAGAT: After getting a kicking from Ryu years ago, Sagat is jolly upset and wants revenge.



VEGA: The head of the Shadolue organisation and the final obstacle between you and the trophy.

Doing the Vega bossa nova

In Turbo Edition you can play Vega, the bossiest boss of them all. Have a gander at his fighting technique.



Vega Vs. M. Bison is a bit of a mismatch. Slow, unwieldy boxing techniques are no match for magic powers.



Zangief feels the impact of Vega's head stomp, a move that for some reason, never comes off when you need it.



Vega takes a blast from Sagat. These two fighters are fairly evenly matched.

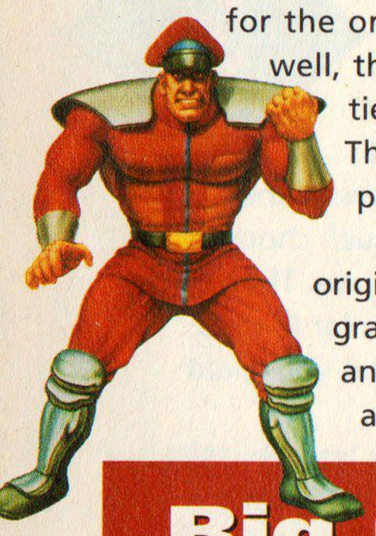
choosing soft, medium or strong attacks. But Turbo Edition allows you to play all the four bosses, so you've now got 12 characters to play around with. With extra moves for the original characters as well, the gameplay possibilities are now truly limitless. This is a game which is easy to play, but impossible to master.

Where Turbo Edition and the original game really differ is in the graphics. The sprites are smoother and faster and the backgrounds are even more breathtaking – the addition of extra parallax layers means that in some places this is actually better-looking than the arcade game!

DRONGOS
Not many complaints, but it's not cheap and if you own SFII already you'll think twice

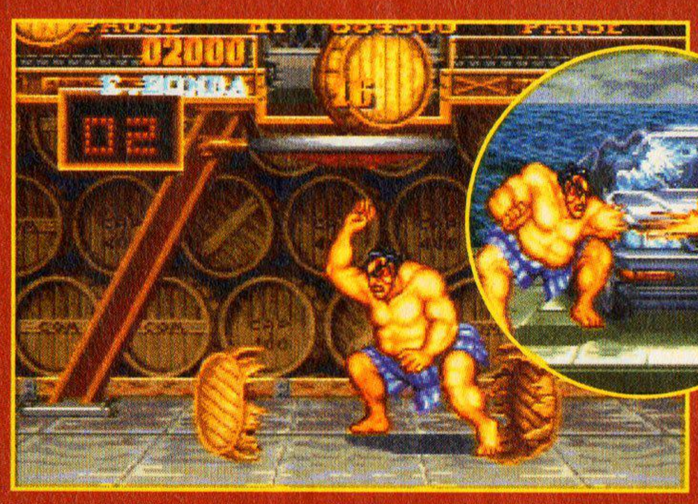
The same care has been taken with the sound. Now in true stereo, the sampled grunts and screams of the fighters are all the more convincing. The music is as fabulous as ever (although sometimes a tad cheesy) and brilliantly done, creating the perfect fighting atmosphere of suspense and excitement.

SFII Turbo is such an improvement on the original SFII that it's almost a different game. If you already own the first game, then you're going to have to think very carefully about whether you should have this too. If you don't own the original, then get it. SFII Turbo is almost perfect. **FRANK**



Big points for big boys

There are three bonus rounds in Turbo – that's one more than the arcade game.



Honda sorts out the barrels. This is a stage that was missing from the first incarnation of SFII on the Super NES.



Honda is by far the best character when it comes to bonus stages. Simply stand still and press punch as fast as you can.

SFII Turbo

Looks

- Arcade-perfect, with superb animation, stunning backgrounds and great parallax

Sounds

- The music was always great, but now the sound effects are equally fabulous

Gameplay

- It's almost perfect. The fighting fun is fast and fantastic, even in one-player mode

Lifespan

- You'll never stop playing this in Vs. mode – the variations are endless

The bottom line

"If you don't have Street Fighter II already, this is unmissable. It's the absolute pinnacle of the beat 'em up genre, and it's very unlikely that it will ever be beaten"

- Levels ..... Twelve
- Difficulty ..... Hard
- Continues ..... Infinite
- Release date .... October

Final score

96%



Balrog learns (the hard way) that Guile's turning punch is stronger than ever before.



In Turbo, you get no warning that E. Honda is about to use the torpedo – he just does it.



Dhalsim has changed dramatically and benefits from being even more flexible than before.

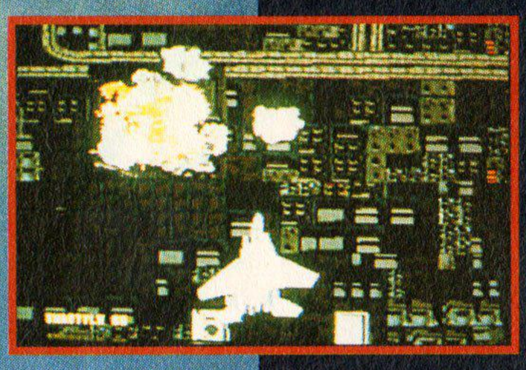


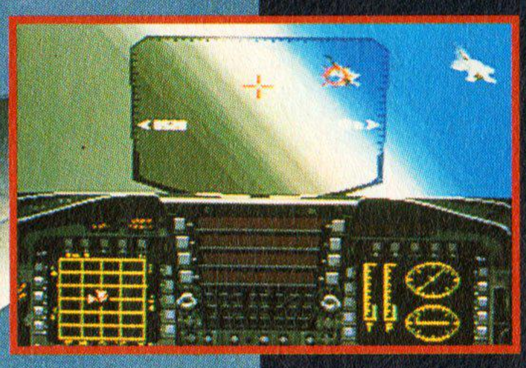
Of course, Chun-Li now has a fireball. She is now a truly formidable opponent.

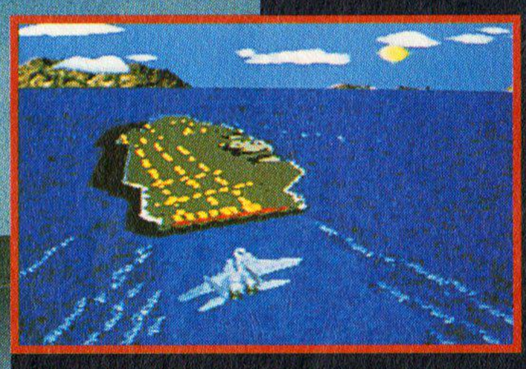
The Flying Action Game To Thrill Your ~~Senses!~~ SNESES!

SUPER STRIKE EAGLE









90%
"I'd recommend that you put Super Strike Eagle at the very top of your SNES shopping list immediately!"
CVG



It's fast, it's furious, it's frantic and it features:

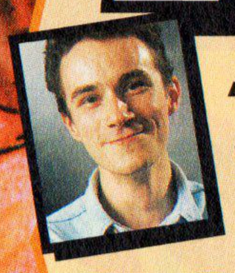
- Instant Action. Jump in and go!
- Full 3-D dogfighting from a real Strike Eagle in-cockpit perspective
- Missions that just get tougher and tougher with a huge number of targets
- Arcade style top-down view of ground attack combat and dramatic missile strikes
- Bonus weapons and special targets for Ace fighter jocks
- Two player mode for when the action gets too hot to handle
- Satellite-map mode navigation, 256 colour graphics and digitized speech

Super Strike Eagle *It's SNES at its best*

MICRO PROSE
Seriously Fun Software



MORTAL



'Basher' Buxton takes time out from a life full of vicious gang rumbles and bar brawls to try his hand at fighting, Super NES style.

For Super NES (1-2 players) **From** Acclaim **Price** £60

Has Mortal Kombat got what it takes to knock Street Fighter II off its perch? The Mortal Kombat arcade machine certainly seemed to have all the right ingredients: slick graphics, lots of characters, special moves and buckets of blood and guts. (Well, you can forget about the blood and guts, for starters – Nintendo felt it was far too gruesome for Super NES gamers, although Mega Drive owners will be able to see the game in all its gory, er, glory.)

If you haven't seen the coin-op, the gameplay is pure SFII: a one-on-one, best-of-three-rounds beat 'em up. You have to beat all the normal characters to make it to the two bosses, including Goro, the half-man, half-dragon champion of the evil sorcerer Shao Lin, who controls the Mortal Kombat tournament.

All the characters have a set of standard moves, controlled by two kick buttons, two punch buttons, a block button and the direction pad, which vary according to which button you press and where your character's moving. It's possible to do roundhouse kicks, sweeps, flying punches and kicks and a chin-smacking uppercut, and, in traditional SFII fashion, you can get two or three special moves for each character by twiddling with the controls.

KOMBATS

The digitised characters are fairly well done and some of the special moves are impressive. There's loads of good speech too



You have to win 10 different fights before you can take on Shang Tsung at the end.



Raiden unleashes his torpedo special move on the unsuspecting Johnny Cage.



The faster you go the stronger you are in the smashing test-your-strength sections.

KOMBAT



Each combat area in Mortal Kombat is about two screens wide. Here, Sonya and Scorpion get stuck in to each other in the very good-looking Warrior Shrine.

It all seems to be there but after a couple of hours' play Mortal Kombat gets a little boring. The fault lies mainly with the characters and their moves – which is, after all, the heart of the game. They may look good but, apart from the special moves, they're identical. All their kicks and punches seem to have the same range and effect, which makes things very fair, equal and democratic but also, well, dull (just like Switzerland). The one-player game doesn't last, but no one buys a game like this to play solo. The real problem is that in two-player mode the match-ups lack complexity and you'll soon have exhausted all the possibilities and be left feeling a bit cheated.

WOMBATS
Take away the clever graphics and there's not much left. Apart from the special moves there's nothing to choose between the characters

Mortal Kombat

Looks
- Good digitised fighters but you can't help feeling there's some animation missing

Sounds
- Nice tunes, some good speech and crunchy effects, but generally too quiet

Gameplay
- Typical beat 'em up fare. Better than most but not in the same league as *that* game

Lifespan
- Only the toughest difficulty level will test you. The two-player game lacks variety

The bottom line

"Once the novelty of the bloodless graphics has worn off you'll realise how repetitive and limited this is. Not the SFII beater we've been hoping for, but still an okay fighting game"

- Levels 12
- Difficulty ..... Adjustable
- Continues ..... Infinite
- Release date ... Out now

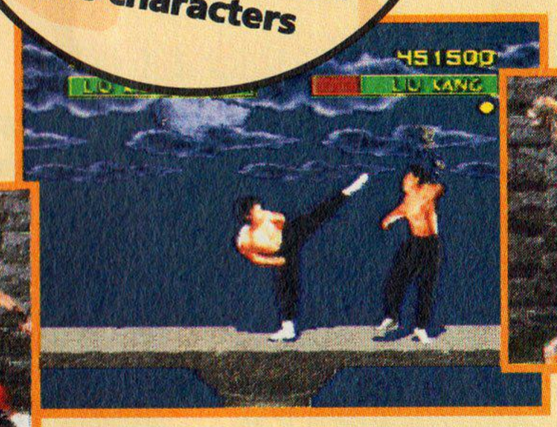
Final score
70%

Mortal Kombat is a good arcade conversion but it retains all the faults of the original. The digitised graphics and gory stuff are great to get people to bang a few quid in a coin-op but on the Super NES you expect more value for money. Sadly, the game is just too basic.

CHRIS



The mirror match is easier than it looks...



... And you should be able to spot special moves early.



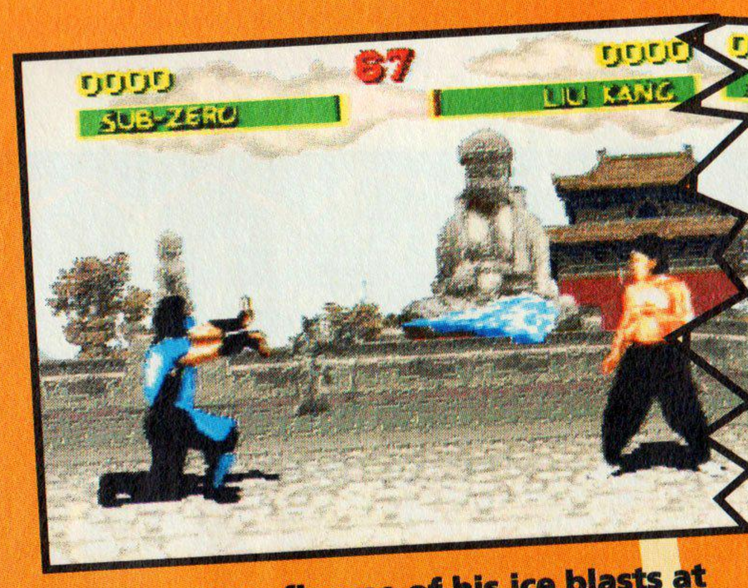
Goro's much tougher – don't let him get near you, or else!



Shang Tsung is the game's final challenge

Chilling out with Sub-Zero

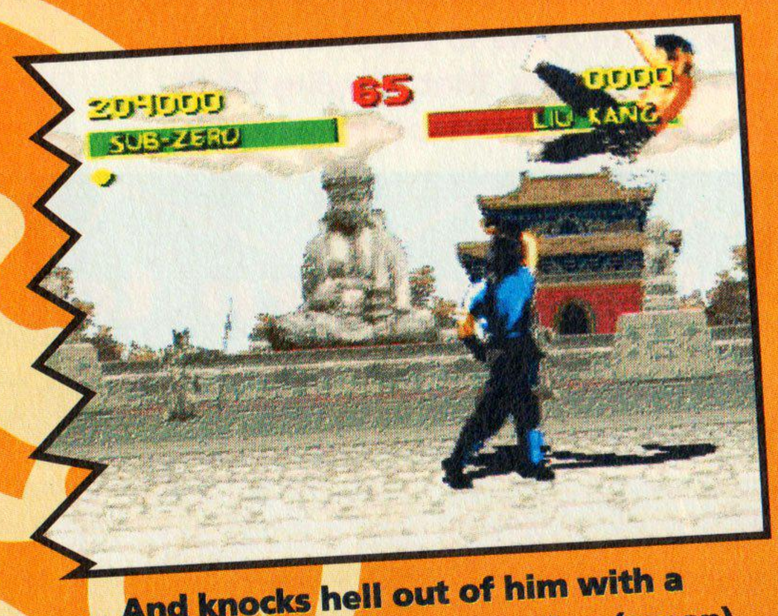
Sub-Zero is a man with an icy temperament and some cool special moves.



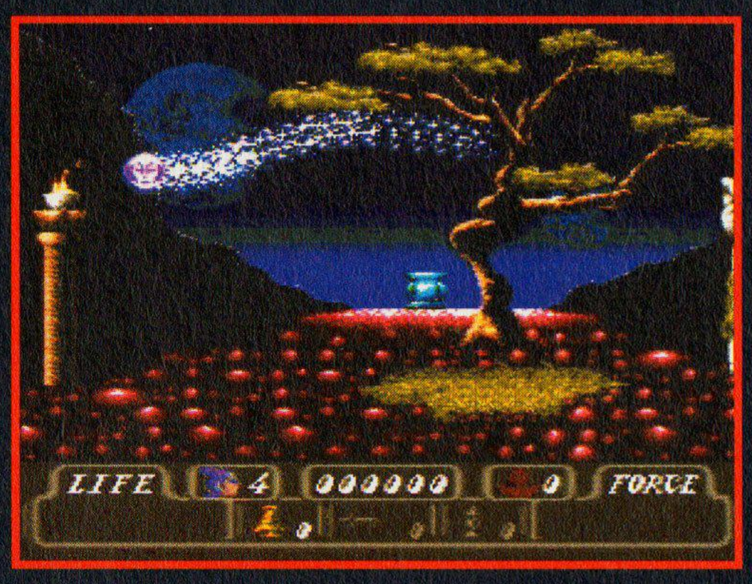
Sub-Zero lets fly one of his ice blasts at poor, sweet, innocent Liu Kang...



... And freezes him. Cunning old Subby sidles up to the stunned Liu...



... And knocks hell out of him with a meaty uppercut. Snow messing (groan).



Our hero arrives (albeit in mystical form) at his dojo in 16th-century Japan. It's all a bit dark and scary.

FIRST SA

For Super NES (1 player) **From Kemco** **Price £45**



In feudal Japan, a lone warrior seeks to avenge his master's death. Dunno why, but you can bet that Frank O'Connor's mixed up in it somehow.

There's nothing more eye-catching than a completely naked lady, I'm sure you'll agree. It seems strange, then, that Kemco have chosen not to include any such thing in their Super NES update of the Amiga game, First Samurai. In fact, there isn't a hint of nudie flesh to be seen anywhere. Mind you, it is a scrolling platform adventure, so it probably doesn't matter an awful lot.

The story is odd, to say the least. An evil bloke named The Demon King (he obviously never stood a chance of turning out nice with a name like that) has killed your master. You are a 16th-century samurai and you're not overly happy with your boss's demise. The Demon King notices that you are rather upset and decides to scarper into the future (where he reckons he'll be safe). Filled with thoughts of revenge, you set off in hot pursuit.

JAPS
Deep, involving and extremely challenging gameplay, matched by stunning sound effects

The game starts immediately after the death of your master and you first have to find a way into the future. There then follows a great deal of running around and quite a lot of hacking and slashing. Your initial impression is that this is just another in a long line of standard platform beat 'em ups, but there's a great deal more to it than that, cos you have to collect all kinds of objects to make progress through the worlds. Finding these objects and then using them in the proper place is the real purpose of the game.

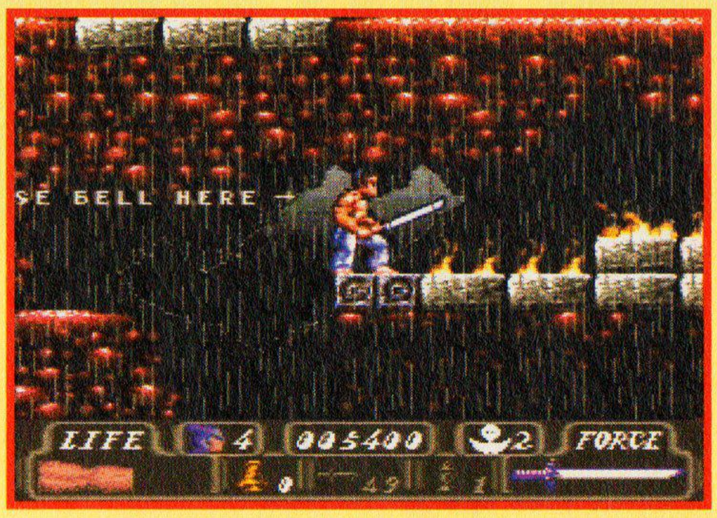
You'll spend as much time exploring as you will being violent, but fortunately Sammy The Samurai is more than capable of dealing with the huge numbers of marauding villains. His sword skills are impressive – the sprite can actually swing the sword backwards and attack enemies who

Flower power and bell-bottoms

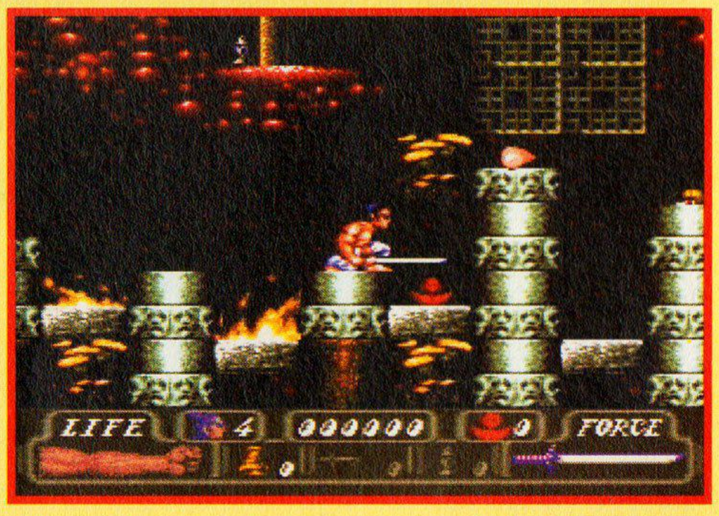
There are a few tricky strategic touches in First Samurai – you'll have a lot more to deal with than simple baddies. Fires have to be put out, bridges have to be crossed and guardians have to be revealed if you want to be a success as a samurai.



Oh dear, a fire. Time to use one of your magic bell thingies. That glowing block you're standing on is a giveaway.



It's peeing down with rain now and out goes the fire. There are loads of similar problems scattered through the game.



These flower thingies reveal the bad guys when you reach the end of levels. You can't finish it without them.

'A day return to the future, please'

Sammy's train ride into the future is a bit more eventful than your average train journey.



SAMURAI

approach from the rear. And although the sword you start the game with flies off if you take too much damage, you've still got your amazing karate skills to fall back on. You can also do a bit of climbing, and can cling to most vertical surfaces with the greatest of ease.

The graphics are rather bizarre. They're virtually identical to the original Amiga game, but somehow they don't look quite right. There's plenty to look at and you can always tell what's going on, but it just doesn't look much like a Super Nintendo game. The music is a generally a bit cheesy – and at times really awful – but you can turn it off, and the sampled sound effects are really impressive.

However, it's the gameplay that's the most stunning feature of this game. It's challenging, addictive, fun, and a good deal better than most other games of the genre. Learning to control the sprite is half the battle, but even when you've mastered him you've got a very difficult couple of weeks ahead of you.

It's a bit of a shame there aren't more levels, but what's here is good stuff.

FRANK T!

CRAPS
The Amiga-esque graphics are often ropey. Could have done with more levels



Twin-serpent horror as the bad guys go for your throat. Use your sword and your fists.



Smashing windows often reveals all manner of lovely goodies (as well as baddies).



Everything goes wibbly as you try to reveal a hidden bridge. Oowah!



Sammy can climb most vertical surfaces, but getting off is extremely tricky (isn't it always?) and very dangerous.



Whack this basket to reveal the tasty picnic grub it contains. This will top up your energy levels.

First Samurai

Looks

- Strange and rather poor. The parallax is surprisingly bad for a Super NES

Sounds

- The rubbish music is more than made up for by the wonderfully bizarre effects

Gameplay

- Great fun, with loads of weapons, some kung fu and lots of platform tomfoolery

Lifespan

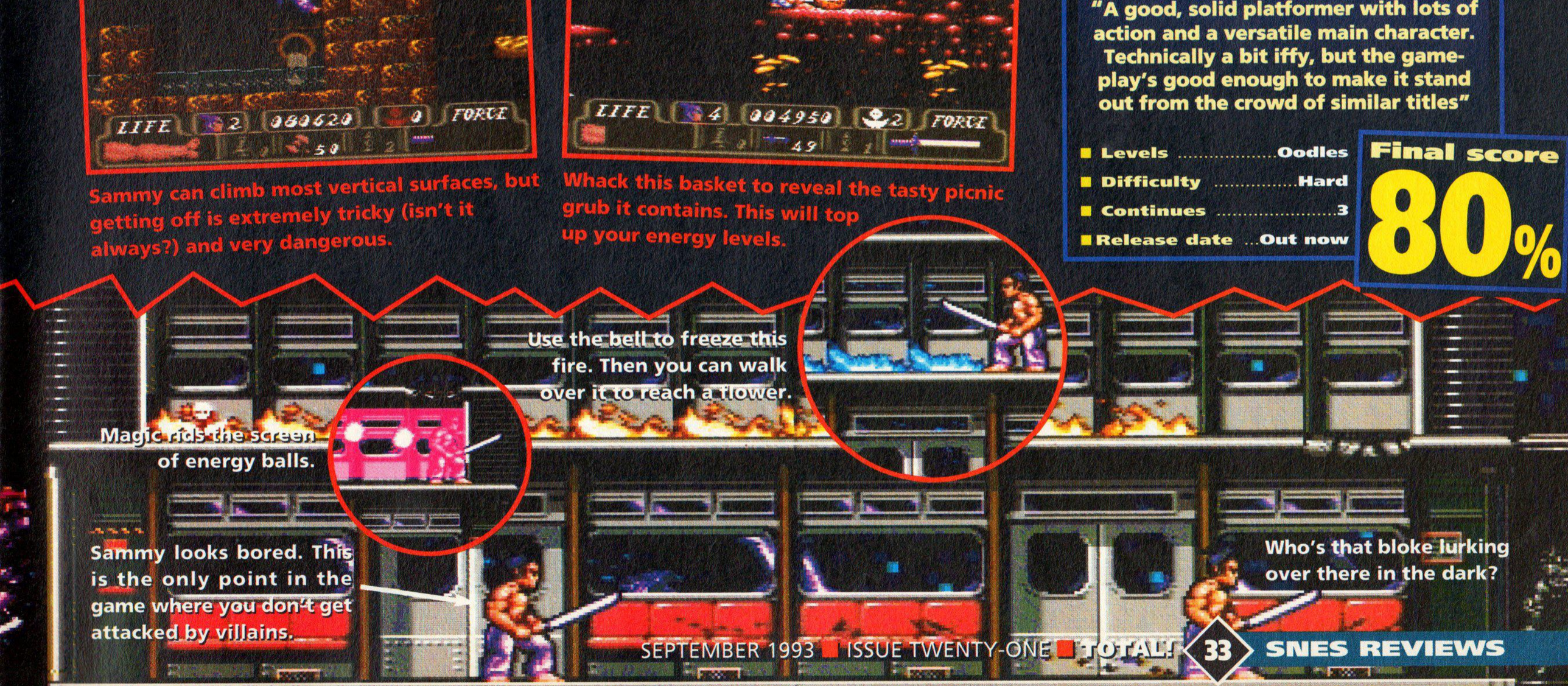
- Very challenging in parts, but let down by the distinct lack of levels

The bottom line

"A good, solid platformer with lots of action and a versatile main character. Technically a bit iffy, but the gameplay's good enough to make it stand out from the crowd of similar titles"

- Levels ..... Oodles
- Difficulty ..... Hard
- Continues 3
- Release date ... Out now

Final score
80%

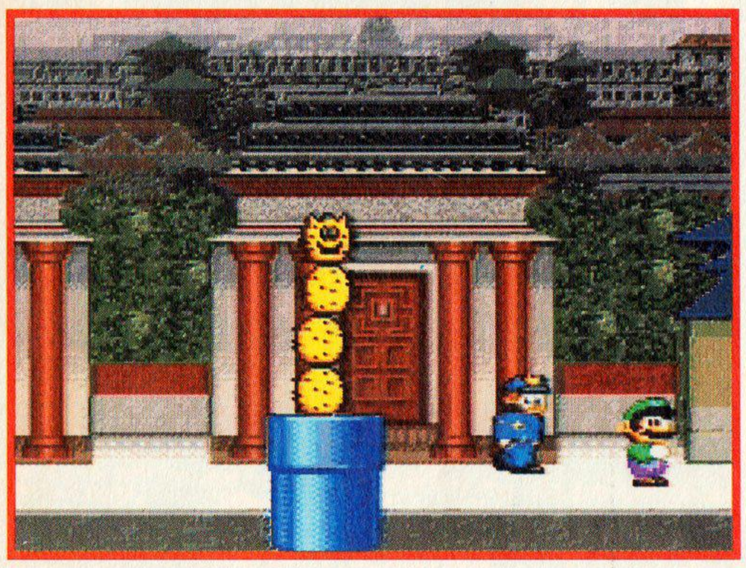




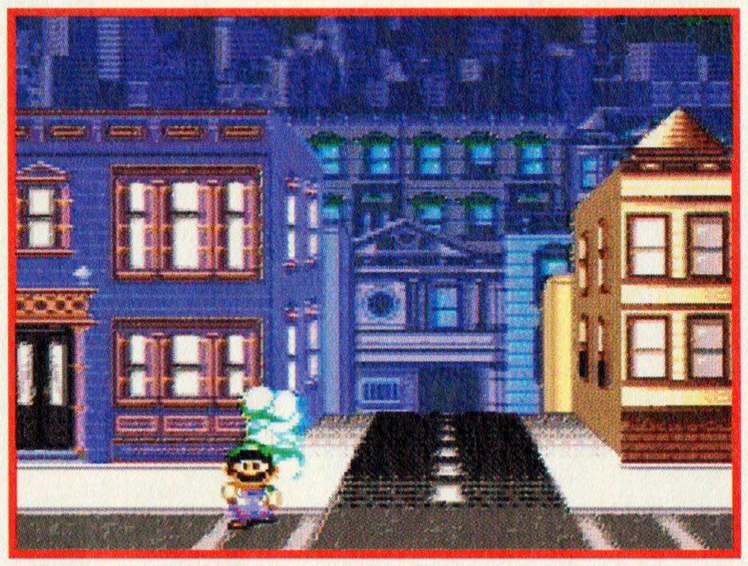
Frank's flipped. He mumbled something about saving Mario, then disappeared.

MARIO IS M

For Super NES (1 player) **From Nintendo** **Price £45**



This is Pokey, who doesn't do much in this game except wave around a bit, grinning.



Blimey, look at 'im go! Luigi belts across the road (after looking both ways first).



Hit button R and you get a weedy window showing your location on the city map.

We're worried. We think Mario is losing it. Instead of saving the world from the evil Bowser, he's become the one who needs to be saved!

Mario and Luigi have found out that priceless artifacts are being stolen by nasty turtles from cities around the world – ballet shoes from the Bolshoi Ballet in Moscow, coins from the Trevi Fountain in Rome, etc. That can only mean one thing – that rotten Bowser's at work.

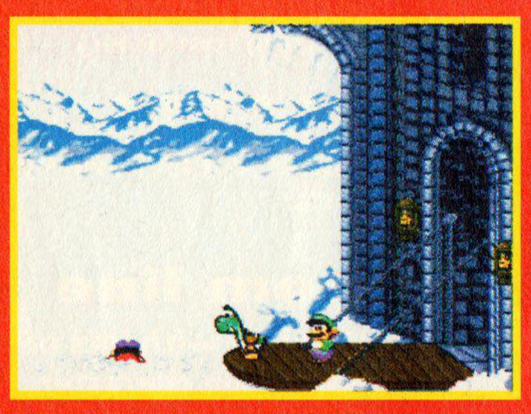
WOWSERS
Great graphics, great sound and you get the whole world to explore

So Mario, Luigi and Yoshi go to Bowser's castle to confront him. But Mario falls through a trap door outside the castle gates, leaving Yoshi and Luigi to save the world. Luigi has to enter the castle, travel via Bowser's magical portals to cities throughout the world, then track down Bowser's turtle helpers and bounce on them to find out if they're carrying one of the artifacts.

All this sounds like the basis for a decent game, but Mario Is Missing is actually an 'edutainment'

This is only the beginning...

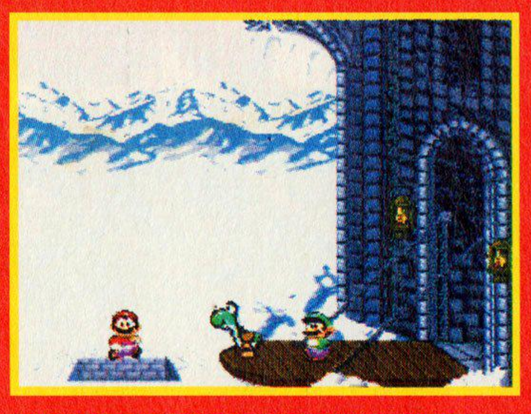
It's the start of the game and this is the story so far: Mario and Luigi have pursued Bowser to his lair in Antarctica...



Silly old Mario – he's fallen in the snow! (Hur, hur, hur!)



Time to go in and sort out the evil Bowser once and for all.



Oh. Mario rather unwisely stands on a hidden trap door.



Leaving Luigi to both save the world and rescue his bro.

What do we want? Information!

Handy things, these information booths. Use them to find out which artifacts are missing.



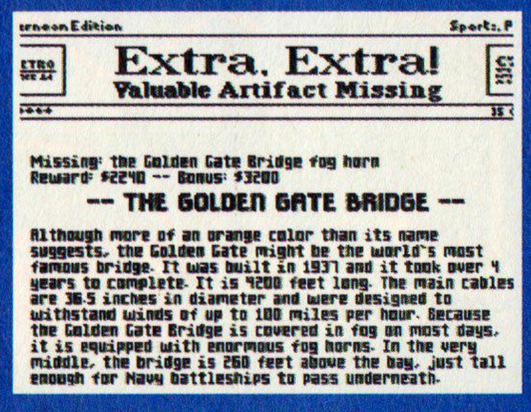
Mmm... the sign says closed, but there's a girl at the desk.



Hit button B to ask her a question (out of a choice of one).



There's your answer. The bridge's foghorn is gorn.



Read this carefully – we'll be asking questions later...

SSING!

program: blended into the gameplay is loads of learning, mainly about geography. You see, to return the artifacts to their rightful owners you have to work out where to take them. Each city has a map, and marked on it are three information booths, one for each artifact you must recover. The girl behind the counter offers you a pamphlet, which you need to read, cos when you offer her the artifact she tests your knowledge to check it's not a hoax. Which is a painless way to learn about other countries' history and culture.

To progress rapidly, you need Yoshi. But Yoshi's still at Bowser's castle. To get him to join you, you first have to work out where you are. You do this by asking people in the street for clues. Then, on another screen, you direct Yoshi to your city. Here's where you develop a knowledge of geography, cos you have to know where that city is.

BOWSERS
Freeing every city in the world could get tedious. Kids will tire of reading pamphlets

Mario Is Missing is beautifully thought out and probably the most fun kids can have while learning something useful. It could get dull visiting all 25 cities, but apart from that it's perfect. **FRANK**

What's on the menu?

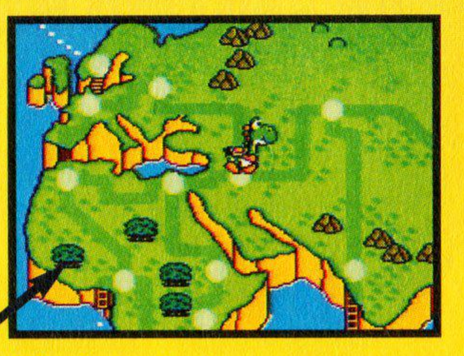
Hit the START button to get the in-game menu. Time to exercise your brain (oh dear).



The computer lets you recall conversations and re-read pamphlets.



Actually, I think that text should be a bit bigger.



Work out where you are and you can direct Yoshi to your city to help you.



Use this to locate the information booths and the way out of the city.

Every time you return an artifact you get to take a snapshot for your album.



Showing Luigi the door

Bowser's castle is full of halls like this one. Each door leads to a city – but which one?

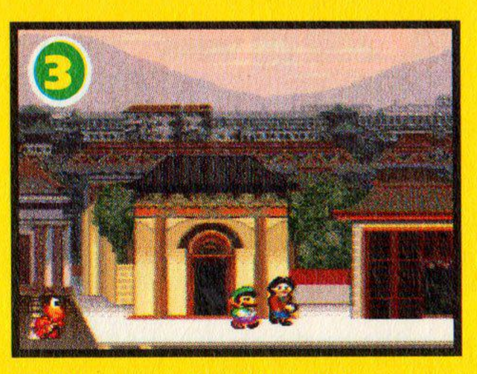




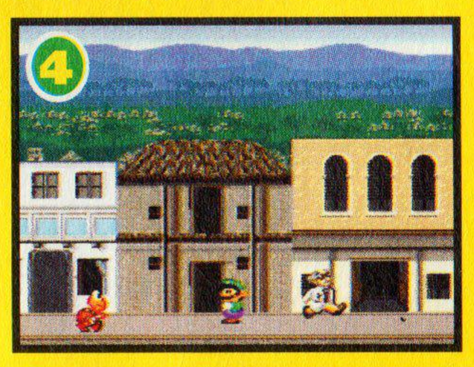
Luigi doesn't know what he's in for as he steps into Bowser's castle...



Mmm... wonder where this is? Better ask some passers-by for clues.



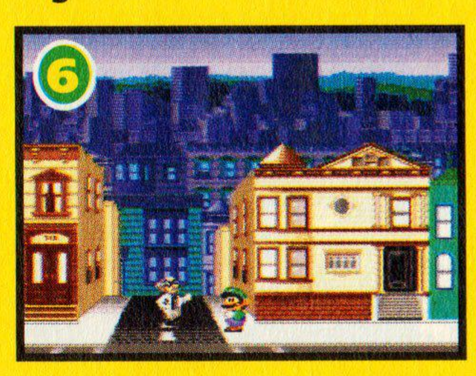
Tricky one to identify, this, except that the buildings look a bit oriental...



Phew, it's a bit warm here, and we've picked up a spear as a clue...



They probably play a lot of Tetris in this famous capital. (Tricky, huh?)



This city's famous for people going there in the '60s (clever clue, that).



Free a set of cities and meet the boss!

Mario Is Missing

Looks

- Cute, colourful, detailed, slick, funny and altogether brilliant

Sounds

- The effects are good but the title track is excellent, subtly remixed for each city

Gameplay

- Engrossing and educational – but ultimately a bit shallow

Lifespan

- With 25 cities to 'liberate', there's lots to do, even with passwords

The bottom line

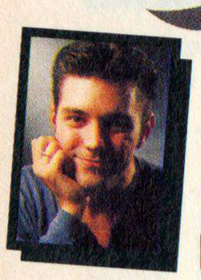
"Most educational software is as dull as anything, but this is the exception. Not only is it a great game in its own right, but it's a useful learning tool as well"

- Levels ..... 25 cities
- Difficulty ..... Medium
- Continues .. Passwords
- Release date . September

Final score
92%

James Pond's CRAZY SPORTS

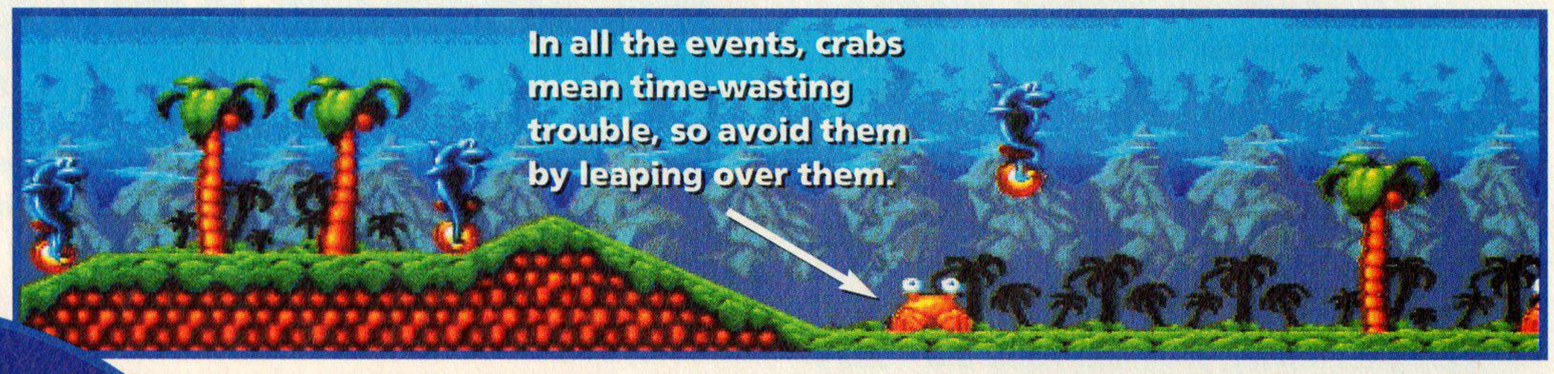
For Super NES (1 player) **From Storm** **Price £45**



Jim Beaven – fish or fowl? (Well, he looks pretty foul to us.)

There's something fishy going on here (*groan – FRANK*), but I can't quite plaice it (*double groan – FRANK*). Maybe it's got some-'fin' to do with James Pond starring in a multi-sports game. *(Right, that's it – no more fish jokes! – FRANK.)*.

Er, sorry, but Crazy Sports kinda gets you that way. The game is packed to the gills (sorry!) with pathetic piscean puns, from a difficulty level called James Ponda's Workout to an event titled The 100 Meters' Splash. You're so busy grimacing at the terrible wordplay that it's hard to concentrate on the gameplay, but I'll try to describe it for you.



In all the events, crabs mean time-wasting trouble, so avoid them by leaping over them.

MEDALS
The graphics are impressively cartoony. The Shell Shooting event is pretty good

In Tour De Grass, rapid button pressing keeps a unicycling shark pedalling like a, er, well there's nothing like a unicycling shark, really, is there?

Crazy Sports contains eight events, none of which is very original or engaging – they're mostly standard rapid-button-pressing and timed-jumping affairs. Not only are most of the race events ridiculously easy, but you can't even have a head-to-head against your mates – up to four can play, but only consecutively, and with the same characters.

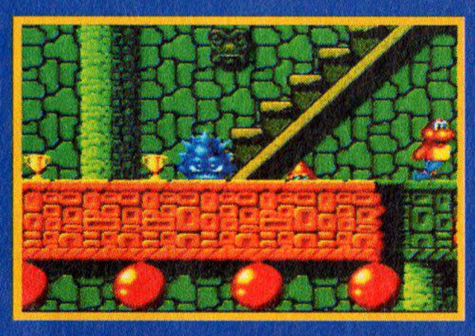
MUDDLES
Not enough going on. Loads of the games are too simplistic, especially 100m Splash and Leap Frog

The graphics are cartoony and the presentation is cheery enough, but there's no meat here – no challenge or sense of achievement. The gameplay is primitive and tests your skills about as much as a TV remote control. **JAMES**

TOTAL! TACTIX

Shelling out

How to pile up the points in the Shell Shooting event.

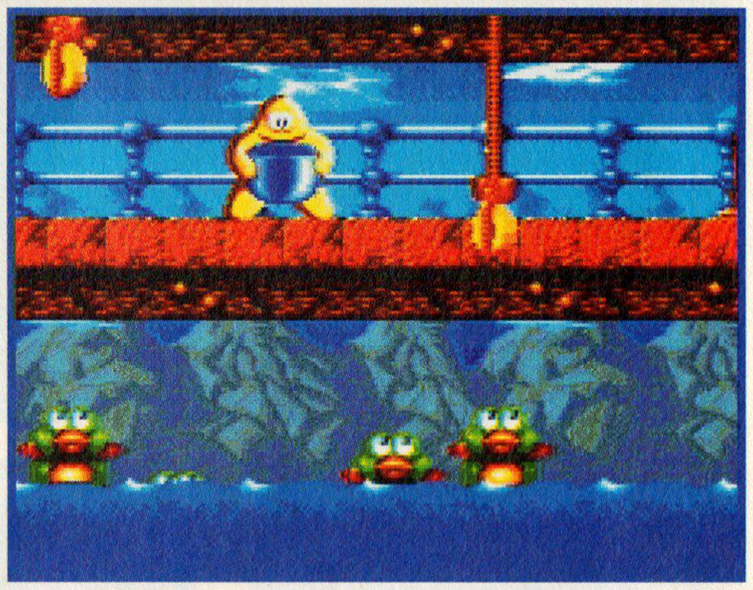


To get to a bonus-filled extra platform in the Shell Shooting event, wait till you see one of the green

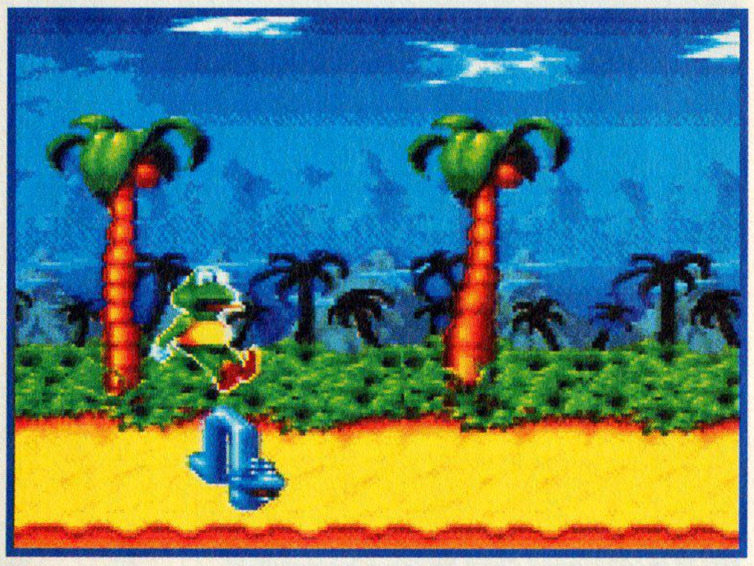


crawly things moving from left to right. Go to the far right of the room then jump on the green crawly

thing to bounce up to the extra level. But watch out – there's a really mean monster up there as well.



Protect these fish from getting caught by anglers by feeding them yourself so they ignore the dangling dolly-mixture bait.



This one's a hurdling-type affair, so once again it's a button-pressing frenzy with lots of running and jumping and not much else.

Crazy Sports

Looks
- Suitably cute 'n' cartoony characters and brash backgrounds

Sounds
- All the pops, squeaks and splashes you'd expect. Functional but hardly inspired

Gameplay
- Extremely limited. Mostly waggling, with a bit of jabbing here and there

Lifespan
- About as long as it takes for Australia to bowl out England in a test match

The bottom line

"Of the events, there's one that's pretty good and two that are passable – the rest are just plain dull. Sure, it looks and sounds gorgeous, but there's simply no substance to it"

- Levels .....8 sports
- Difficulty .....Easy
- Continues 3
- Release date ...Out now

Final score
54%

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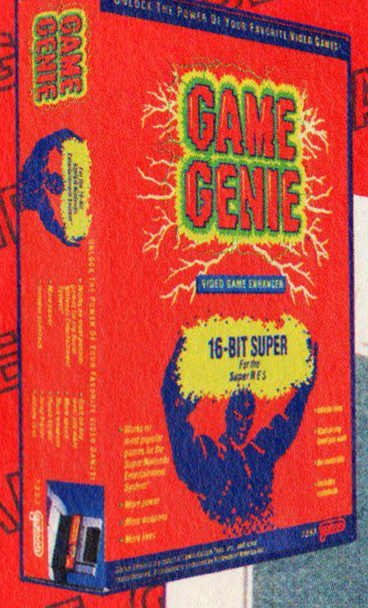

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And a lot, lot more.

Not all effects described are available in all games. Check the Codebook. See if you can spot which games the above special effects come from! And don't forget that Game Genie™ helps you create your own new codes too!

CONTROL A BOSS

MASSIVE JUMPS

TURBO NUTTER MODE

TURN INVISIBLE

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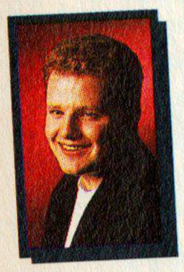
SHADOWRUN

For Super NES (1 player) **From Data East** **Price £45**

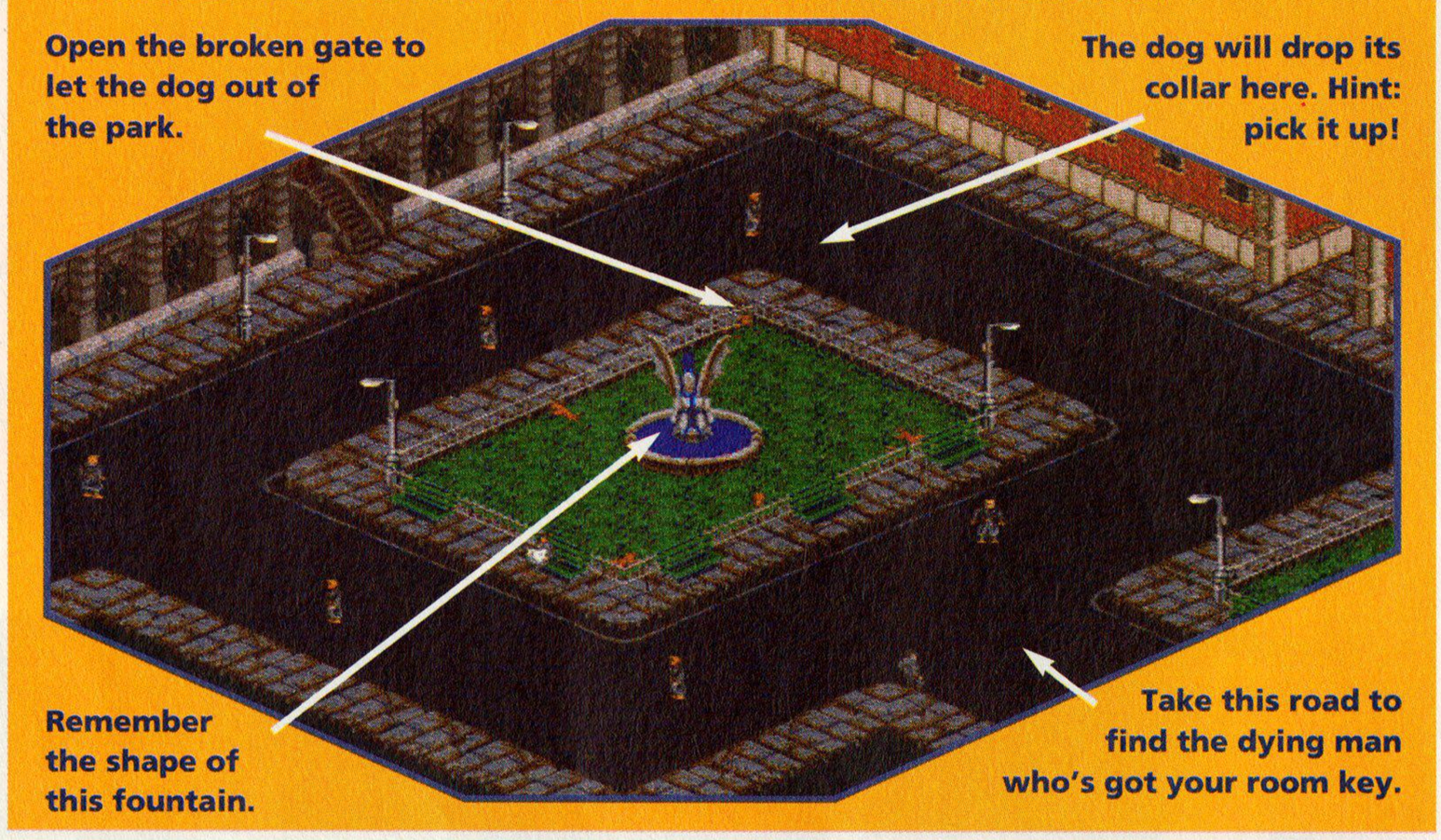


This game is big, mean, moody and violent. It's obviously all about Frank, so it was only fair to let him review it.



Strangely, this is exactly how I feel every morning before coming to work.

The word on the street



Have you ever had one of those days? You know, when you wake up with a thumping headache, you can't remember who you are and an input socket has been grafted onto your head? Then you'll know what it's like for Jake at the beginning of Shadowrun.

SHADOWS
A perfect mixture of strategy and action, with a great mystery plot just waiting to be solved

Shadowrun is a role-player set in a Bladerunner-style cyberpunk city. You play Jake, who wakes up in the morgue to discover he's been dead. Your task is to find out who Jake is, why he's been shot, how he's come back to life and why there's a datajack implanted in his bonce.

If all that sounds a bit complex, don't let it put you off – Shadowrun provides enough mindless violence to satisfy even the most bloodthirsty gamer. In fact, you have to spend much of the game gunning people down so that you can nick their dosh.

As in in any good RPG, you can improve your skills, increase your fire power, learn spells (okay, so it's not pure cyberpunk) and gather together a



He'll be added to the body count soon.



He'll get arrested hanging around on street corners in a long leather coat like that.

TOTAL! TACTIX

Make my day...

... Or, go on, punk, show me where to get a weapon.



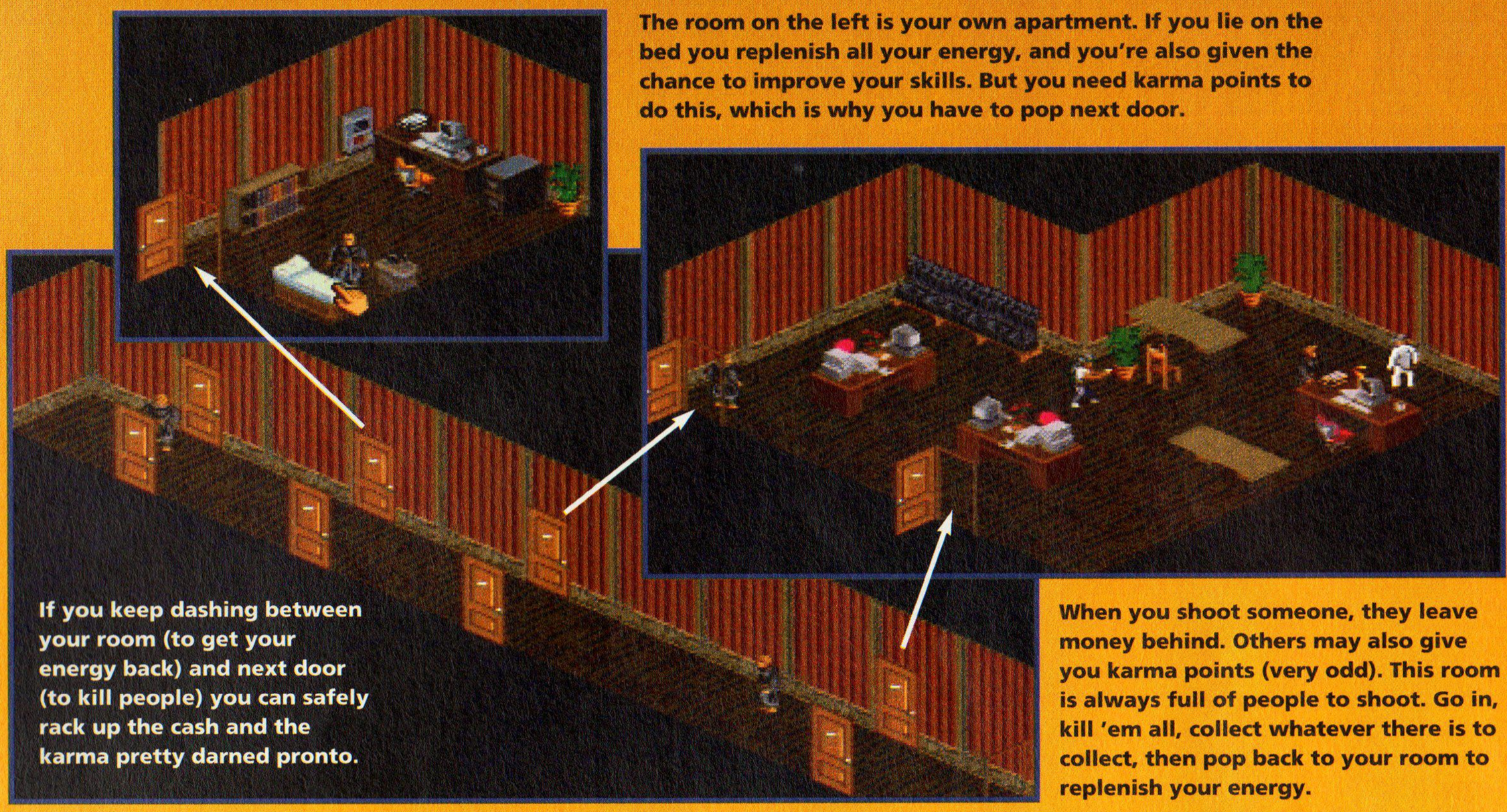
At the start of the game you'll need to find a gun, fast. You meet this fine chap when you first exit the morgue. Follow



him down this dark alley. He gets shot and drops his pistol. Pick and up and blast his killer (whose jacket you can nick too).

Cashing in on instant karma

To get on in this game you need to build up your money and improve your skills. Here's how to do both, fast!



The room on the left is your own apartment. If you lie on the bed you replenish all your energy, and you're also given the chance to improve your skills. But you need karma points to do this, which is why you have to pop next door.

If you keep dashing between your room (to get your energy back) and next door (to kill people) you can safely rack up the cash and the karma pretty darned pronto.

When you shoot someone, they leave money behind. Others may also give you karma points (very odd). This room is always full of people to shoot. Go in, kill 'em all, collect whatever there is to collect, then pop back to your room to replenish your energy.

team to help you out. The puzzley adventure elements of the game are excellent – they force you to stop and think, but none of the solutions is so obscure that you'll never solve it. If you get stuck, just go and talk to people – someone will soon give you a clue as to what to do.

SADDOES
The over-complex controls slow the game down. The sprites look weedy

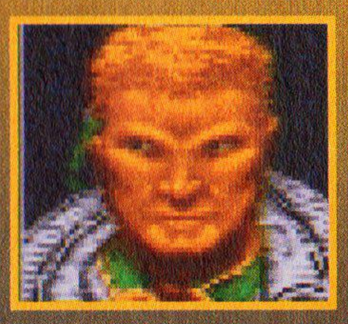
The game's got a vast cast of colourful characters, all of whom you can stop and chat to – but don't try to make friends with the ones who shoot first. The intriguing plot compels you to carry on even if you get annoyingly stuck, and there are some great touches of humour – watch out for the morticians at the very start of the game.

The game's isometric viewpoint works brilliantly, and the backgrounds are excellently detailed. The main problems are the controls, which are a bit convoluted and slow down the pace, and the scrawny, jerky sprites.

If you want a game that's a bit more cerebral than your average shoot 'em up, give Shadowrun a blast. **FRANK**

A big hand for the cast...

It's worth having a chat with everyone you meet to find out useful information.



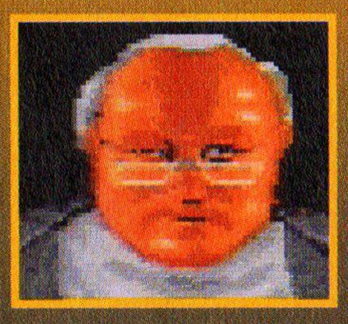
JAKE: This sad, confused character is your character.



BOUNCER: Change of image for the Neighbours star.



BUSINESSMAN: 'I can do you a good deal on grenades.'



RETIRED DOCTOR: You'll find him propping up a bar.



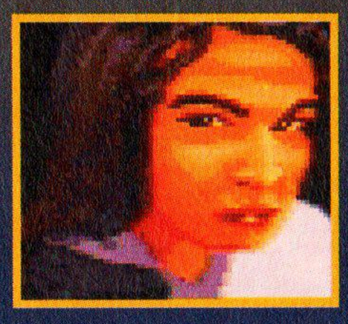
DOG: A spiritual guide (and an old mate of Bouncer's).



BARMAN: He reveals that your usual is iced tea!



ORC: Pay him enough and he'll be your mate.



SECRETARY: Ms Thicko here gives bimbos a bad name.

Shadowrun

Looks

- Very detailed backgrounds, but the sprites are minuscule and move jerkily

Sounds

- Pounding murkily atmospheric music, but the effects are a bit sparse

Gameplay

- The controls are a bit complex but the plot and puzzles draw you in

Lifespan

- When you finish it there's no point in playing again, but it will take you a while

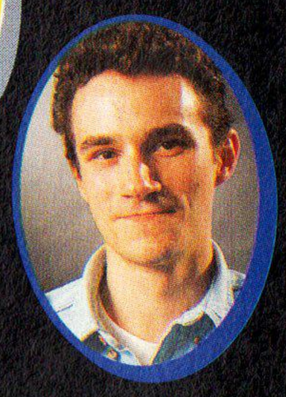
The bottom line

"If you thought all role-playing games were full of wizards, warriors and medieval twaddle, think again. Shadowrun is seriously hip – it's the RPG it's cool to like"

- **Levels** .....One big one
- **Difficulty** .....Tough
- **Continues** ....Save game
- **Release date** ...Out now

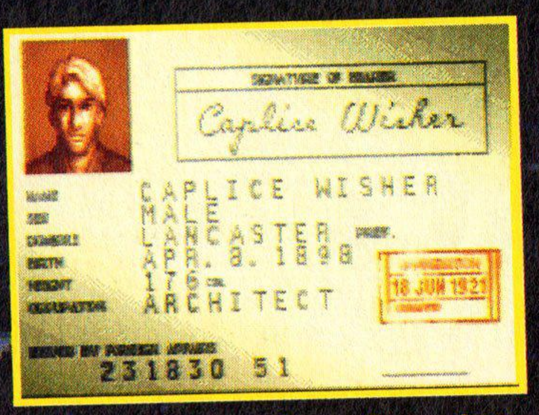
Final score
81%

SNES ROUND-UP

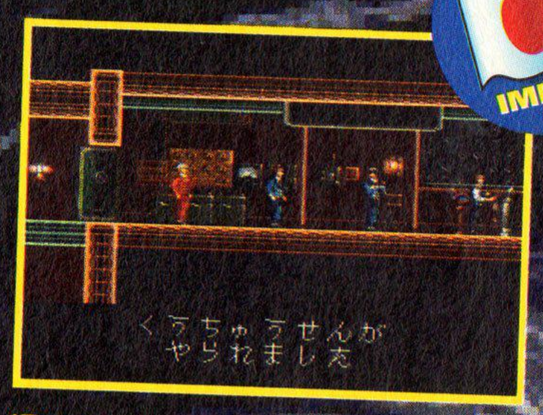


Chris Buxton checks out some of this month's more obscure Super NES titles – US and Japanese imports and a couple of UK games.

Septentrion



You can choose from four characters, including this architect.



'Er, excuse me, Captain, what's that giant wave over there?'



One tidal wave later and the whole ship is upside down.

Ever seen the '70s disaster movie The Poseidon Adventure? It's about an ocean liner that capsizes when it's hit by a huge tidal wave. A few people survive and escape the submerged shipwreck by making their way through the upside-down ship to the hull and the surface. And that's precisely the plot of Septentrion.

It's basically a platform game, but it's a platform game with a twist. Lots of twists, actually, cos as explosions go off the ship shifts in the water and the display rotates in lovely Mode-7-O-Vision. This movement allows you to reach new parts of the ship in your search for the exit (and other passengers to rescue).

This is a fab arcade adventure – one of the best I've played for a long time – which is very atmospheric and very playable. There's one big problem, though: all the text is in Japanese, so you miss out on essential information and don't get the full flavour of the game. If it hadn't been for this, the game would have been a massive winner. As it is, it's just very impressive. We'll have to wait for an English version (if it ever comes) to get to grips with it. **CHRIS**

Septentrion

From Human Price £50

Looks
- Slick Mode 7 rotating display and loads of nice effects too

Sounds
- Atmospheric orchestral score and some good sound effects

Gameplay
- A challenging platform adventure that is great fun and very tense

Lifespan
- It's tough enough as it is, but the Japanese text possibly makes it unfinishable

The bottom line
"A great game which is dead playable and very atmospheric. Shame about the Jap text, though"

Final score
80%

The Chessmaster



The fantasy chess set isn't really that fantastic, is it?

Chess was the first game a computer ever played, back in the '50s, and computer chess games have been with us ever since.

Chessmaster is a decent game but as I'm a bit crap at chess most of its options are wasted on me. There are 15 levels of play and I could just about beat the first one. You can change sides in the middle of the game, get advice from the Chessmaster himself, take back moves, replay a game and view the game in 2D or 3D. There's even a teaching mode for complete chess spods like me.

All these options are useful but unless you're a chess-head you won't get the benefit of them. And that's all there is to say apart from the fact that it's probably the best Super NES chess game (not that I can think of any others). **CHRIS**



Right, let's see. I'm white so I'll move here...



... And, oh bugger, how did that happen? Oh dear.



Fed up with 3D? Then you want Super-Dull-O-Vision!

The Chessmaster

From Mindscape Price £45

Looks
- The graphics are too chunky but it doesn't matter – it's only chess

Sounds
- One awful tune. And I mean awful. It's even worse than Jim's karaoke singing

Gameplay
- A tough chess game. That plays chess. A lot. And that's all it does

Lifespan
- All but the first couple of levels are very hard. If you can't play chess, forget it

The bottom line
"Ignore the drab presentation – this plays a mean game and should test all but the very best chess players"

Final score
79%

Run Saber

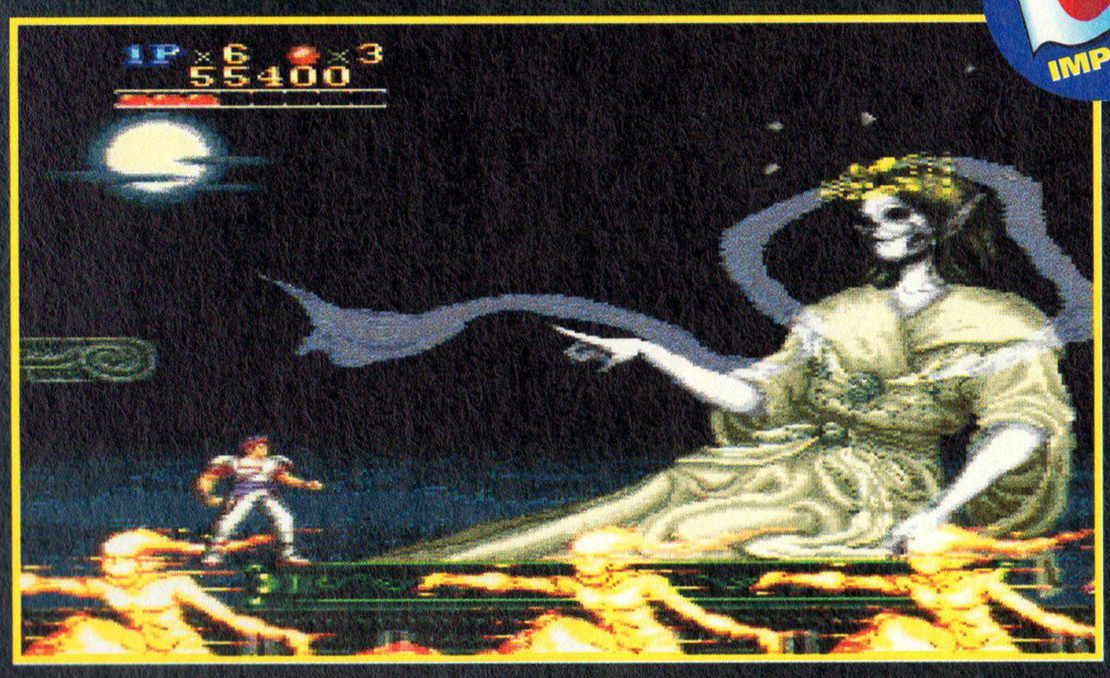


At the end of level 1 there's a fight set on a jet fighter.

This is Strider, Jim, but not as we know it. Yes, Run Saber is a copy of classic arcade platformer Strider, starring a dinky bloke (or a long-haired girlie) who somersaults around the screen swishing a laser sword at tons of bad guys.

You start level 1 in a futuristic city and have to fight your way through impressive-looking stages to finish up on top of a flying fighter plane. Later levels take you to a South American Lost World-ish place full of eagles and dinosaurs (very topical).

Run Saber is an excellent Strider clone which is great fun to romp through but sadly far too easy – it's just a parade through the levels. The designers obviously felt that their graphics were so lush even the cackest gameplayer shouldn't miss out on them, so they made the game dead simple to finish. Even with the adjustable difficulty it's nowhere near enough of a challenge. Shame, cos despite its lack of originality this is really rather good. **CHRIS**



'You! Yes, you! Little bloke on the left! You stand accused of ripping off Strider. How do you plead?' 'It's a fair cop, guv.'



Your main weapon in Run Saber is this Strideresque flamey sword-type thing.

Run Saber

From Atlus Price £40

Looks
- Good-looking platform levels with some great special effects

Sounds
- Okay, everyone else hated the warbly tune but I quite liked it

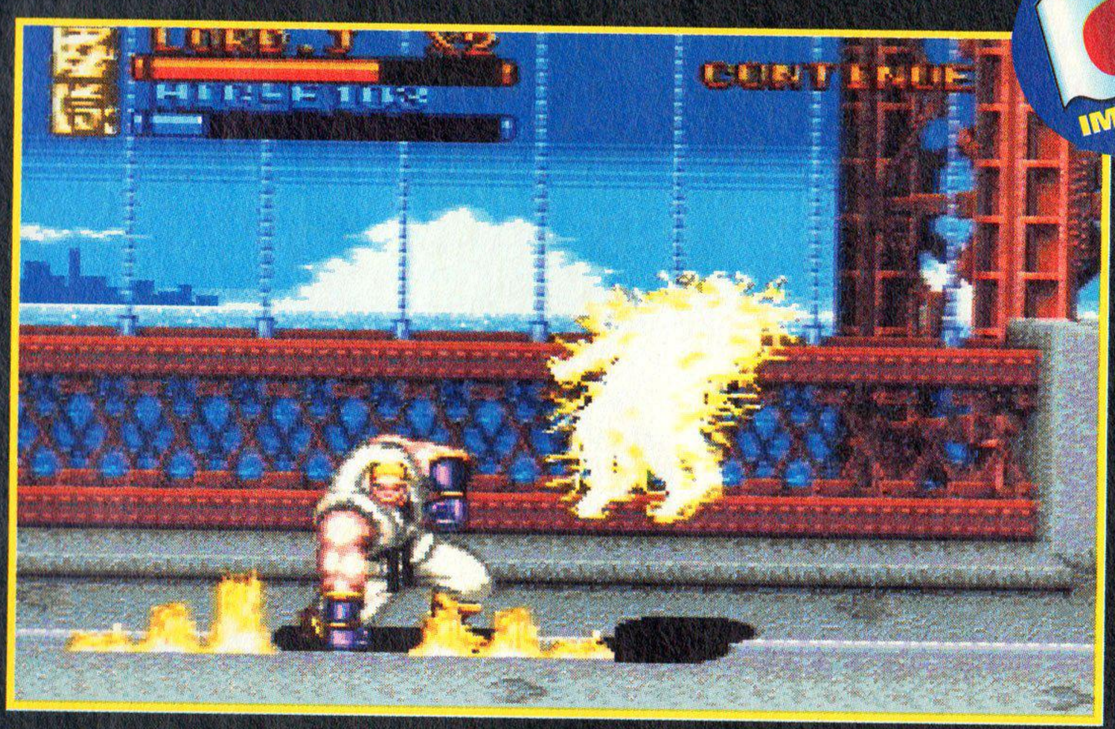
Gameplay
- Strider in all but name. It's derivative, but still a fun and easy-to-play platformer

Lifespan
- Too easy and a little too basic. Fun while it lasts, but that won't be very long

The bottom line
"Lovely little Strider-type game, but it's too easy and the gameplay's a bit basic (just like Strider's was)"

Final score
60%

Rushing Beat Run



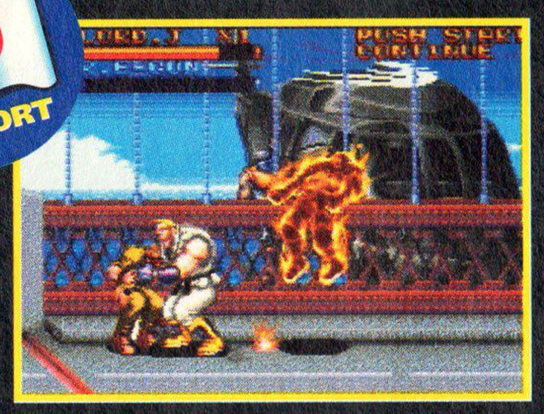
Sparky The Steroid Man shows off his electrifying special move.



Here are all the levels in the game. Don't get too excited.

Roll up, roll up! It's Double Dragony, Final Fighty time again. Rushing Beat Run is yet another in the seemingly endless trail of Japanese scrolling fighting games. Why must we suffer another one? Well, the latest theory is that there's an evil Oriental dictator plotting to take over the world by numbing everyone's senses with repetitive beat 'em ups.

Well, that may or may not be true, but this is indeed a repetitive beat 'em up. It's not a bad game if you like that sort of thing – there are some good backgrounds, five characters to choose from and weapons to pick up – but it has the same problems as all games of this type: it's just too darn boring. Once you've played through the game a couple of times (it is easy) you probably won't bother to play it again. **CHRIS**



On the bridge you get attacked by a big chopper.



Translation: 'Oh dear, I appear to have snotted on my face.'

Rushing Beat Run

From Jaleco Price £45

Looks
- Nice enough, but the Super NES isn't exactly pushed to its limits

Sounds
- Dreadfully tinny and repetitive tune, with some naff effects

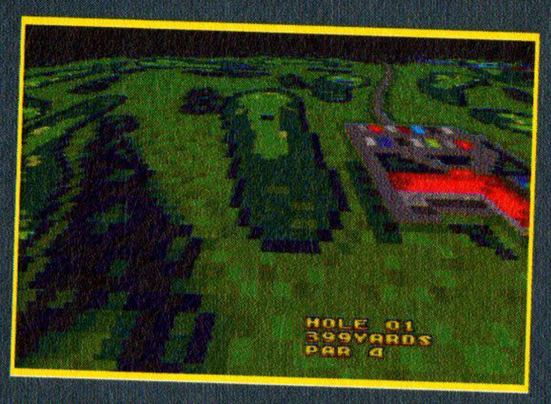
Gameplay
- Not a bad bout of beat 'em up action, but you wouldn't call it exciting

Lifespan
- It may have adjustable difficulty and two player options but it's too monotonous

The bottom line
"Dull plod-along beat 'em up which looks average and gets very boring after a few plays"

Final score
53%

Super Birdie Rush



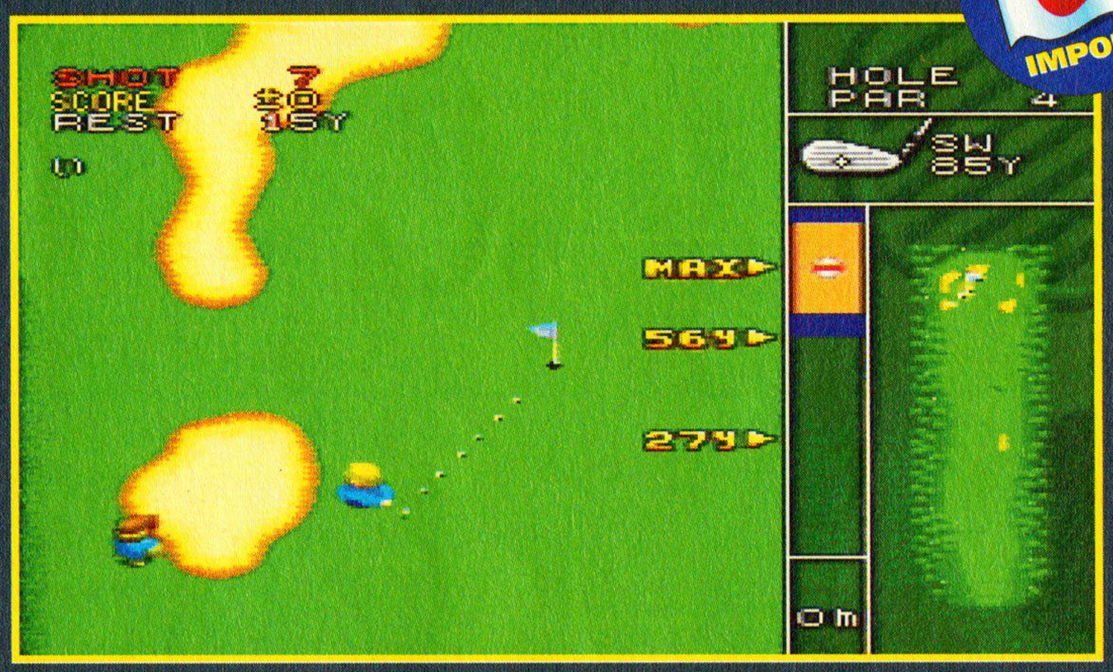
This is the Mode 7 overview of the course. And it's a bit nob.

When did you last play golf? I don't mean the Municipal Putting Green in the park with nine cacky holes or the local Pitch 'n' Putt, but the real deal: 18 holes and four hours of trudging about looking for your ball and waiting for the chartered accountants in loud sweaters ahead to get off the green. Bit dull, isn't it? And a bit hard. No wonder every software house makes a golf game – it's the only way most of us can play a half-decent game.

And a half-decent game is exactly what Super Birdie Rush is. There's no change of view for tees, bunkers or putting – the game's two courses are always seen from directly above. It's really slow between shots and when you hit the ball it really dawdles along. The controls work well enough but the pace of the game lets it down – you'll need lots of patience to finish a round, let alone a tournament.

Super Birdie Rush isn't techy enough for a sim and is too pedestrian for an arcade golfer. It doesn't make the cut. **CHRIS**

GREY IMPORT



You get this top-down view all through the game. Till you get on the green, when the action switches to a shoot 'em up. Maybe.



If you don't stop the power bar in the blue or red sectors the ball goes straight up.

Super Birdie Rush

From Data East Price £50

Looks
- Slow-moving overhead view of a ridiculously green golf course

Sounds
- Annoying and very repetitive tune, together with some average effects

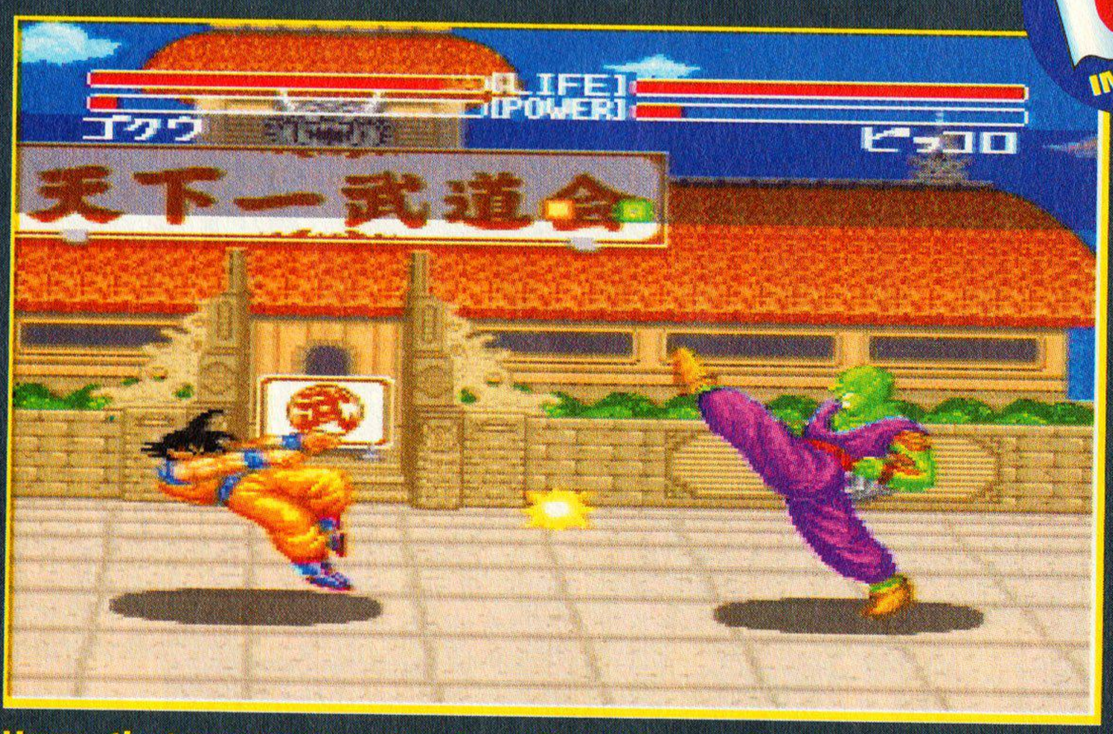
Gameplay
- It's golf. Like every other game you've seen but not as much fun

Lifespan
- Takes a long time to play but it's boring, and there are only two courses

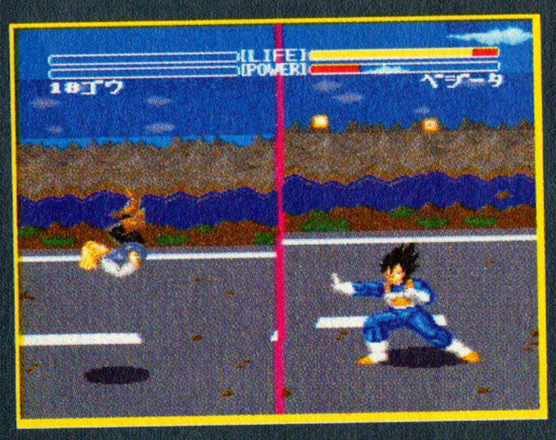
The bottom line
"It looks all right but the top-down view is boring and the whole game is really sluggish to play"

Final score
48%

Dragonball Z



Hmm, that goose-stepping is a bit dubious. Who is that Mr Hilter?



Yes, that pink line *is* meant to be there. And yes, it *is* stupid.

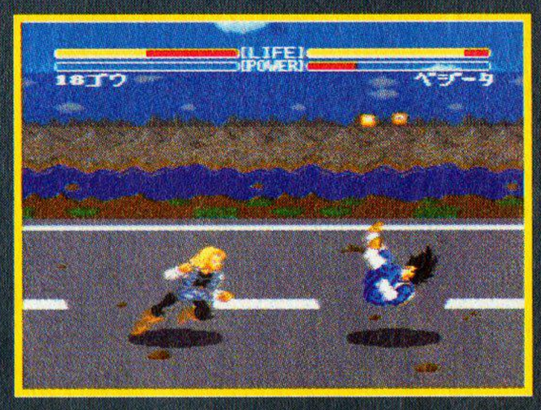
A psychologist would probably be able to get a whole book out of Dragonball Z, the latest Jap Street Fighter II rip-off. Weirdness is one thing but this game looks like it was designed by someone on an awayday pass from the local looney bin.

The usual SFII guff is here – funny characters and different moves and backgrounds – but the game is played split screen for most of the time. Why? C'mon, tell me, why? The whole point of a beat 'em up is that you stand toe to toe with your oppo and slug it out with them. So why do you spend most of the time in Dragonball Z 50 yards away or 20 feet up in the air? I don't know and I don't care. This game's crap. Just don't buy it, okay? **CHRIS**

GREY IMPORT



More split-screen antics. What a great idea that was, eh?



Get off the road – you'll be run over! On second thoughts...

Dragonball Z

From Bandai Price £40

Looks
- Basic Manga-style blokeys and naff backgrounds

Sounds
- A sexy girl's voice and a small selection of nobby sound effects

Gameplay
- Awfully slow and limited beat 'em up. Even worse than having measles

Lifespan
- It's absolutely, completely, unbelievably dreadful. 'Nuff said

The bottom line
"No, please, no more. Take it away, please. Gibber, gibber, gibber, wibblety, wib, wib, burble, gurgle..."

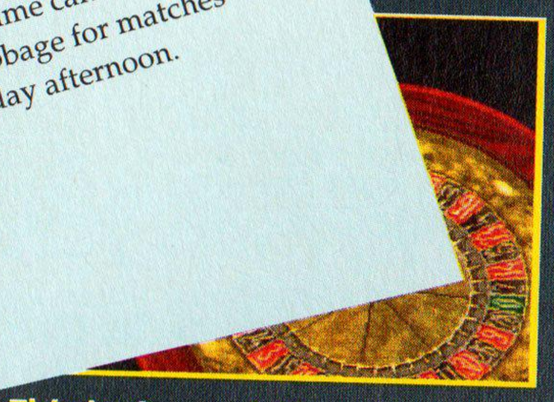
Final score
24%

Las Vegas Stakes

Dear Points Of View,
Why, oh why must software manufacturers insist on making gambling games for computers? Surely the whole point of gambling is that you risk losing lots of money playing games in the hope that you make your fortune. I have just seen a new 'so-called' game entitled Las Vegas Stakes on the Super NES video games system, in which the player visits said town of Las Vegas and proceeds to play roulette, poker, blackjack (the name that those beastly Americans have given to pontoon), slot machines and craps (another Americanism, this time for some sort of dice-rolling game).
All these games have computerised opponents and give you a sum of money to bet with. But as it's not real money there's no tension, no risk and no incentive to play the game whatsoever. The only money that you lose is the money you spent on the cartridge. When will software companies realise that a video game can never capture the excitement of playing cribbage for matches with Mrs Grimshaw on a wet Thursday afternoon.
Yours irately,
Mrs T. O'Tal
Bath



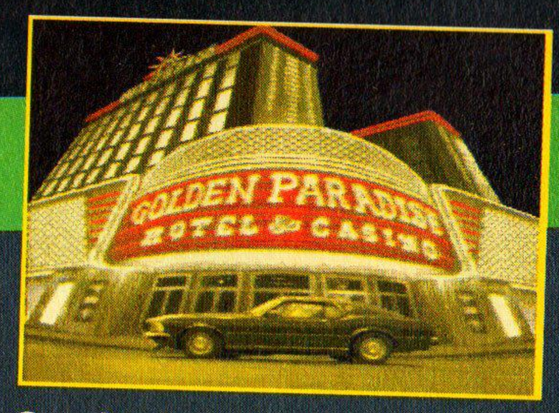
slot machine is slots of fun (oh, ha ha, guffaw, , chuckle, chortle, ho ho, giggle, giggle, etc.).



This is the roulette table. What a shame, you can't see it.



You get to take a 'friend' to the casino with you. Dunno why.



Coo, it's just like that old Vegas TV show. Only even worse.

Las Vegas Stakes

From Nintendo Price £40

Looks
- Intro screens, gambling tables and a few players' faces. Not very atmospheric

Sounds
- Very irritating tune, plus some pathetic dealing-type sound effects

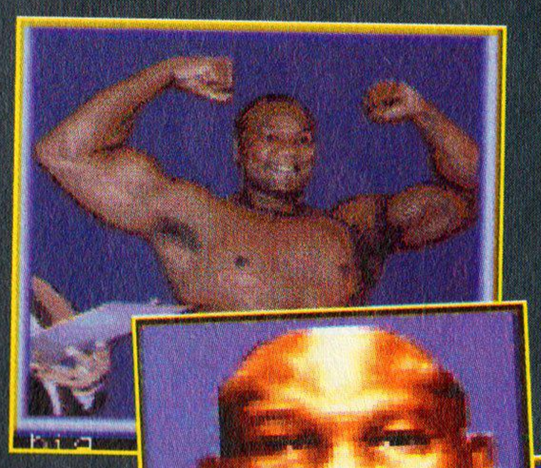
Gameplay
- Gambling games without the actual gambling. Rubbish

Lifespan
- Yawn, yawn, yawn. As boring as a game of bridge with your maiden aunt

The bottom line
"Gambling is a waste of money and so is this game. It's not done badly, it's just utterly pointless"

Final score
20%

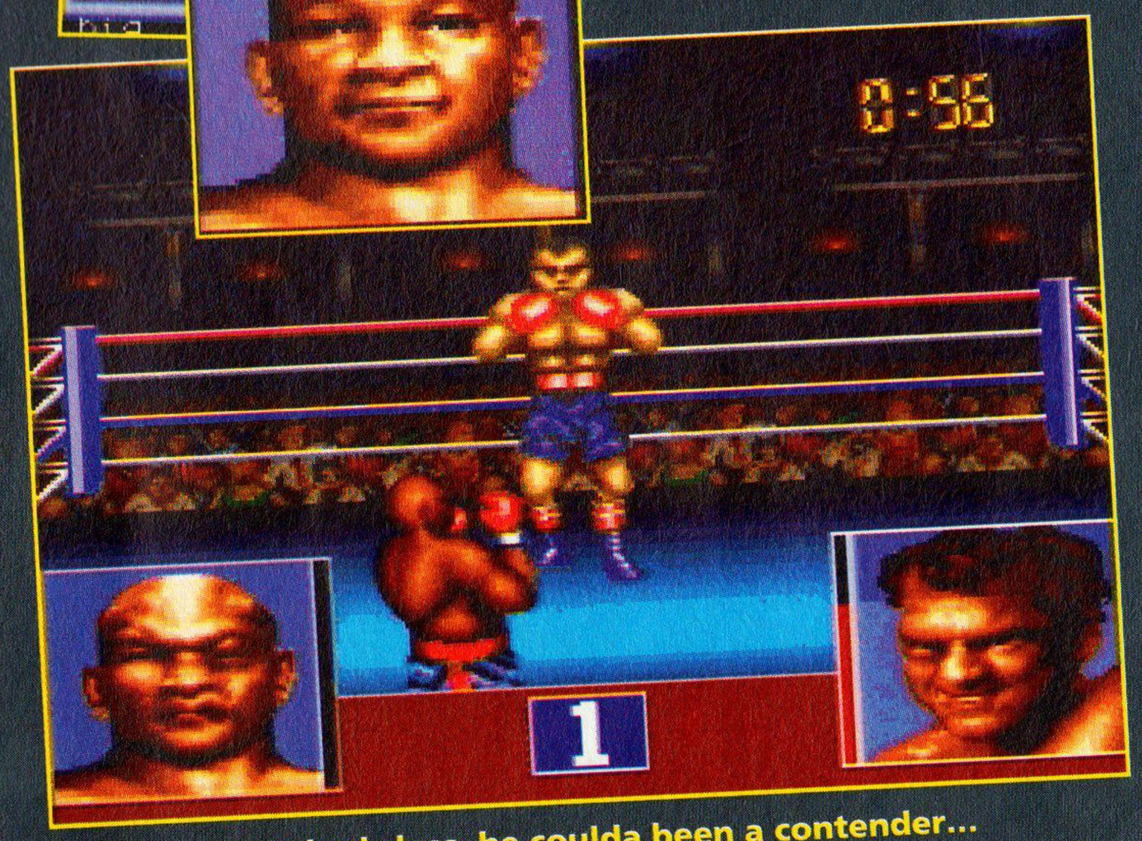
George Foreman's KO Boxing



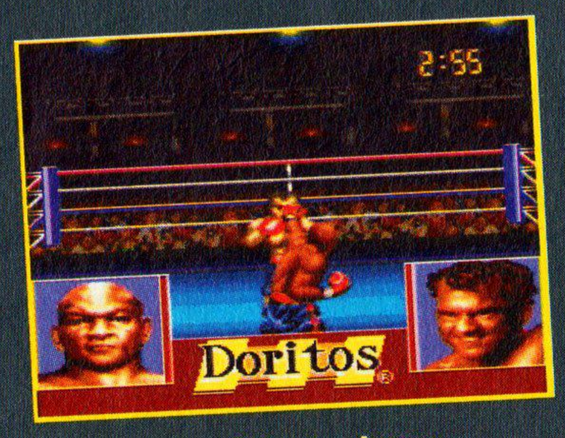
George Foreman is old. Very old. Far too old to be boxing. In fact, he's so old he'd be much more at home watching Thora Hird on a Sunday and complaining about the price of things today and how he never had video games or cars or shoes when he were a lad.

But because old George is built like a reinforced brick privy he can stand in the middle of a ring and take hundreds of punches – which is all you seem to do in this abysmal game.

It's a throwback to ancient boxing games like Punch Out, and even the worst SFII clone (like Dragonball Z, for instance) hgives you more to do than this atrocious cart does. All George can do is lean left and right and chuck a couple of punches. Very boring, very sad, and if anyone ever makes me play it again I'll emigrate. To Bosnia. **CHRIS**



George coulda had class, he coulda been a contender...



... Instead of just a bum, which is what he is...



... No, not that sort of bum. (I don't know, though...)

George Foreman's KO Boxing

From Acclaim Price £45

Looks
- Looks almost as terrible as it plays. Extremely basic stuff

Sounds
- A bit of speech and a few naff jingles. Not very nice at all

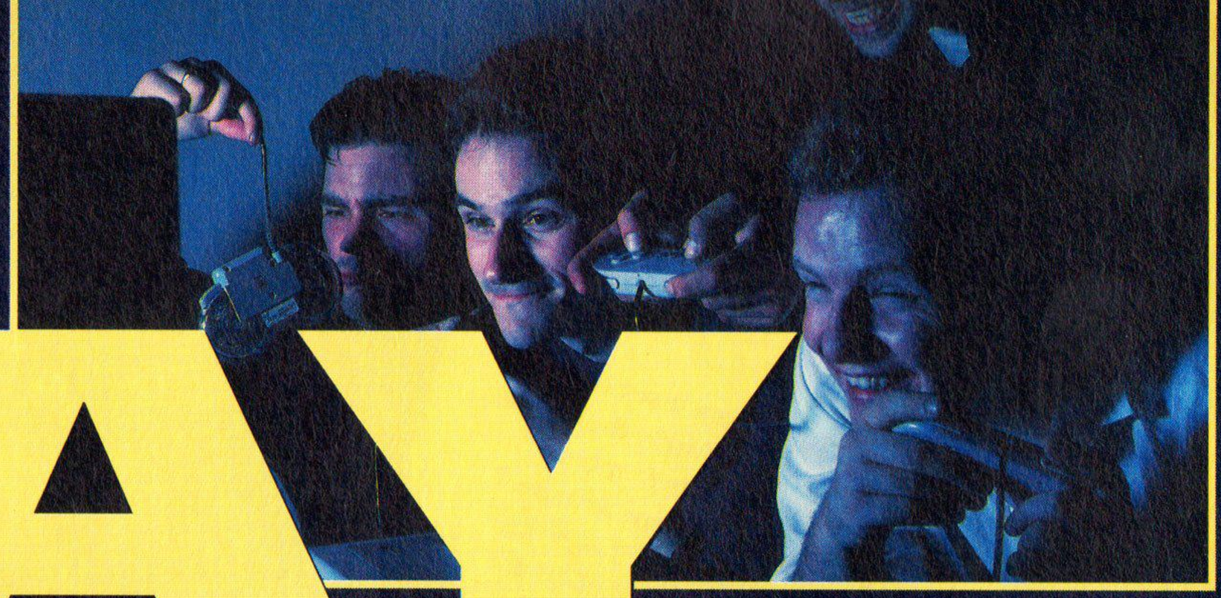
Gameplay
- I'm not sure there is any gameplay but I'll give it the benefit of the doubt

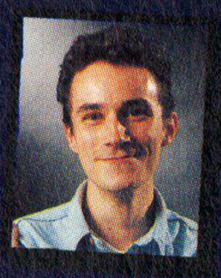
Lifespan
- If you want to play this for a long time you'll need to seek professional help

The bottom line
"Oh dear"

Final score
8%

Four PLAY





Playing with yourself is fine, doing it with someone else is even better, but there's absolutely nothing to beat four-play. It used to be that you could only find multi-player games in the arcades on special custom machines like Gauntlet and the Sprint series, but now Super NES owners can get the full four-on-four experience in their own homes.

Multi-player games are terrific. Computer opponents are one thing but eventually you'll either beat them or reach a certain point when you just can't get any further. The good thing about multi-player games is that your opponents are never predictable, can always be relied upon to do something utterly stupid, and, if they're a bit good, you can 'accidentally' bump into them at a crucial moment in the game.

So what do you need to play a multi-player game? Apart from the techy stuff (see The Bare Essentials, left) you'll need a decent game, so without further ado here's a quick round up of the four-player games available for your Super NES.

The bare essentials

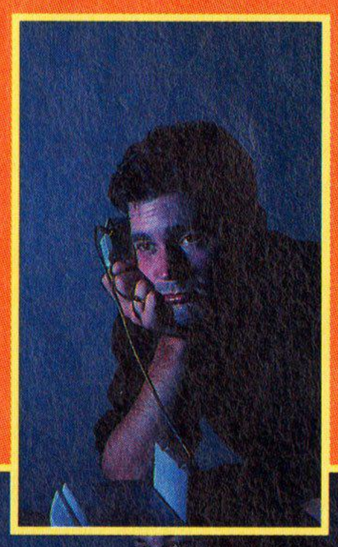




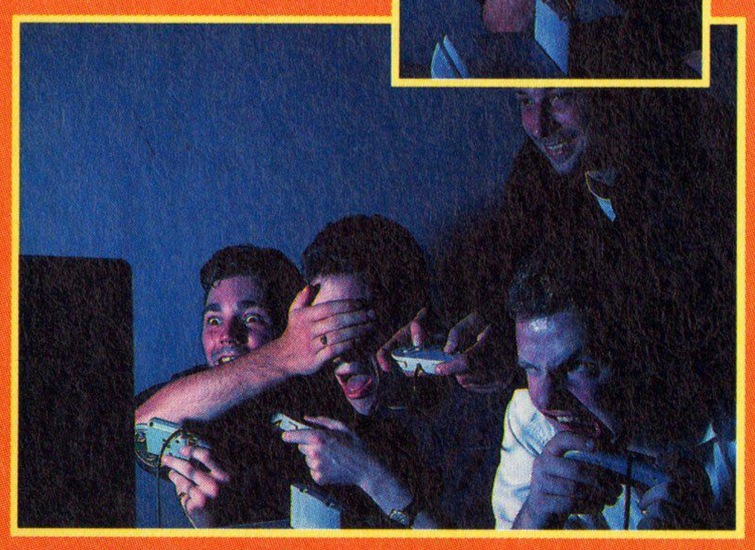
These are the two types of multitap on sale in the UK.

To play any of these multi-player games you'll need a few things: a four-player adaptor (also known as a multitap), two or three extra controllers and, of course, some mates. You can get Super NES joypads from as little as £15-£20 but a multitap will probably set you back nearer £40. Prices are still to be confirmed, but you should find multitaps in the shops in late August.

Friends come a little more expensive, though, especially for poor old Jim – he'll have make do with three people who just happen to work in the same office as him. Never mind, Jim.



Another lonely night in front of your SNES, eh, Jim?



Well, get a multitap and suddenly everyone's your friend. Even these geeks.

SUPER BOMBER MAN



One-player Bomber Man is quite a dull little game.



Add three players and you're in for a great time.



Try the tunnels screen and you just won't get to sleep.

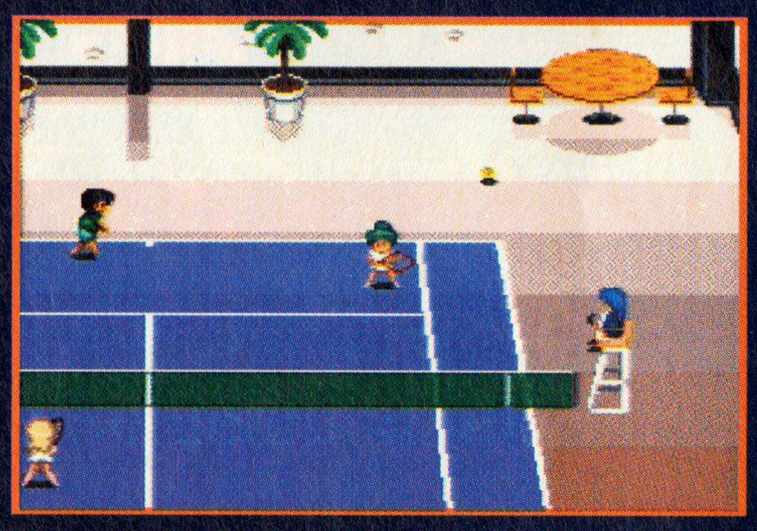
Without a doubt the best multi-player game about is Super Bomber Man. In fact, four-player Bomber Man is one of *the* best games ever. Anywhere. It's played in a single-screen arena (there are 12 arenas in all) and all you have to do is drop bombs, run away before they explode and try to bomb your opponents before they get you. But we've got a bit of a problem with Super Bomber Man. You see, it's just too good. Hours, days, weeks, months, years, lifetimes (*okay, we get the picture – FRANK*) fly by when you play it. The different levels really do all feel different – some are tense, strategic, stalking affairs, others are gibbering, frenzied death chases.

There's no way to get across how utterly fab four-player Super Bomber Man is, so I'll just say that it is. If you don't try it or buy it you're really gonna miss out.

SUPER FAMILY TENNIS

You know how in tennis you get technically very clever (but a bit boring) players like Jim Courier, and really funny (but not very good) players like Henri LeConte? Well, if Jimmy Connors Tennis is Jim Courier then Super Family Tennis is Henri LeConte. Do you know what I mean? Oh well, never mind. Super Family Tennis is easy to get into and good fun for four players. It's full of little gimmicky tricks and stupid courts: there's a court on top of a mountain, one on a beach and another in front of a Shinto temple. Whacko.

The game looks similar to Super Tennis but the controls are pretty limited, which is all right for a pick-up-and-play game, but if you play a few sets you'll realise that there's not enough to it. Four players won't get more than a night's play out of Super Family Tennis, which means it's not really worth the money.



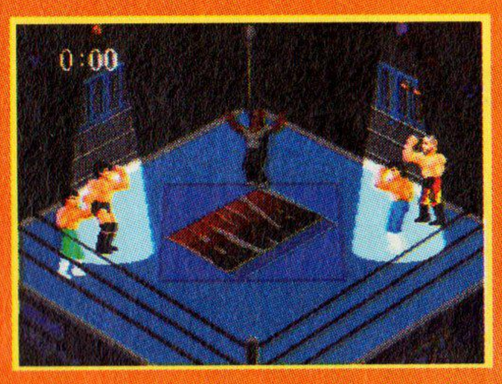
Super Family Tennis is overloaded with novelties but underloaded with gameplay.

SUPER FIRE PRO WRESTLING II

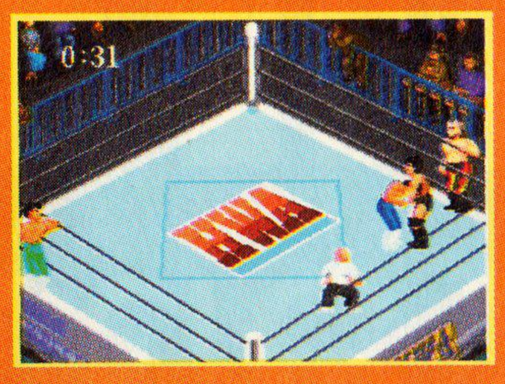
Oh dear. Well, not all four-player games can be great, and this one definitely isn't. It's a wrestling game which is dead basic (and not in a good, Bomber Man sort of way) and, well, appalling in every respect, really. The only four-player option is a tag-team game, so you might as well not bother having four players because you'll never all get to fight at the same time. There are 20 wrestlers to choose from, with one silly move apiece, but the moves are very limited and you don't seem to have a massive amount of control over anything. You'll spend as much time laughing at how ridiculously uncontrollable the game is as you'll spend actually wrestling. Really awful stuff.



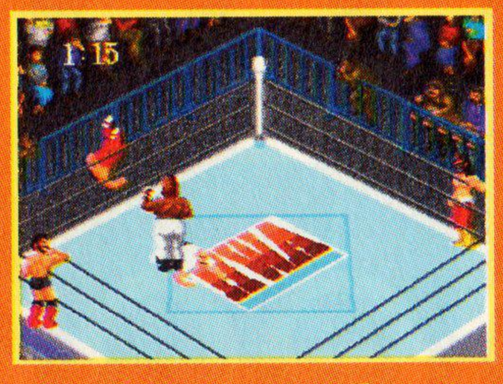
Four stupid-looking wrestlers. Mind you, you'd look stupid if you'd bought this game.



Four-player leotard action? Well sort of, but...



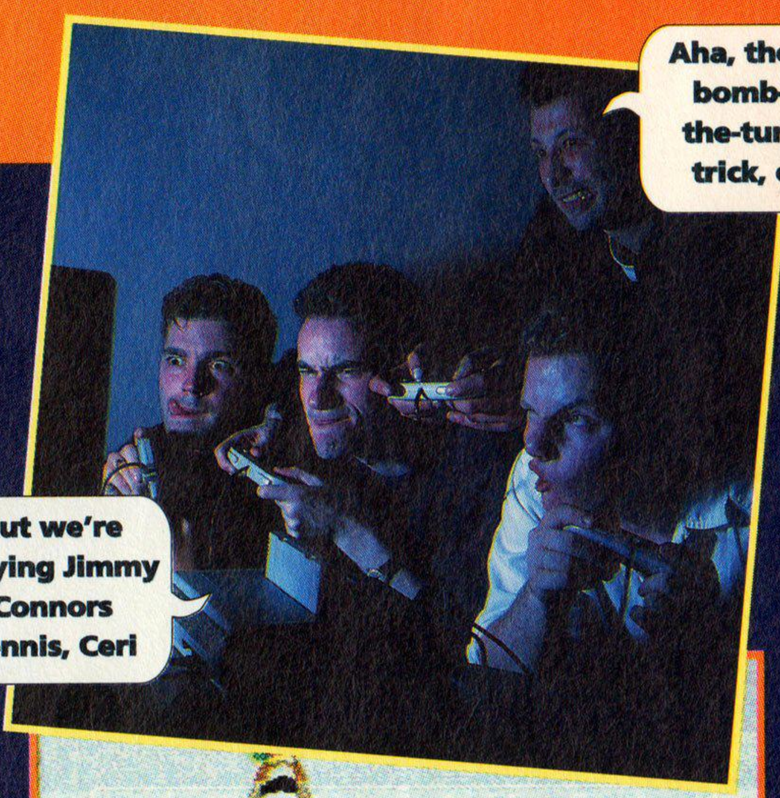
... Only two wrestlers at a time can fight.



The other two wrestlers stand waiting for a tag.

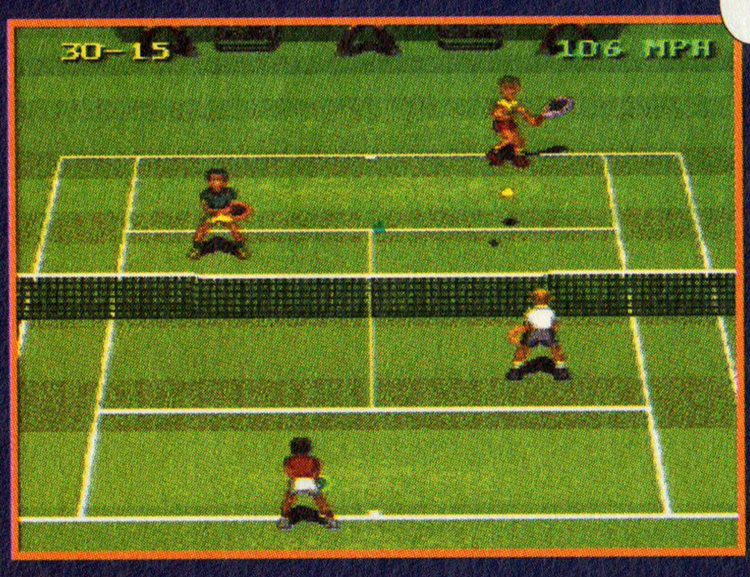
JIMMY CONNORS TENNIS

Old Jimbo can't compete with the likes of Edberg and Agassi at the real thing but his video game is right up there at the top of the rankings. Essentially, it's a re-jig of Super Tennis with more realistic graphics, lots of different courts and players, and a control system that is tougher but arguably more like playing for real. And, of course, it's got a superb four-player option. It's really worth putting the time in to learn Jimmy C's controls – once you do you'll find a four-player game with real depth. And the good thing is that the one-player mode is damn good too.

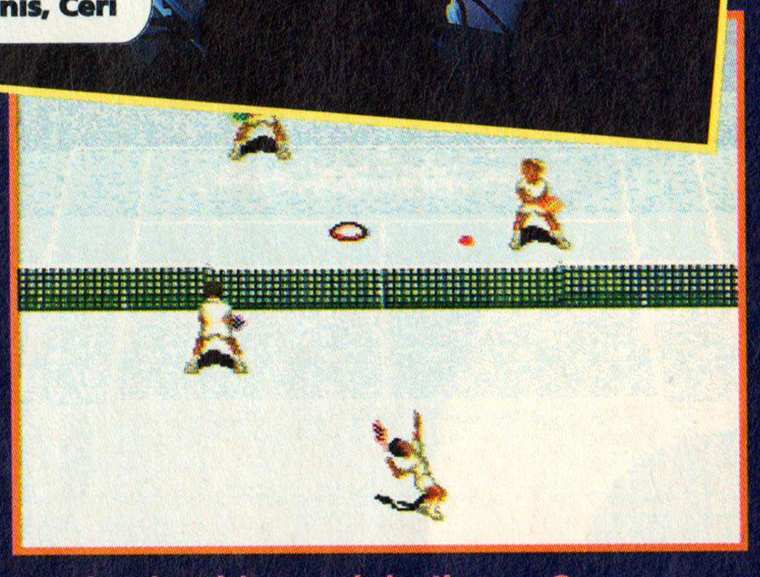




Four-player Jimmy is easy to pick up and has enough depth to keep you going.



The controls are simple enough – even James managed to get them (eventually).



Serving is a bit tough in Jimmy Connors Tennis, so you'll need a bit of practice.

SUPER FORMATION SOCCER II

Yes, we know this looks familiar. That's because Super Formation Soccer I was released over here as Super Soccer and the only new thing the sequel has to offer is a four-player option. The game's looking a bit old now compared to the likes of Striker and the soon-to-be released Sensible Soccer – it's just a very simple arcade game and lacks the 'feel' of a true footy sim.

The controls aren't precise enough for accurate playing, which (as with Super Family Tennis) is no real problem if you're just having a friendly knockabout with a few mates but is very frustrating if you're attempting to have a serious match or tournament.

Basically, Super Formation Soccer offers little opportunity for a proper, tactical game of footy. Unless you were a big fan of Super Soccer there's little to recommend it.



Your players are identified with a simple 1, 2, 3 or 4.



But all four players are right on top of each other.



It's all a bit like playground football – kick-and-run stuff.



And you can *still* move the goalkeeper right down the pitch.

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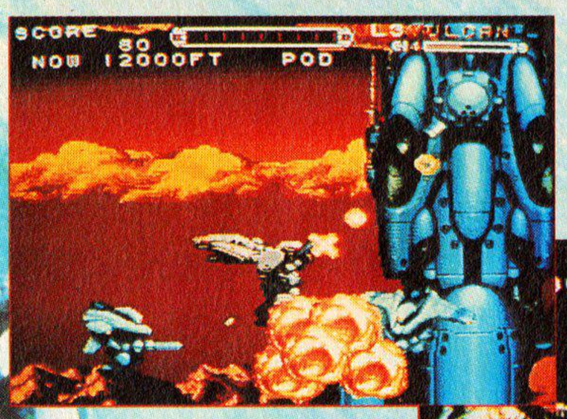

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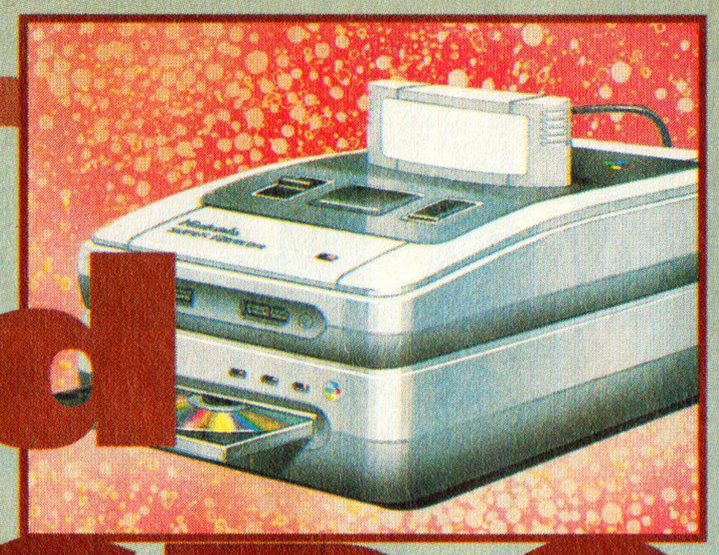
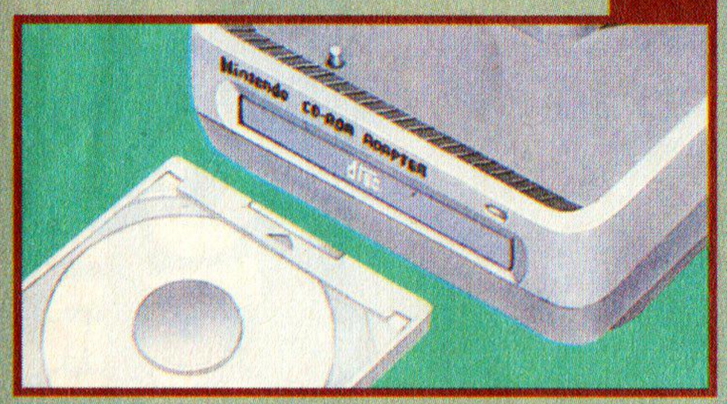
Whatever happened to Nintendo's Super CD?





Haven't Nintendo gone quiet all of a sudden? Last year, just after the Super NES's UK launch, talk was rife of a Super NES CD add-on. So where is it? You've seen the artists' impressions and even read the official technical specifications. Why, then, are Nintendo being so cagey about it? We did a bit of snooping to find out why. It could be good news...

Where is the Super CD?

At the moment, development of the Super CD in its original form has completely stopped. At a recent developers' conference Nintendo officially announced the temporary cancellation of the project, despite the fact that the CD drive, the software and the development systems have already been finalised.

Why the change of heart? The reasons given by Nintendo were that the technology, the market and the benefits were not sufficiently advanced to warrant the release of an add-on unit. Nintendo have spent a great deal of money and time investigating the market, and their findings resulted in the CD-ROM XA being put on hold.

Part of the problem lies with the Super NES itself. Although fab in many ways, in terms of the speed needed to run a CD drive the Super NES is a turkey. Its processor simply isn't up to the job of handling the amount of data that CDs store. So Nintendo developed a CD unit that would basically ignore the Super NES processor and use the machine just as a power supply and video output. We spoke to programmers and discovered that the original development system proposed by Nintendo was unfriendly at best and potentially nightmarish.

Nintendo's main concern, though, was the software. As yet, CDs have done little to expand the possibilities of gameplay. Full-motion video, digitised music and photographs are all simply cosmetic additions which can be emulated or ignored by cartridge software. Why spend loads of money updating your system if it won't update the quality of your gaming life? Fortunately for Nintendo, a rival company did the costly job of finding out first that CD games didn't live up to people's expectations.

Sega suckers

It's all Sega's fault. The fact is, the Mega CD is not what it's cracked up to be. Although it offers a few enhancements over the Mega Drive, it's basically a storage device which lets programmers work in a cavernous 655-meg environment without having to worry about the creative or financial cost of memory. In a word, it's crap. Nobody in their right mind would spend £300 on crap, which is why the machine has performed poorly all over the world.



The Mega CD may have the most expensive marketing campaign, but otherwise it's a cheap and nasty piece of tat with no decent games.

Sega have shipped 100,000 Mega CD machines into this country, but pop down to your local branch of Woolworth's and you'll have no trouble

The competition



3DO

3DO is a hardware standard developed by Matsushita and Electronic Arts on the same principle as VHS video – anyone who wants to make 3DO hardware or software can do so. It's a powerful 32-bit system with graphics that have to be seen to be believed. The first 3DO machine will be the Panasonic Interactive Multiplayer, closely followed by a Sanyo unit. If any CD system survives, it will be this one.

TOTAL Rating ★★★★



Mega CD

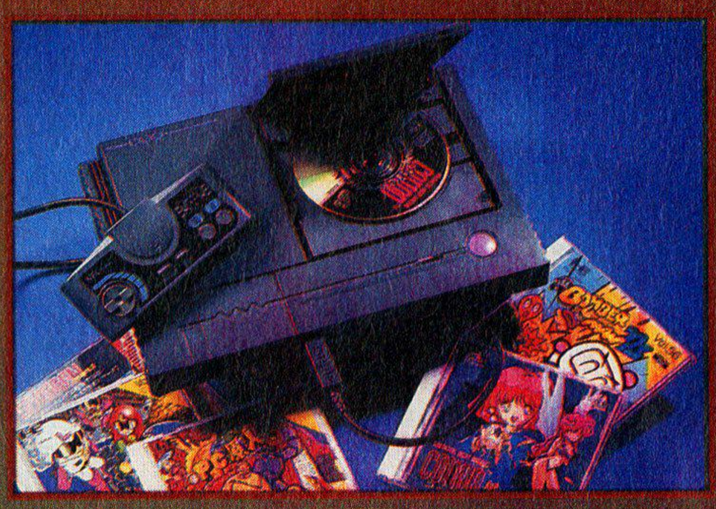
The biggest threat to Nintendo at the moment, but undeservedly so. Based on a JVC-built CD drive with a custom chip to scale and rotate sprites, it's an untidy and shabbily constructed piece of hardware, cursed by programmers for its lack of memory and by consumers for the lack of decent software. Quite shocking.

TOTAL Rating ★★

NEC PC Engine Duo

Although fairly successful in Japan, the Duo will probably never see the light of day in Blighty. Although it's based on sad old eight-bit technology, it's actually quite a fab piece of kit (and it's got Street Fighter Championship Edition, the best beat 'em up available). Launched in America recently, it achieved only moderate success, but it's still more popular in Japan than the Mega Drive.

TOTAL Rating ★★★

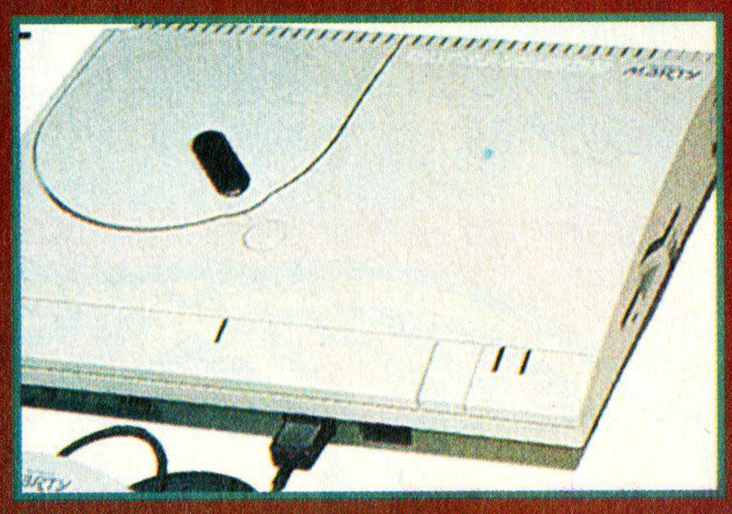




Amiga CD 32

Commodore's back-room boys have been beavering away for some time and are about to unveil the fruits of their labour. Called the Amiga CD 32 (imaginative, huh?), its specs are impressive, but it's just an Amiga 1200 with a built-in CD drive and no keyboard. Commodore are pinning all their hopes on it, but it looks as ill-conceived as the CDTV (see right).

TOTAL Rating ★★



FM Towns Marty

Now, this is nice. A huge, 32-bit super console manufactured in Japan by a huge corporation called Fujitsu, it's similar in some respects to a Duo but much, much faster. There are hundreds of CD-ROM games available for Marty, with a good portion of them very saucy RPGs. Add a keyboard and you can upgrade it to a fully functioning FM Towns PC. Big in Japan but unlikely to reach these shores.

TOTAL Rating ★★★★

Also-rans

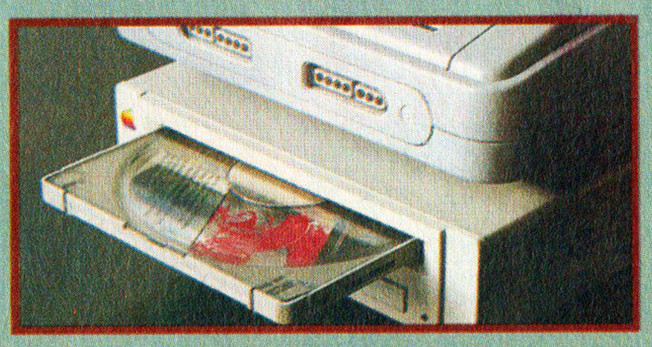
Philips CDi This lumbering CD system was never aimed squarely at any particular market and consequently was doomed to failure. Is it a console? Is it a computer? No one seems to have any idea.

CDTV Tragic at best, this was basically an Amiga 500 with a CD drive added and the keyboard removed. It had no games of any note, no support and absolutely no chance of success (which will probably also be the fate of the new Amiga CD 32). See ya, CDTV.

Pioneer LaserActive Yet to appear in its finished form, this is similar to the Philips CDi with the advantage that it can be upgraded to run Mega Drive and Duo software. Not bad, but horrifically expensive.

getting hold of one. The top boys at Sega, in their infinite wisdom, have spent well in excess of £10 million on the now notorious Mega CD Pirate TV campaign. How they can possibly recoup even the marketing spend (never mind the cost of shipping and manufacture) remains a mystery.

To add to the technical drawbacks of the system and the price of the hardware, someone seems to have made a fantastically stupid mistake. A cart can be manufactured by Sega for around five quid. CDs can be bashed out at about 50 pence per unit. So why does a Mega CD game cost five pounds more than a full-price cart? Sega claim development costs are higher, but they still haven't got one decent game to show for all that development money. Not very convincing, is it?

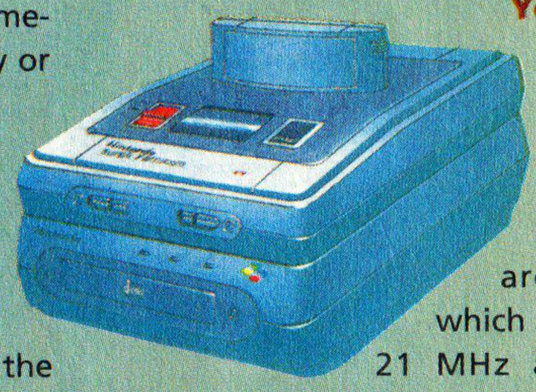


Oh dear. CD mock-ups don't get any dodgier than this Apple Mac drive.

The real problem is that CD has its limits, which is what Nintendo have just realised. Gameplay is gameplay, no matter how much graphical wizardry or digitised footage a game has. The extra memory helps, but it's hardly a quantum leap, and until the price of software comes down the benefits won't live up to the hype.

To the future

So what are Nintendo going to do? Although the Mega CD has not been a success, it has increased interest in the Mega Drive. Surely Nintendo won't just sit back and watch Sega reap the benefits? Well, the good news is that Nintendo still have plenty of tricks up their sleeves. Starwing and the Super FX chip have already increased Super NES hardware sales by 25%, and the next FX-chip game, FX Trax, promises to be even better. It's well known that Super FX developers Argonaut are developing a chip which runs at a stupidly fast 21 MHz and Nintendo may decide to use this in FX Trax and future games.



Yet another artist's impression of the proposed Super CD system.

Nintendo will have to use CD technology eventually, but in what form? The most likely option is a completely new console. As usual, they will watch Sega to see what happens, but don't be surprised if a Hyper NES is announced in the next couple of years. It looks like we'll be stuck with cartridge software for the foreseeable future, but think about it this way: can you name a single Mega CD game that is even half as good as Super Mario World, the first cartridge available for the Super NES?

· **FRANK**

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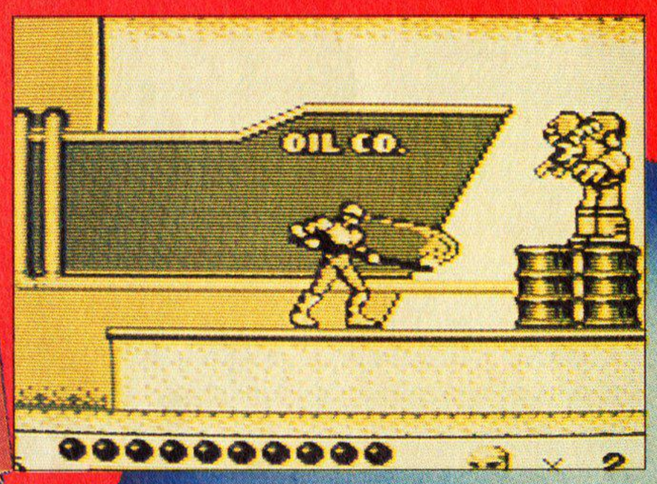

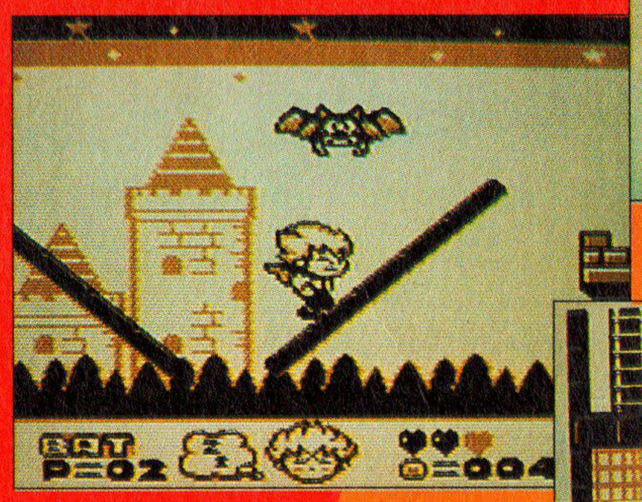

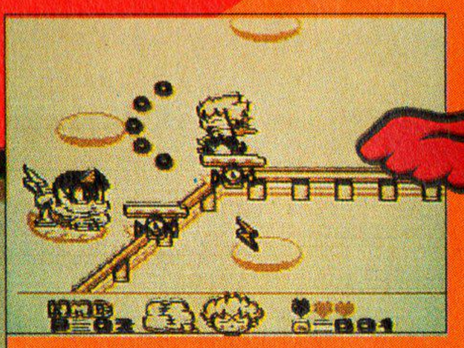

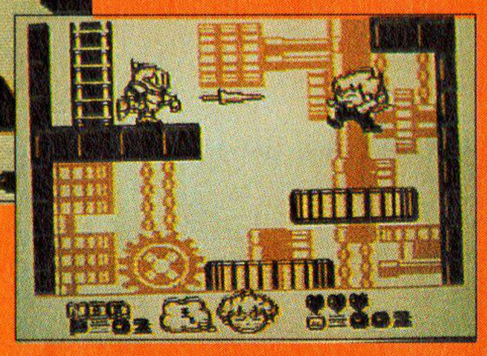

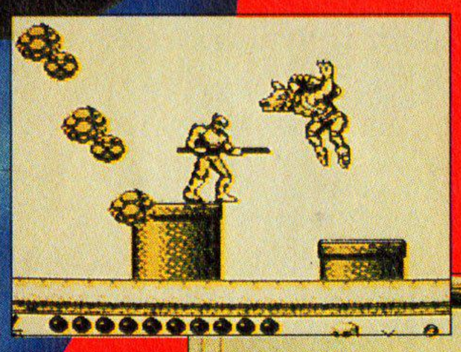

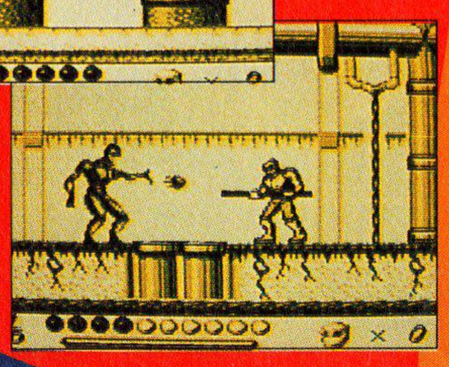

RAGING FIGHTER



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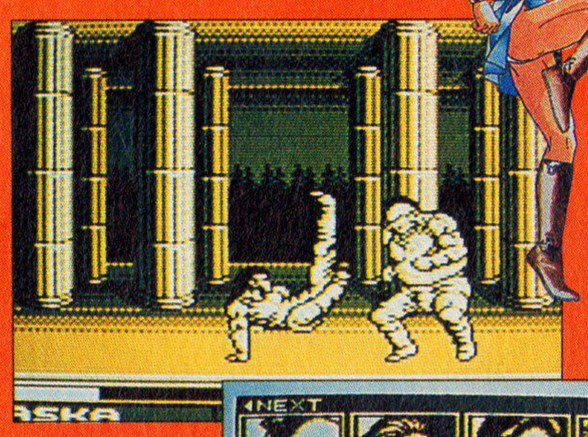

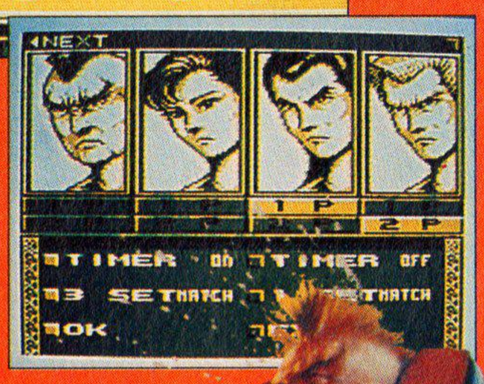

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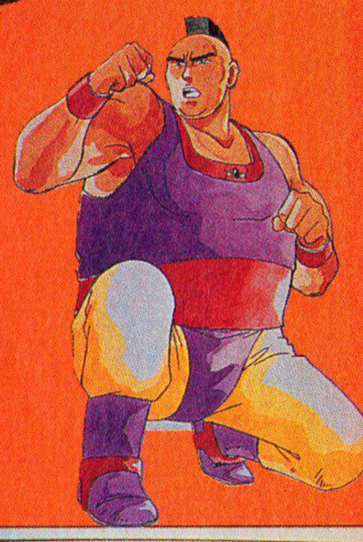

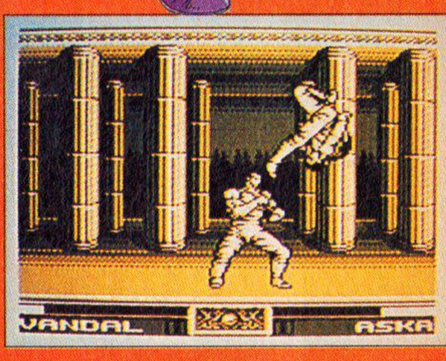



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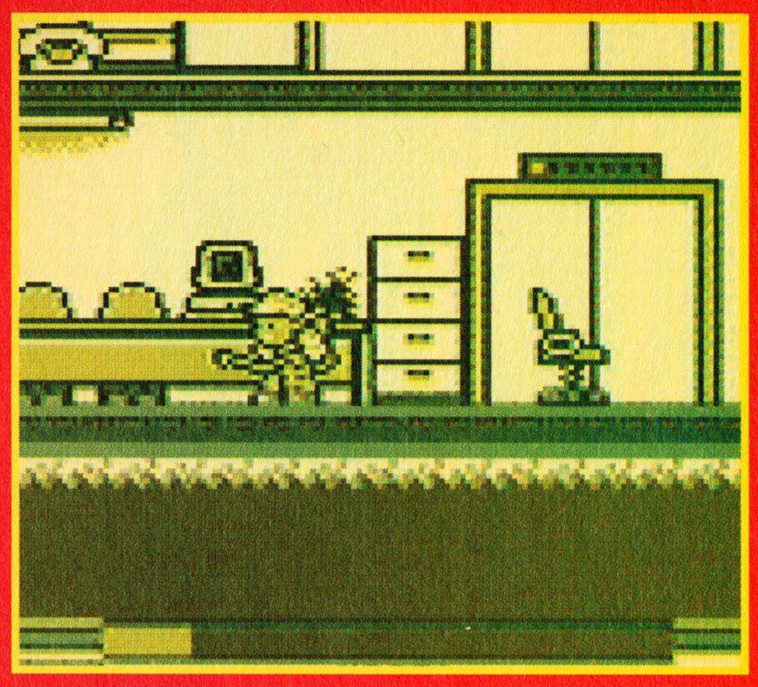
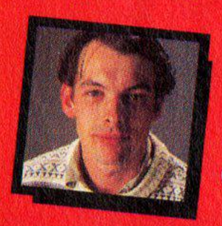
KONAMI

FIREFIGHTER



Swivel chairs are great. We have loads of 'em here in the TOTAL office. Jim's forever spinning around on 'em.

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



TOTAL's resident pyromaniac (and all-round dim type) Andy Dyer dons his fireman's helmet and overalls. And then goes to the pub. Duh!

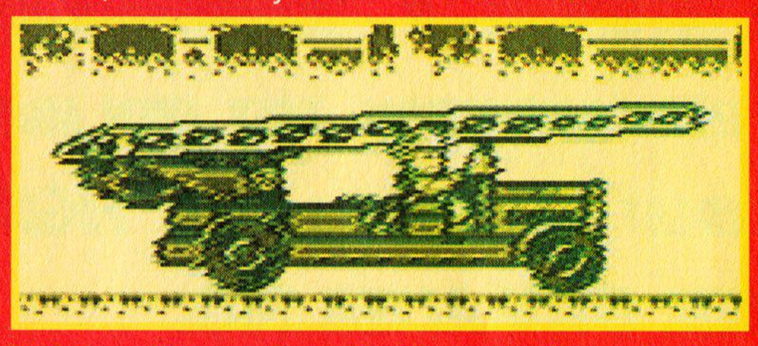
Fire is a dangerous thing. But it's also fascinating (stick with me on this). I mean, picture a big library. The biggest library in the world. Enormous. With loads and loads of books, written by some of the finest minds in history. Then picture a sweaty, drooling geezer in a trenchcoat (possibly). In he comes... With crusty fingers he takes a match from a crumpled box, strikes it and sets the entire place ablaze. Masses and masses of knowledge, destroyed by a tiny piece of wood and a simple chemical reaction.

Thought-provoking stuff, eh? Fire is hot, scary and extremely destructive. (It also makes for some darned fine song titles, such as Light My Fire by The Doors, Play With Fire by the Rolling Stones, or just plain Fire by The Crazy World Of Arthur Brown, but that's another story and, um, I'll just get on with reviewing the game, shall I?)

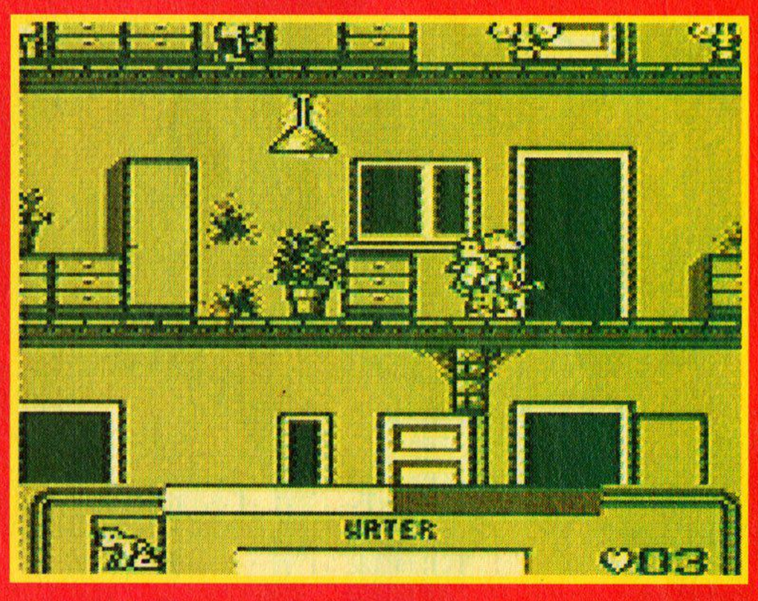
SCORCHERS
Instantly challenging, very addictive, and with a perfectly designed difficulty curve

Stupefyingly enough, in Firefighter you play a firefighter. Armed with your trusty hose and one of those slightly silly helmets, you wander around a series of buildings, dousing the rising flames and rescuing the trapped inhabitants. The areas themselves are splendidly varied – ranging from a nice and easy four-storey apartment block to a much harsher, maze-like underground railway station.

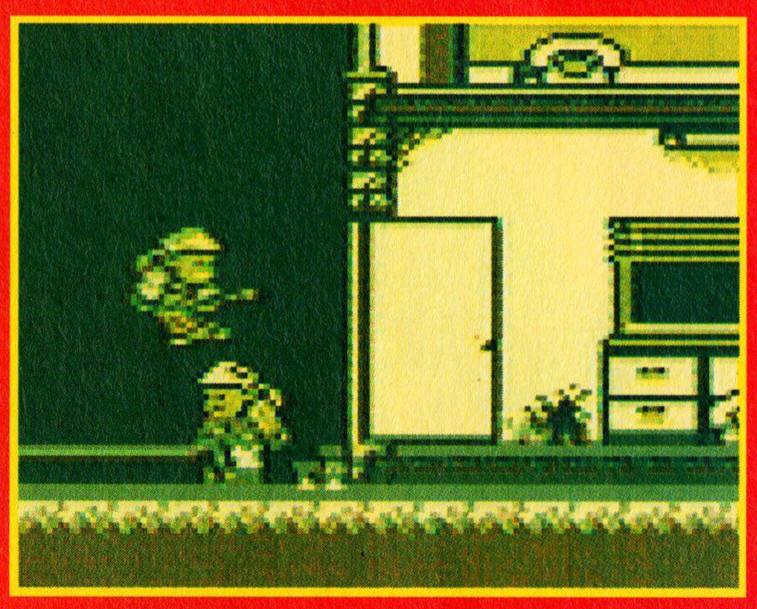
Occasionally, your progress is hindered in an unlikely manner by some normally inanimate objects – toy soldiers, swivel chairs, telephones, etc. – seemingly rendered mobile by some form of heat-induced poltergeist activity. The idea is to balance the tasks of avoiding these enemies, controlling the blaze and successfully locating and



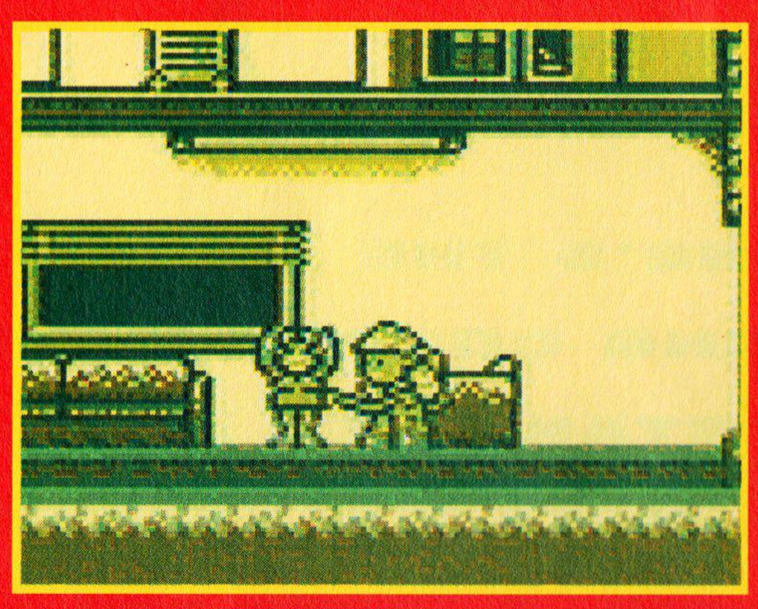
This is a fire engine. It drives to fires. And then puts them out. Usually.



Life in the TOTAL office, #231. After working on the mag for 20 years, the desperate TOTAL team have set fire to the building.

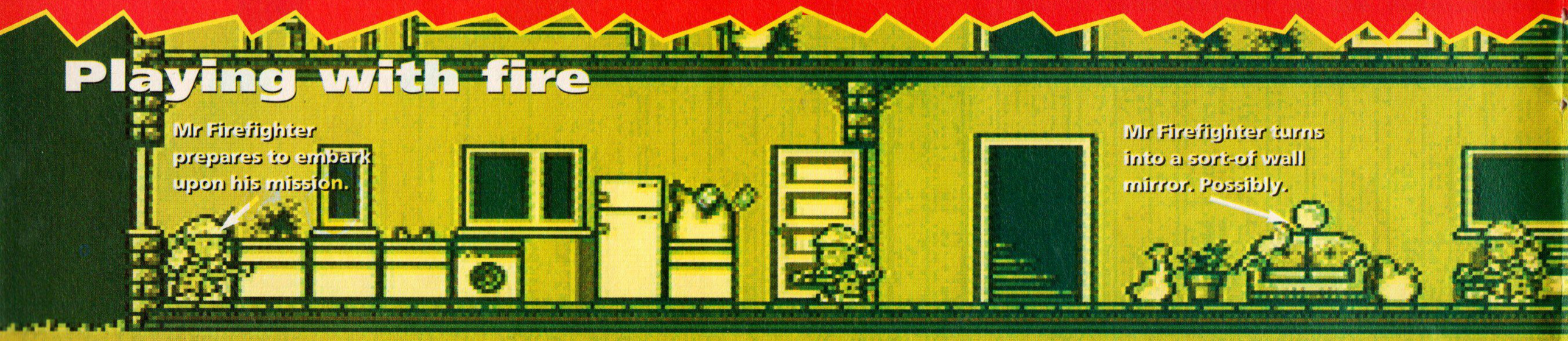


Due to fire-service cuts many firemen can't afford ladders and have to bounce on each other's heads to reach upper storeys.

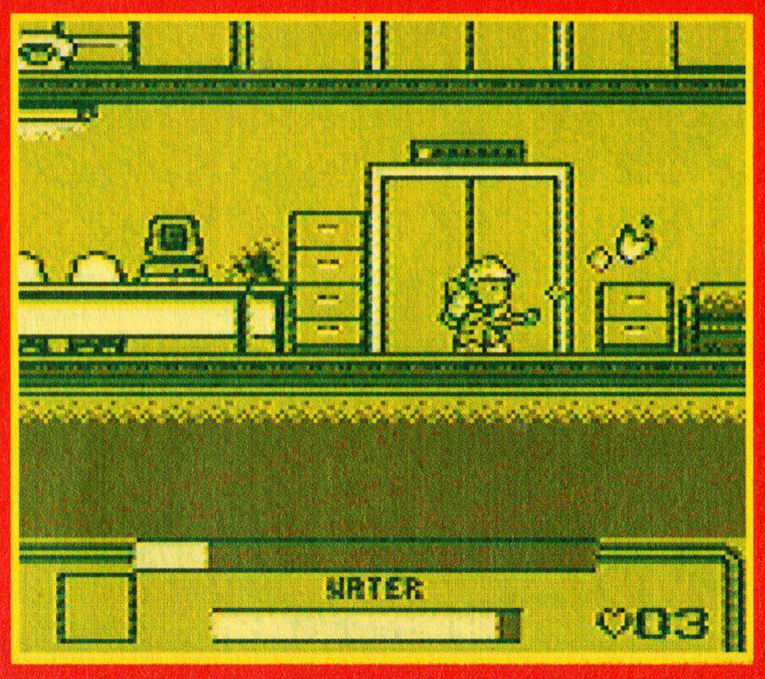


Our firefighter can't resist the temptation of mugging this poor old lady at hose-point and nicking her pension book.

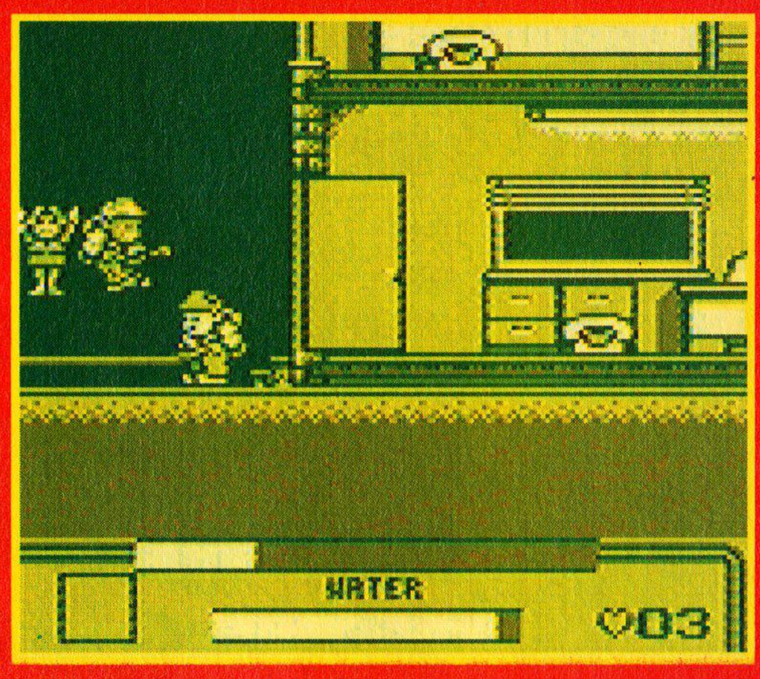
Playing with fire



...IER



Yet another screenshot of several items of office furniture, including swivel chairs.

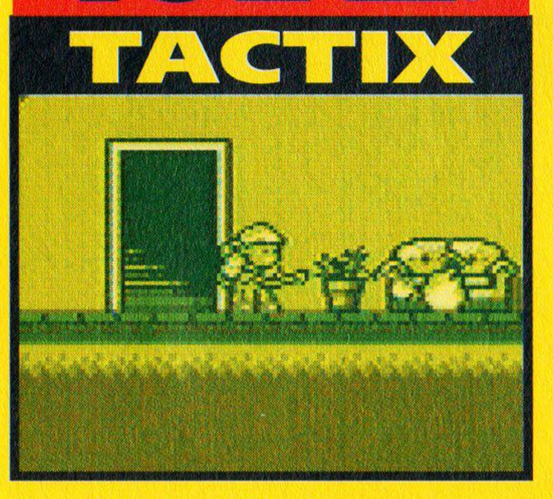


Look! The part where you bounce the people to safety! I love that bit.

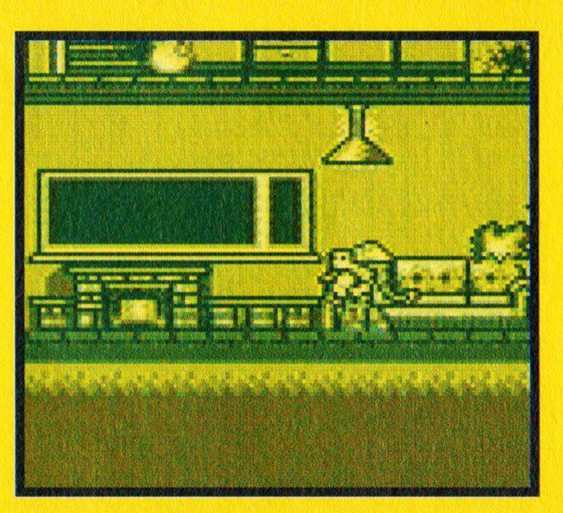
TOTAL! TACTIX

Appetite for saturation...

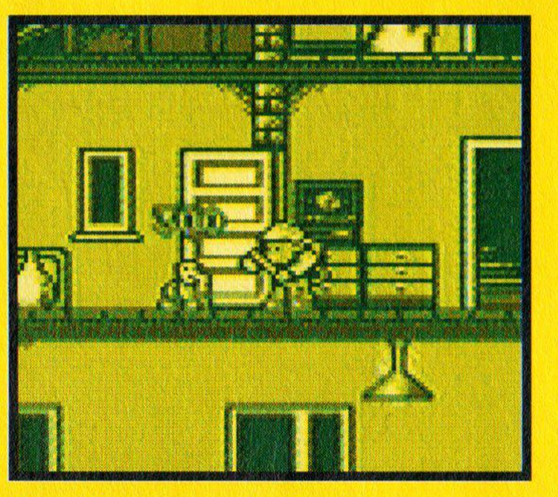
Have a look at some of our flaming great hints on getting through Firefighter



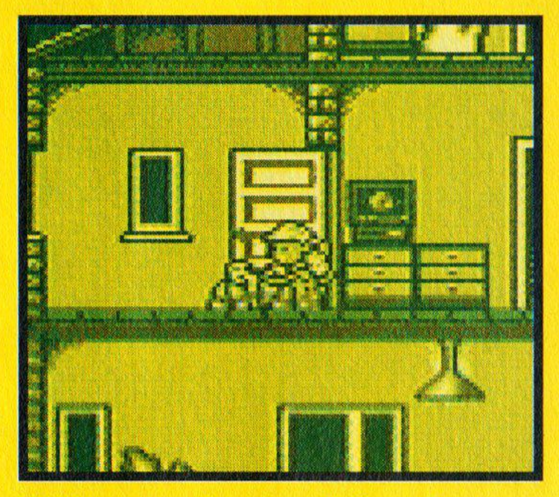
Don't bother tipping water onto the moving fireballs. It only wastes time, and they replenish themselves anyway.



Whatever you're doing, always stop to deal with bits of burning building. Don't go too far out of your way, though.



Use the axe wisely. Overuse it and as you get to higher floors it becomes increasingly difficult to finish the level.

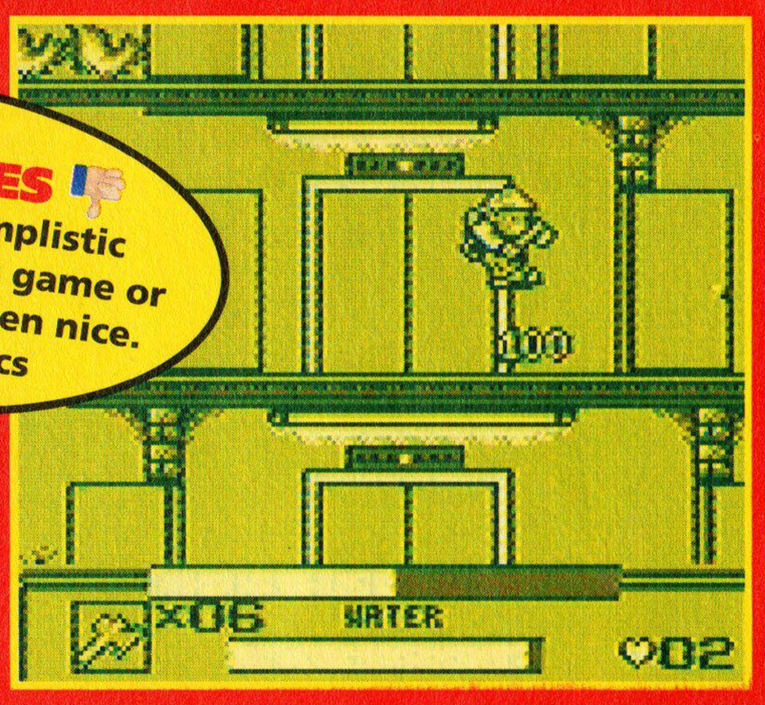


Unless you're stuck for time, don't use windows. It's better to take a longer route down, dousing fire on the way.

rescuing a specific number of people trapped in the danger area. You also have a finite water supply, which can be replenished by passing over water droplet icons. The baddies are despatched by careful use of the similar axe icon.

Firefighter is immediately playable and extremely hectic, with strategies for each level only becoming obvious after several miserable failures. The levels of frustration and challenge are excellently balanced, and control is slick and intuitive. Although the sound is virtually non-existent and some of the graphics are a little murky, overall Firefighter is demanding, addictive and great fun. **ANDY**

TORTURES
Maybe a little simplistic and samey. A bonus game or two would have been nice. Dodgy graphics



Firefighter stamps on a mouse to get some bonus points. Um, I think.

Firefighter

Looks

- Scrappy sprites, especially compared with Alfred Chicken, Mindscape's previous game

Sounds

- Apart from the occasional bleep, there doesn't seem to be any sound at all, sadly

Gameplay

- Lots of action (albeit a bit slow-moving) and an easy-to-control main character

Lifespan

- Not an easy game to beat – a big thing in its favour – but the passwords should help

The bottom line

"A lot more than just another platformer. Tough, frantic and really quite original. Slightly let down by some smelly graphics and lack of variety, though"

- Levels .....Er...
- Difficulty .....Hard
- Continues .....Password
- Release date ...Out now

Final score
79%

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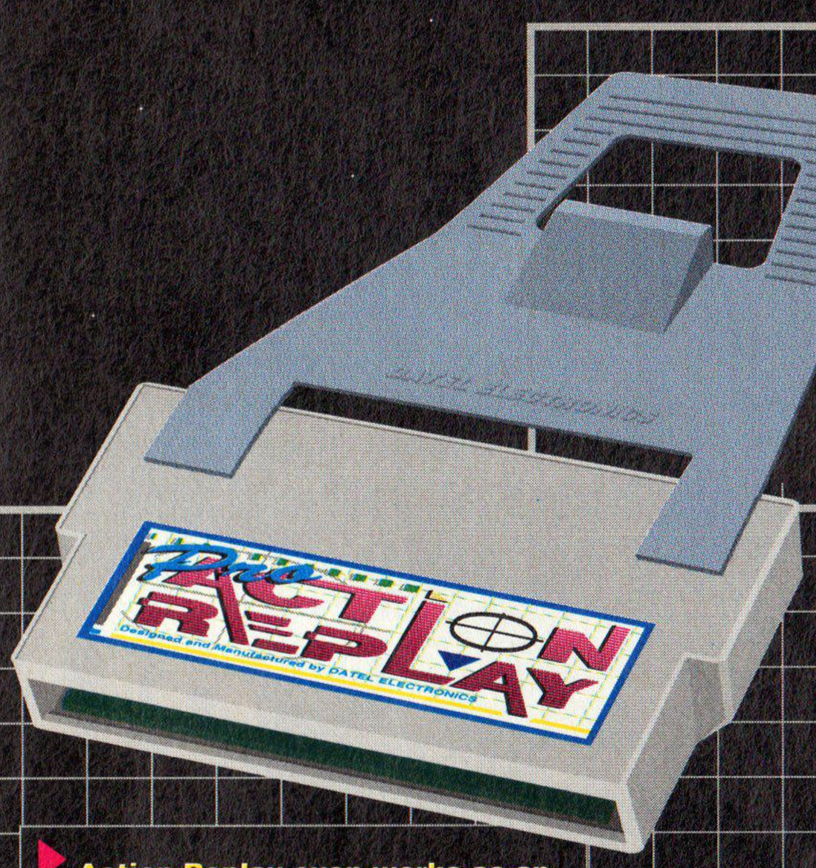

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EDD THE DUCK



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

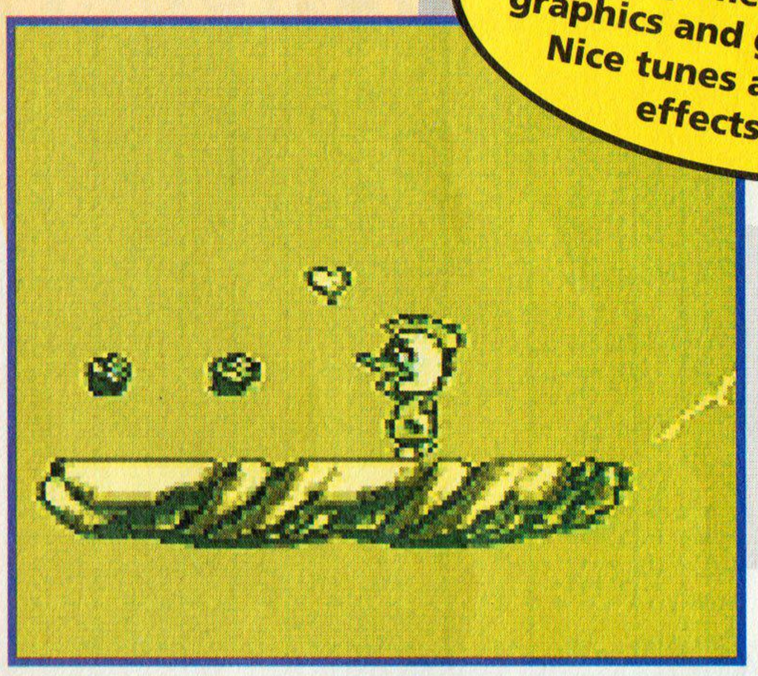
Edd The Duck is small, fluffy and completely incomprehensible. Frank O'Connor isn't small or fluffy.

There's only one character on the planet who dwarfs Arnie. In terms of sheer megastardom, no one's bigger than Edd The Duck. Having reached the pinnacle of his television career, the green-haired bird is now making his Nintendo debut. Mind you, this isn't his first video-game role. Ol' Duckface has already appeared on other home computer formats, but those games were a bit cack. Let's see if the Game Boy title is an improvement.

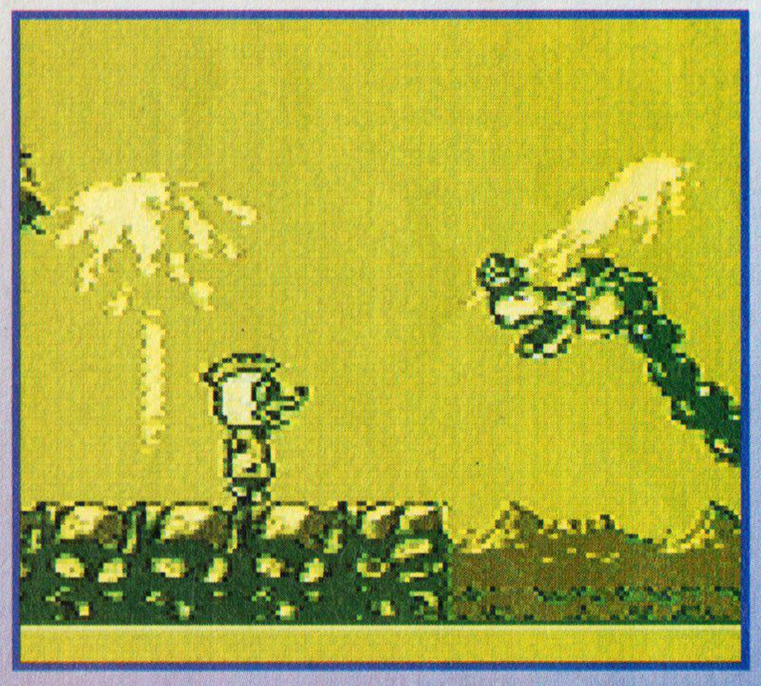
I FLUFFS I
Fast gameplay, slick graphics and good design. Nice tunes and sound effects too

Well, surprise, surprise, it's a platformer. I mean, there's a real shortage of platform games these days, isn't there? This one doesn't offer anything original in terms of gameplay or graphical techniques, but it's quite a respectable example, with lots of Mario-type jumping and a fair bit of Sonic-style racing about. Unfortunately, though, everything moves at such a speed that it's often impossible to see what's coming next. You'll probably spend a lot of the game falling down unexpected chasms.

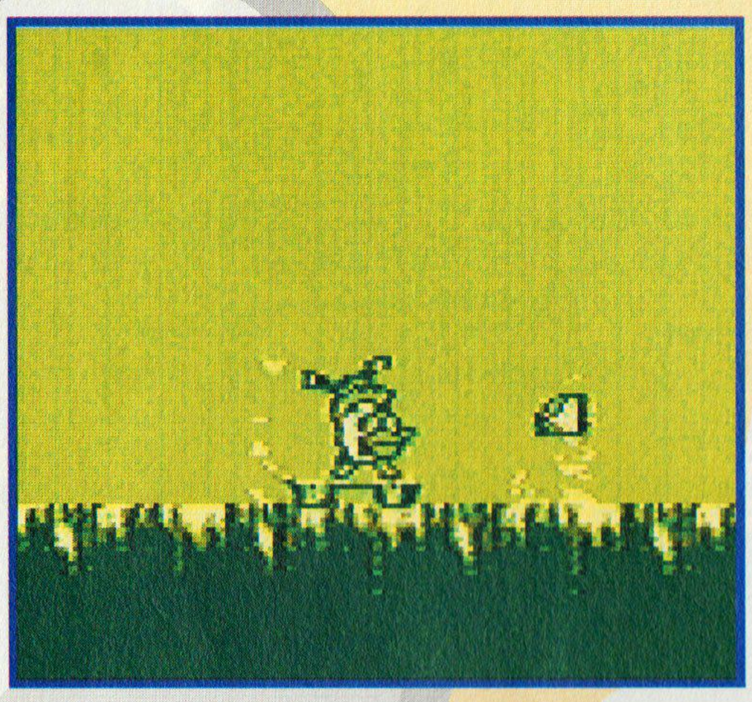
When you're playing you may get the distinct feeling that this is some other game with Edd The Duck glued on for a laugh. And you'd be right – the game will appear in the US and Japan under different titles and with a different main sprite.



Edd The Duck is out on a ledge. Thank God there are lots of missiles flying around, eh?



Edd deals wiff a big, nasty dwagon fing at the end of one of the levels.



Okay, so the backgrounds aren't too detailed, but the skateboarding is nice.

Edd The Duck is reasonably big and fairly tricky to complete, and the level of challenge compensates for the unadventurous gameplay. The graphics are nice, with good sprites and decent backdrops, and the sound is equally good. In fact, it's not a bad effort all round, with the best use of a green-haired duck in a video game to date. Probably.

FRANK

I DUFFS I
Terrible screen blur on the faster sections and the old 'what's beneath me?' death syndrome

Edd The Duck

Looks
- Neat graphics and rather cool sprites, let down a bit by the terrible blur

Sounds
- Decent tunes and adequate sound effects make this a passable aural experience

Gameplay
- It's fast, it's furious and it's filled with passion and intrigue. Maybe

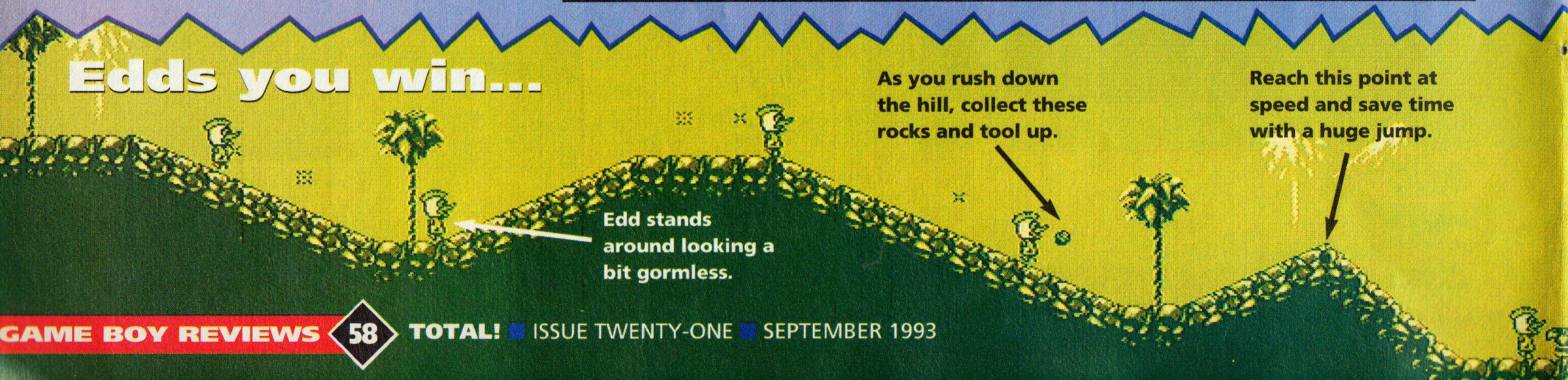
Lifespan
- Fairly big and also quite difficult (considering the age group Edd's aimed at)

The bottom line
"There's rather a lot of this kind of thing around on the Boy, but this is a decent enough attempt at a platform game, with all the stuff you'd expect from the genre"

- Levels 8
- Difficulty ..... Medium
- Continues 3
- Release date .. Out now

Final score
80%

Edds you win...



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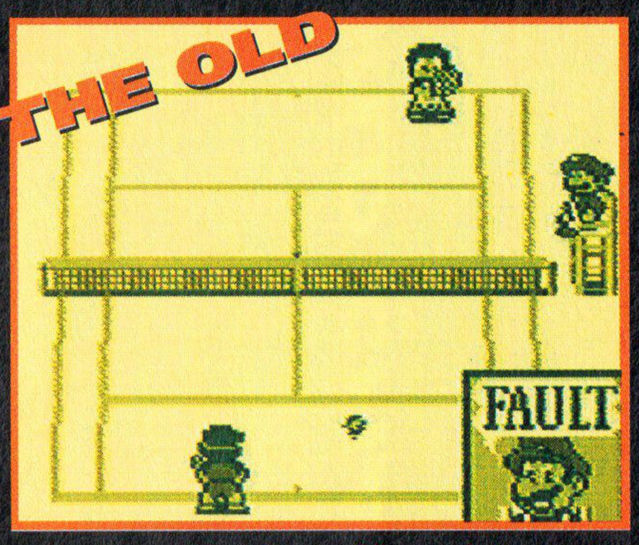
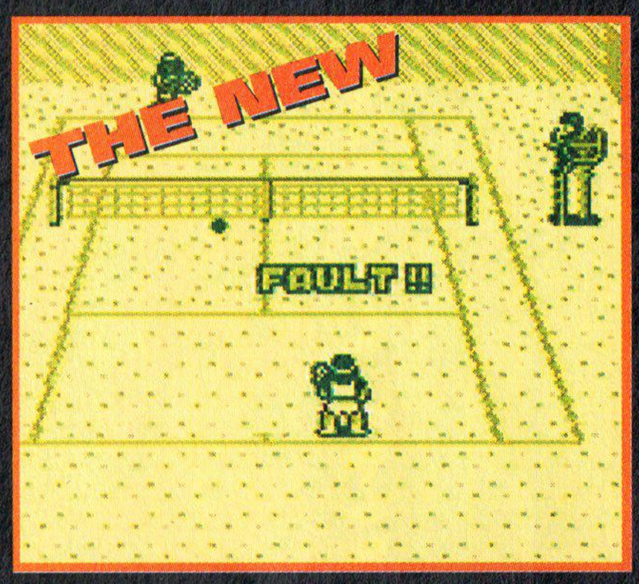
Matching up

Compare and contrast...



Game Boy Tennis – old, ancient and a bit aged. But still a damn fine game.



Top Ranking Tennis – a Game Boy star in the making?

Ranks for the memory

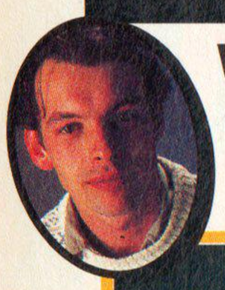
The idea behind TRT is that you play ranking players in order to climb the, er, ranks.



Your next ranking game is versus Skippy Stork, rated 29th. (*Skippy Stork!?*)

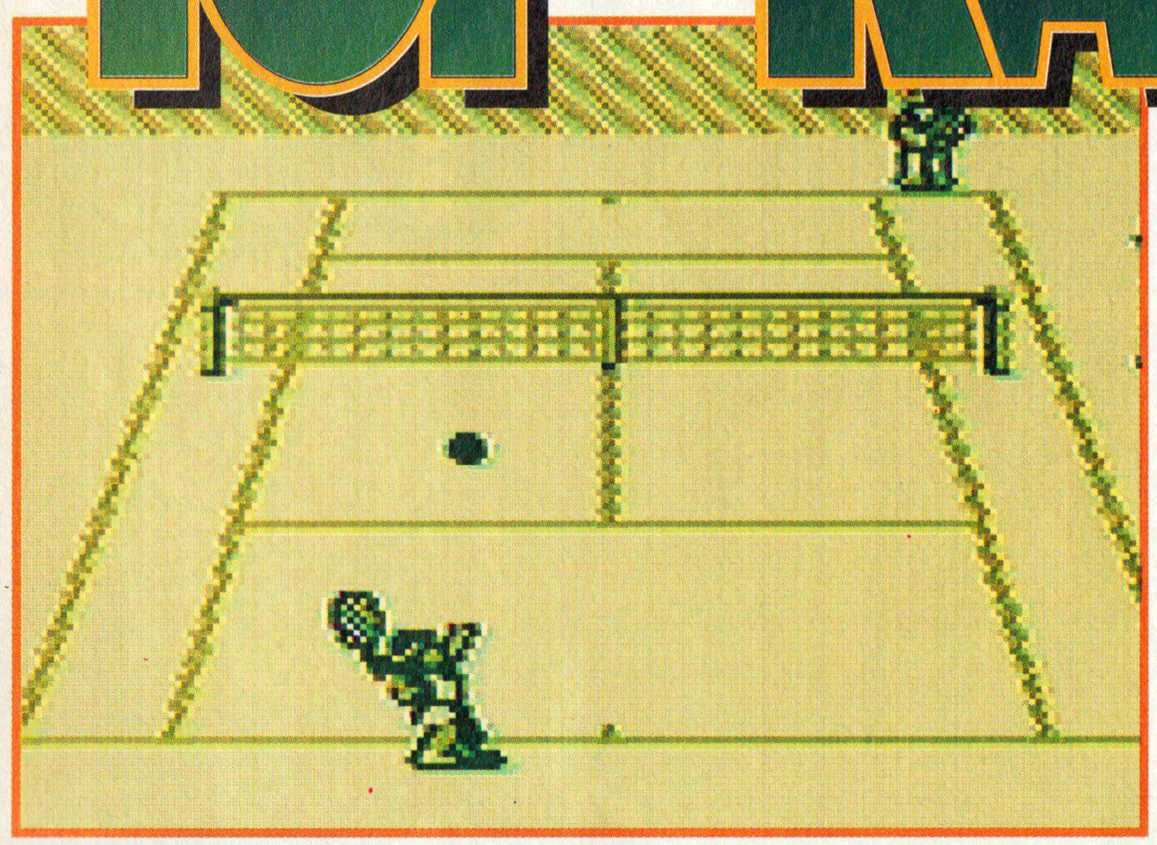


And here are his stats: he's tall, fast and about to thrash me into the deck.



We tried to get Andre Agassi to review Top Ranking Tennis, but sadly all we could afford was some flailing gimp called Andy Dyer.

TOP RANKING T



Sadly, your opponent just ran into the net at high speed. As long as he doesn't make any sudden movements he might be okay.

Tennis was one of the first Game Boy titles you could buy, and it's still one of the best games on the machine – a great sports sim and a stonking two-player game. But now this aged number 1 seed of the GB championship has real competition in the shape of a sprightly young contender from across the pond, Top Ranking Tennis. With sampled speech, two- and four-player action and a choice of four different shots, this cart really pushes the Game Boy to its limits.

NETS
As close to real tennis as you're likely to get: a huge choice of shots, good ball motion and a realistic view of the court (it's just like watching it on telly)

So who's the king of tennis and who's the court jester? Join us for a sudden-death play-off to find the season's top Game Boy tennis game...

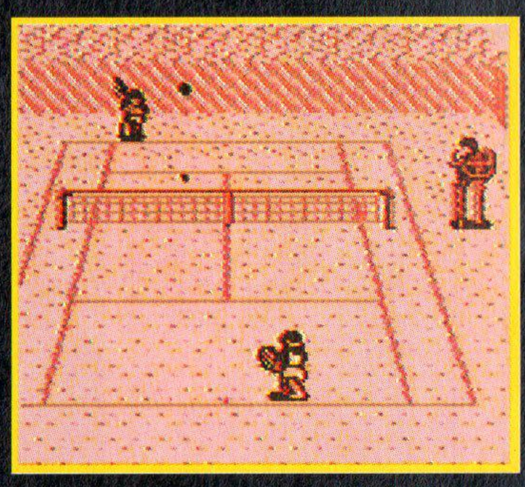
It's Top Ranking to serve... and it's a scorching delivery that sends Game

For Game Boy (1-4 players)
From Nintendo Price £30

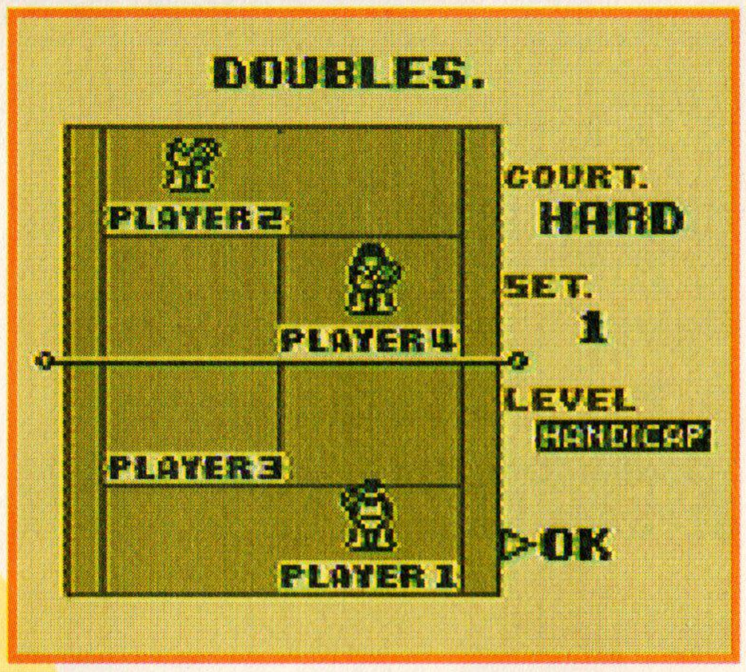
See you in court...

There are three different types of court available in TRT.

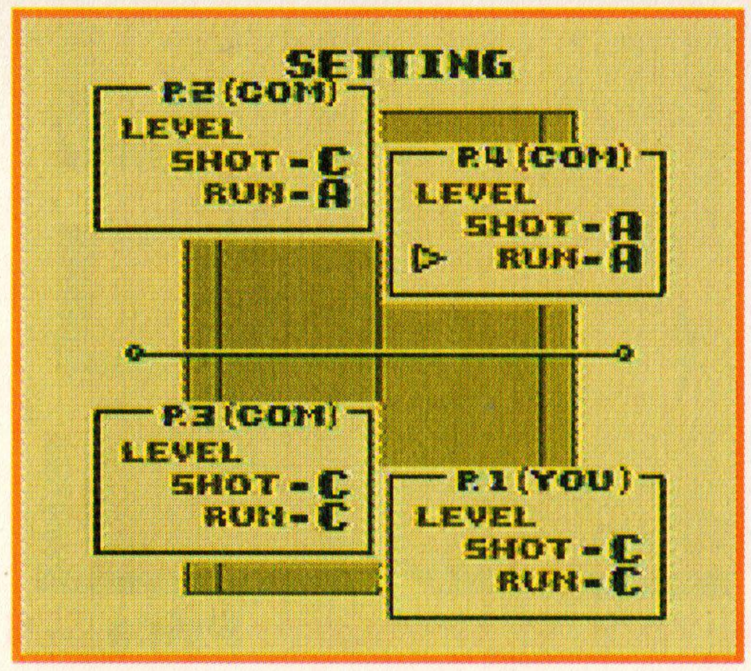




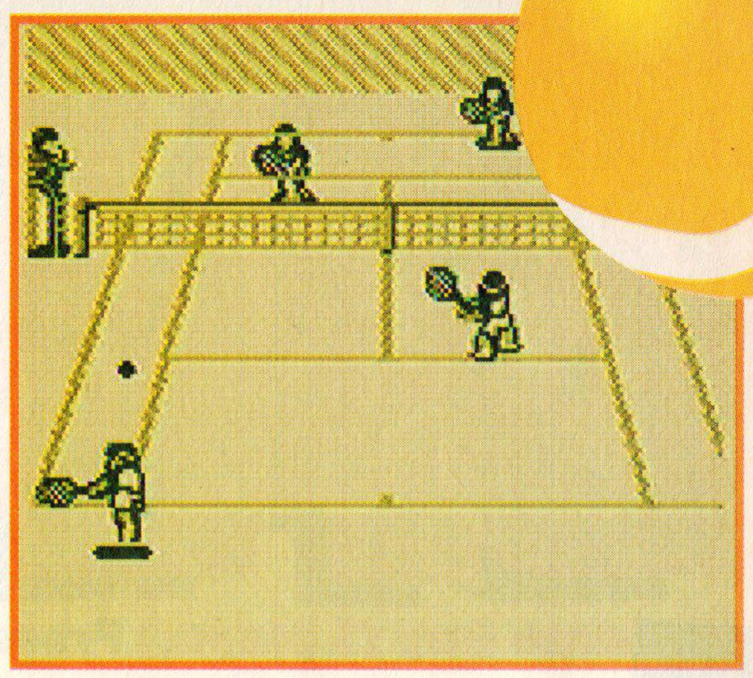
'Clay' is a sort of brown, squidgy substance that you find in gardens and hippie communes. The ball sticks to it horribly.



Even people with no friends – like me – can still play a decent game of doubles. Step 1: choose your court and the number of sets.



Step 2: Handicap the opposition so that you're effectively playing against people in tight jeans with arms like Chris Buxton.



Step 3: Play as normal. You should now find that the thrashing you receive is slightly less severe than usual.

Boy Tennis flailing. An ace! Top Ranking certainly is the faster of the two. 15-0.

Top Ranking serves again: another rapid delivery, but Game Boy Tennis accurately returns a long shot to the baseline. Top Ranking goes for a high lob, but that SELECT button is tricky to reach under pressure and the ball goes sailing wide of the court. 15-15.

The newcomer digs up another scorching service. Game Boy Tennis drops a sneaky one over the net, but Top Ranking's experience in both singles and doubles play stands it in good stead, and the ball hurtles to the far corner of the court, well out of the reach of Game Boy Tennis. 30-15.

Top Ranking's fourth serve is blurringly fast, but the Game Boy Tennis return is sharp and clear. Top Ranking's vision bobbles up and down disconcertingly and the shot is missed. 30-30.

Undaunted, Top Ranking calls on its wealth of ranking play and serves up another frightening serve. GB Tennis has only ever had four opponents, so its return falls short and hits the net. 40-30.

With the championship in its sights, Top Ranking mumbles some sampled speech to upset Game Boy Tennis. The scratchy calls of 'fault' and 'second service' fail to impress: Game Boy Tennis hums musically to itself while Top Ranking double-faults. Deuce.

After a brief pause, Top Ranking draws on its reserves of power and speed options to send the ball whizzing over the net. Game Boy Tennis has no answer and swings aimlessly. Advantage Top Ranking Tennis.

A second championship point... The crowd goes quiet. Top Ranking serves again, but Game Boy Tennis has no returns left, and slices the ball into the net. Game, set and match to Top Ranking Tennis! And Top Ranking's battery back-up means that it can go on to face another, higher-ranked opponent tomorrow. What a champion!

ANDY

GROSSES

Tricky controls to master – your shots are dependent not only on the button you press but also your timing and position. Later players are frustratingly proficient

TENNIS

Top Ranking Tennis

Looks

- Blurry at times, and the bouncing court doesn't help, but the animation is good

Sounds

- The sampled speech just makes for annoying pauses. The music's okay, I guess

Gameplay

- Get a handle on the controls and you'll soon be climbing the ranks

Lifespan

- The multi-player capability and variety of options stop it being a one-set affair

The bottom line

"Top Ranking isn't as jolly as the old-timer, but for fans of the sport it offers a real test of your skills and a damn fine game"

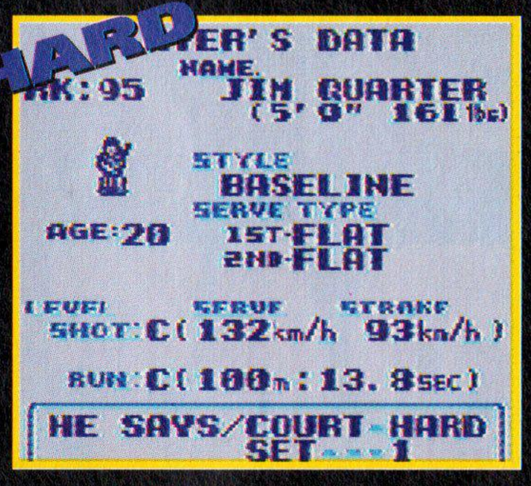
- **Levels** .....12 opponents
- **Difficulty** .....Variable
- **Continues** .....Battery back-up (4 positions)
- **Release date** ....Out now

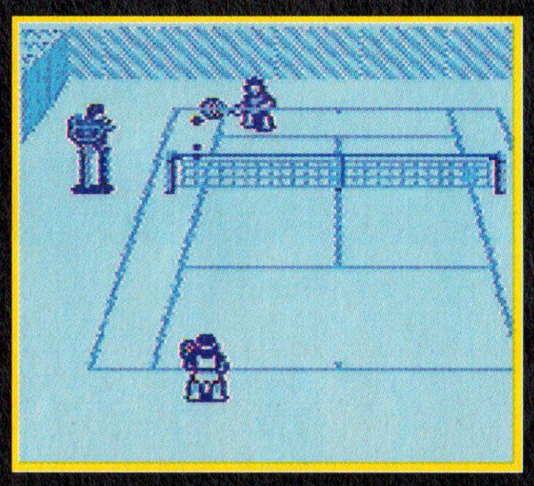
Final score

92%

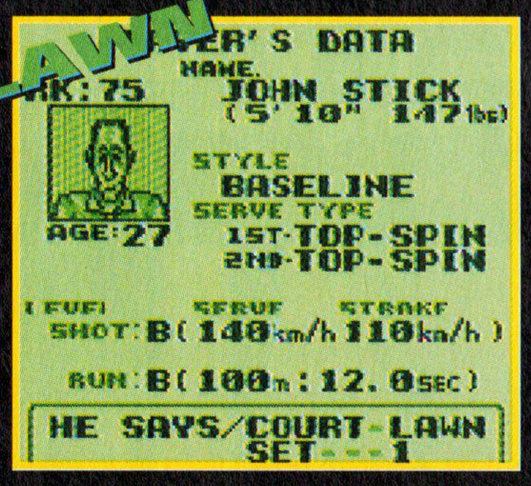
... Ah, but which one?

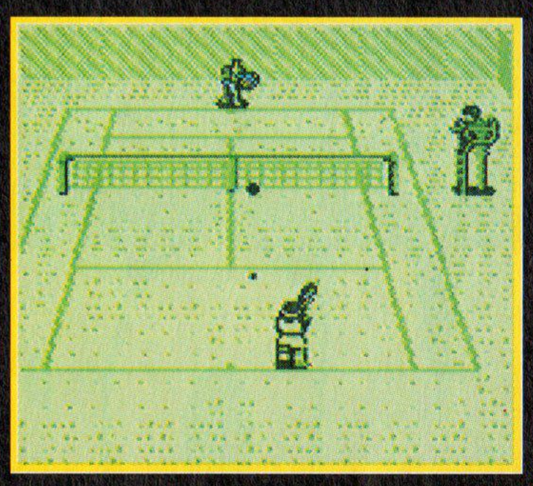
(The coloured screenshots are merely an aesthetic touch. Do not phone us up moaning that your copy of TRT isn't in colour.)





'Hard' is more a condition than a substance. You couldn't make a teacup out of 'hard'. But that bloke out of Eastenders is 'hard'.

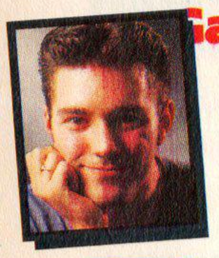




'Lawn' is different again. It's actually made up of lots of tiny green sticks, called 'lawnettes'. *(He's lost it – FRANK.)*

BARBIE

Game Boy (1 player) From Hi-Tech Expressions Price £25



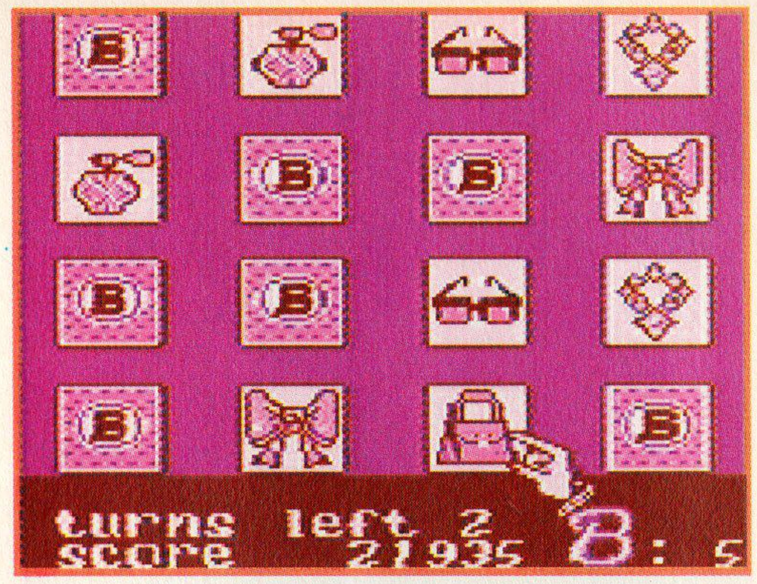
A dim-witted airhead with a crap hairstyle and appalling dress sense... Yup, that's Jim, all right. But what's Barbie like?

Roll over, heavily armed robots of death – your days of game stardom are numbered. There's a new chick in town, and she's a rock 'ard... er, talentless bimbo with a plot that's as plastic as her matching accessories. Hmm.

The plot of Barbie comes by express delivery from Puke City. Barbie has arranged a romantic dinner for two in the Skyline Terrace Restaurant with that pathetic synthetic, the rubber hubby, yours for only £23.99, comes with one set of clothes – Ken. Besotted with his bendy charms, Barbie has to shop through seven stores before meeting old Kenny-boy at the top of the mall for a slap-up meal and a quick snog.

Needless to say, this

BLONDES
There's a little memory game at the end of each level. Apart from that, there's nothing enjoyable about this game



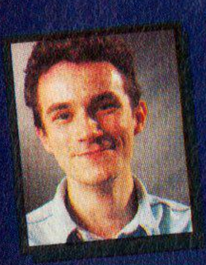
This is the only good bit in the entire game. Flip and match the cards for extra points.

In the drink



MORTAL KOMBAT

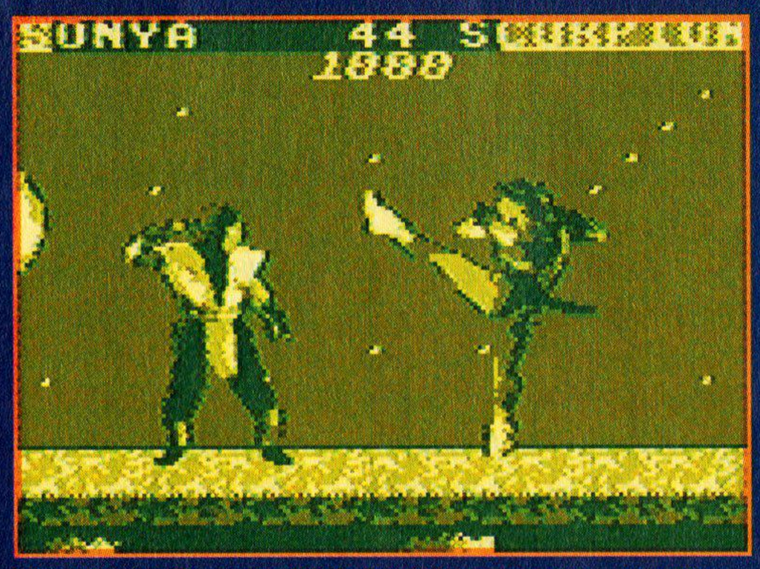
For Game Boy (1 player) From Acclaim Price £25



'Fire, Fire!' yelled Chris Buxton – until he realised that this was the Mortal Kombat review and not the Firefighter one.



Johnny Cage doesn't appear in the GB version of Mortal Kombat. Lucky him, eh?



The roundhouse kick isn't so great – you're vulnerable as you swing around to do it.



Kano and Rayden face up – to the sad fact that they're not too good on the Game Boy.

A proper beat 'em up on the Game Boy? Shurely shome mishtake? No, Mortal Kombat has indeed been transferred from the arcades to the little hand-held. But hang on – aren't we entering quart-into-pint-pot territory with this one?

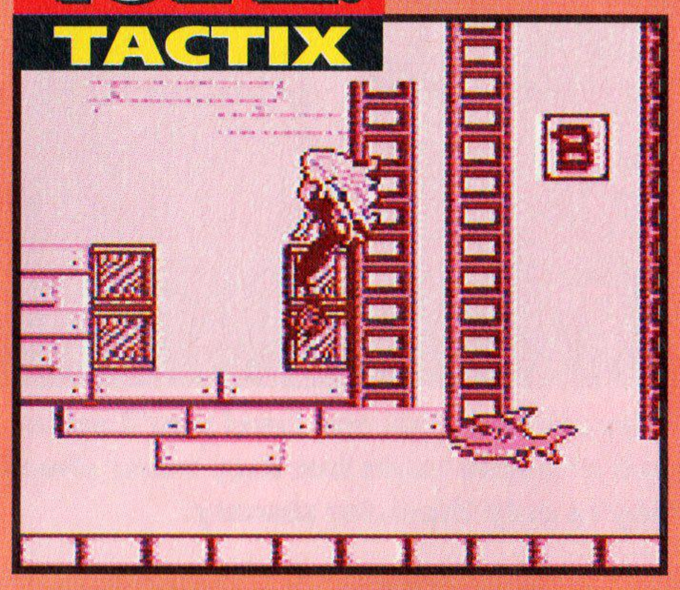
Well, for a start there's no Johnny Cage in the Game Boy version – there just wasn't enough memory left to fit him in – and because the Game Boy's only got two buttons you don't get the opportunity to let fly any high kicks or high punches. But, impressively, all the special moves and death blows

MORTS
Nice graphics for the characters and a lot of different, complex moves

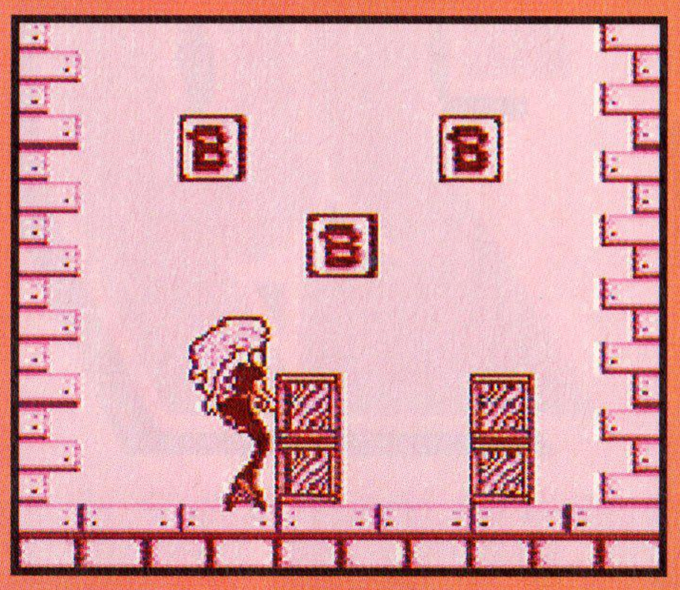
TOTAL! TACTIX

Girlie secrets

Some girls keep diaries. Barbie has bonus rooms instead.



Blocks like this move into different positions when fired at, to reveal...



... A rather disappointing bonus room. Well, that was a waste of time.

game is crap. Wandering around a shopping mall and jumping the occasional slow-moving object isn't many people's idea of fun – unless you're used to living life in the bus lane. Usually you can forgive a game for having a crap scenario if the gameplay's good, but everything about this game sucks. The levels are bland, but what's even more annoying than that is the collision detection. Every single strand of hair on Barbie's head is apparently connected directly to her nervous system. As a result, if one of them gets tweaked, blown or rustled by a bad guy, the game automatically freezes and Barbie loses a health point. The levels are all fairly different to each other, but that's not saying much cos they're all crap. You'd have to be a completely brainless bimbo to consider buying this game. **JAMES**

BLANDS

The animation, the collision detection, the price, the colour of the box, the licence, the plot, the levels, etc.



Here we see a great pink shark. They're a lot more sensitive than their white cousins.

Barbie

Looks

- Nicely drawn but badly animated sprites. The collision detection is awful

Sounds

- This is the only thing about the game that didn't shriek, 'Hi, I'm crap!'

Gameplay

- It's not exciting, it's not fun, and there are only a few tricky bits

Lifespan

- I hope this game's biodegradable cos I'd hate to think of it cluttering up the planet

The bottom line

"I'd like to meet the genius who decided to make a game about shopping – he must be an utter nerd. Don't buy this game unless you've got a degree from the University Of Sad"

- Levels 7
- Difficulty ..... Medium
- Continues 3
- Release date ..... Out now

Final score

45%

are in there (although the death blows have been toned down for all the Nintendo machines).

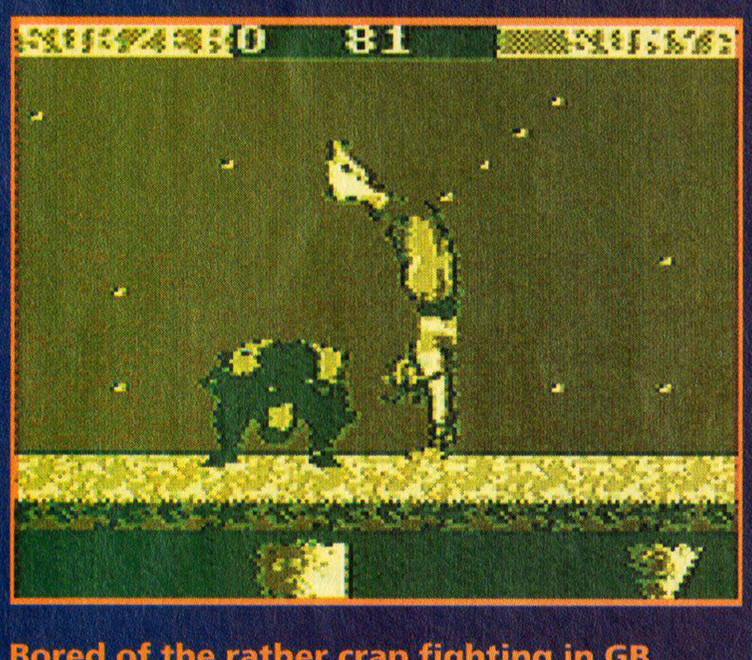
Yep, I can't fault the programmers for not trying – most of the moves are there and the graphics look very good when you consider what the arcade originals were like. The programmers must have been really up against it to produce any kind of conversion – I can just picture the scene when their boss came in with a Game Boy in one hand, a Mortal Kombat coin-op in the other (he's very strong) and a 'Guess what?' look on his face.

However, Mortal Kombat is spoiled by a few things, notably the animation and the controls. Your on-screen character responds sluggishly to every move you try to make and has to chug through his frames of animation before he can actually get a hit off. Your brain's constantly working faster than the game, so you're always a move ahead of your character and then you don't know where you are and... Aargh! To make matters worse, the ropy collision detection means that some hits don't register, whereas flying kicks and punches seem to hit your opponent even after you've jumped over them.

Mortal Kombat is the best Game Boy beat 'em up we've seen to date – but that's not really much of a compliment. It just doesn't work all that well, and even though there's nothing better around you'll still feel that there's something missing. **CHRIS**

WARTS

Play is sluggish and the controls are very awkward. The collision detection is dodgy as well



Bored of the rather crap fighting in GB Mortal Kombat, Sonya practises handstands while Sub-Zero perfects his crab-walk.

Mortal Kombat

Looks

- Digitised graphics that are let down by the animation (and by the Game Boy)

Sounds

- Crunches, smacks, thwacks and a few other hitting noises

Gameplay

- A true beat 'em up on the Game Boy, but it's not very well done

Lifespan

- Too easy and not particularly good anyway. Not a recipe for long-term fun

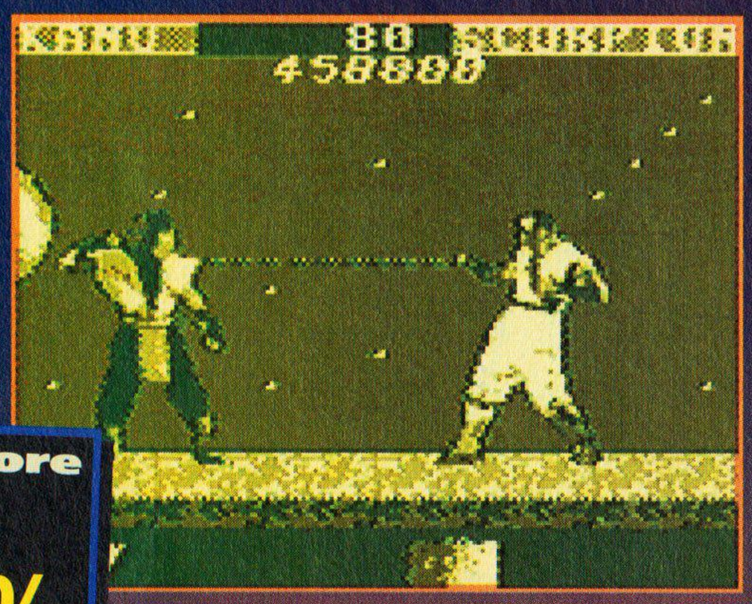
The bottom line

"Nice try, but no cigar. Although it looks good and has most of the moves, the game and the graphics simply don't gel. Someone, somewhere must be making a decent Game Boy beat 'em up. I hope"

- Levels 8
- Difficulty ..... Easy
- Continues 6
- Release date ... Out now

Final score

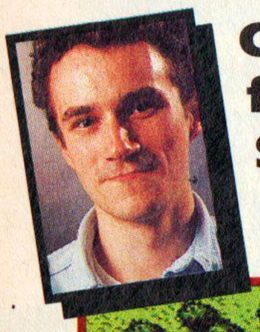
59%



Scorpion's chain move is one of the best but it's very hard to do.

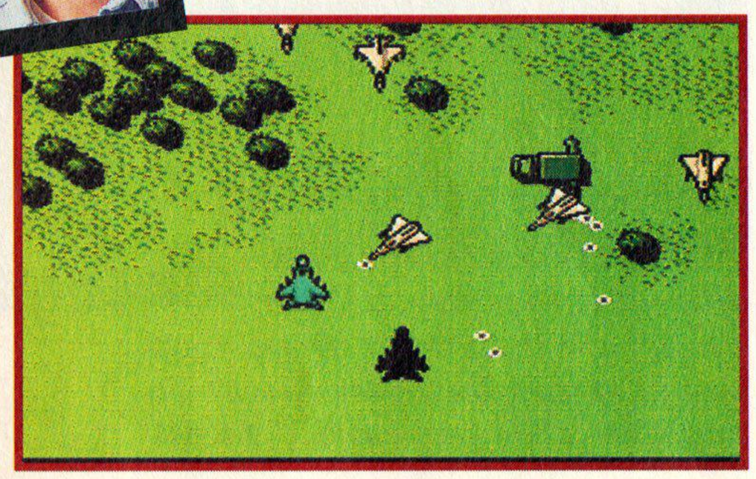
MiG 29

SOVIET FIGHTER

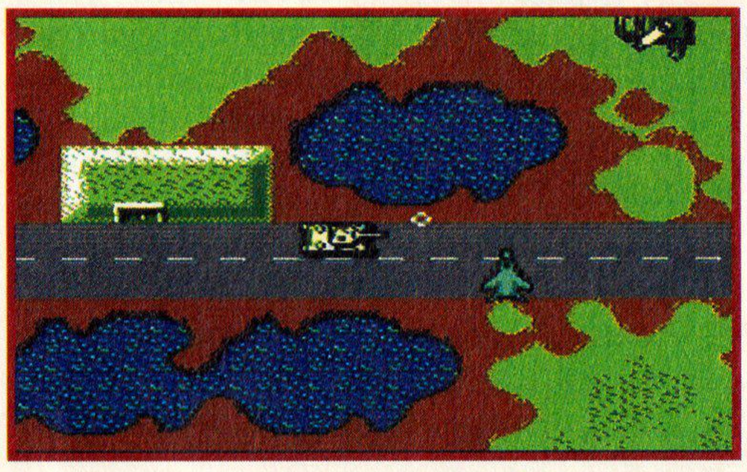


Chris goes off to the Soviet Union to test their finest fighter (and try on some furry hats). Which, as the Soviet Union doesn't exist any more, is a bit odd.

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



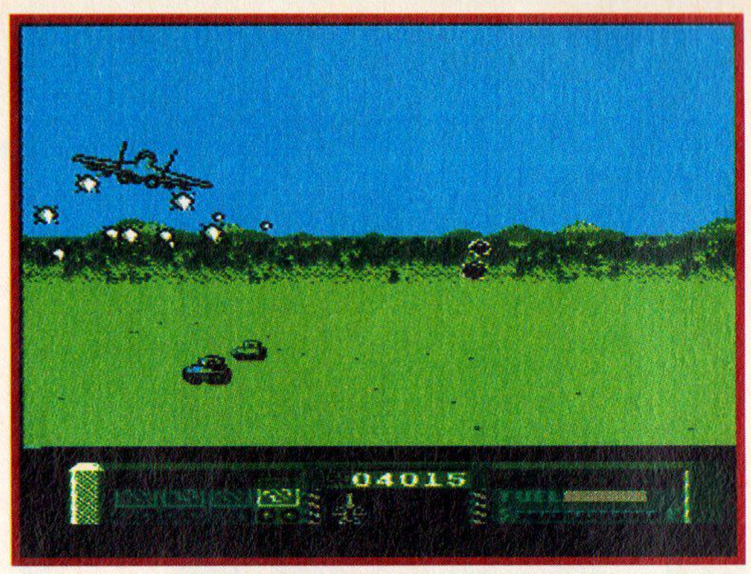
The close-combat sections of the game are, in fact, a bog-standard vertically scrolling shoot 'em up – not bad but not great.



As long as you shoot as many things as you can as soon as they appear on screen the shoot 'em up sections are no problem at all.



Each mission in MiG 29 has three or four different parts, but the main levels are into-the-screen scrolling blasters.



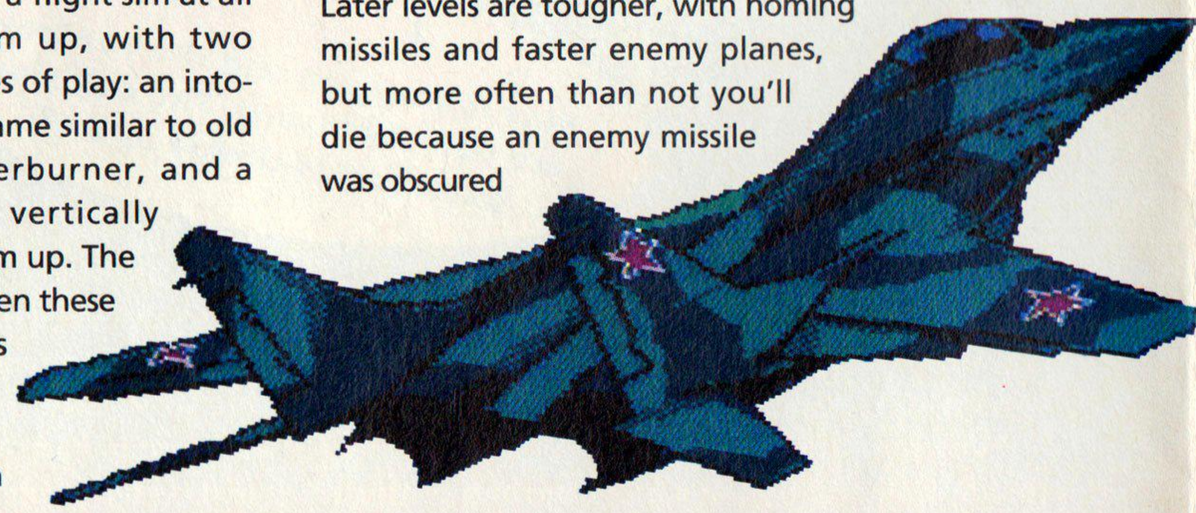
Flying over the second level you'll see a load of battle tanks but they never shoot – they're only there for scenery.

You are Yuri Nuriyev, KGB captain and MiG 29 pilot. You have been sent by the West and East to defeat the World Terrorist Army and capture its leader, Colonel Crackov. Now, there are many things about games I can tolerate, but a naff story always gets me riled. This one has it all: stupid names, a complete lack of realism and one of those 'one man against the world'-type missions. (*Look, just shut up and review the game, okay? – FRANK.*)

MIGS
A challenging little cart with two styles of game, lots of variety and loads of things to shoot

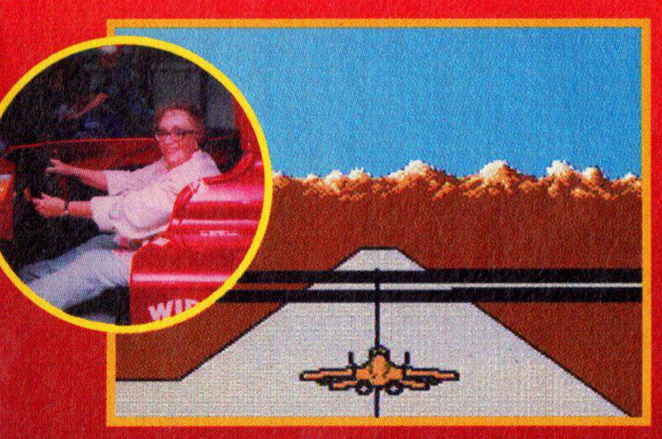
Hmmph. Okay, I shall consider the game on its merits. It's actually not a flight sim at all but a shoot 'em up, with two different styles of play: an into-the-screen game similar to old coin-op Afterburner, and a traditional vertically scrolling shoot 'em up. The six missions flip between these two styles, with sub-games dealing with landing, refuelling and ground attacks.

The air-to-air combat section (Afterburner) looks okay and moves very fast, but the gameplay is a bit on the lame side. Basically, enemy planes and choppers come on screen in formation and you shoot them. It sounds easy and at first it is– choose the right place and you'll take 'em all out before they can get a shot off. Later levels are tougher, with homing missiles and faster enemy planes, but more often than not you'll die because an enemy missile was obscured

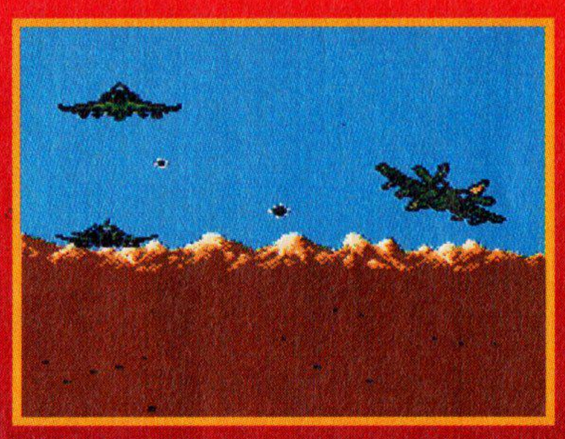


Take to the skies with Thora Hird...

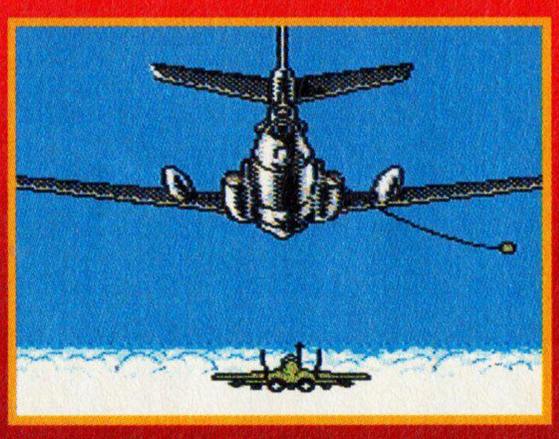
She may stick to the straight and narrow on Sundays, but the rest of the week Thora Hird likes to play video games...



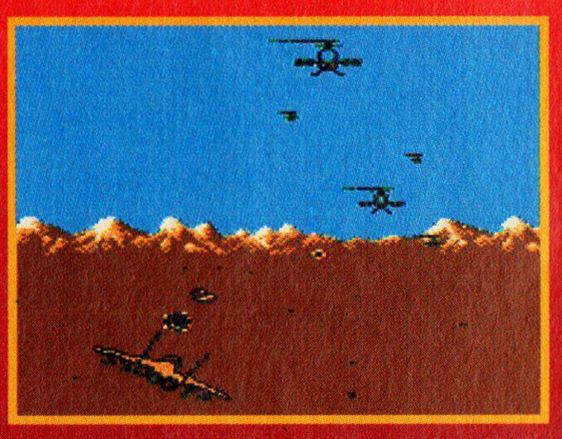
'Ooh, this cockpit's not very comfortable. I'll need my tartan rug. What does this button do?'



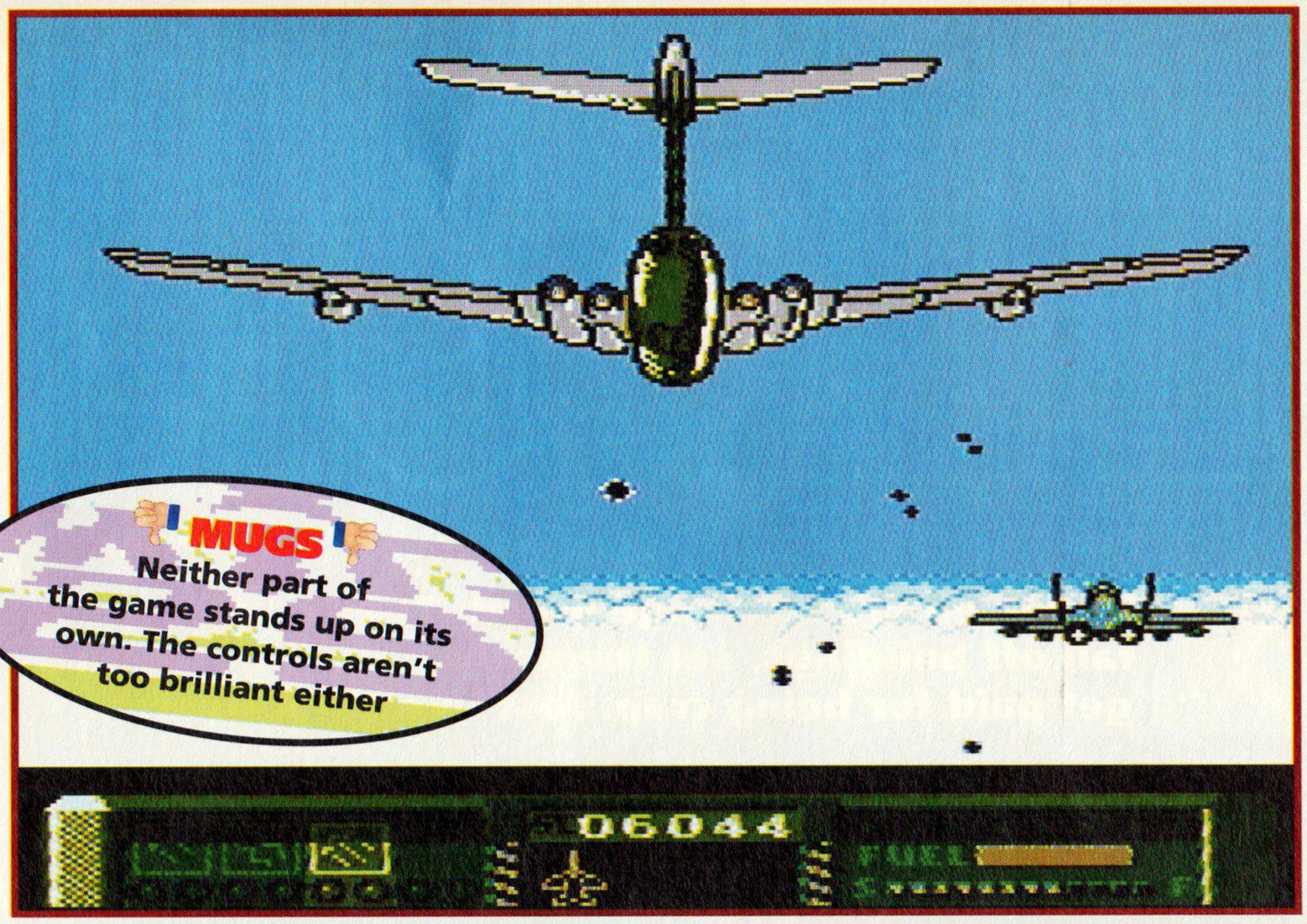
'Crivens, it's taken me up into the air. And why are those other planes shooting at me?'



'Never mind, they've gone away now. Oh dear, this big plane hasn't tucked itself in very well.'



'I don't know, young people today, attacking me in their choppers. I don't like choppers.'



MUGS

Neither part of the game stands up on its own. The controls aren't too brilliant either

At the end of each level you have to fight a giant bomber which sprays shots at you. Steer between the shots and pump some lead into the fuselage and you'll soon beat the thing.

by your plane and you had no chance to react – extremely annoying.

The close-combat vertical shoot 'em up bits are quite basic. They're fun and fairly challenging, but the plane's controls are sluggish (as they are in the other section), which spoils the fun. Giant end-of-level planes and ground installations add variety and so do the landing and refuelling sections, but they don't require much skill.

MiG 29 is fun for a while but nothing special. It's no flight sim and no great blaster either. The variety stops you getting bored too soon, but it's not wildly exciting and the game-play is a bit hit-and-miss. **CHRIS**

MiG 29 Soviet Fighter

Looks
- The air-to-air bits are fast and the vertical scroller's okay, but it's all a bit flickery

Sounds
- Awful beepy tunes, but fairly decent explosions and shots

Gameplay
- A mix of two styles of blaster, both of which are limited and frustrating

Lifespan
- It's a tough game and the six missions should last a while

The bottom line

"This is basically a shoot 'em up but with flight sim over-tones. Neither of the two different types of blaster here is particularly amazing, but it's all quite challenging"

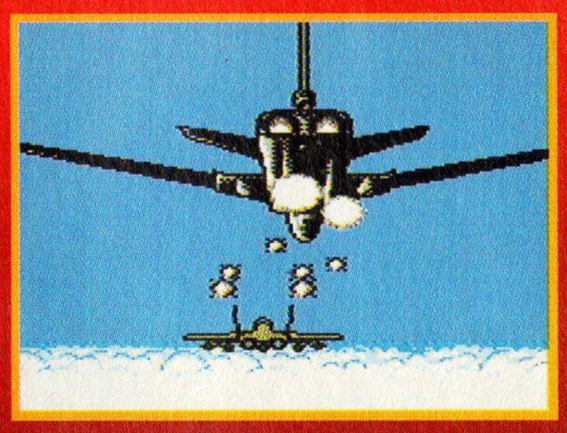
- **Levels** 6
- **Difficulty** ..... Hard
- **Continues** ..... None
- **Release date** ... Out now

Final score

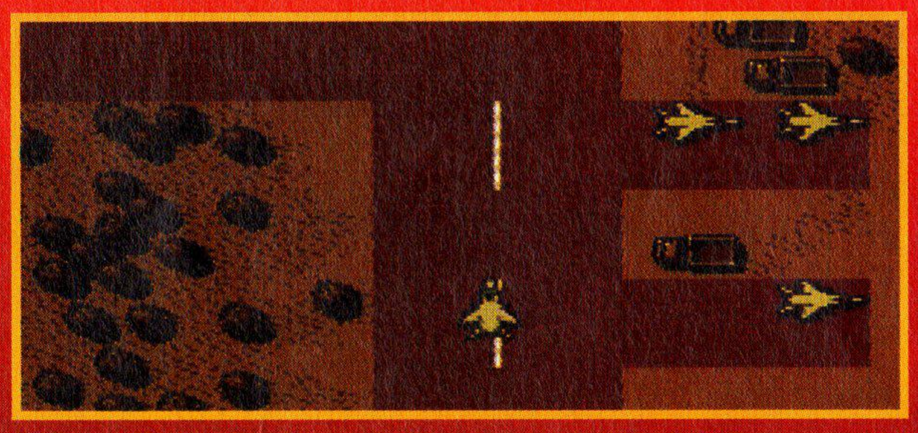
70%

... Heavens above!

... Here, she talks us through MiG 29. Take it away, Thora.



'Praise be, it's the end-of-level plane. I don't really like violence, but he's not very nice.'

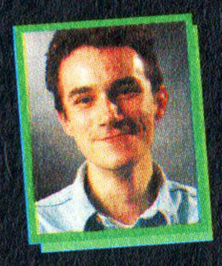


'Oh well, that's the mission over. I think I'll go round to the vicar's for some tea and crumpets and tell him all about how much fun flying is.'



ULTIMATE STU

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

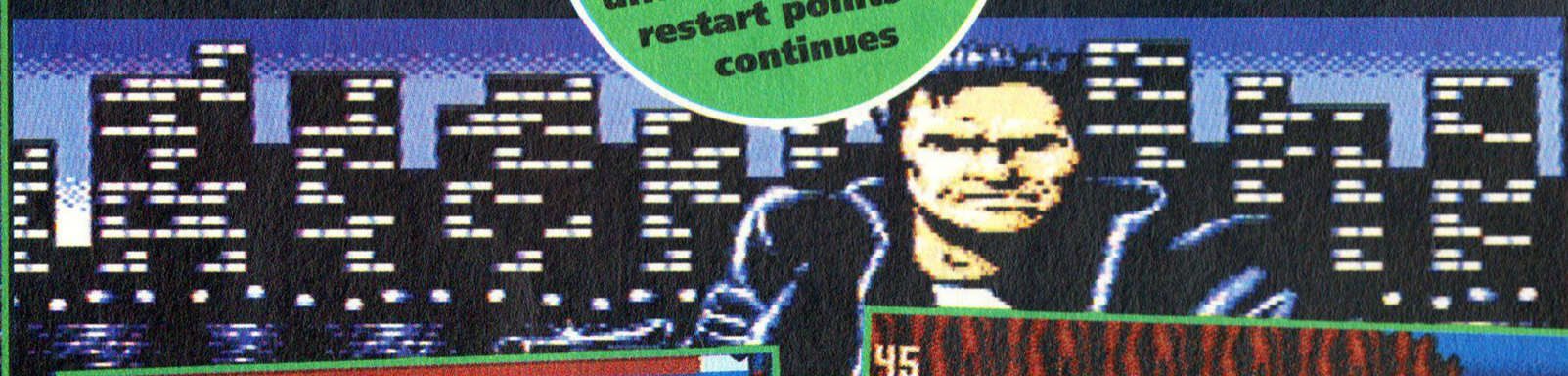


Stuntmen are a strange breed. They crash cars, fall off buildings, set themselves on fire – in fact, get paid for being crap. Just like Chris Buxton.

No, this game's got nothing at all to do with movies. The Ultimate Stuntman of the title is a superhero with the task of saving a young female scientist who's been kidnapped by Dr Evil. Now, correct me if I'm wrong, but Doc Evil isn't really the most subtle of monikers. Would you go to see him with your swollen glands? And I'm sure that every time a dastardly crime takes place the police don't go round to Dr Nice's or Dr Lovely's house. No, they go straight round to Mr Evil, MD.

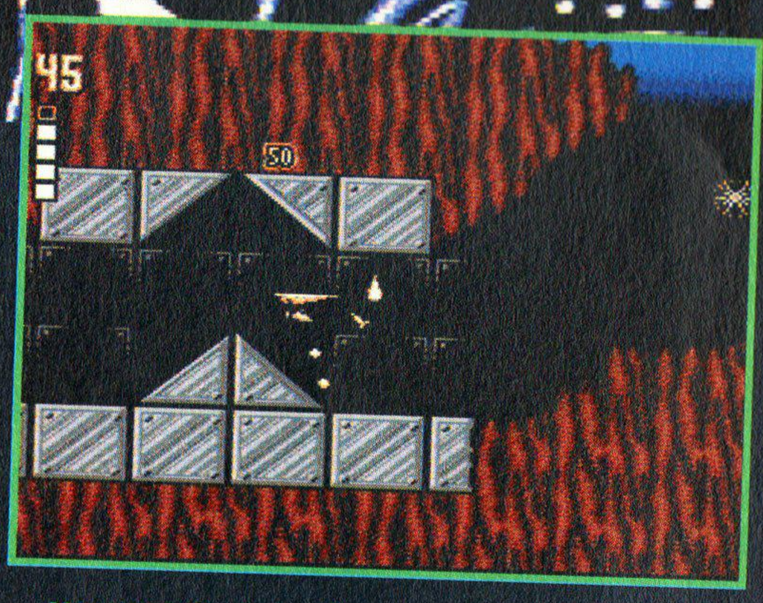
Still, that's enough of my ongoing personal crusade for believable story-lines. In his quest to save the young babe, er, highly intelligent scientist,

STUNTS
Tons of different games, with lots of variety. Well-judged difficulty level. Fair restart points 'n' continues

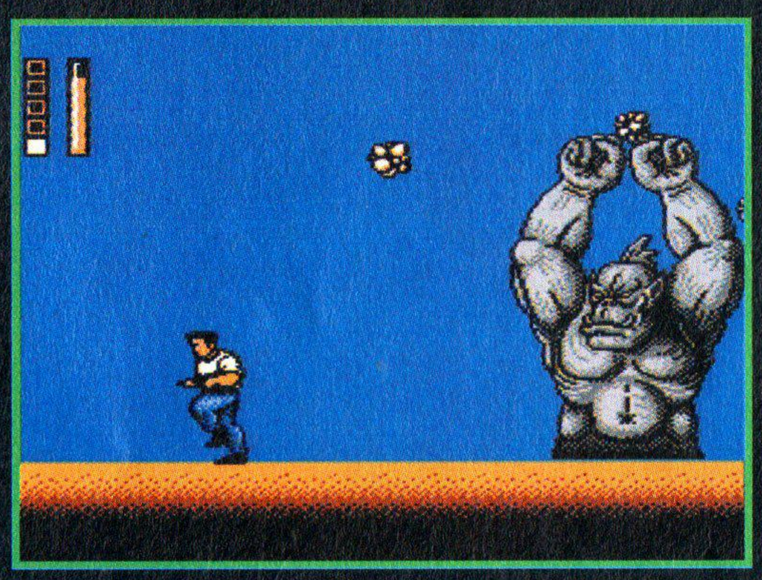




These hang-glider bits are like the coin-op Scramble. You start on the surface, then...



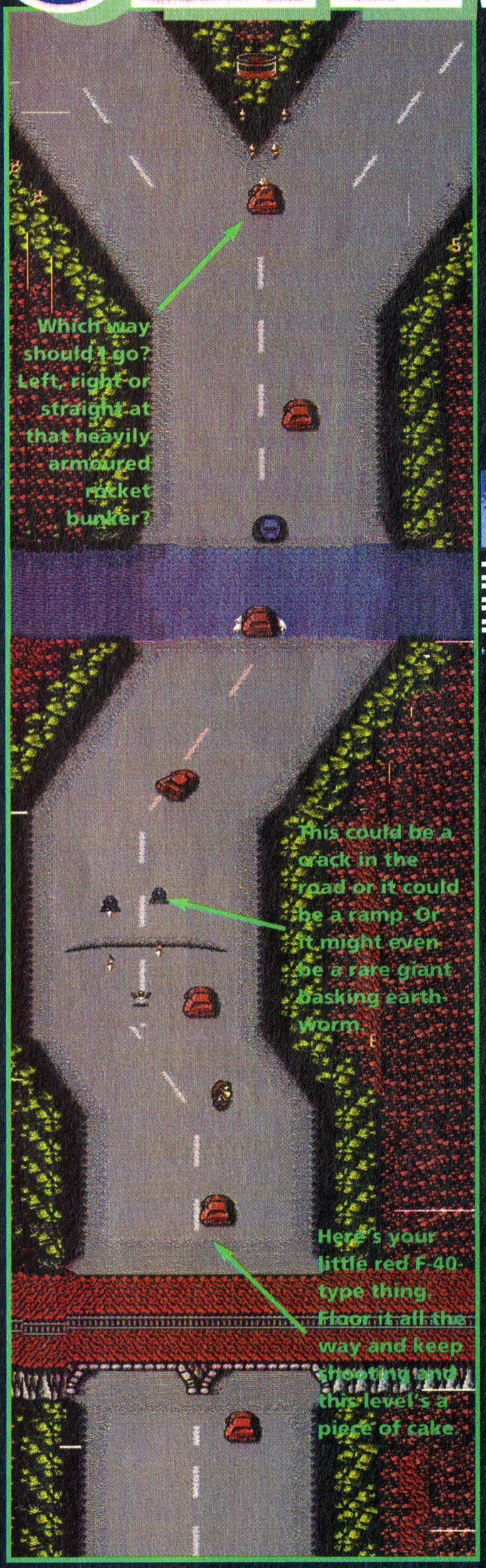
... Have to fly into the cave complex, where things begin getting very tricky. Just waste everything as soon as you see it.



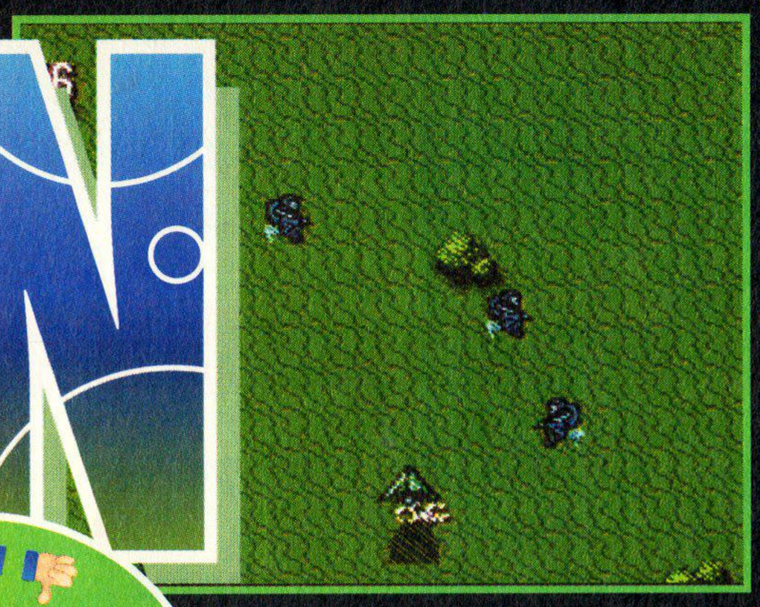
Reach the end of a level (usually three stages) and you get to fight a giant robot mutant thing. Like this one. Isn't it, er, nice.



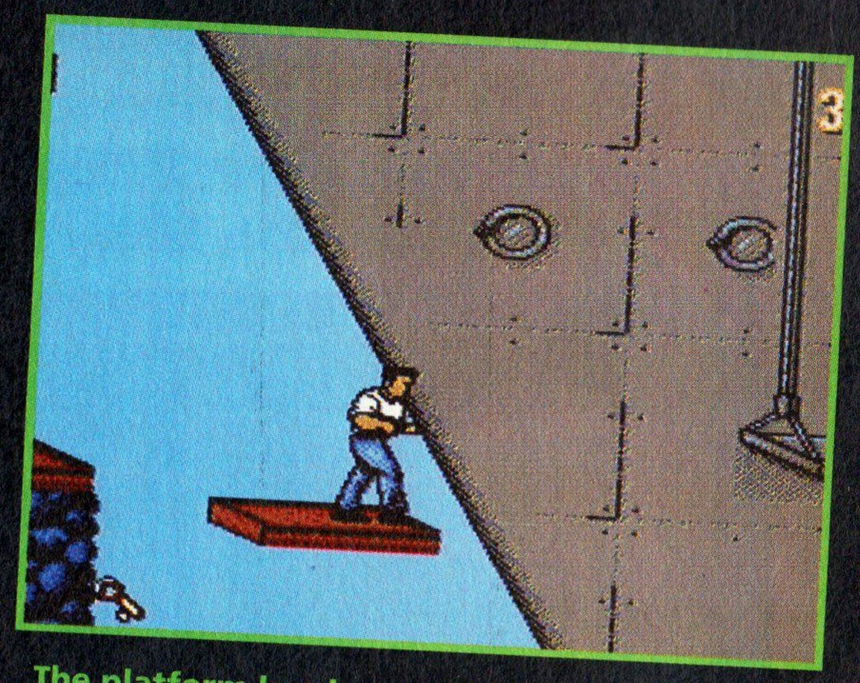
There's one of these puzzle screens at the end of every level (after the robot thing). They look easy, but there's a time limit.



ULTIMATE STUNTMAN



There are three types of vertically scrolling blaster, with boats, cars or hang-gliders.



The platform levels are simple affairs – just you, a gun that won't shoot straight up and a host of spiky obstacles and nasty leaps.

RUNTS
You could say that the games are too basic. Some of the big guardians are a bit on the tough side

Ultimate Stuntman has to drive cars, fly microlights, race powerboats, climb up buildings and cliff faces and race through a few levels of platforms. Yep, it's action all the way. Um, except for the puzzles.

Every level in Ultimate Stuntman is different. You start off in a sports car, racing up a Spy Hunter-style roadway, then it's onto a left-to-right scrolling platform level, a climbing game and, finally, a huge end-of-level guardian. Finish off the guardian and you've got to defuse a bomb in a tricky puzzle game. Then, it's off to the next level and another set of five stages.

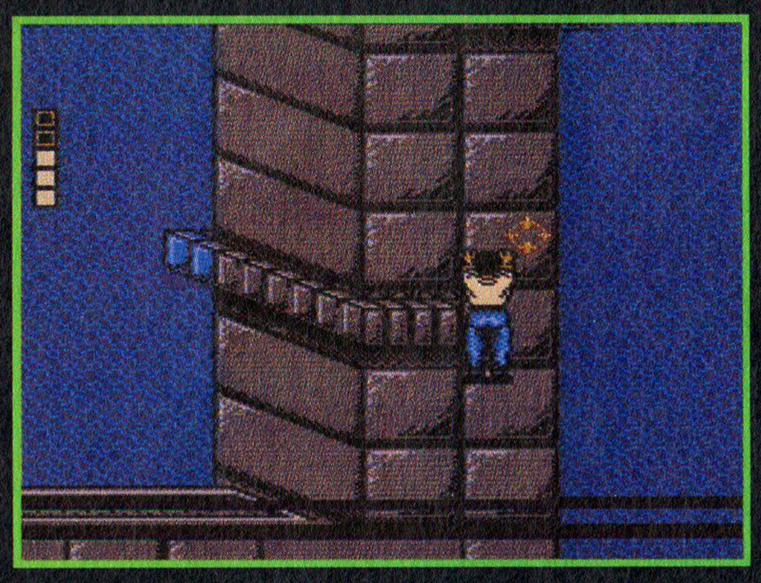
The individual levels in Ultimate Stuntman don't really stand up to close examination as games in their own right, but bundled together they make for a non-stop arcade experience. I didn't think I'd be that impressed with this collection of mid-'80s game styles, but it really is fun. It all starts off easy enough but the difficulty curve is perfect – each new level is a bit more challenging than the last (but there aren't any that are so enormous that you get too bored or frustrated).

Ultimate Stuntman is a superb arcade romp, full of basic but very playable little games and with enough variety to make you stick at it, if only to see what the next level is like. Great fun, and one of the best NES games I've seen in a long time. **CHRIS**

T!



To get to the robots at the end of each level you have to climb up a cliff. (These robots can climb a bit better than the Daleks.)



This building is even tougher than the cliff to climb. There's a time limit and if you take too long it starts raining and you slip off.

Ultimate Stuntman

Looks
- Not very sophisticated but there's tons of variety so it doesn't matter

Sounds
- The in-game tunes ain't bad and the effects are up to scratch as well

Gameplay
- A superb blend of shoot 'em ups, platforms and puzzles

Lifespan
- Not quite the ultimate challenge, but it's a tough game, with lots to do

The bottom line

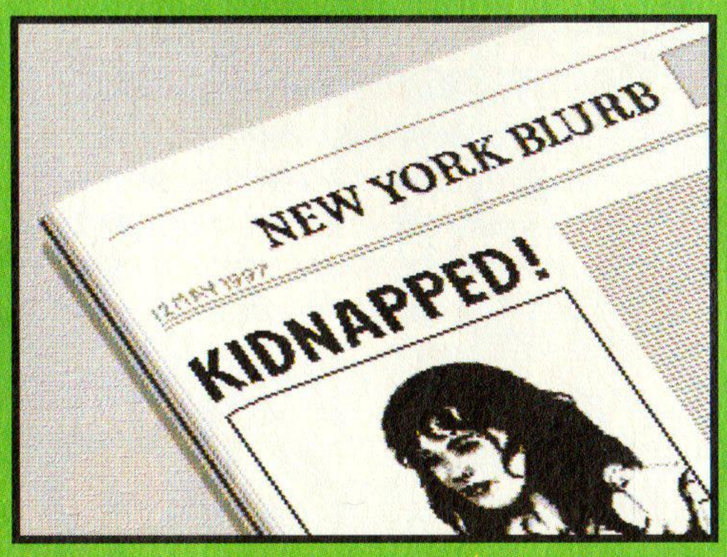
"What a fab game! Loads of little games strung together to make one big one which is a whopping challenge and terrific fun to play. The NES lives – hooray!"

- **Levels** ..... Tons
- **Difficulty** ..... Average
- **Continues** ..... Yes
- **Release date** . Out now

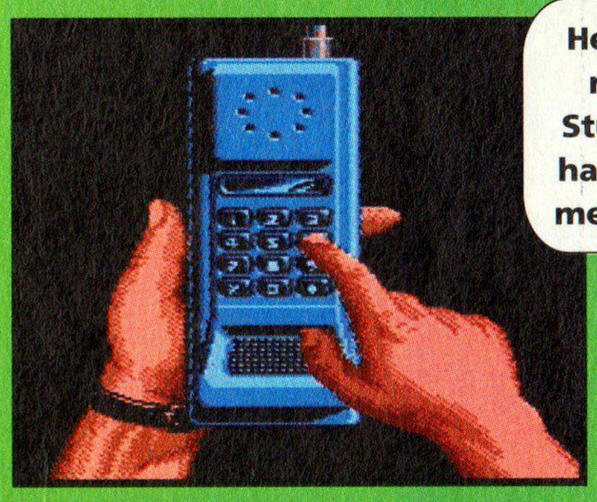
Final score
90%

The plot thickens...

... And plots don't come thicker than this. This is how Ultimate Stuntman gets his big break.



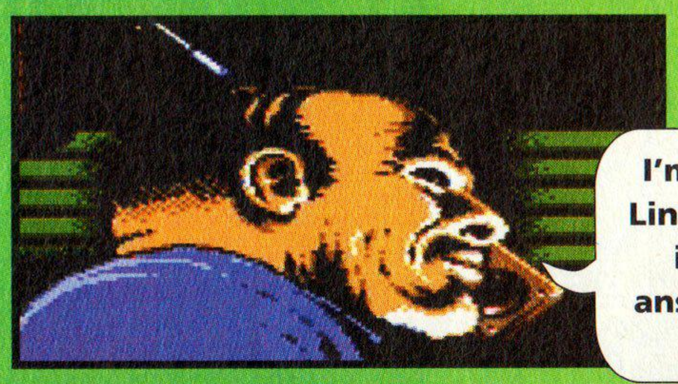
Disaster! A gorgeous young scientist has been kidnapped. Who will rescue her?



What's this? A mysterious figure grabs a mysterious mobile phone and dials a mystery number.



Hello. Yeah, it's me, Ultimate Stuntman. What have you got for me, chief? Chief?



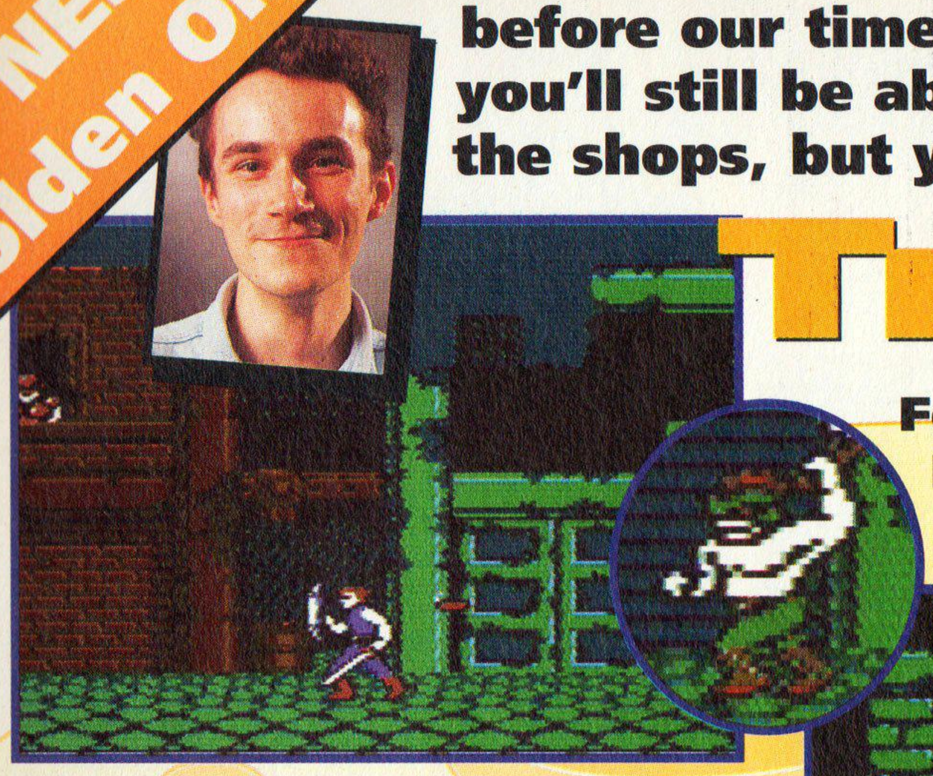
I'm sorry, Lusty Linda's Love Line is unable to answer personal questions

NES Golden Oldies

More reviews of NES games from before our time. We can't promise you'll still be able to find them in the shops, but you never know.

Trojan

For NES (1-2 players) From Capcom Price Shop around

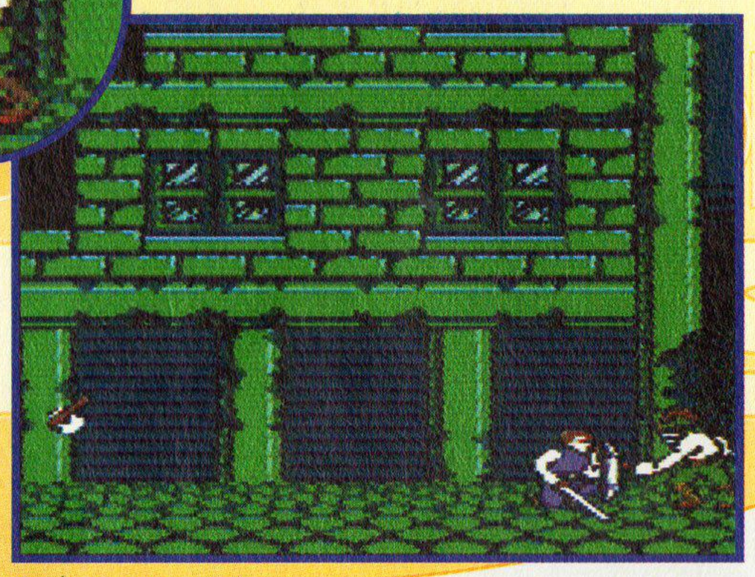


This is our Troje off for a little stroll, armed with a plastic sword and an old dustbin lid.

You know how it is: you're sitting in your garden on a sunny day, sipping a cold beer, when suddenly some evil geezer comes along and spills your pint. I mean, what are you supposed to do in a situation like that?

Well, if your name's Trojan you'll want to kick some behind. And that's basically what you have to do in this romp through seven levels of pure beat 'em up action. At the end of each level you have to kill a boss before you can go on to the next.

It doesn't sound particularly exciting, but it's actually not that bad. There are tons of baddies to fight – 17 in total – all of which have different ways of attacking you: some chuck missiles while others sneak up and hit you. There's also a neat two-player option that pits you against a friend in a best-of-five-fights match, which is a good laugh.



Hmm. That big geezer bears a remarkable resemblance to a certain fat Scotsman...

Trojan

Looks	• Lots of smooth-moving enemies, but otherwise rather nondescript
Sounds	• Some all-right in-game tunes but the effects aren't brilliant
Gameplay	• Walking along and killing evil folk is fun for a while, but it soon gets dull
lifespan	• Hardened gamesters will be able to beat it after a couple of days' play

The bottom line

"This is just like an ancient version of Ghosts And Goblins. It's a bog-standard walk-along-and-hit 'em up with lots of baddies but not much in the way of long-term thrills"

- Levels 7
- Difficulty ..... Medium
- Continues ..... None
- Release date ... Out now

Final score 52%

On the other hand, there's precious little here to distinguish this from any other NES beat 'em up. Moderately good fun, but nowt special. **CHRIS**

Life Force Salamander

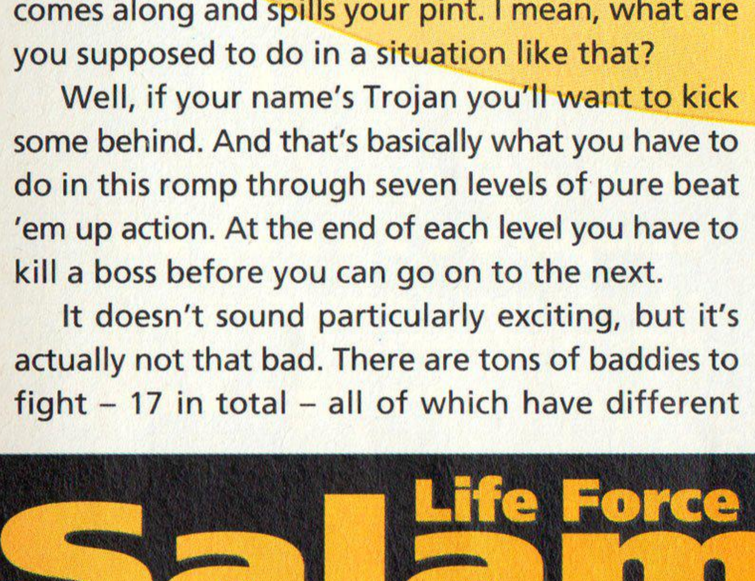
For NES (1-2 players) From Konami Price Shop around

Considering it cost 60 trillion Gradian dollars, your Vic Viper starship is pretty weedy. It's got a feeble gun that couldn't shoot a hole in a paper bag, and the split-second responsiveness of a sedated diplodocus. Which is all you need when you're facing the space monster Zelos and his armada.



So it's a good thing that you get to pick up power-up tokens which increase your ship's speed and boost its weapons. Thank Gawd for that. Now your mission is just laughably hard instead of impossible. Fortunately, you can rope in a pal and take on the evil empire together, giving you two snowballs' chances in hell instead of just one.

Life Force Salamander is a lovely little shoot 'em up which is really fast and frantic – you get the odd breather now and again, but mostly you have little enough time to think, yet alone act. The backgrounds and sprites are terrific, and the sound is great too. It's the sort of game the NES was built for (but look out for some spectacular slowdown).



A nasty attack of asteroids threatens to wipe you out on level 2. Nasty indeed.



The luminous doughnut weapon makes short work of the killer tonsils.

Will you ever finish it? Possibly, but you'd have to be some kind of deformed mutant weirdo to do it. **CHRIS**

Life Force Salamander

Looks	• Excellent. Detailed, colourful, smooth and really very good indeed
Sounds	• A good title track and some great in-game noises – quality stuff
Gameplay	• Losing your weapons when you lose a life means you're done for. Otherwise, brilliant
lifespan	• It's tough for one, but two players stand a much better chance of beating it

The bottom line

"Life Force Salamander is a conventional scrolling shoot 'em up, but it's brilliantly done. You can't ask much more from the genre than this. It does the NES proud"

- Levels 6
- Difficulty ..... Hard
- Continues 3
- Release date .. Out now

Final score 84%

Solomon's Key

For NES (1 player) **From Tecmo** **Price Shop around**

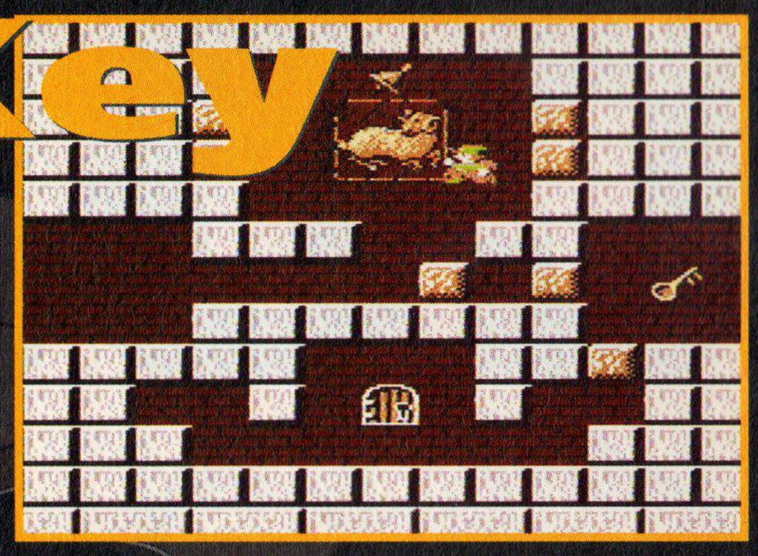
Solomon was pretty smart. He couldn't help noticing that the world was full of demons and chaos. So he came up with a book called Solomon's Key which locked all these nasties away, and everything was hunky-dory again...

Until some plonker came along looking for this book, and accidentally released them all, leaving you to put things right. Your name's Dana and you're a magician, and King Yutra from the fairyland Lyrac has sent you on this dangerous mission. (Don't you just love these game plots?)



You have to work your way through 50 screens packed with nasty creatures, rescuing fairies and solving puzzles. Being a wizard, you can create and destroy blocks of stone – useful for trapping nasties and getting from one platform to another. You also pick up fireballs, which can save your bacon in a tight spot. Apart from that, you're reliant on your wits and reflexes.

Sounds old hat? We don't care, cos Solomon's Key is brilliant. It's tough as hell, but you get such a buzz out of completing a screen you can't wait to try the next. It's the sort of game you find yourself still playing when the milkman comes round. A classic. **CHRIS**



Get that bell! It releases a little fairy. Aw, how sweet (bleurrrgh!).



Bash that block one more time to release loads of nasty spinny, spikey things. (Fool.)

Solomon's Key

Looks
- Detailed, slick and colourful. About as good as the NES gets

Sounds
- A decent tune and great sound effects and jingles. Very nice

Gameplay
- The difficulty is judged just about perfectly. And it's soooo playable

lifespan
- You'll make progress fairly quickly, but it just keeps on getting tougher

The bottom line

"Solomon's Key is a classic platform puzzler, on a par with great games like Boulderdash and Bubble Bobble. You won't see a much better example of the type than this"

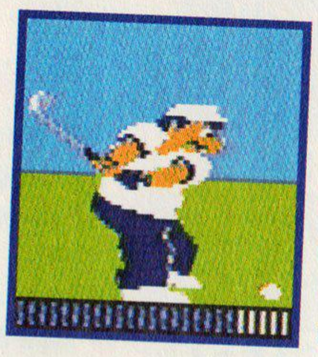
- Levels 50
- Difficulty ..... Hard
- Continues ..... Infinite
- Release date ..... Out now

Final score

89%

Golf

For NES (1-2 players)
From Nintendo
Price Shop around



Golf is a stupid game, really. I mean, it's just strolling about trying to knock a stupid white ball into a little hole 2 billion miles away with a stick. Where the hell did they get that idea from?

Still, we're stuck with it, I s'pose. And those horrible check trousers and V-necked sweaters (*I like those, actually – FRANK*) and shoes with those stupid leather tassels on (*what, like these? – FRANK*). Mffsplutterchokecoff. No, actually, golf's a brilliant game, Frank (coff).

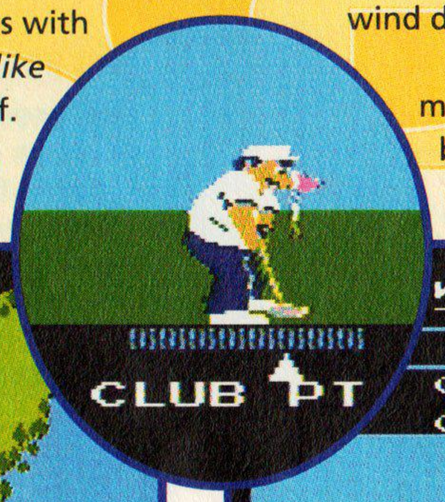
In Nintendo Golf you can play alone or with a golf-loving buddy, in either a stroke game or match game. And, in traditional computerised golf style, you play each shot by first selecting an appropriate club and then timing your backstroke and swing with a power-meter under the piccie of you on the screen.

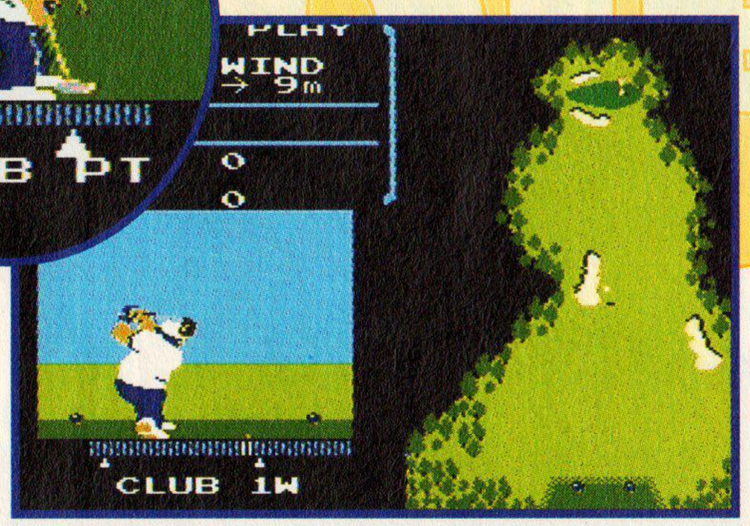
The only trouble is, you can't hit the ball in any direction you want – the direction arrow 'jerks' from one position to another as you line up your shot. If you want to be a bit subtle – you know, and aim at where the hole actually is – you have to be a bit crafty and build some slice or hook into your shot. Oh, and you'll have to keep an eye on the wind direction too.

The control system's got about as much finesse as a Liverpudlian brickie, but in spite of that, Nintendo Golf is dead good fun. It's incredibly easy to pick up and very quick to play (unlike the real thing). It's crude, but it's a good laugh. (And you don't have to go anywhere near a pair of polyester slacks.) **CHRIS**



Judge that swing just right or you'll slice it into the trees (watch that wind too).





Straight up the middle of the fairway – almost the perfect shot (ahem).

Golf

Looks
- A bit blocky, but colourful and clear. Only a small playing window, though

Sounds
- A bit of a 'thwack' when you hit the ball, but the rest is bizarre hoots and warbles

Gameplay
- Pretty gosh-darned good. Not much scope for subtlety, though

lifespan
- It'll take a while to get round under par, and then there's still the two-player mode

The bottom line

"Nintendo Golf looks and sounds pretty crude by today's standards, but it's a simple and fun game to play. And you certainly can't argue with that"

- Levels ..... 1 course
- Difficulty ..... Medium
- Continues ..... Infinite
- Release date ... Out now

Final score

70%

COR, EH?

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DEATH VALLEY RALLY

SNES TACTIX

Anyone stuck on Death Valley Rally should wave their arms around and give praise to **Iain Rorison** from Troon for sending in this cheat. To start with a massive 75 lives, hold down **LEFT, SELECT, R, Y** and **START** on the title screen. When a screen comes up saying 'Zippity Splat', press **X** as well. You'll now be well stacked-up in the old lives department when the game starts.



You want 75 lives? You got 'em!

MICKEY MOUSE

GB TACTIX

Have a bash at these level skip cheats. To get to the Pirate Ship level, press **UP, SELECT, A, B** and **START** simultaneously. For the Castle level, press **DOWN, SELECT, A, B** and **START** simultaneously. For the Ocean level, press **RIGHT, SELECT, A, B** and **START** simultaneously. For the Woods level, press **LEFT, SELECT, A, B** and **START** simultaneously.

BURAI FIGHTER

NES TACTIX

Here's a cheat sent in by **Mr Clark** from sunny Swansea in Wales. Enter the code **LTBB** and you'll find yourself with more powerful weapons.

CYBERNATOR

SNES TACTIX

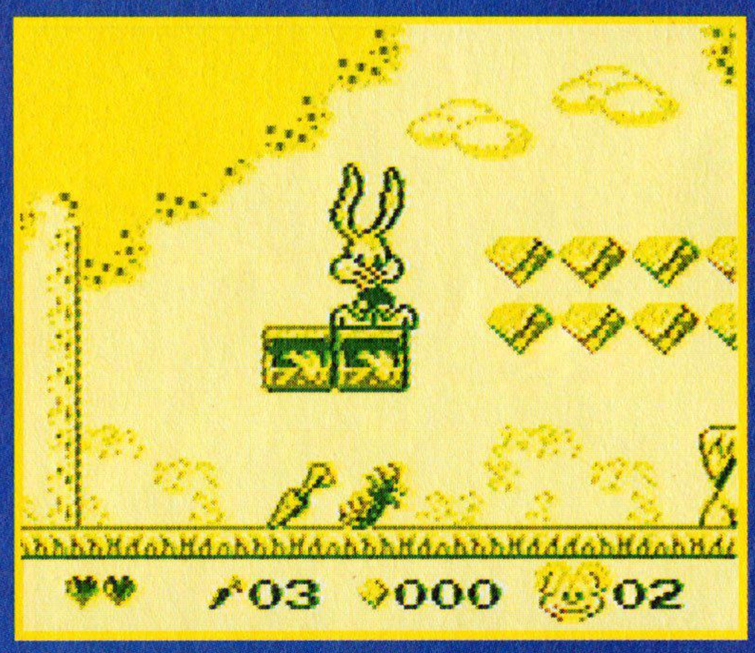
On the title screen with the words 'PUSH START', hold down **L, R** and **UP.** Now press **START, START.** If you've done it correctly, you'll have infinite continues. Thanks to **Sunny Man** from Holland.

TINY TOONS ADVENTURES

GB TACTIX

Henry Brewer from Leeds has been beavering away on Tiny Toons and has sent in the codes up to level 8. Cheers, Henry, have a TOTAL T-shirt.

Level 2: **Space, Carrot, Space, Carrot**
Level 3: **Melon, Space, Melon, Space**
Level 4: **Pineapple, Pineapple, Melon, Melon**
Level 5: **Melon, Melon, Melon, Space**
Level 6: **Carrot, Carrot, Space, Space**
Level 7: **Space, Melon, Melon, Space**
Level 8: **Space, Melon, Space, Space**
Running Bonus Game: **Carrot, Carrot, Carrot, Carrot**
Mallet Game: **Melon, Melon, Melon, Melon**



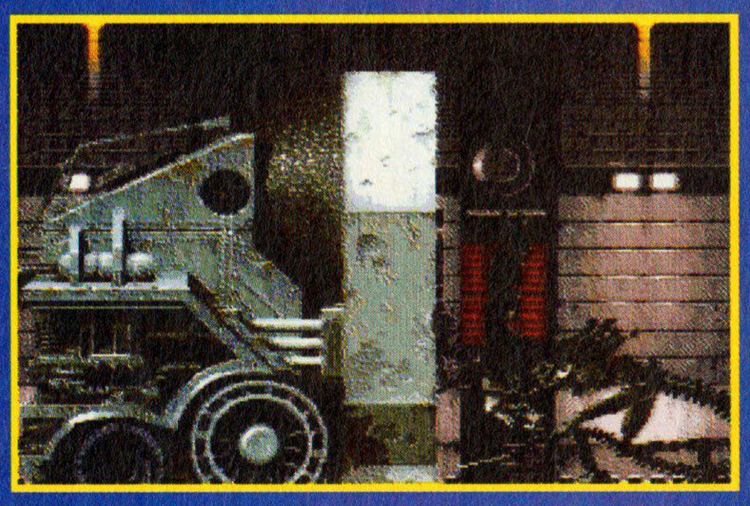
Get adventurous with our level codes.

ALIEN³

SNES TACTIX

Codes are flooding in for this huge game, but **John Porter** from Cheltenham got in first, with all six level codes and the final sequence.

Level 2: **QUESTION** Level 3: **MASTERED**
Level 4: **MOTORWAY** Level 5: **CABINETS**
Level 6: **SQUIRREL** End Sequence: **OVERGAME**



Cabinets? Squirrel? What's it all about?

DESERT STRIKE

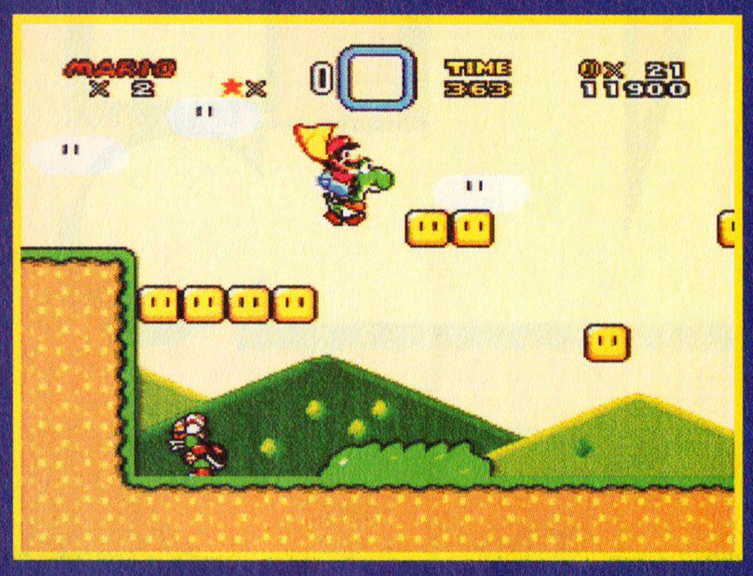
SNES TACTIX

Another one from **Iain Rorison**. Enter **BS9JS27** on the password screen to give yourself 10 men. Now go back and start a new game, or enter your own password, and you'll have seven extra 'copters.

SUPER MARIO WORLD

SNES TACTIX

Hmm, here's one from a chap called **Gideon Snodgrass**. To get a higher jump while you're on Yoshi, press the spin jump button when you're in the air. Erm, yes. Not very spectacular, but you still get a TOTAL T-shirt, Gid.



You might find Yoshi's high jump useful. On the other hand, you might not.

BATTLE OF OLYMPUS

GB TACTIX

A lot of people have been writing and phoning in about this game. Our tips guy, **Paul Weaver,** is working on a solution at this very moment, but in the meantime this snippet from **Jerry Keen** from Edinburgh should give you a bit of a boost. Press **SELECT,** choose the continue option and enter **KXSM4BS ?QONRFY YSLTW08 B52QMSG**. When you start the game you'll find you've thrashed a number of baddies and there'll be a nice little stock of goodies.

SUPER BOMBER MAN

SNES TACTIX

Har-de-har-har. For some amusing tiny Bomber Man antics, enter the code **5656** in either Battle or Normal mode of this brill four-player game. It's not much practical use (although you can turn corners slightly faster) but it's a great laff.

BUBSY

SNES TACTIX

Some clever dude, who didn't give his name and so lost out on a TOTAL T-shirt, has come up with all the level codes for this fast-moving platformer.

Level 1: **JSSCTS**
Level 2: **CKBGMM**
Level 3: **SCTWMN**
Level 4: **MKBRLN**
Level 5: **LBLNRD**
Level 6: **JMDKRK**
Level 7: **STGRTN**
Level 8: **SBBSHC**
Level 9: **DBKRRB**
Level 10: **MSFCTS**
Level 11: **KMGRBS**
Level 12: **SLJMBG**
Level 13: **TGRTVN**
Level 14: **CCLDSL**
Level 15: **BTCLMD**
Level 16: **STCJDH**



What's Bubsy up to? Well, we'll leave it to your imagination...

CAPTAIN SKYHAWK

NES TACTIX

Another one from **Clarky** in Wales. When you start the game, wait until the Captain Skyhawk caption comes up and press **DOWN** and **A** to get better weapons and nine lives. Fab stuff.

BUSTER BUSTS LOOSE!

SNES TACTIX

After killing the dog on level 1, go up just before the lift and get the carrot. When your dash meter's full, jump to the right wall, then to the left. Keep dashing up, then, when you see the darker background just above, pull left, and there's your extra life. Ta, **James Pilkington** from Amersham.



Yes, children, rabbits eat carrots.

FORTRESS OF FEAR

GB TACTIX

When you start the game, get onto the platform above you and go backwards. Jump across the gap and walk to the edge of the platform. Wait for a cloud to appear. Jump on it and then jump off onto the next platform. Collect the goodies and then go back to the beginning.

At the end of level 1.1 the game allows you to either jump onto the platform above or stay on the same level. Choose the latter and you'll enter a bonus room.

On level 1.3 (before the giant bat), collect the three gems and jump onto the moving platform. Instead of jumping right here, jump left. You should now be out of sight. Keep walking left and drop down. You'll now be in a secret room. Collect the goodies and then carry on left. Jump to the top of the screen and hold left to go into a second secret room with more goodies. Cheers to **Adam 'Pudsy' Lowndes** from the West Midlands for that.

THE LOST VIKINGS

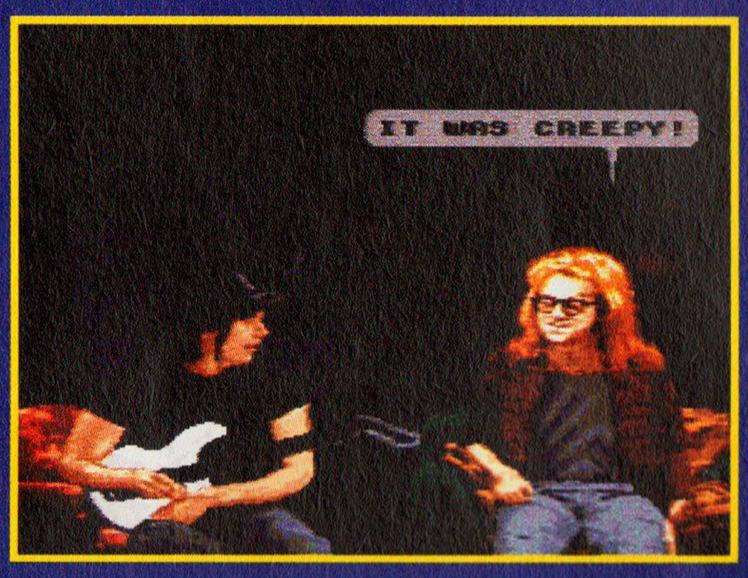
SNES TACTIX

This cheat's a good 'un if you're stuck, but use it sparingly. To get a level select, hold down **X, Y, A** and **B** simultaneously. Cheers to **Tim NoLastName-Given** from Bucks.

WAYNE'S WORLD

SNES TACTIX

You'd have to be pretty dim to buy this game, but for those of you who have got it, hold down, **X, Y, B, L, R** and **DOWN** on the screen with the Wayne's World logo. Now press **UP** and you'll have yourself a merry old level select. Did you buy this game by accident, **John Harper** from Leeds?



'Yeah, man, it really scared me as well. I mean, how could a game be so crap?'

PARODIUS

SNES TACTIX

Thanks to **Mark Hulican** from Portsmouth for these cheats. The first is a level select. On the craft select screen, choose the Viper and hold **DOWN, UP, L** and **X**. After a while you'll get a select screen.

The second cheat gives you full power-ups throughout the game. Press **B, B, X, X, A, Y, A, UP, L** and **START.**

Number three is for real wimps. Pause the game and press **L, R, UP, X, R, A, L, Y, DOWN, B, A, Y, A, Y, R** and **START.**



Yup, Parodius is weird. Still, any game with dancing-girls in it is all right by me.

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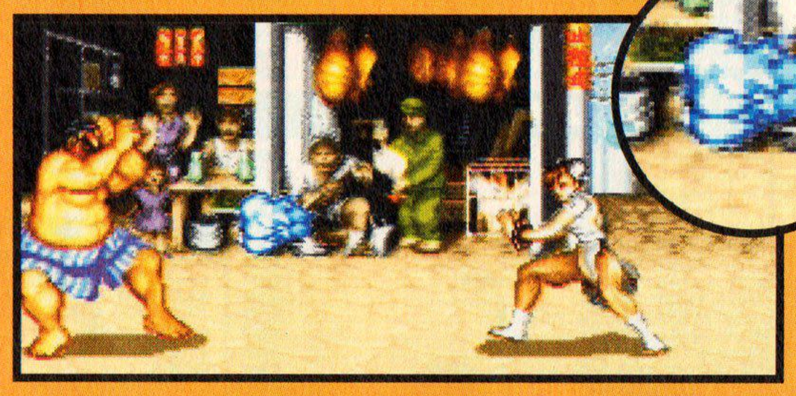
STREET FIGHTER II TURBO EDITION

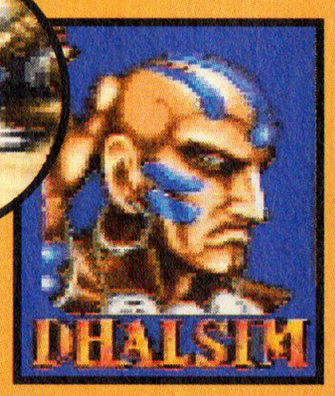
For Super NES (1-2 players) **From Capcom** **Price £65**

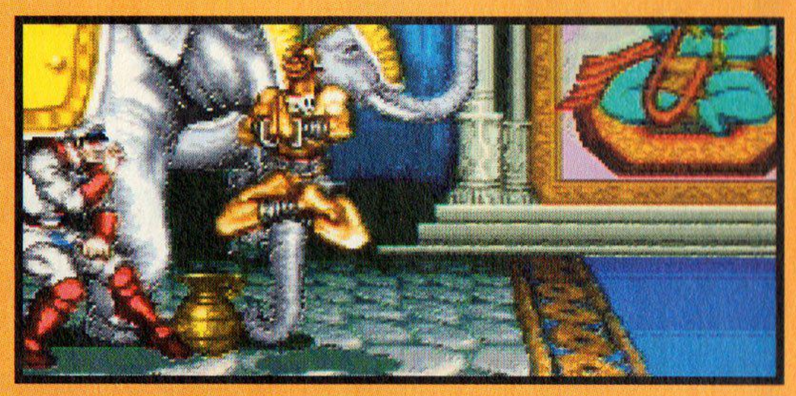
We know it looks almost identical, but everything has changed in this hot sequel to the best beat 'em up ever. There are new moves to master, new characters to use and new techniques to learn. Capcom have really gone to town and not one of the characters has remained unchanged. You're going to have to learn to fight all over again and the training starts here.

Final score 96%









Everybody's favourite Chinese schoolgirl has almost become a mascot for Street Fighter II Turbo, largely due to her new fireball ability. It's fairly tricky to do, though. Starting from the left if you're facing right, do the following in one smooth motion: L, DL, D, DR ,R and punch. Chun-Li should now let off a wispy and rather slow fireball. To be honest, it's not that powerful, but it does keep the enemy occupied while you try a jumping attack.

Never use the spinning bird kick unless your opponent is stunned – they can block it or duck it, leaving you wide open to attack. The 100-foot kick is as smart as ever and can often finish a fight at close quarters. When jumping, try to bounce off the edge of the screen to gain enough height to do the head stomp. This doesn't take off too much energy, but it annoys your opponent.

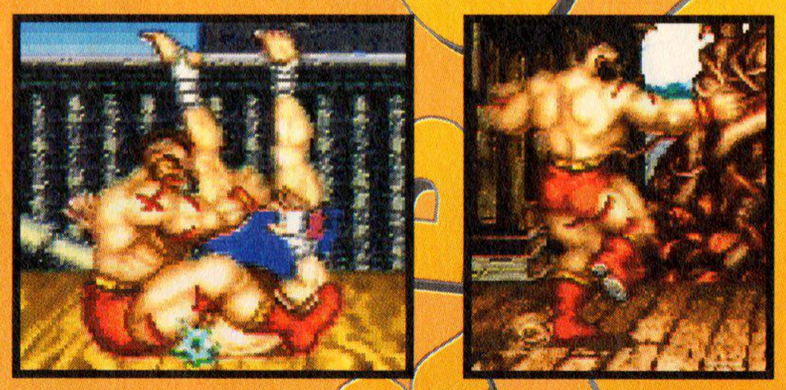
The sweep is a fantastic move and repeated attacks with it will almost always find a chink in your foe's armour. Watch out for Guile's flash kick.

India rubber man was always pretty smart but a bit slow, and he's been tweaked to bring him up to scratch for this sequel. Dhalsim's most effective moves were the spinning headbutt and kick. These have been altered radically. To make them work in the first game, you had to press kick or punch when Dhalsim reached the highest point of his jump. Now you can perform these moves at any height, simply by pulling down and hitting the button in mid-air.

Dhalsim can also teleport, vanishing for a couple of seconds and completely confusing his opponent. Sadly, though, it's stupidly hard to implement. You have to do the following: R, D, DR, followed by all three punch (or kick) buttons simultaneously.

If you use the spinning kick or headbutt, follow it up with Yoga Nugies. Not only do these reduce energy at a horrible rate but they also wind up your opponent like nothing else can.









The most dramatically improved of all the characters, and boy did he need improving. Zangief is a bit faster than before and his range has been vastly increased. Best of all, he can now walk while performing his spinning punch. To make the most of Zangief, use a lot of low kicks in succession – 50% of your opponent's blocks will be breached.

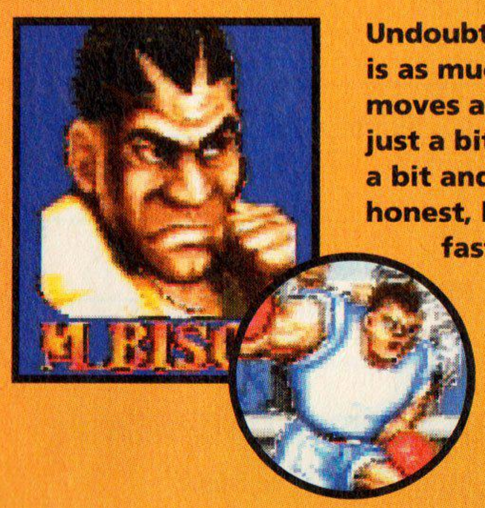
Sadly, though, the spinning pile-driver is still as hard to perform as ever, needing a full 360-degree spin on the joypad (joysticks make this a bit easier). Zang's jumping kick isn't too bad, forcing the enemy to block and walk backwards. Use it on Ken and Ryu, following it up with a succession of sweeps.

Zangief's still not quite in the same league as the rest of the fighters, but it's possible to defeat even hardened SFII players after only a little practice.

Now, this is a top geezer. Two fireballs, a Dragon Punch and the best high kick of the lot. When mastered, Sagat is a force to be reckoned with. His fireballs are identical to Ryu's – D, DR, R followed by punch – but substitute a kick instead and Sagat will shoot a low fireball.

Use this with a combination of Dragon Punches (R, D, DR and punch) and Sagat becomes a fighting machine. His high kick has an unfeasibly long range and can be used to drive any fighter into a corner. Sagat's sweep is effective, but a short Dragon Punch is more damaging at that range.

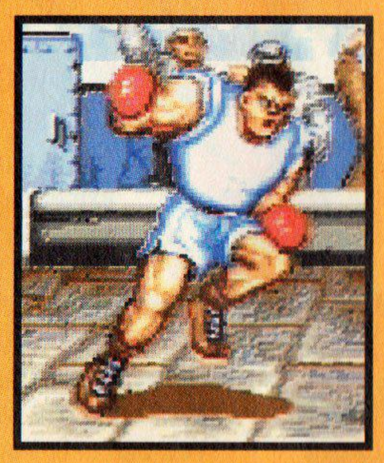
If you throw an opponent, use the high kick to beat him back into a corner and then throw him again. Sagat is excellent. He seems slow at first, but give him a chance and you won't be disappointed.



Undoubtedly the crappiest SFII character, M. Bison is as much use as a chocolate kettle. His special moves are exactly the same as his normal moves, just a bit harder. They all involve running along for a bit and then punching someone very hard. To be honest, he's not very sophisticated, he's not nearly fast enough and he can't defend himself.

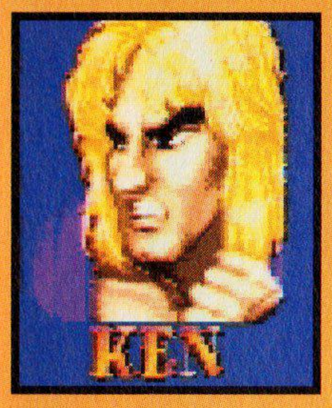
To do a rushing punch, press all three buttons (kick or punch) at once and then let go. Alternatively, you could try a Sonic Boom-style move: hit L, R, then punch or kick. Your best bet is a series of jumping





and rushing punches. Always duck when you block, and keep moving. If you can, grab your opponent and headbutt him. Other than that, it's blind luck.

TOTAL!









For the most part, these characters are identical, but it should be noted that Ken is slightly stronger and therefore better. Poor old Ryu – all those years of training and now Ken can beat him. These guys have been left fairly well alone for Turbo, but there are a few minor changes. For a start, each has a new move, the Burning Dragon Punch. We won't spoil the surprise by telling you how to do it, but we will give you a clue: your energy should be at rock bottom before you attempt it.

Strategy-wise, Ken and Ryu's fighting style is much the same as in the first game. Use combinations of fireballs and big Dragon Punches, throwing opponents only when you have to. When fighting Honda, try to use jumping kicks when he uses his Hundred-Hand Slap.

One added bonus is that the amazing Hurricane Kick can now be performed in mid-air. As you jump towards your opponent, use the quarter-circle with kick and you'll break into a Hurricane Kick before you land. A terrible surprise for unwary foes.

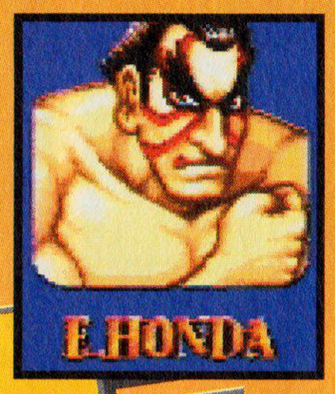




Perhaps the strongest character from the original game, Guile has been updated only slightly. His best techniques are still the Sonic Boom and flash kick. Use these in combination when close and try varying the Sonic Boom's speed (you can often fool a fighter into jumping into a slow Sonic Boom).

Always flash kick if an opponent jumps towards you – you are invincible the moment the flash kick starts and it usually cancels your rival's special move. Guile can throw during a jump, but this is foolhardy except as a last resort. Try not to use the hard sweep, as it leaves you wide open to attack.

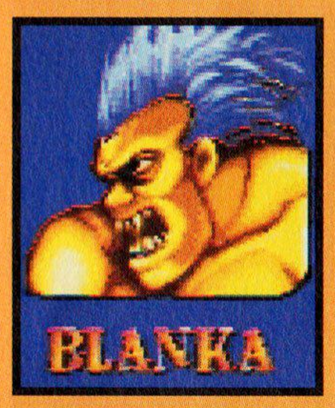
Remember that a throw is better than a punch when close. When kicking, the middle strength gives the best compromise between range and speed.





We're going to be a bit controversial now and state that Honda is the best character of the lot.

Honda has a new move now. We call it the Sumo Bum Drop. Pull down to charge, then hit up and kick at the same time. Honda will leap into the air and land bum-first on the heads of opponents. He can also now perform the Hundred-Hand Slap while walking. Do a Sumo Headbutt when the going is clear, then a Hundred-Hand Slap. When the enemy looks like escaping, walk backwards, still slapping, and your enemy will probably jump straight back onto your whirring fists. If they try to jump over your hands, use the high slap. Block all fireball-style moves – you won't lose too much energy. Jumping kicks work a treat on every character except Dhalsim, and if you're any good you'll soon be unbeatable.

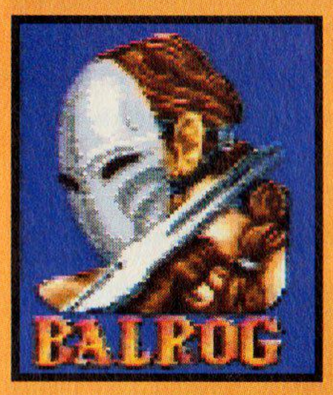


Blanka has always been dangerous and with his new rolling attack move he's even more so. Pull down to charge and push up and punch at the same time. Blanka will now leap up and crash down on the heads of any nearby attackers.

His electric field now charges faster and will work almost instantly if you press the low punch button quickly. As a result, jumping attacks on Blanka almost always end in disaster. Blanka's best move is still his low, hard punch – crouch block and punch. The range of this punch has also been increased.

To defend against a jumping attack, use the high, scooping punch – you will almost always hit first. Your biggest problem will be Chun-Li, who can jump high enough to avoid this move. Step back when she jumps before you use the punch. Use electric field against slower opponents and Ken/Ryu.









Although he looks like a steaming great Spanish sissy, Balrog is actually rock-hard. He is very, very fast and his special moves, while subtle, are extremely powerful. When an opponent jumps, use the Izna Drop, by pressing D, then U and punch. While in mid-air you can grab your foe and slam him to the floor. You can also do a flying punch using this method.

Better still is the Crystal Flash. This works exactly like a Sonic Boom – L followed by R and punch. You can cover ground quickly by rolling along the floor, and at close quarters you can inflict about five hits in one go. This can be backed up with a sliding sweep, the most effective low kick in the game – even more so than Dhalsim's slide.

His other moves are pretty weak, although his crouching punch has a good range. Your best bet is to stick to special moves where Balrog is concerned. Honda is the only fighter who can take Balrog with ease.







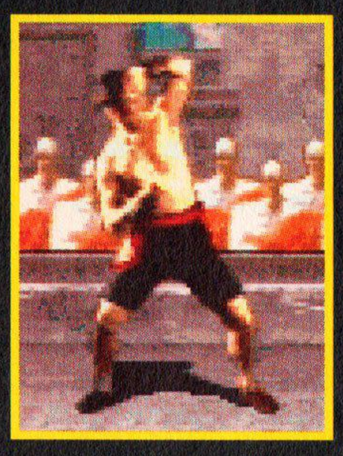


Although he's a final boss, Vega isn't that hard. His spinning torpedo move (L then R and punch) is very effective but by no means unbeatable. Most soft punches will stop him in mid-flight, so try to use it at close quarters. Even if your enemy blocks, you'll pass through him, taking energy off all the time.

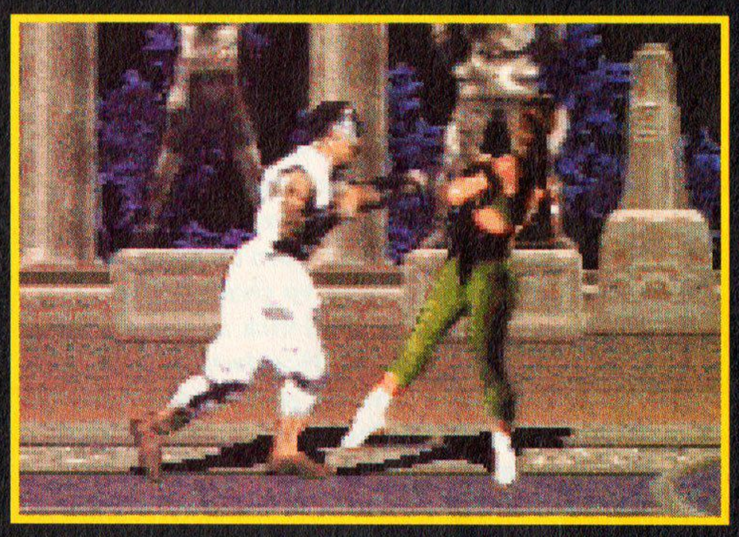
Use the head stomp (D then U and kick) as it can't be blocked, only dodged. You can beat an opponent using this move alone, especially Zangief. The double knee-press (L then R and kick) is equally powerful and takes off two big hits. It's best used with the sliding sweep. If you sweep straight after the double knee press, your foe can't recover and can't block the sweep in time.

If you get stuck, use loads of torpedoes, as fast as possible. This works well against Zangief and Dhalsim. Fighters like Ken, Ryu and Guile, who can use fireballs, can stop this move in mid-flight, so avoid using it against them.

Standard moves



Block
This move doesn't protect you completely – you will take a little damage – but a well-timed block makes a world of difference if you're in a tight fight.



Low punch Doesn't do much damage, but you can fire lots off quickly.



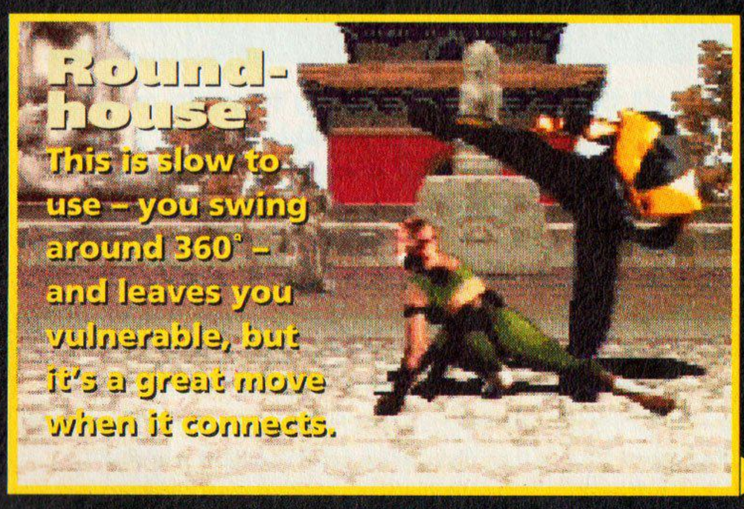
High punch Hurts more than a low punch and can also be fired off rapidly.



Low kick
Short-range and weak but fast to use.



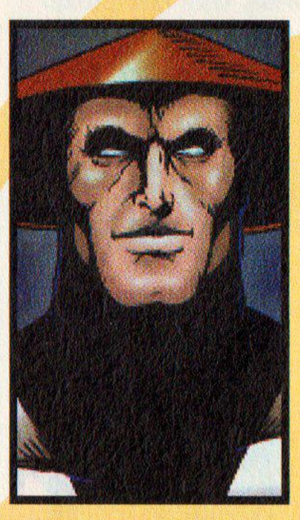
High kick
Best all-round kick – stops 'em dead.



Round-house
This is slow to use – you swing around 360° – and leaves you vulnerable, but it's a great move when it connects.

MORTAL KO

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

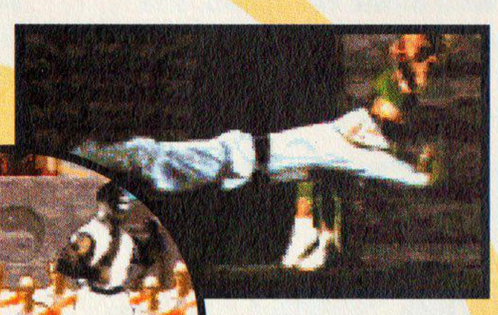


RAIDEN
God Of Thunder, who uses lightning for some reason...



LIGHTNING
Fast, easy-to-use missile attack that knocks enemies back a few steps. One of the best.

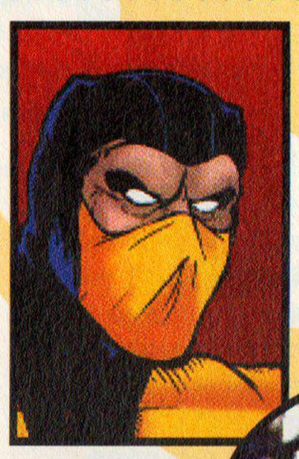
TELEPORT
Another very easy move. Use it well and you get a free attack.



TORPEDO
Fast flying attack that's a great surprise to pull out. Works close-up or across the whole screen. And it hurts.

LIGHTNING OVERLOAD
His death move's tough to get to work but it's spectacular when it does (and just a bit nasty).





SCORPION
Ninja spectre who likes yellow. A lot.

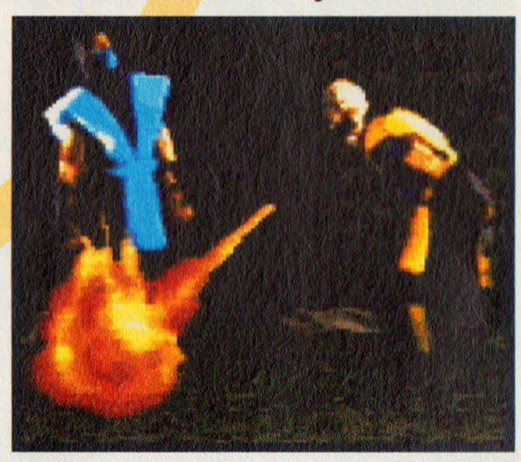
TELE-PORT PUNCH
Scorpion disappears, reappears on the other side of the screen, then sticks his elbow right into his enemy's head.



SPEAR & CORD
Lassos the enemy and yanks them in close, stunning them so Scorpion can get in a free hit.



BAD BREATH Probably the easiest death move – and the same as it is in the arcade. Dead good and dead, erm, deadly as well.





LEG GRAB and **FORCE WAVE**
The Leg Grab is a more powerful variant on the throw. The Force Wave is a strong missile attack.



FLYING AIR PUNCH
Quick 'n' easy move designed to hit opponents in the air. Not a lot of use if they stay on the ground.



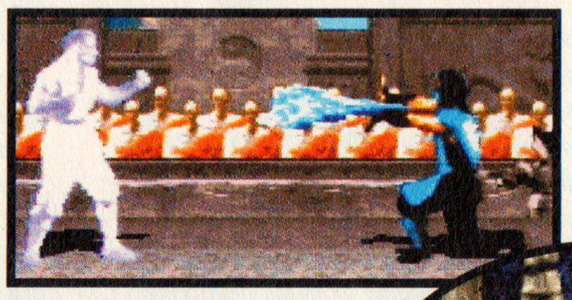
FLAMING DEATH KISS
Replica of Sonya's arcade death move. Simple to use and worth doing just to see the pretty flames.



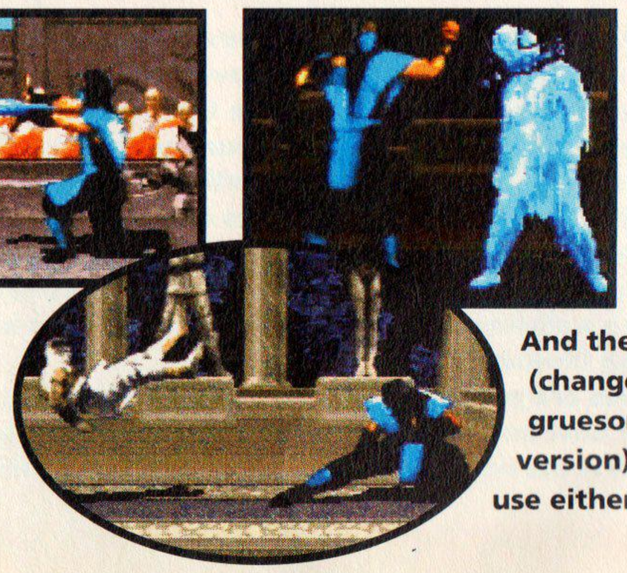
SONYA BLADE
Looks a bit of a Sharon to us. Nice white shoes, Shaz.



SUB-ZERO
It's Scorpion – in his blue period.



ICE BLAST Brilliant missile attack that hurts 'em and freezes 'em so you can get a free attack in.



SLIDE and **FROZEN DEATH**
The Slide would be a great attack if it wasn't so tough to do. And the death move (changed from the gruesome arcade version) isn't easy to use either. Poor Subby.

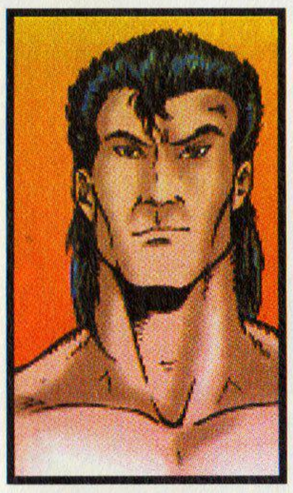
OMBAT

Price £60

It may not be as good as SFII, but Mortal Kombat's still got a lot to get your teeth into. Check out these moves.

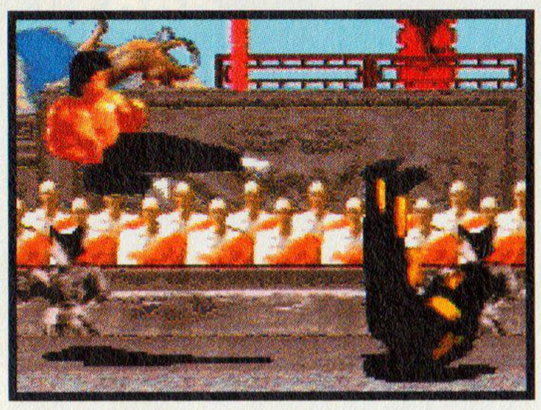
Final score

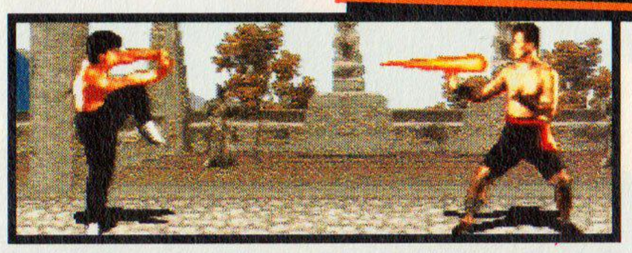
70%



LIU KANG
Just like old Bruce whatsisname. Er, Forsyth, isn't it?

FLYING THRUST KICK
Very fast (and very easy) flying kick whose height you can alter. And if you get the timing right you hit them twice – once on the first impact and again as they fall back.



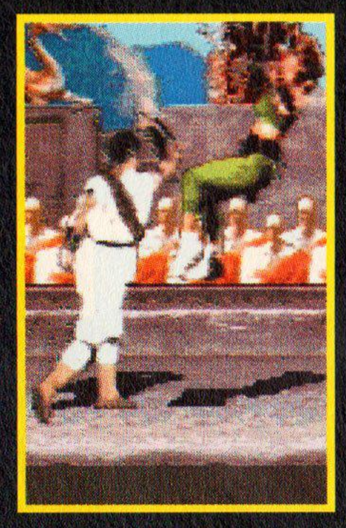


FIREBALL and SCISSOR KICK COMBO The Fireball is another strong and simple-to-use move that forces opponents to keep their distance. The Scissor Kick (and Uppercut) Combo death move is fairly easy to execute but not very inspiring when you connect.





Sweep Useful move that catches your enemy unawares, giving you an edge.



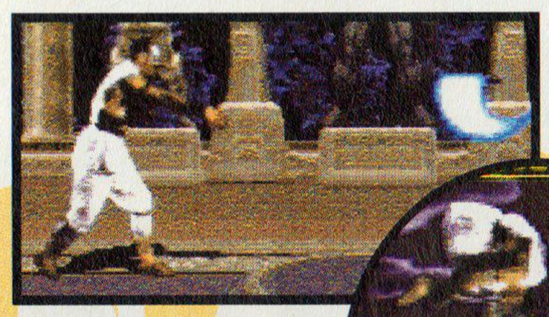
Uppercut
Knocks 'em across screen and does loads of damage.



Fly punch
Not as hot as the flying kick but still a good surprise hit.



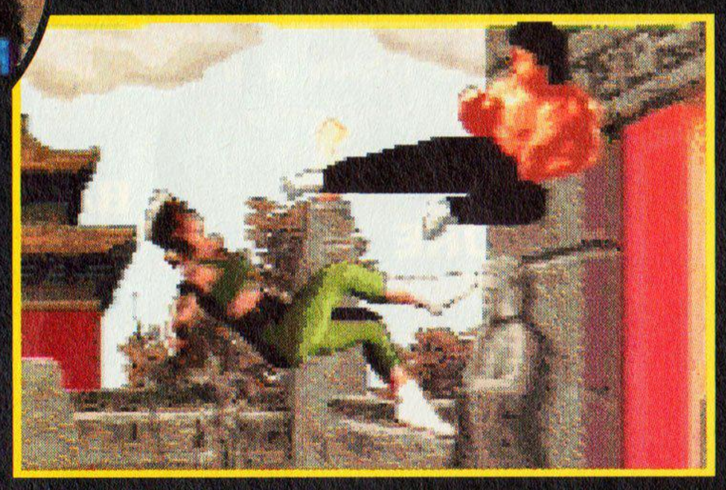
KANO
Terminator-type bloke in a Duran Duran T-shirt.



KNIFE THROW and ROLL
The Knife Throw is a useful missile attack but very tricky. The Roll's a good long-range attack but easy to defeat.



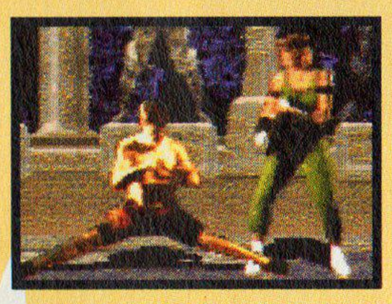
HEADBUTT
Not really a special move, just an alternative hard punch that cuts in automatically when you're right up close to the enemy. Still, it looks quite vicious, eh?



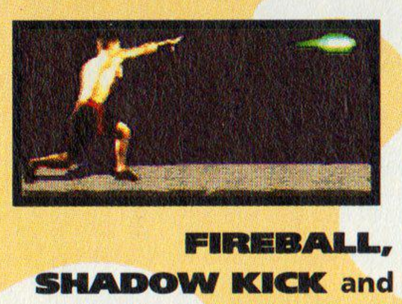
Flying kick Devastating long-range attack. Takes off a lot of energy and is deadly if used after an uppercut.

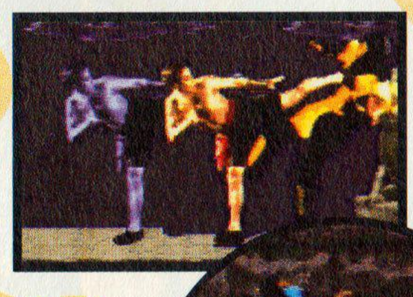


JOHNNY CAGE
West Coast poseur. Looks like one of the Village People.



PACKAGE CHECK
Bit of a low blow, this. Johnny does the splits and reaches up to 'check your package' with a short, sharp punch. Not that much damage.





FIREBALL, SHADOW KICK and HEART KICK The Fireball is a cinch and a good missile attack. The Shadow Kick is easy too and good for enemies coming at you. The Heart Kick looks easy but is very hard to do and not very impressive (in the arcade he tore off their heads).

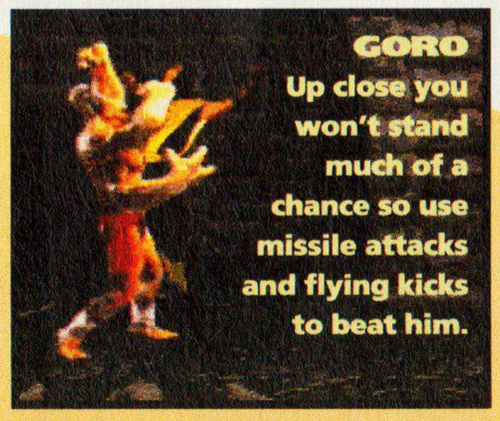


Throw
A good move that does lots of damage and really messes up your opponents' rhythm. But you have to stand right in front of them and risk all manner of hits to do it.

Bosses and mirror matches



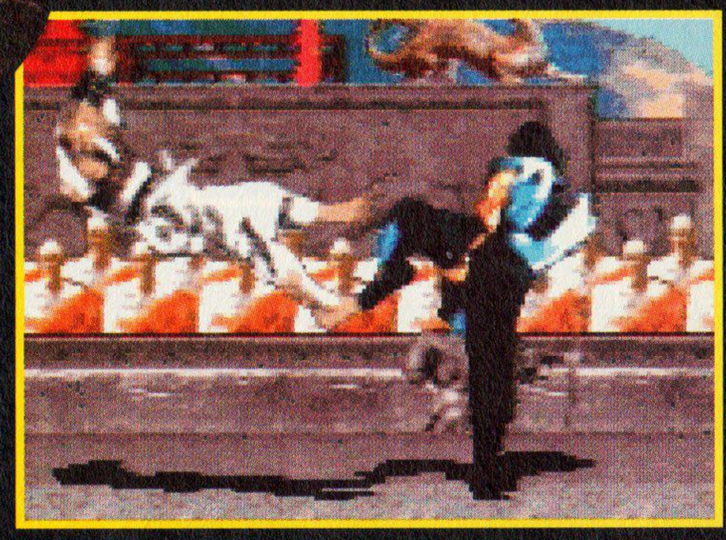
MIRROR MATCH The computer doesn't use special moves much so get 'em in early and you'll have the upper hand.



GORO
Up close you won't stand much of a chance so use missile attacks and flying kicks to beat him.



SHANG TSUNG He has good fireballs and can change into anyone. Again, use missiles and flying attacks to beat him.



Knee A useful attack when you're in close but usually not worth the effort.

NES TACTIX

This month, as a special treat, we present a round-up of vintage NES tips. Look out for another NES complete solution next issue.

ABADOX

On the title screen of this game, press **A, A, UP, B, B, DOWN, A, B** and then **START** for complete and utter invincibility.

ADVENTURE ISLAND

When you lose your last life on this platformer, press **LEFT** and **START** simultaneously to start on the level you just died on.

ADVENTURE ISLAND 2

On the title screen, press **RIGHT, LEFT, RIGHT, LEFT, A, B, A, B** and the level select will appear. Now move up and down using the cursor and press **A** when you get to the island you want to play.

THE ADVENTURES OF LOLO



If you'd like to try your hand at some of the later levels, use these codes: **CJZM, CLZK, CMZK, CPZH, CRZD, CZYY, DVYB**.

BATTLE OF OLYMPUS

To get every item, enter this code: **BFFXVN XQNLS8K, CM2FHU X4GW5ZD**.

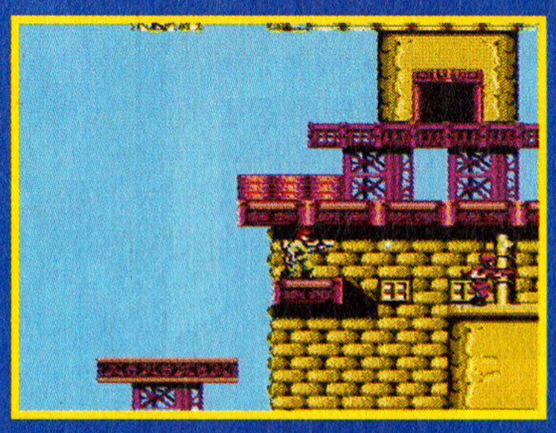
BATTLETOADS

For five extra lives, hold **DOWN, A, B** and **DOWN** and press **START** on the title screen.

BATTLETOADS

On the first level, kill the first two baddies and go right onto the ledge, where you'll find a warp. This will take you to level 3. When you get there, go past the green checkpoint and then past nine blocks. Just before the 10th you'll find a warp to level 5.

BIONIC COMMANDO



When the Game Over screen appears, keep your finger on the **A** button and when the title screen appears press **START** quickly. This will give you infinite continues.

BLADES OF STEEL



Hold **DOWN, A** and **B** on both controllers, then press **START** on controller 1. The game will start with no goalies – which makes life really interesting!

DAYS OF THUNDER

On the qualifying race, try to do well on laps 1 to 4. Then, when you get to the final bend by the finish line on the last lap, plough your car into the top barrier and keep it there as you pass the finish line. This will give you a fairly decent grid position.

DOUBLE DRAGON 2

To continue on levels 1, 2 and 3, press **UP, RIGHT, DOWN, LEFT, A** and **B** on the Game Over screen. On levels 4, 5 and 6, press **UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, A** on the Game Over screen. On levels 7, 8 and 9, press **A, A, B, B, DOWN, UP, RIGHT, LEFT** on controller 2.

Select the two-player game and beat the living daylights out of Jimmy, your partner, and every time he loses a life you'll gain one. It's a cruel world.

DUCK TALES

There's an easy-to-reach bonus stage hidden in this game. To get to it, just make sure the last digit in your score is a 7 when you find Launchpad McQuack.

DYNABLASTER

To get a sickeningly huge pile of cash, change the first letter or number of the password in game A to an **X**.

FAXANADU

For a sackload of goodies and the ranking of 'Myrmidion', try entering the following code: **Rou8Avt0CEIWsIQOY**.

GAUNTLET

To go to level 100 of this ageing dungeoneer, enter the code **XRTW98Y7**.

GAUNTLET 2

This cheat means you don't have to bother hunting around for keys. Get your character to a relatively safe place where the nasties can't get to you and stand still. If you don't do anything and watch your energy count go down for a count of 100 (watch your energy meter go down), you'll find all the doors on that level have opened themselves. This works anywhere in the game, but remember, it takes away 100 energy points.

GHOSTS AND GOBLINS

To get a level select option, press **B, B, B, LEFT**. Let go. Press **B, B, B, LEFT**. Let go. Press **B, B, B, DOWN**. Let go. Press **B, B, B** then **START**, and there you go.

On the title screen press **RIGHT** and **B** three times, **UP** and **B** three times, **DOWN** and **B** three times, and **LEFT** and **B** three times. Then press **START** followed by **A** and **B** for a level select.

GODZILLA

This game is crap. So if you want to see the end sequence without actually playing it, enter the code **START TO END**. Or if you want a quick shuftie at the sound test, enter **SOUND**.

THE GOONIES

Try this code to give you all the necessary equipment to complete the whole game: **SUG NY4WT!NUU!UF**.

GRADIUS

Pause the game and press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B** then **A**. Now unpause the game and you'll have a tasty bit of weaponry.

GUNSMOKE

If you want to start this game packing a butt-kicking machine gun complete with 300 bullets, try this simple little cheat: on the title screen, press **A** four times, **SELECT** four times, **RIGHT** twice and then **START**.

IKARI WARRIORS

To continue the game after losing all your lives, press **A, B, A, B**, and you'll be able to get back into all that mindless violence as if nothing had happened.

IRONSWORD

If you use a password that gives you less than three lives, simply change the fifth letter of the code to an **N** and you'll have three lives.

JACK NICKLAUS GOLF

Stuck in a bunker? In a bit of a hole? Select the 3-wood and drive it at full power towards the pin. It should bounce back and land a few feet from the hole.

KABUKI QUANTUM FIGHTER

While you're in the process of kicking the end-of-level baddie's butt, press **UP** and then **DOWN** to top up your energy level at this crucial moment.

KID ICARUS

Enter this password to start the last level with infinite lives: **8UUUUU UUUUUU UUUUUU UUUUUU**.

LIFE FORCE

Try out this cheat to get yourself 120 lives. Pause the game and press **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**.

As soon as the title screen appears, quickly press the following: **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A**. If you do this before the demo comes up you'll start the game with 29 lives.

LITTLE NEMO

On the title screen, press **UP**, **SELECT**, **LEFT**, **RIGHT**, **A**, **A**, **B**, and a dream select will materialise. Press **A** to change the level and then press **START**.

LOW G MAN

This is a dead tough game so try entering the passcode **L0BB** (the 0 is a zero) and you'll start with eight lives. Alternatively, enter the code **SHOT** and you'll start the game with heaps of weapons.

METROID

To change your player into a woman and get loads of luvverly weapons, simply type in **JUSTIN BAILEY** on the password screen. (Who the hell's Justin Bailey, that's what I want to know.)

MICRO MACHINES

On the qualifying race, finish third and hold **DOWN**, **UP**, **SELECT** and **B**. When the screen turns blue, press **START** and **START** again for six lives.

PROBOTECTOR

On the title screen, press **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A** and **START** before the music stops for 30 lives.

PUNCH OUT

At the end of a round press **SELECT** and **UP**. Keep them held down until the referee shouts 'Fight'. You'll enter the bout with double your normal power.

RAD RACER

On the map screen, press **A** and **START** simultaneously to get an extra continue.

ROBOCOP

Once you've used up all your continues and the game freezes up, press **SELECT**, **START**, **B** and **A** all at the same time. This gives you another continue and you can repeat it as much as you like.

THE SIMPSONS

On level 1, make your way to the far right and shoot the rocket at the E in the Quick-E Mart sign. This will give you extra lives and the chance to mess around with the sound test.

SNAKE, RATTLE AND ROLL



Zoom through level 1 as fast as you possibly can in a straight line and jump onto the rocket. You'll now be transported directly to level 8. Pretty handy.

SOLSTICE

On the inventory screen, press the following buttons: **B**, **START**, **START**, **B**, **B**, **START**, **START**, **B**, **B**, **START**, **START**, **START**, **B**, **START**, **B**, **B**, **B**, **START**, **START**, **START**, **B**, **START**, **B**, **START**, **START**, **B**, **START**, **START**, **B**, **B**, **START**, **B**, **START**. Get it right and the screen flashes – you can now press **SELECT** at any time and top up your lives and potions.

STAR WARS

At the start, you can keep re-entering the sand-crawler (where R2-D2 was found) and collecting the extra life from the level below until you have eight. You can also do this with any sand-crawlers that contain shields. Also, when flying the Millennium Falcon keep your target in the top middle of the screen and you'll destroy pretty much everything.

SUPER MARIO BROS.

To continue from the first level of the last world you were in, when the game ends hold the **A** button and then press **START**.

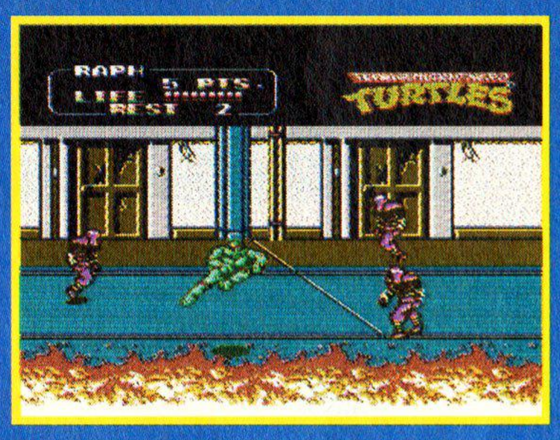
SUPER MARIO BROS. 2

To skip world 6, go to the start of 5-3 and do the following. Squat jump on to the ledge to your left and pick up the bottle. Throw the bottle and a door will appear. Go in and jump on the jar, duck, and you'll be whisked away to world 7.

TEENAGE MUTANT HERO TURTLES

To get yourself infinite lives, re-enter the very first sewer, go down the ladder and grab the pizza. Do this a total of 30 times and then gaze in utter amazement at your life supply.

TEENAGE MUTANT HERO TURTLES 2



Press **B**, **A**, **B**, **A**, **UP**, **DOWN**, **B**, **A**, **LEFT**, **RIGHT**, **B**, **A** and **START** on the title screen for a level select and 19 lives.

TETRIS

In game B, press **SELECT** and keep it pressed until the falling shape reaches the bottom of the screen. The SUCCESS message will appear as if you'd completed all 25 lines.

TRACK AND FIELD 2

To go to the last day of the Olympics, enter **YAWWWHJ4S** (GB), **54HLPHJNI** (US), **2MISPZJWS** (USSR).



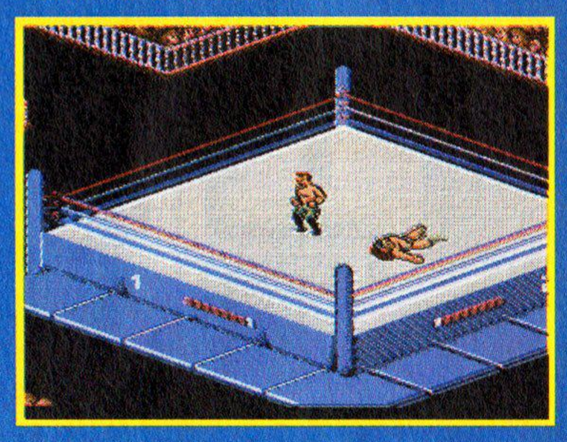
TOM AND JERRY

For tons of lives on this mediocre platform game with a tenuous connection to the original cartoons, go to the title screen and press **RIGHT**, **RIGHT**, **UP**, **LEFT**, **UP**, **RIGHT**, **DOWN**, **B**, **A**, **SELECT**, **START** and **START**.

TOTALLY RAD

To get loads of lives on this extremely tough platform shoot 'em up, waste the first green soldier to come onto the screen. He'll keep on coming back and for every trooper you kill you'll get an extra life (up to 13).

WWF WRESTLEMANIA CHALLENGE



In the Tag-team and Survivor series, press **A** and **SELECT** for a second and your partner enters the ring to help you out. If you press **SELECT** and **B** your partner will run around the outside of the ring and attack the other team's outside man.

The NES isn't dead!

Don't give up on your NES yet! Everyone may be enthusing about the Super NES these days, but if you're an NES owner you'll know that NES games can be absolutely fab. That's why TOTAL is sticking with the NES and will continue to print tips for NES games as well as Game Boy and Super NES ones. Our tips will help you to prolong the life of your NES by enabling you to keep playing your NES games, instead of slinging them in the back of a cupboard when you can't get any further in them. But we need your help. If you've got any NES tactics, send them to: **TOTAL Tactix, 30 Monmouth Street, Bath, Avon BA1 2BW**. And remember, if your tip gets published, we'll send you a rare and highly desirable TOTAL T-shirt.

T!

ALFRED CHICKEN

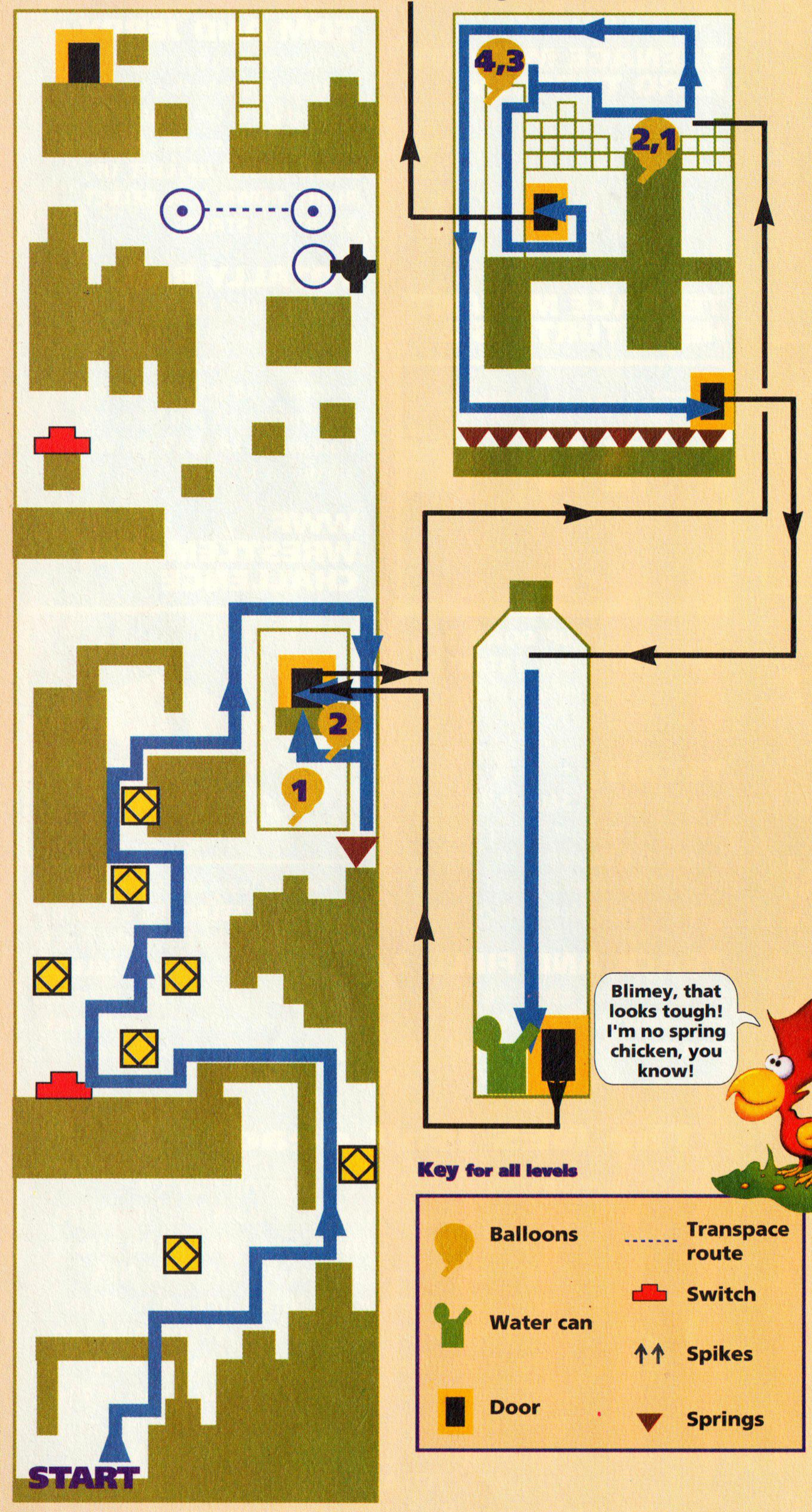
For Game Boy (1 player) **From Mindscape** **Price £26**

Part 2 of our complete Alfie solution, continued from last month.

Final score 85%

Level 5

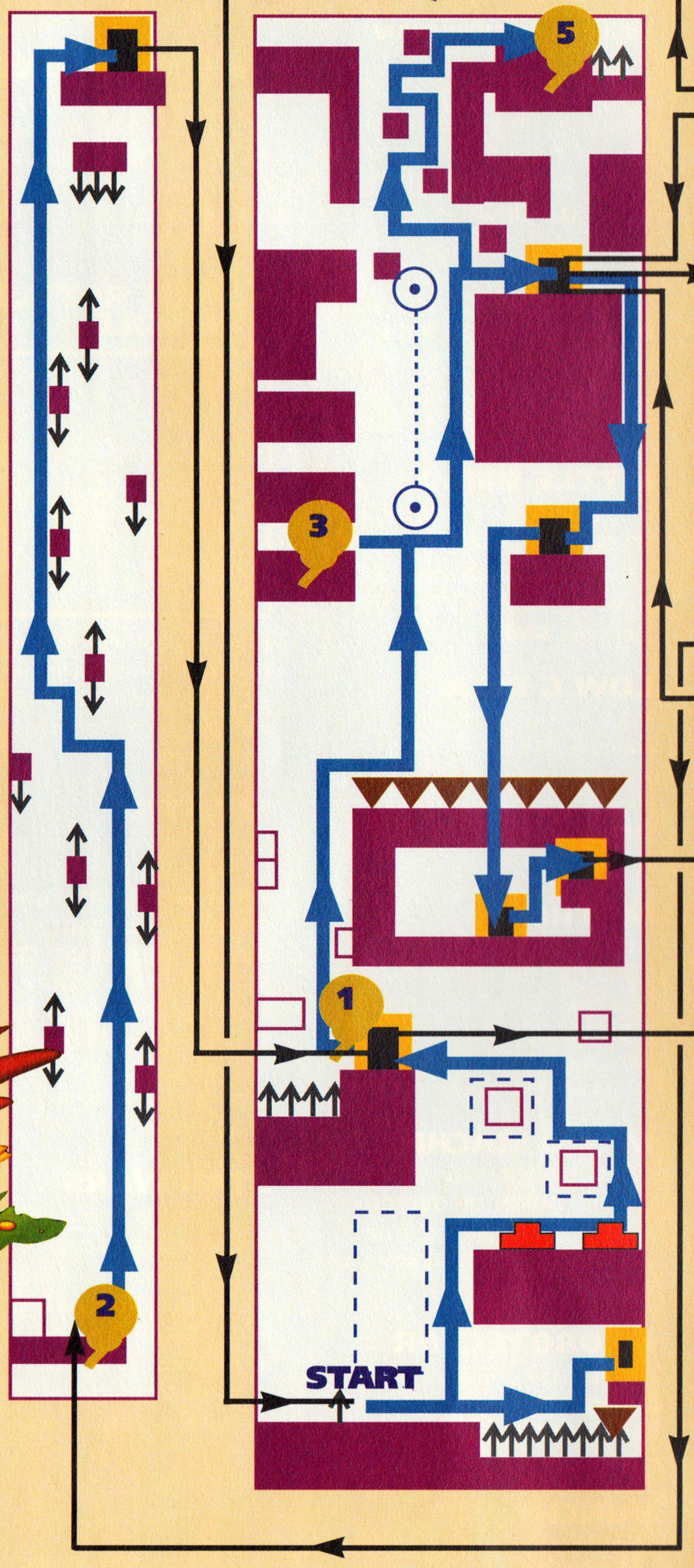
Use this door to warp, or collect balloons 1 to 4 to go to level 6.



Key for all levels

- Balloons
- Water can
- Door
- Transpace route
- Switch
- Spikes
- Springs

Level 6



Level 7

Water can

Ball

Free life

Free life

Peck the block to manoeuvre the ball to destroy the blocks.

Missile weapon

Peck the blocks to activate both switches.

Peck the blocks to knock the switches on and off to get past the blocks.

Shoot the head, then stand on the can to be shot upwards.

START

Missile weapon.

Peck blocks to get switch.

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Issue Eight August 1993

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10 pages of fist-on-face action including: Mortal Kombat, Final Fight CD, World Heroes 2, Final Fight 2 and *three* new versions of Streetfighter II. The smacking starts on page 30!

MEGA DRIVE

Splatterhouse 3, Techn
Clash, Amazi
and many m

SUPER

Bubsy, Stril
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Shadow

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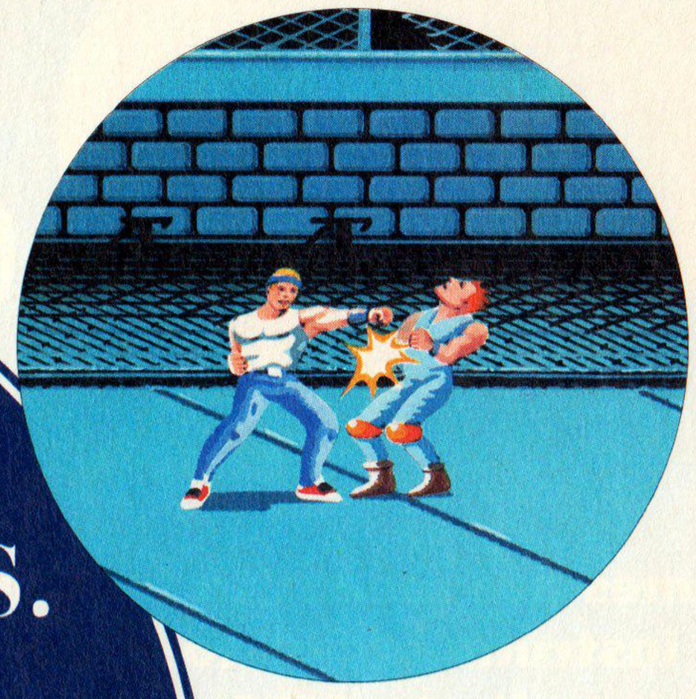



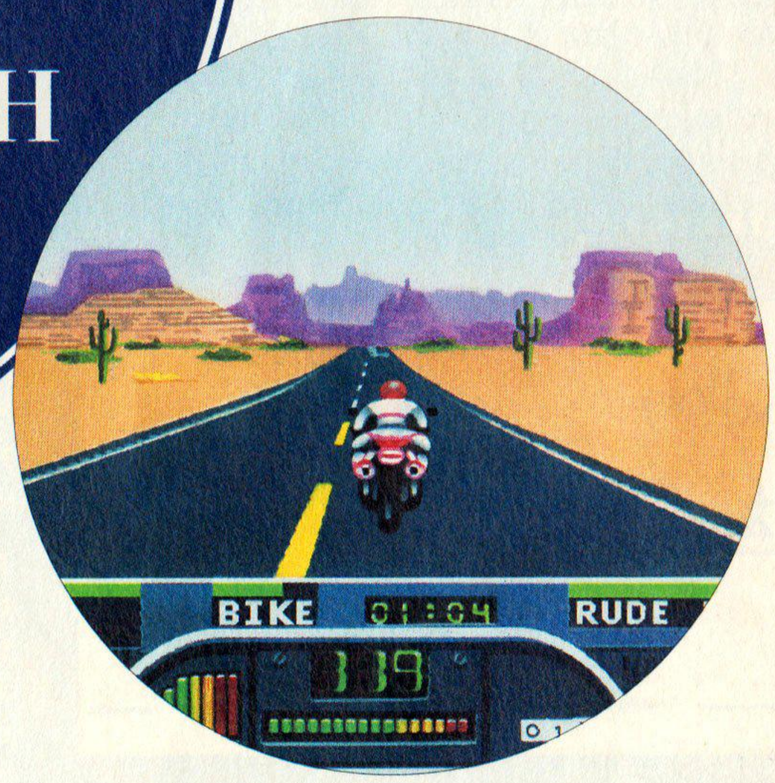

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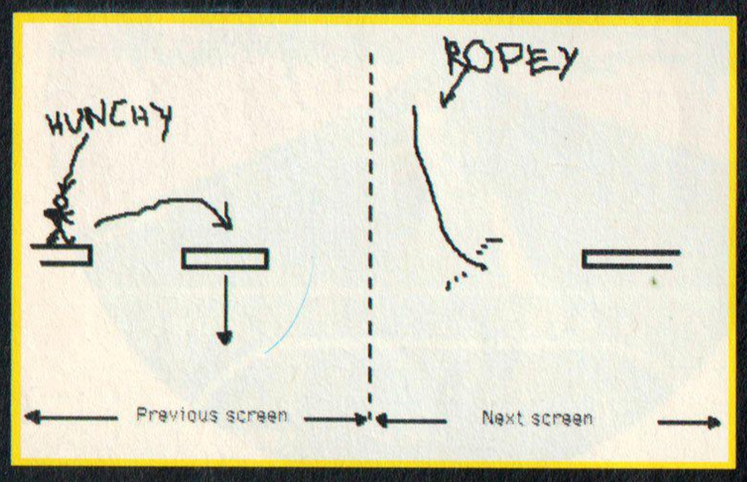
Q&A

Games are meant to be fun. They're not supposed to be instruments or torture. If a game is causing you pain, write to Q&A and we'll make it go away.

My workmates and I are having a spot of bother with Super Hunchback on the Game Boy. The screen we're having trouble with is the one where you have to jump onto a collapsing platform and then onto a rope that's off-screen. The trouble is, because you can't see the rope, you can't time it. Also, even if you do get onto the rope (by chance), you can't get to the end of it to allow you to jump onto the next platform. I hope you'll be able to sort me out (madam).
Jed Bartley, Harrogate, N. Yorks. Age: a sad old gimmer (26)



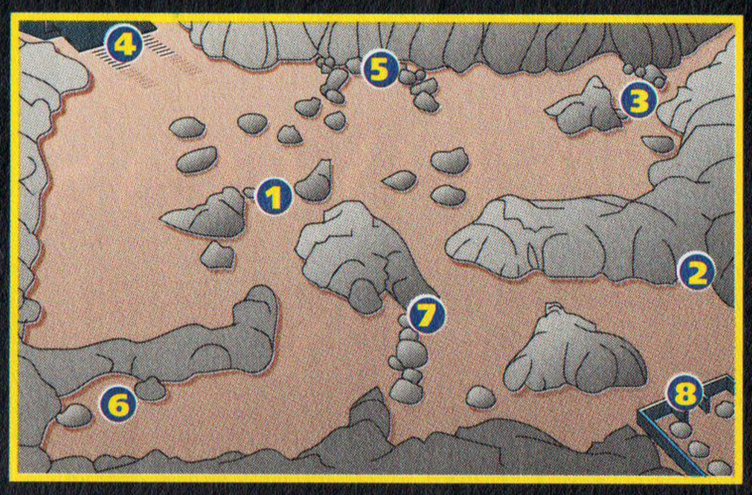
Can you sort out Jed's problem? (Some free drawing lessons wouldn't go amiss, either!)

We haven't got a flippin' clue! If any Hunchback aces out there are reading this, take a look at the wonderful piccy which Jed drew of his predicament and see if you can suss out a way through. If you can, write in and put him out of his misery, and we'll give you, er, something. Excellent drawing, by the way, Jed.

I recently bought a Game Boy Game Genie, but I haven't got many codes for it. The games I've got for it are SML, SML2, Terminator 2, Tennis, Lemmings and Tetris. Help us out, mate!
Robert Hailey, Herts
Turn to page 86 and you'll see a wodge of Super Mario Land 2 codes. As for the rest, Codemasters (makers of the Game Genie) are working on them right now and you'll be seeing them from next month onwards.

My fish is as sick as a parrot – which is strange because it's a fish! Can you help?
Nikki Grant, Bath
Bog off, weirdo!

Please help me on GB Star Wars. I'm stuck on every level, so a full solution would be nice.
James Staples, Somewhere



The GB version of Star Wars is virtually identical to the NES version. Groovy, huh?

This is a tough game to get started on, but the great thing is, it's almost identical to the NES version. That means you might already have the solution from issues 6 onwards. Of course, there are a few minor differences. So, here's the area map and the first three levels. The rest of the solution will follow next month – and possibly the month after as well.

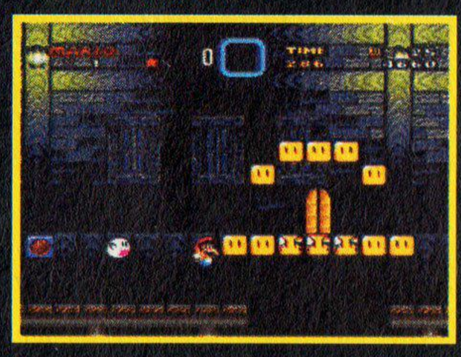
I've had Maniac Mansion for my NES for about a month now, and I still haven't got very far. The main thing that's bugging me at the moment is that the doorbell keeps on ringing, but when I answer the door there's no one there. I know it means something, but I can't figure out what. Can you help?
Gary Stanton, Blackburn

Sure we can help you, Gazza. The doorbell was invented shortly after the door to tell the occupants that there was someone waiting outside. Ahem. In Maniac Mansion it's a very useful thing. If the doorbell rings while you're in the house, it means that the postman has left a package at the mailbox for Weird Ed. Your job is to get to it before he does, save the stamps, then deliver the package to him. He'll reckon you're a dead nice chap and things will be great for one and all.

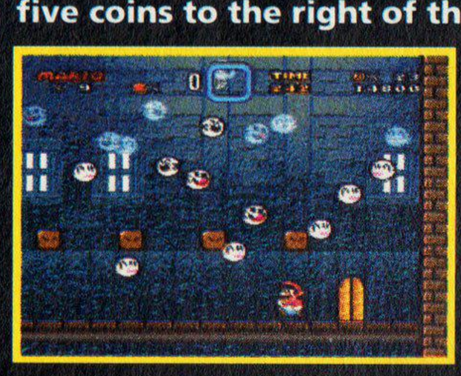
The other use for the doorbell is that you can send one of your characters to press the buzzer to lure Weird Ed out of his room. You can then nip in and nick all his goodies while the room is unguarded.

Oh, a couple of other tips. Try giving some of the radioactive water to the plant and it'll grow to like you. Also, while you're next to the plant, use the paint remover on the paint blotch to the right and a door will appear.

Please can you tell me how to get to the Donut Ghost House Secret Top Area.
Rob (sorry, can't read your second name!), Stockport, Cheshire
That's a nice straightforward question. Let's see if we can't furnish you with a similar answer.



Right then, this is what you have to do. Go past the Big Boo, run right and through the door. Hit the prize block for a power-up, then run to the left through a circle of Boo Ghosts. Grab the five coins to the right of the rotating blocks. Jump back left and grab the 'P' switch. Return to the rotating blocks and hit the switch. Three blocks will appear under the door, allowing you to go through. Hit the prize block you see, steer the coins, grab them, and then run left to leave though that door. Hit the rotating block for a power-up. Jump up and go through the door. Hit the prize block for another power-up. Now jump up and hit the rotating block directly above the brown door to make a vine appear. Climb up it, then go right and





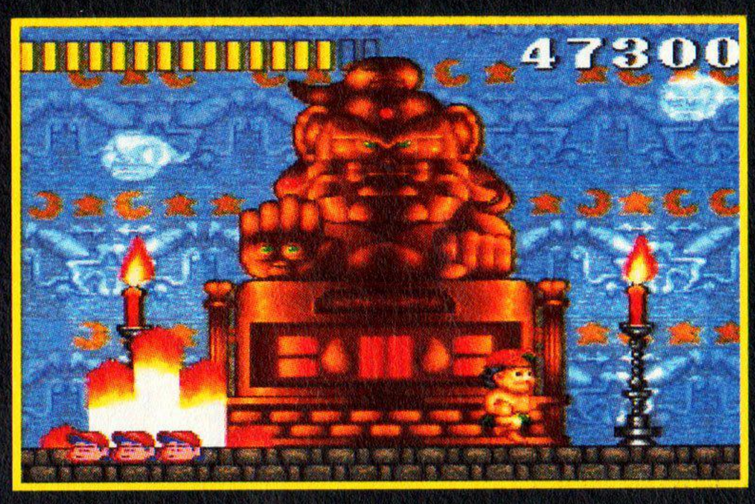
through the blue door. You'll now have to fight a Big Boo. Wait for him to appear and then yank a block from the floor and lob it at him. He'll snuff it after three hits. Now get a cape and go back into the Ghost House. Fly up the left-hand side of the screen, then run right along the ledge and go through the door at the end, where you'll find the second goal. And there you have it. Sorted, mate.





This is a brilliant place to go back to for zero-danger power-ups.

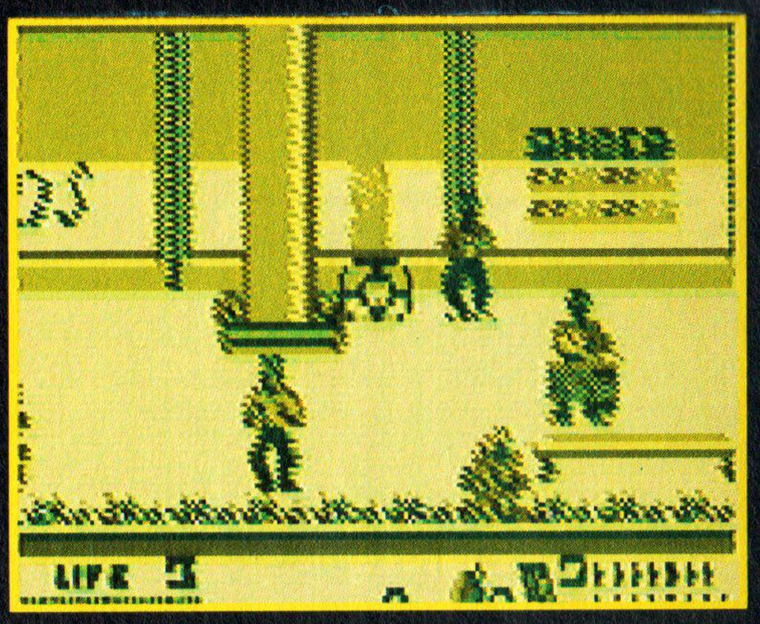
I've bought an import version of Super Adventure Island for my Super NES. The thing is, I've rattled through it right up until the King Reptilian, and that's where I've been stuck for the last few weeks. What am I doing wrong?
Keith X, The Outback



Sorry, Keith, we couldn't be bothered to play through to the boss you asked about cos this game bores the hell out of us!

Well, buying the game in the first place was a pretty dumb move, but hey, it'll probably be worth something one day. As for your little problem, try moving towards his sword (yes, yes, I know it sounds dim), and when he lunges forward to attack, use that wonderful super jump to get up high and pelt him with your hardware.

I know it's just a blaster, but have you got any tips for The Punisher on the Game Boy? I don't seem to be able to get very far, so any cheats or hints would be much appreciated.
Warren Harding, Cheshire



Top tip for The Punisher: don't waste lives dying, or bullets by missing. Clever, that.

You're right, there's not a lot we can do for you on this one. My only suggestion is that you save the heavier gear, like grenades and rockets, for the larger targets, like helicopters, bunkers and boats. Oh, and remember that you get a 1-up if you waste every enemy on a level.

TOTAL! Challenge

Finished all your games? Get more out of them with a TOTAL Challenge!

SUPER MARIO BROS. 1 (NES)

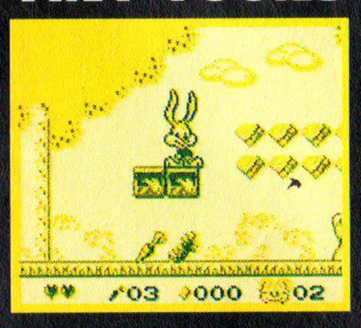


In issue 14 there was a challenge for completing world 1-1 before the timer reaches 336. Well, I did it before 347! Anyway, try this one. If you add the counters for all of world 1, you get 1400. Try to complete all of this world with the total of all the timers adding up to less than 1207. That means you've got to add up the counters every time you finish a stage.
Graham Willighan, Northern Ireland

PILOTWINGS (SNES)

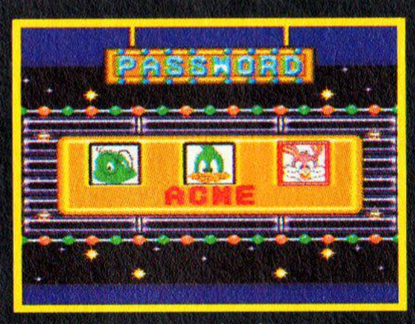
Try to go through all the rings on the first rocket-belt stage in under 16 secs. It is possible.
Oliver Francis, Devon

TINY TOONS (GB)



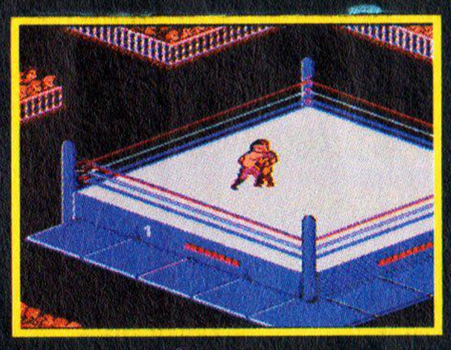
As soon as I got the game, I completed it in under four hours. I would like to know if anyone can beat that.
Steven Walton, Wallington

BUSTER BUSTS LOOSE! (SNES)



Use this passcode: Bookworm, Pluckey, Babs, to get to level 4 and then try to score a touchdown in under 45 seconds. It can be done, believe me.
David Jones, London

WWF WRESTLEMANIA CHALLENGE (NES)



This challenge seems fairly simple but it's actually very demanding. Just see how quickly you can complete the tournament on this game. I have managed to finish it in six minutes and 41 seconds. Try and beat that if you think you're hard enough!
Dean Holden, Essex

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).

STREET FIGHTER II

1C6SDF00 – Players move a lot faster
8E6DDD64 – Player 2 is invisible
B229A7A7 – Player 1 can hit player 2 anywhere on the screen
4DC66493 – Championship mode

SUPER TENNIS

D760AFAF + D761AFAF – Use this code in conjunction with one of the following to give the player of your choice super speed:
DD290DA5 – Matt
DD29ADA5 – Amy
DD210DA5 – Brian
DD21ADA5 – Kim
DD250DA5 – Phil
DD25ADA5 – Lisa
DD260DA5 – John
DD26ADA5 – Erin
DD2B0DA5 – Myer
DD2BADA5 – Donna
DD2C0DA5 – Rich
DD2CADA5 – Deb
DD280DA5 – Hiro
DD28ADA5 – Colette

SUPER MARIO LAND 2

00D-8DA-E6E – Infinite time
001-40C-E6E – Infinite lives
001-A9C-449 – Invincibility
053-218-E6E – Each enemy worth five
024-5BC-E6E – The mushroom turns you into Bunny Mario
034–5BC-E6E – The mushroom turns you into Fire Mario
003-BB8-C4E + 003-BA8-80E – Play the 999-coin game for free
FA1-B9C-4C1 – Stay as Super Mario when you get hit
FA1-C8C-4C1 – Stay as Fire/Bunny Mario when you get hit

ROBOCOP 2

FA9-CAE-4C1 – Infinite energy
00C-50D-3BE – Infinite time
FAB-4DE-4C1 – Infinite shots
005-15F-A22 – No men in windows
090-17B-2AA – Start with nine energy bars

McDONALDLAND

PAKTLYLA – Infinite lives
EGETYTIA – Infinite hearts
AOVEGTGE + AEVEPTLA – Super jump

PROBOTECTOR 2

PENVLIAA – Start on level 2
ZENVLIAA – Start on level 3
LENVLIAA – Start on level 4
GENVLIAA – Start on level 5
IENVLIAA – Start on level 6
TENVLIAA – Start on level 7
GZVAZTSP – Keep weapon
SXXTSZVG – Infinite continues
AANVAYZA – Bonus life given for every bad guy shot

MEGA MAN 3

ZANKNIPA – Run fast
ZANKNIPE – Run even faster
ASSILLGP – Longer slides
NNVIILEE – Speedy slides

VICE: PROJECT DOOM

SZSKIOVK – Infinite lives
SZKNXKVK – Infinite bullets
LTNNXLIA – Start with 99 grenades
SXVYVKSE – Infinite power

Send your codes to: Cheat Cart Codes, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW

My codes are for: (tick one)

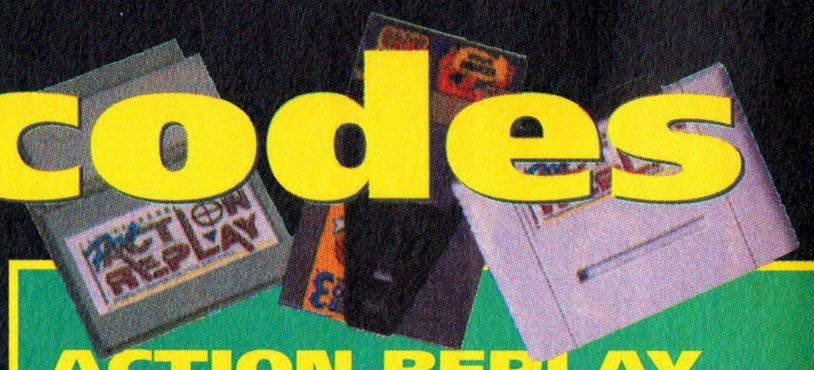
☐ GB Game Genie ☐ NES Game Genie ☐ SNES Game Genie
☐ GB Action Replay ☐ NES Action Replay ☐ SNES Action Replay

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.

SUPER ALESTE

7E0242XX – Replace XX with **01** to **0C** for level select
7E006F06 – Start with stage 6 weaponry.
7E006E0X – Replace X with:
0 for multiple shots
1 for laser
2 for circle
3 multi-directional shots
4 for missiles
5 for power shot
6 for sprites
7 scattered shots

F-ZERO

7E00530X – Replace the X with the following numbers to select levels:
0 for Mute City 1
1 for Big Blue
2 for Sand Ocean
3 for Death Wind 1
4 for Silence
5 for White Land 1
6 for Port Town 2
7 for White Land 2
8 for Fire Field

SUPER SWIV

7E609A03 – Infinite lives (jeep)
7E609C03 – Infinite lives (helicopter)

WWF ROYAL RUMBLE

7E06423A – Infinite energy, player 1
7E06443A – Infinite energy, player 2

WWF2

0000A0C0 – Opponent has no energy
08A060C0 – Infinite energy

BILL AND TED

0199E3CB – 99 lives

MARIO GOLF

0102C8C3 – Halves wind strength

FORTRESS OF FEAR

010321C3 – Infinite lives
010632C3 – Infinite hearts

BARBIE GAME GIRL

010591DD – Infinite energy
010X94DD – Start with X number of lives

GRADIUS

00004004 – Start the game with Speed
00004401 – Start with Laser
00004402 – Start with Double
00004502 – Start with Double Option
00004601 – Start with Shields
00004A01 – Multiple power-ups

HOOK

00037F02 – Infinite lives
00037D4F – Unlimited energy

BOULDER DASH

00009001 – No diamonds to collect

CHIP 'N' DALE: RESCUE RANGERS

0005B682 – Infinite lives

Back Issues

Collect every issue of TOTAL and build yourself a library of crucial Nintendo knowledge. Just fill in the form and you're sorted.



This fab TOTAL binder can be yours for a mere £5.99. Go on, you know it makes sense.

Any 3 for £7!

Any 2 for £5!



ISSUE 18 • code: TOT18
Alien³ on Super NES and NES, plus Game Boy Alien³ tactix!

ISSUE 19 • code: TOT19
Mario goes to Hollywood – full info on the new Mario movie!

ISSUE 20 • code: TOT20
We've got Asterix on Super NES and Game Boy – what a Gaul!

ISSUE 1 • code: TOT1
The fi… …rio Land, and a couple of gimps called Baldy and Thicky! **SOLD OUT!**

ISSUE 2 • code: TOT2
Baldy … …a 1 & 2, … …and Shadowgate! Plus FREE badge! **SOLD OUT!**

ISSUE 3 • code: TOT3
it's … …wn Ter… …NES and GB! Plus Star Wars, Bill And Ted and Smash TV! **SOLD OUT!**

ISSUE 4 • code: TOT4
And now … …s spe… …s, plus your FREE TOT… …Door Hanger! Yowser! **SOLD OUT!**

ISSUE 5 • code: TOT5
SNES hits the UK – TOTAL gives you the lowdown! Plus those original Rainbow Islands and New Zealand Story reviews!

ISSUE 6 • code: TOT6
Wre… …S! Plu… …Hook, and your FREE TOTAL postcards! **LAST FEW!**

ISSUE 7 • code: TOT7
Spooky … …aga on … …NES, plus FREE TOTAL Tac… Note Pad! **SOLD OUT!**

ISSUE 8 • code: TOT8
Street Fighter II on the SNES – four-page special! Plus Super Smash TV, Probotector on GB, and FREE TOTAL Sunglasses!

ISSUE 9 • code: TOT9
Racing … Ma… …and Prince of Persia. Er, righ… *(Racing? Prince Of Persia? Idiot – Steve.)* **SOLD OUT!**

ISSUE 10 • code: TOT10
Cop our … …p 2 on th… …Robocop 3 preview, an… …E Roboposter! **SOLD OUT!**

ISSUE 11 • code: TOT11
Star Warts! Battletoads tear it up on the NES and GB! Plus SNES Super Mario Kart, GB Parasol Stars, and more!

ISSUE 12 • code: TOT12
The Force is with us – we've got GB Star Wars, NES Empire Strikes Back and SNES Star Wars! Plus Super Mario Land 2!

ISSUE 13 • code: TOT13
Hey, Mickey, you're so fine! Mickey Mouse works his magic on the Super NES! 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 Super NES, Game Boy, and NES! Plus four-page StarFox review! Yippy-yay!

ISSUE 17 • code: TOT17
We find The Lost Vikings on Super NES and tell you everything you wanted to know about Mario! Free Mario badge too!

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Rush me the following issues of TOTAL (tick what you want):

TOT4 ☐ TOT5 ☐ TOT6 ☐ TOT7 ☐ TOT8 ☐ TOT10 ☐ TOT12 ☐ TOT13 ☐
TOT14 ☐ TOT15 ☐ TOT16 ☐ TOT17 ☐ TOT18 ☐ TOT19 ☐ TOT20 ☐

Please send me a TOTAL binder. I enclose **£5.99** ☐

I enclose **£3.00** (make cheque payable to Future Publishing Ltd.) for each issue ordered.
Special offer: any two issues for £7! Any three issues for £7!

Name .....

Address .....

.....

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Now send this form (don't forget the dosh!) to:
TOTAL Back Issues, Future Publishing,

TOTAL Back issues,
Future Publishing,
Somerton, Somerset TA11 7BR
Tel: 0458 74011

Reader ads

Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

● Magazines for sale, all good condition, Mean Machines issues 15-24, TOTAL 3-19, TOTAL 1993 annual, C+VG 126-139, all £2 each. Also, Super NES game secrets, £3. All C+VG £20, all TOTALs £30, all Mean Machines £15.
Tel: 081-697 6453

● Game Boy owners, take notice! Super Mario Land £10, WWF1 £7.50, WWF2 £7.50, Double Dragon £6, Game Light magnifier £5, Handy Carry £4, all boxed with instructions.
Tel: 0524 410975

● Super NES game, Sim City, £28. Game Boy games, F1 Race £15, Super Kick Off £12, Mario Land 1 and Nintendo World Cup £8 each. Phone after 7pm.
Tel: 0737 355601

● Game Boy + light + magnifier + mains adaptor + games. Games are sold separately and include Golf, Addams Family, Dr Mario, Mega Man and more. Phone Richard for prices.
Tel: 0803 323625

● NES for sale with Turtles 1, only £20. Also NES games Chip 'n' Dale £25, Captain Planet £15, Duck Tales £20.
Tel: 0782 750880

● Game Boy, 13 games (inc. Super Marios 1 + 2, Dr Franken, Tiny Toons + more), two-player lead + mains adaptor, case, £185 ono.
Tel: 0942 728189

● For sale, GB with light, case, two games, earphones + link-up. Also for sale, five games, £13 ono, SMB1 + 2.
Tel: 0846 51386

● For sale! Amiga 500, 1 meg, over 60 games, including SFII. Sell for £225 ono or swap for Super NES with *decent* games.
Tel: 0602 372156

● For sale, Pro Soccer (Jap) for SNES, only £15.
Tel: 021-350 6813

● Mega Drive, Jap, SCART version, runs all games, Action Replay, joypad + stick + 10 great games. All boxed, brill condition, worth £400+, sell for £220 (or £190 + seven games). Phone and ask for Terry.
Tel: 0272 686258

● For sale, Rad Game Boy Fortress Of Fear, complete with instructions and packaging. Going for the brill price of £15. Phone after 4pm (ask for Paul).
Tel: 0620 2574

● NES for sale, unboxed with six games, Mario 1, Mario 3, Turtles, Caveman Ninja, McDonaldland and A Boy And His Blob. Also, a Game Genie. £135. Phone after 4pm.
Tel: 0602 845363

● For sale, Bugs Bunny (GB) and Bill And Ted, fully boxed with instructions, or will swap both games for Dynablaster (GB) and instructions.
Tel: 0283 551430

● Yo! Want to buy an NES with eight games + two wireless controllers, normal controllers and Zapper? £150 ono.
Tel: 0634 725407

● As new, Game Boy, Tetris and accessories, Game Light, battery pack, mains adaptor, Nuby carry case. Plus four top games, Super Mario Land, Hunt For Red October, Super RC Pro-Am, Prince Of Persia, worth £220, sell for £150.
Tel: 0268 770800

● Game Boy for sale or swap, nine games, Game Genie + other accessories, worth £320 new, good condition, boxed with instructions, £180 ono or swap for Super NES or Mega Drive.
Tel: 0357 20483

● NES for sale, 14 games, Micro Machines, WWF and Maverick 2 joystick, very good condition, only £240 ovno.
Tel: 061-747 4963

● NES games for sale, Battletoads £20, Solstice, Jackie Chan's Kung Fu, Zelda II, all £15, Digger T Rock £10, all boxed.
Tel: 0202 690431

● NES for sale with nine games, which include Mario 3, Smash TV and Ski Or Die, plus Advantage, Game Genie and Game Caddy. Worth £510, sell for £350 ovno. Will sell separately. Ring Jonathan Eagle.
Tel: 0205 364458

● Super NES (UK), fully boxed, excellent condition, two controllers, SCART connector, with Mario World and Street Fighter II, £150.
Tel: 081-808 7317

● For sale, NES games, Star Wars £23, Super Mario Bros. 3 £23, Turtles II £20, Gremlins 2 £20, Time Lord £10, Totally Rad £15, Gauntlet II £15, or all for £100 ono.
Tel: 0955 4380

● NES with Zapper, Game Genie and 14 games plus case for a cheap price of £110 or swap for a Super NES with three games.
Tel: 0272 621044

● UK Super NES Dragon's Lair in mint condition, 93% TOTAL rating, sell for £30 or swap for Road Runner's Death Valley Rally. Must be inc good condition with instructions and box. Must be English cartridge.
Tel: 0952 811441

● Super NES for sale, six games, Jap/US adaptor, three joypads (one auto), Action Replay cart, £300 ono.
Tel: 0296 714802

● Street Fighter II for sale! Super NES, English copy, £40 ono. Need money! For quick sale!
Tel: 0822 610101

● For sale, Commodore 64, four games, inc. Flimbo's Quest, Klax, Fiendish Freddy's Big Top, International Soccer, sell for £60 ono or swap for NES with two games.
Tel: 0580 211462

● Game Boy for sale, three games, Tiny Toons, T2 and Tetris, £60.
Tel: 081-699 2409

● NES with Turtles and two joypads, boxed as new, with instructions. Will sell for £35 or swap for a good Super NES game.
Tel: 0208 78296

● NES games for sale. SMB3 is £26 and Marble Madness is £13.
Tel: 081-393 8966

● For sale, Blazing Skies on the Super NES, only £25. Call Colin now.
Tel: 0732 351220

● Super NES games for £35 ono, Axelay, Super Mario World, Super Mario Kart, Zelda III, Pilotwings, Super Probotector, all PAL, boxed and with instructions. Also, NES for £60 ono with three games.
Tel: 031-664 2957

● UK Super NES Pilotwings complete with box and instructions, £25, vgc. Ask for Tony.
Tel: 081-467 8224

● I have a Super NES for sale with six brill games, including Kick Off, £110 ono, and I'm not a Lemming. And they are boxed.
Tel: 0530 223063

● Super NES Wrestlemania, £30, will swap for Mario Kart (UK). Ask for Julian after 4pm.
Tel: 0532 852527

● Dudes! I have issues 1-18 of TOTAL. £40 for the lot or £2 each. I will also swap them for a Super NES game.
Tel: 0757 638630

● Game Boy for sale, includes Handy Boy, nine games + carry case, battery pack, excellent condition, all for £140 ono.
Tel: (Brighouse, W. Yorks) 710073

● NES for sale, four games, Mario 1 + 3, Chip 'n' Dale + Duck Hunt, Zapper, two pads, joystick, sell for £65 ono. Ask for Roy!
Tel: 0602 452984

● NES Game Genie for sale, in good condition, will sell for £15-20 or swap for a decent Mega Drive game.
Tel: 0525 280243

● Super NES for sale, three games inc. SFII and StarFox, £220 or swap for Neo Geo (SCART). You must collect.
Tel: 0722 338305

● Game Boy and four games for sale (all boxed with instructions), worth £150, sell for £100. Phone Sam.
Tel: 081-691 0354

● Ghostbusters 2 (GB) £20 ono, Super WWF (Super NES) £35 ono, Last Battle (MD) £25 ono.
Tel: 0905 820330

● Tetris, Gremlins 2 for NES, £12 each. Also, issue 1 of TOTAL, £12 ono.
Tel: 051-722 0930

● NES, nine games, two control pads, plus Zapper, £100 ono. Games include SMB3, SMB2, Kick Off, Turtles, WWF.
Tel: 051-722 0930

● Game Boy Lemmings £15, Handy Boy £20 or swap for Game Genie or Pro Action Replay.
Tel: 0494 725685

● NES + two pads, Mega Man 3, Zelda II, Turtles 1 and Mario 3, £110 (offers will be accepted). Games bought separately. Ask for Steven.
Tel: 081-272 3463

● Super Aleste for sale, brand-new for only £35! (TOTAL 85%, NMS 92%.) Also, Goal and (NES) Turbo Racing (81%) at only £20-25 each!
Tel: 0223 843900

● NES with six games, including SMB1, 2, 3 and Gyromite with NES robot! Sell for £140.
Tel: 0869 241863

● Three Super NES games for sale, all boxed with instructions. Super Aleste £30, UN Squadron £30, Populous £25.
Tel: 0869 241863

● Game Boy for sale, good condition, battery pack/adaptor, light + magnifier and seven games, inc. Mario Land and Mega Man. Worth £270, sell for £160.
Tel: 0908 605602

● Super NES for sale with five awesome games, inc. SFII and a universal adaptor. Reasonable offers accepted. Phone Tony on
Tel: 0358 21633

● Hi, issues 1-20 of TOTAL for sale. Best offer accepted. Phone Gaby.
Tel: 081-341 3678

● I would like to sell NES games, Batman £27, Mission Impossible £25, Double Dragon £10, Spy Vs. Spy £15, or swap for two good Super NES games.
Tel: 0842 764668

● Back issues of TOTAL, NMS, C+VG + Mean Machines. Need any? Contact Stephen.
Tel: 149 Wynard, Chester-le-Street, Co. Durham DH2 2TJ. Enclose sae. Price £2.50 each or five for £10.

● Super NES games, Super Wrestlemania and Krusty's Fun House. UK versions. Sold as new with full packaging and instructions, £30 each.
Tel: 081-384 1654

● NES for sale with 16 games, including SMB1-3, Micro Machines, Boulderdash, Solar Jetman, Solstice and lots more. Worth £420, sell for £280, all boxed.
Tel: 081-519 5683

● NES + five games! M1 + M3, Off Road, Batman and Ghosts And Goblins, £60, or swap for Game Gear and AC adaptor
Tel: 0687 82446

● NES and 13 games for sale, inc. Mario 3, Batman and Star Wars. Comes with Game Genie, Maverick and Python controllers. All boxed and immac, £250.
Tel: 081-959 0856

● Amstrad CPC 464 for sale, colour monitor, joystick, tape drive, over £220 worth of software, almost 50 games inc. Robocop, Cyberball, Turrican, St. Dragon. Also with books and mags. Sell for £200-250.
Tel: 0608 810827

● NES for sale, two control pads, Quickshot joystick, seven games inc. Duck Hunt, SMB1 + 3, Low G Man, Elite, Kick Off, worth £280, sell £160 ono or swap for Super NES + SFII.
Tel: 0278 429647

● Faceball 2000 for Game Boy, boxed as new, £15 ono. Ask for Alex.
Tel: 0483 898609

● Sega Mega Drive, boxed with two control pads and Desert Strike, 93% and Dragon's Fury 92%, £99 or swap for a Super NES.
Tel: (Horsham) 272122

● I will swap my Mario Kart for Street Fighter II or WWF Royal Rumble.
Tel: 081-301 3157

● For sale, NES games Boulder Dash, Chip 'n' Dale, Silent Service and Rad Racer, £20 each, boxed and instructions included.
Tel: 051-920 9607

● NES for sale with one joypad, two hand controllers, eight games. Worth £380, sell for £130. Ask for Dave.
Tel: (Seaford, E. Sussex) 897941

● Super NES games, SFII £45, Super Star Wars £40, Robocop III £20. Game Boy games, Robocop £7, Golf £10, Dragon's Lair £10.
Tel: 0437 767868

● Game Boy for sale with six games, Tetris, Double Dragon, Tennis, Super Mario 1, Duck Tales, Dr Franken, all for £90 ono. Wow!
Tel: 0223 0HS

● Game Boy for sale. 12 games, accessories, £175 ono.
Tel: 0494 771883

● NES with five games, Top Gun 2, Super Mario Bros., Low G Man, Lunar Pool, two joypads, Zipper joystick, Action Replay, all boxed with instructions, mint, £125.
Tel: 0236 727865

Swaps

● I will swap Super Soccer, Super WWF, Spider-Man And The X-Men for almost anything. Ring now (ask for Simon).
Tel: 0247 882258

● I will swap Super NES Castlevania IV or Krusty's Fun House for any of the following: Dragon's Lair, Super Ghouls 'n' Ghosts, Soul Blazer, Super Probotector, UN Squadron, Wing Commander, Starwing.
Tel: 0443 673388

● NES Solar Jetman (92%), Kick Off (93%) or Rescue Rangers to swap for Mega Man 2, World Wrestling or Probotector.
Tel: 0509 265186

● I will swap Tiny Toons Adventure: Buster Busts Loose! (UK Super NES) for Starwing/StarFox (UK).
Write to: 134 Lindsay Avenue, Cupset, Wakefield, West Yorkshire

● Will swap F-Zero (Super NES) for Desert Strike, NBA Basketball, John Madden '93 or NFL MVP Football, Super Soccer, Zelda III, Addams

Family or Mario Kart.
Tel: 0925 601804

● Super NES swap. I've got Street Fighter II and will swap for Spider-Man, Turtles or Probotector III. Phone after 5pm and ask for Michael.
Tel: 0472 278383

● I will swap Super Mario Land (GB) for Tiny Toon Adventures (GB).
Tel: 0224 734451

● I will swap F-Zero, Super NES game, for Turtles In Time IV or Smash TV. Phone and ask for Mandeep.
Tel: 081-518 0102

● Super NES swaps, Super Star Wars (US) or Legend Of The Mystical Ninja (US) for Kikikaikai Ninja, Pocky And Rocky. Phone Neil.
Tel: 0292 312036

● Game Boy games for Super NES game. Skate Or Die (Bad And Rad), WWF, Nintendo World Cup, Mario 3, Gamewatch, for a good Super NES game. Phone Neil.
Tel: 0292 312036

● Turbo Racing to swap for Top Gun: The Second Mission. Ring after 4pm till 9pm.
Tel: 0635 42972

● I will swap Lemmings for Actraiser or Pilotwings, preferably with instructions. Lemmings is boxed + instructions.
Tel: 0278 795015

● I have NES games to swap or sell, Bart Vs Space Mutants, Gremlins II, Donkey Kong Classics, Castlevania.
Tel: 0458 72087

● I will swap Super R-Type and Zelda II (both Super NES games) for any decent games. Call David.
Tel: 0582 27003

● Super NES swap! My Jap Super Ghouls And Ghosts or Lemmings for chosen Jap or US Super NES games.
Tel: 0462 484025

● Will swap Battle Of Olympus or Solar jetman (both 90%+ in TOTAL) for Elite, Battletoads, Pirates, Parasol Stars or Probotector 2.
Tel: 0738 442457

● 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: 57 Efford Way, Pennington, Lymington, Hants SO41 8DA

● I will swap Super Mario World (Super NES) for Castlevania IV or Starwing or Super Star Wars.
Tel: 0536 725621s

● I would like to swap Hyper Soccer for NES Open Golf or Elite.
Tel: 0738 840674

● I will swap McDonaldland, a Game Light and cash for a Pro Action Replay or a Game Genie.
Tel: 0284 766103

● NES swap. Lemmings for Elite, or Chip 'n' Dale: Rescue Rangers for New Zealand Story. Ask for James.
Tel: 0751 73383

● I have Super Smash TV and SFII. I want Super Probotector, Starwing, Tiny Toons or Alien³.
Tel: 0757 638630

● I will swap Track And Field II (NES) or Top Gun (NES) or Marble Madness (NES) for Turbo Racing. Ask for Simon.
Tel: (Workington, Cumbria) 090087

● Hello. I will swap my Zelda III for Sim City or Earth or any good game. Zelda II not boxed.
Tel: 0527 62547

● Swap NES (excellent condition) with two control pads + four games for a Sega Mega Drive only or Game Boy + four games (negotiable). Ask for Colin.
Tel: 041-332 8582

● I will swap Super Mario Kart for Mickey's Magical Quest, just US and UK, not Jap.
Tel: 0274 578382

● I want to swap Joe 'n' Mac for Wrestlemania (UK or US), not Jap.
Tel: 0274 578382

● I will swap Double Dribble (NES) for any game. Ask for Danny.
Tel: 0705 648174

● I have got Robocop, Turtles And Time Lord and will swap for SMB1, SMB3 and Addams Family (NES).
Tel: 0291 430912

● I have UN Squadron (UK) and Street Fighter II (UK). Will swap for Super Tennis or Tiny Toons. Birmingham swap, no postal.
Tel: 021-427 5572

● Hi, I have SMBII and Mega Man 2. Swap for Double Dragon I, II or III, or Dizzy (one for one).
Tel: 071-289 0210

● Will swap Amstrad CPC 464 with monitor and games for Game Boy with two or more games.
Tel: 0786 813942

● I will swap Home Alone or R-Type for UN Squadron, Lemmings or Fatal Fury.
Tel: 0407 711038

● I'll swap my (Super NES) Mario World for your Super Star Wars (US/Jap/UK). Call now!
Tel: 0274 491177

● Street Fighter II to swap for Lemmings. Also, Chessmaster (the 'out-of-stock'er) for swap. Open to offers. Contact Marc.
Tel: 0504 765246

● I would like to swap my Nintendo with 10 games for a Super NES with Street Fighter II and four other games or just two games.
Tel: 0689 837769

● Super NES swap. I have Mario Kart, Super Tennis and Street Fighter II. Will exchange for Wing Commander, Desert Strike or Pilotwings. Single swap possible.
Tel: 0225 706430

● I will swap my Super NES and three games and Spectrum +3, disk and tape with 120 games and three joysticks for your Amiga and games.
Tel: 0653 698033

● Super NES swap, Super Castlevania IV, box and instructions inc., for Super R-Type or F-Zero.
Tel: 051-920 9607

● I will swap my NES with seven games and Game Boy with eight games for an Amiga with games.
Tel: 0778 425463

● I will swap my NES with two control pads, a Zapper and a robot, with five games, including SMB3, Gradius, Gyromite, Duck Hunt and Turtles (games are boxed with instructions) for a Super NES with Street Fighter II. Phone after 6pm.
Tel: 0662 831269

● Super NES swap. My Turtles IV for Tiny Toons. Must have handbook and box.
Tel: 0532 488851

● Calling all NES owners. I will swap Digger T Rock, boxed with instructions, for Donkey Kong. No money, clean swap.
Tel: 010 35321331202 (Eire)

Pen Pals

● Hi, my name's Ann. I want pen pals (m or f, 14+) who think they are losers and are proud of it. Please send a photo if possible.
Write to: 9 Donnington Drive, Highcliffe, Dorset BH23 4SZ

● Hi, my name's Ryan, I'm looking a pen pal aged 11-13. I like weight lifting and playing on my computers. Photo if possible.
Write to: 78 Cropston Drive, Greenhill, Coalville, Leicester LE67 4HR

● Hi! My name's John. I am 10 years old. I'd like a pen pal, m/f, aged 10 upwards. I like computers, swimming, anything else as well. Photo if you like.
Write to: John McGrath, 22b Bardolph Road, London N7 0NJ

● Hi, I'm Liz and I want lots of male pen pals aged 12-14 with any console. I will reply to all letters. Photo if possible.
Write to: 32 Farmbank Road, Ormesby, Middlesbrough, Cleveland

● Hi, my name is Jamie. I am looking for a boy or girl aged between 12-14. Have to own Super NES (photo if possible). Replies to all letters.
Write to: Corrymeela, Middleton Lane, Helensburgh, Dumbartonshire G84 7BB

● Hi! I am looking for a female pen pal, must be 14-16. I will definitely reply to all letters sent.
Write to: Jim, 53 Inchkeith Drive, Dunfermline, Fife, Scotland KY11 4HS

● My name is Ian, I am 13. I would like male or female pen pals aged 12-14 who have an interest in Game Boys.
Write to: 2 Stirling Road, Hindley Green, nr. Wigan

● Hi! I'm Sam. I'm a whacky 8-year-old looking for a pen friend, 8-10. I love painting models. No one sensible please.
Write to: 1 Bristol Gardens, London W9 2JG

● Need a pen pal? 17-year-old girl needs someone male or female interested in NES, music, travelling and photography.
Write to: Sonya, The Ridings, Browgate, Sawley, Lancs BB7 4LE

● Hi, my name is Thomas. Pen pal wanted, 9-10 who likes football, NES and sport in general, male or female.
Write to: 9 Dunston Close, Kingswinford, West Midlands DY6 7QG

● Hi, my name is Mark. I'm 10. My hobbies include football, WWF wrestling and Super NES. I would like e a pen pal between 9-11 years.
Write to: 155 Butterstile Lane, Prestwich, Manchester M25 8UW

● I'm looking for a pen pal (male) aged 11. Must have a Super NES or Atari ST and must like making and painting citadel figures.
Write to: Mark, 4 The Downs, Prestwich, Manchester M25 8RB

● Hi, I'm Tony and looking for a pen pal aged 11-13, m/f, preferably with Super NES or Game Boy. Hobbies football, swimming, computers. Photo if possible.
Write to: 40 Bramshill Rise, Walton, Chesterfield, Derbyshire S40 2DG

Wanted

● Wanted! A cheap Game Boy with Best Of The Best game with instructions. Phone after 4:30pm any day. Ask for Jonny.
Tel: 0562 720228

● Wanted! Mario Paint (Super NES). Will pay up to £30 (UK) with mouse. I also want TOTAL issue 1.
Tel: 021-704 3957

● Wanted! Final Fantasy II (USA) (Super NES). Ask for Lorraine.
Tel: 0706 39910

● Super NES games wanted, SFII or Contra III or even Turtles In Time. Ring any day apart from Wednesday. Ask for Adam.
Tel: 0282 692295

● Pro Action Replay (GB version), will pay £20 or less. Game Boy, will pay £40 or less.
Tel: 0905 820330

● Wanted! Game Boy with two games (Dr Franken, Alfred Chicken or SML1 if poss). Will pay up to £55.
Tel: 081-441 5312

● Issue 1 of TOTAL magazine, good price paid.
Tel: 0303 245684

● I want your Super NES or Game Boy games! Will pay up to £25 per game. Call Colin now.
Tel: 0732 351220

● Wanted, Spectrum +3 computer. I will pay up to £25. Send details of your system to: **James, Three Ashes, Bramley Road, Silchester, Reading RG7 2LL** and I'll get back to you. (Note: the computer must work.)

● Wanted desperately, Zelda III. Will buy for £30 or swap for Street Fighter II, Lemmings or Krusty's Fun House.
Tel: 0732 462132

● I am a TOTAL fan and all I want is issue 11 of this fab mag. Will pay up to £4. Phone me any day after 6pm and ask for Andrew.
Tel: 0948 841070

● Wanted, Super NES games. Will pay £15 to £25 for games.
Tel: 0274 615185 (ask for Stanford)

Messages

● Hewo, Mr Wuke here. In fact, I must be one famous Mr Wuke now. Hurray. Hewo to Mr Maffo (you're famous now). Bye bye.

● Mark Bowyer is the king of SFII and listens to hardcore ragga, hip-hop and Take That.

● David is amazing, fab, extremely cool, amazing, totally the best and famous (from David March). Not.

● Love you lots, Mum and Dad. Love Gina.

● Hello to Mark W, Leon S, Daniel H, Robert A, James K, Matthew Howard, Matthew Hogben, Mark G, James R, James D, Daniel B, Tom S, Chris Z. From Joseph Phung.

● Happy birthday, Alan! From Marc, Mum + Dad!

Fanzines

● Attention, all Game Boy fiends. Get rid of that mega headache. For only £1 I will send you a brilliant A to Z of tips and cheats.
Tel: 081-302 6608

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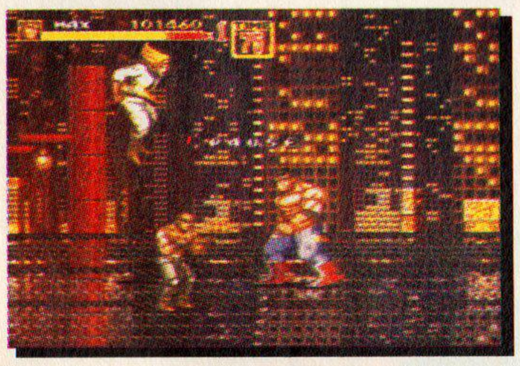

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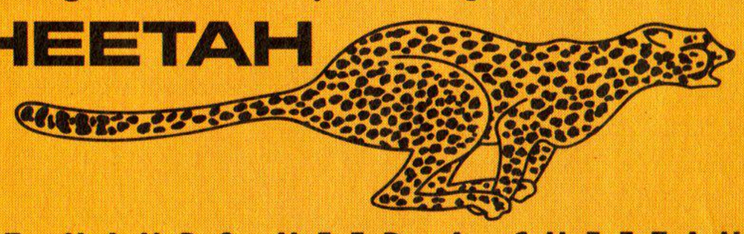

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T993

A couch potato's guide to Super NES sports sims

SUPER TENNIS
96% **(Issue 5)**
The most playable and fun tennis game around. So many have tried to beat it, but not many have come close.



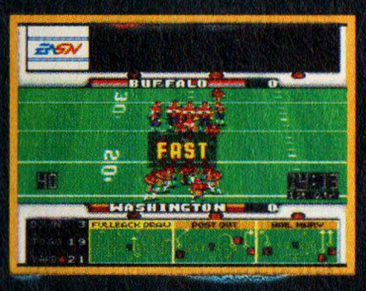
STRIKER 94% **(Issue 20)**
Action on the footy scene is hotting up with Sensible Soccer on the way, but for the time being this one is top of the league.

JIMMY CONNORS TENNIS
93% **(Issue 15)**
Jimmy's tennis is aimed at fussy pros who want lots of detail in their sims. It's a close call between this and Super Tennis.



NHLPA ICE HOCKEY
91% **(Issue 14)**
A conversion of the Mega Drive game which turns out even better than the original.

JOHN MADDEN '93
86% **(Issue 12)**
Fans of American football won't find a better or more accurate simulation than this. Fast and addictive.



SUPER SOCCER
80% **(Issue 10)**
Nintendo's own, with flexible controls and great visuals but unrealistic and unconvincing gameplay. Get Striker instead.

PRO BASEBALL LEAGUE '93 79 **(Issue 18))**
Good, realistic sim with Manga-style graphics which plays well – especially in the excellent two-player mode.

HOLE IN ONE 75% **(Issue 11)**
Excellent Mode 7 graphics ▶

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Ever forked out loads of dosh for a completely duff game? Well, you obviously didn't read TOTAL Recall first, did you? In that case it's your own stupid fault and we've got absolutely no sympathy for you.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or more.

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 and completely unplayable tennis sim. A real dodo.
ANOTHER WORLD 74% **Issue 12** Technically stunning and potentially a classic, but it's too easy.
ASTERIX 77% **Issue 20** Great licence but an average platformer.
AXELAY 81% **Issue 11** Very pretty alien-blaster with patchy gameplay.
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 lots of sub-games make it 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!
BUBSY 81% **Issue 20** Fast and pretty, but too easy. (Still, it's better than Sonic.)
BULLS VS BLAZERS 52% **Issue 20** Tough but slow basketball sim with good sprites and bad animation. Lots of teams but they're all similar.
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.
FAMILY DOG 47% **Issue 20** A real dog of a game. Walk away slowly.
FINAL FIGHT 78% **Issue 9** Look no further if you want a decent, varied and colourful beat 'em up.
F1 CIRCUS 64% **Issue 10** Loads of options but the viewpoint is 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.
GOLDEN FIGHTER 34% **Issue 20** A really third-rate beat 'em up with bad animation and naff characters.
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 has 18 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. On a par with 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 Super NES 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** Hardcore 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** Pointless and expensive. Buy the board game.
MUSYA 59% **Issue 8** This Oriental arcade adventure has some neat bits but it's too boring.
NBA ALL-STAR CHALLENGE 48% **Issue 20** Excellent graphics but dull gameplay, even with two players.
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!
POP 'N' TWINBEE 78% **Issue 20** Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long.
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** 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.
RAMPARTS 68% **Issue 20** This mixture of two game styles – Tetris and a war game – is far too easy.
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** Good 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 bad 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.
STRIKER 94% **Issue 20** Simply the best footy game available for the Super NES at the moment.
SUMO 34% **Issue 20** The fights are too complex, as are the Japanese instructions.
SUPER ADVENTURE ISLAND 40% **Issue 11** The rave soundtrack is pretty groovy, but the game is basic.
SUPER ALESTE 85% **Issue 12** If it's vertically 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, but 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 aren't enough moves or variety.
SUPER F1 HERO 51% **Issue 19** Scabby graphics, but fairly exciting racing – for about half an 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 slowdown and very little challenge.
SUPER KICK OFF 49% **Issue 14** Too fast, too wild, and control is too cumbersome. Check out Striker.
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.
SUPER SCOPE 43% **Issue 8** The SNES version of the Zapper. Fun for a while, but not really worth it.
SUPER SHANGHAI 49% **Issue 20** Oriental puzzler that's fun and interesting but not worth more than £5.
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.

Strange but true. Er, maybe

It's always a shock when someone you think you know turns out to be a laser-toting alien. An anonymous reader (obviously he or she didn't want to be named for safety reasons) snapped Andy Dyer – alias Captain Crap-head – emerging from a space vortex somewhere in Bath. We confronted Andy with this startling evidence, but all he did was gulp, change colour a few times, and say, 'Phnerk wibble-wibble ploink!' He then donned orange battle armour and ran out of the office. If you see him, do not approach him as he's quite mad. And he doesn't wash.



The TOTAL Horror-scopes

ARIES

Isn't it great to be the centre of attention? What happens this month gets you noticed – so wear clean undies just in case!

GEMINI

Unlike Taureans, you're having a great time of it! In fact, you'd probably put a bit of your luck their way if you weren't such a complete git.

LEO

Luck is linked to a cordless drill, a small piece of cheese, and a dodgy holiday in San Antonio. Um, there is a chance I've read this wrong.

TAURUS

Loada bull, mate! Erm, it's nothing personal, but that's just the way it goes, see? You wanna be a Gemini, you do, because their stars are ace this month.

CANCER

Life's an empty bread bin for you. If you faff about like you have been, those big breaks are going to walk straight past you in the dinner queue and beat you to the till.

VIRGO

The planets are promising romance this month. But ask yourself this: if they're lying, what the hell can you do about it? It's not like they'd apologise for being wrong!

SUPER SOCCER 80% **Issue 6**
Great visuals, a choice of teams and flexible controls, but it's unrealistic.
SUPER SUMO 36% **Issue 20**
Two blobs of lard wobbling about and fighting. That's fun?
SUPER SWIV 83% **Issue 16**
A classic Super NES 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.
TAZ-MANIA 55% **Issue 20**
Fast and colourful race game that is stupidly tough and soon gets boring.
THE MAGICAL QUEST STARRING MICKEY MOUSE 81% **Issue 13** A graphically stunning game, but the lifespan 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.
TRODDLERS 87% **Issue 20**
Lemmings with a difference. Simple to pick up and a lot of fun to play.
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.
WHEEL OF FORTUNE 17% **Issue 20** Tedious, tacky and completely pointless.
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, lots of teams, but 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 very basic and boring.
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. Unfortunately 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.
ASTERIX 74% **Issue 20** A tough but bland platformer, ruined by the awkward controls.
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.
CHASE HQ 50% **Issue 20** Dated and uneventful racer with a cops-and-robbers flavour.
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.
DOUBLE DRIBBLE: FIVE ON FIVE 33% **Issue 20** Graphically confusing basketball sim with few good points.
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 FRANKEN 2 89% **Issue 20**
Huge platform adventure with great graphics, but spoiled by bad controls.
DR MARIO 64% **Issue 1** Forget Mario – this eventually 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** All the usual racing stuff but offers nothing 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 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 which look the same but not much like 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 well-done puzzler with simple design but tons of gameplay.
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.
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.
NBA BASKETBALL 35% **Issue 20**
Nobby basketball sim that's unlikely to thrill even hardened fans.
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 gameplay, fiddly control. Showing its age.
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.

and top-down viewpoint. Would have scored higher with more than 18 holes.

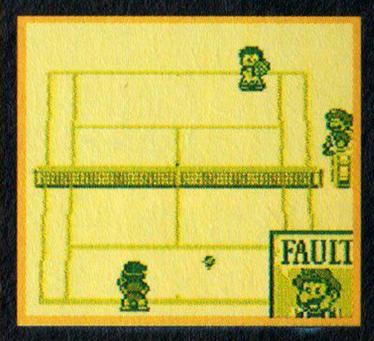
SUPER NBA BASKETBALL 74% **(Issue 18)**
Even followers of NBA should be wary of this sim. Basketball isn't the best sport for computer game conversion, so try before you buy.

TRUE GOLF CLASSICS 72% **(Issue 11)**
A series of detail-packed carts, each featuring a different real-life course. Designed for pros.



A couch potato's guide to Game Boy sports sims

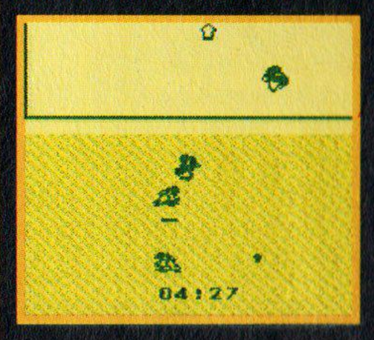
TENNIS 90% **(Issue 1)**
Superb control and simple graphics. It's very addictive and Mario has even added his golden touch to it.



GOLF 92% **(Issue 1)**
Once again, a superb sports sim featuring Mario, with two-player link-up and battery back-up.

TIP OFF 78% **(Issue 13)**
Nothing spectacular here – it's just a straight basketball sim. But it does the job and plays reasonably well.

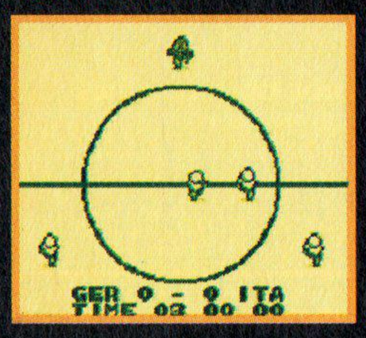
SUPER KICK OFF 77% **(Issue 6)**
This is the best footy game on the Game Boy – which isn't really saying a lot – but nothing has topped it yet.



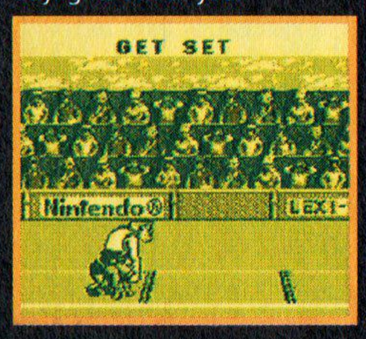
JORDAN VS BIRD 71% **(Issue 11)**
Another fairly decent basket-

ball sim. Not as good as Tip Off and more likely to frustrate than thrill.

FOOTBALL INTERNATIONAL 70% **(Issue 8)**
Second-division footy sim that gets very dull with only one player. Take a look at Super Kick Off instead.



TRACK MEET 64% **(Issue 9)**
A member of the button-bashing clan. Unless you're of that persuasion, athletics sims are dull and will bore the living daylights out of you.



NINTENDO WORLD CUP 64% **(Issue 1)**
Eek! This footy sim looks interesting, but it ain't. There's a distinct lack of excitement all the way through.

BLADES OF STEEL 60% **(Issue 6)**
A disappointing version of an NES classic. This wasn't destined to work on the tiny Game Boy screen.

SPEEDBALL 2 51% **(Issue 16)**
Another disappointing conversion of a classic game. The targets are unclear and everything moves too slowly.

A couch potato's guide to NES sports sims

KICK OFF 93% **(Issue 4)**
If the graphics weren't so chunky you wouldn't believe this was an NES game. Fast, challenging, and a damn fine game all round.

NES OPEN GOLF 86% **(Issue 10)**
A good, solid golf game. There's no ground-breaking material but at least it's realistic and fun.

KONAMI HYPER SOCCER 83% **(Issue 6)**
This game boasts an excellent two-player mode and fast and furious gameplay, but it's a

POWERPAWS 34% **Issue 20**
Unoriginal and easy puzzle game with lots of tedious block-shifting antics.
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.
RAGING FIGHTER 52% **Issue 20**
Beat 'em up with nice big sprites but dull action and not enough moves.
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 fab arcade 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 smart version which is 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 to the NES original to be quite fab.
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.
SPIDER-MAN III 70% **Issue 19**
Dull platform blaster which looks unoriginal and plays badly.
SPLITZ 83% **Issue 20** Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.
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% **Issue 13**
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 90% 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 sameyness 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 AND FIELD 64% **Issue 20**
Decent version of the classic athletics sim, but only for button-bashing fans.
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.
TUMBLEPOP 30% **Issue 20** Dull platformer with a dodgy storyline. Get Rodland instead.
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 but with only five levels.
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.
BARBIE 19% **Issue 20** Even Barbie fans will get no enjoyment from this. Absolutely appalling stuff.
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 too frustrating in the long run.
BATMAN 81% Issue 1
A tough platformer with five massive levels and lovely backdrops. A must.

Make your own...

The first version of the Sega Mega CD has flopped big time, gaining 'nul points' from all the judges, and the forthcoming Mark 2 looks like being the same pile of crap, but repackaged in a smarter-looking box. So, we here at TOTAL have done Sega a favour – we've completely redesigned their hardware for them! The Mega CD Mark 3, as designed by TOTAL, is not only portable but has graphics and sound that are an improvement over the original, as well as much better games. But the best thing about it, Mr Sega, is that you won't have any production costs, cos it comes in kit form! Yes, you can built your own Mega CD Mark 3 for half the price!

And it's *so* easy to make! Simply follow the three steps below and prepare yourself for – ooh, minutes and minutes of fun, Sega style. Your finished version should look something like the photo on the opposite page.

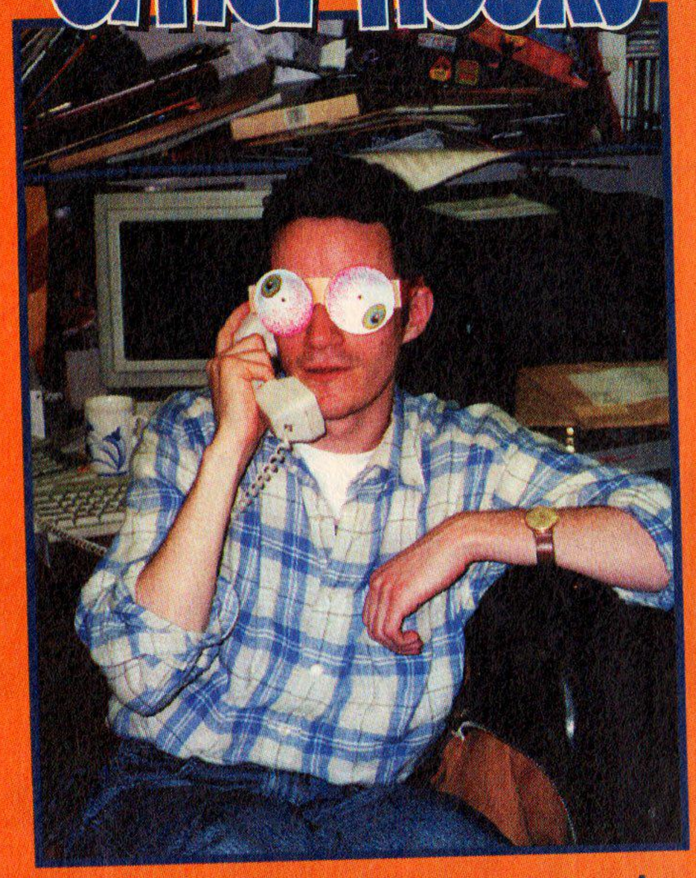
Stage 1
Find the cheapest portable CD player you can (anything is an improvement on Sega's box of tricks), choose any old LCD game – one of those Game 'n' Watch jobs would do fine (alarm functions are an added bonus), and finally, buy yourself a tube of superglue.

Stage 2
Paint the LCD game red (this bit is optional) and glue it to the top of the CD player.

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 its looks let it down.
BLUE SHADOW 74% **Issue 4**
A slick platform hack 'em up. Great backdrops and varied enemies.
BOULDERDASH 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 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 but don't buy it separately.
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.
GHOSTS 'N' GOBLINS 58% **Issue 20** More of an endurance test than a game of skill. Leave well alone.
GOAL! 39% **Issue 1** Lousy graphics, confusing gameplay and slow action.
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.
IKARI WARRIORS 59% **Issue 20**
Tough shoot 'em up which is too badly designed to be any fun.
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.
METROID 66% **Issue 20** A big platform arcade romp that would last you a good while if it wasn't so dull.
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 91% **Issue 13** Cute, addictive and tough. This great platformer will soon get you hooked.
PIRATES 85% **Issue 16** Atmospheric strategy game that 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.
ROBOCOD 56% **Issue 20** One of the better versions, but still far too shallow and too easy.
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.
RYGAR 79% **Issue 20** Huge, playable and action-packed arcade platformer, but could be too easy.
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.
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 absolutely 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 the animation and action make up for it.
SWORD MASTER 22% **Issue 7** Probable the most boring NES game ever. Indescribably dreary.
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 of wrestling's big names, this is very dull.
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.
ZELDAII: THE ADVENTURES OF LINK 82% **Issue 2** Graphics could be better, but there's plenty of action.

OFFICE HOURS



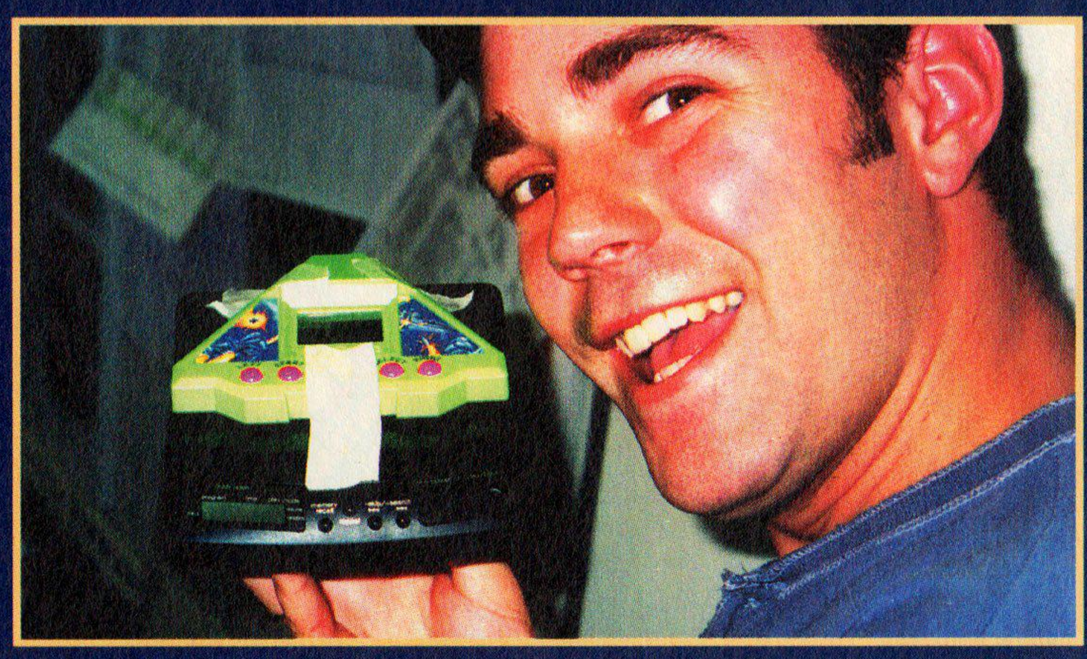
Life in the TOTAL office, #10. It's reader call day, and Chris is taking it all in his stride. (Chris: 'Fneep, fneep, blurble!')

... Sega Mega CD!

Stage 3

Don a blank expression, gain loads of weight (Sega owners are always fat) and tell your mates how great it is. You're now a bona-fide Mega CD owner, with the latest Sega technology.

Next month, we show you ways of hiding those embarrassing lobotomy scars.



The TOTAL Horror-scopes

LIBRA

Steer clear of relationships at the moment. There's the planetary love equivalent of a large atom bomb tucked in a peculiar place up there.

SAGITTARIUS

A stranger brings a message of love – the flippin' pervert! It might be an idea to arm yourself with an average-sized water cannon.

AQUARIUS

Avoid pressures of people, money, love, and baked beans sticking to the bottom of the pan. What idiot invented hassle, anyway?

SCORPIO

You Scorps have had it tough of late. But times are a-changing. The new moon brings romance, important decisions, and the odd scuffle with credit card companies.

CAPRICORN

Your ruler is likely to cause problems this month. Someone's snapped off the first seven centimetres, which may prove to be a hindrance in exams.

PISCES

Ooh, you're not yourself this month, are you, luvvie? There's a weird alignment amongst the stars. If I knew where it was and what it meant I'd be very rich and popular!

bit easy and you'll blow it away in a week or two.

BLADES OF STEEL
81% **(Issue 3)**
One of the best two-player games on the NES. It didn't work on the Game Boy, but in colour it's the biz.



GOLF 70% **(Issue 21)**
Doesn't even come close to NES Open Golf and is definitely showing its age. Still, it's a solid and CHEAP game of golf.



DOUBLE DRIBBLE
67% **(Issue 17)**
Anyone who's not a basketball aficionado should leave this 'un on the shelf. Simple and fun, but won't hold your interest if you're not a fan.



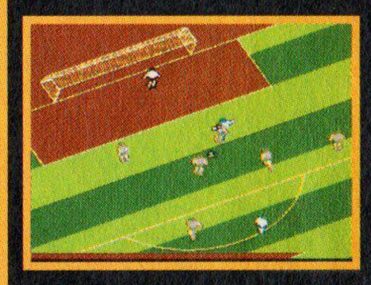
SUPER SPORTS CHALLENGE 63% **(Issue 17)**
A four-in-one game which offers very little apart from value for money (in a way). Very basic stuff.

JACK NICKLAUS GOLF
57% **(Issue 4)**
Like a lot of golf sims, this game's packed with detail but lacks accuracy – which for any golf nut is a major no-no.



FOUR-PLAYER TENNIS
52% **(Issue 10)**
Like JC Tennis on the Super NES, this uses a four-player adaptor. It's let down by bad collision detection and controls.

GOAL 39% **(Issue 1)**
If you buy this game you'll start crying when you discover how crap it is. It really sucks.



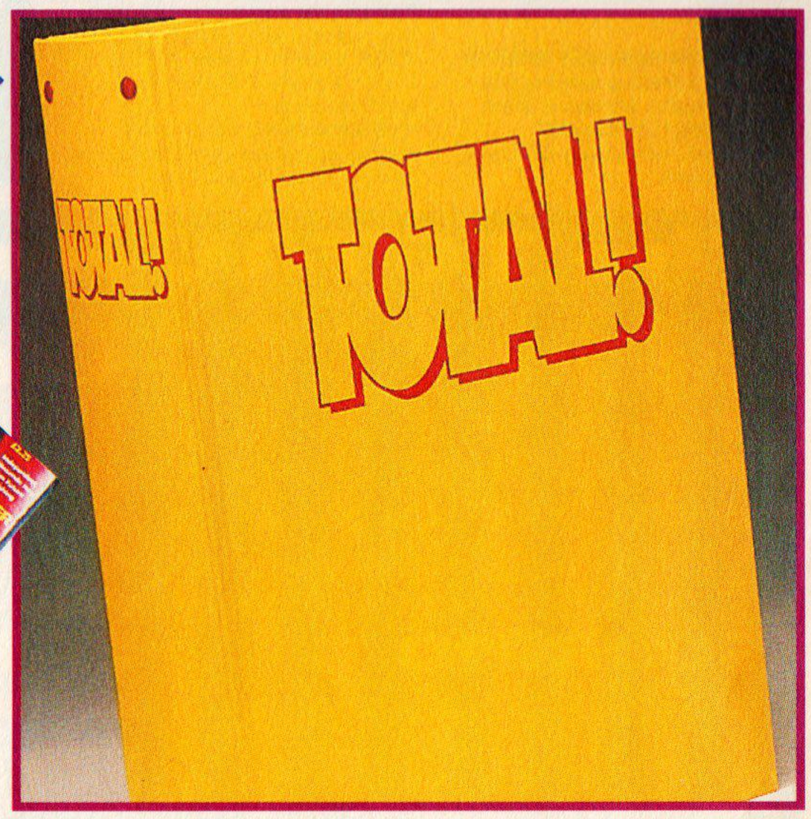
NEXT MONTH

The top 10 adventure games on Super NES, GB and NES!

TOTAL!

It's raining outside. You can't be bothered going down to the newsagent to buy this month's red-hot issue of TOTAL. Well, you don't have to – you can have it delivered to your house, save money AND get it before it's even in the shops!

What all the smart gamers are wearing: the exclusive TOTAL T-shirt and enamel badge! Now you too can be a hit with the babes/boys.



This is the TOTAL folder and it's SMART! No more greasy, dog-eared, smelly old back issues. Just crisp, immaculate and priceless mags.

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Want some bloke to deliver TOTAL while you watch telly? No problem.



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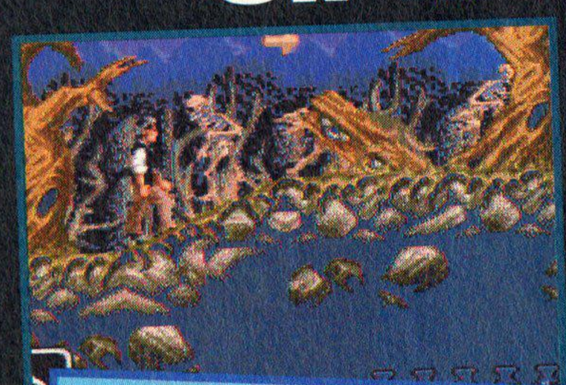
Next Month...

What? Finished reading the mag already? Well, have a drool over what we've got in store for you next month (and read slower next time!).

TOTAL Teaser answers (see page 18): 1. First Samurai; 2. Mario All-Stars (SMB3).

On the Super NES...

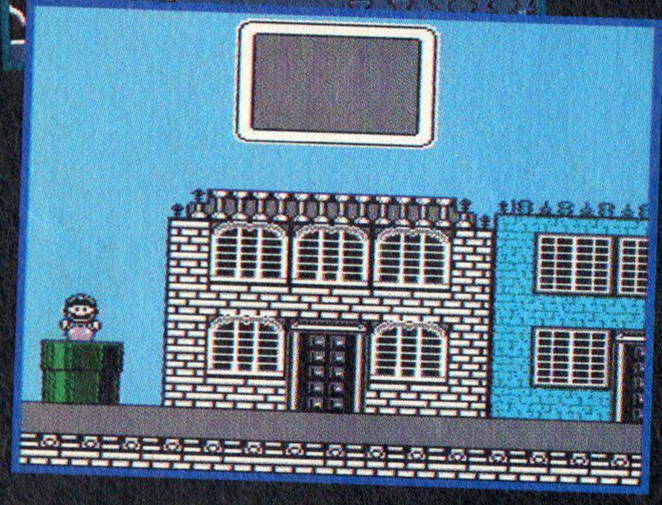


Get an eyeful of this lot! We've got Dracula, Zombies Ate My Neighbours, Sunset Riders, Lagoon and the first look at Cliffhanger and Last Action Hero.



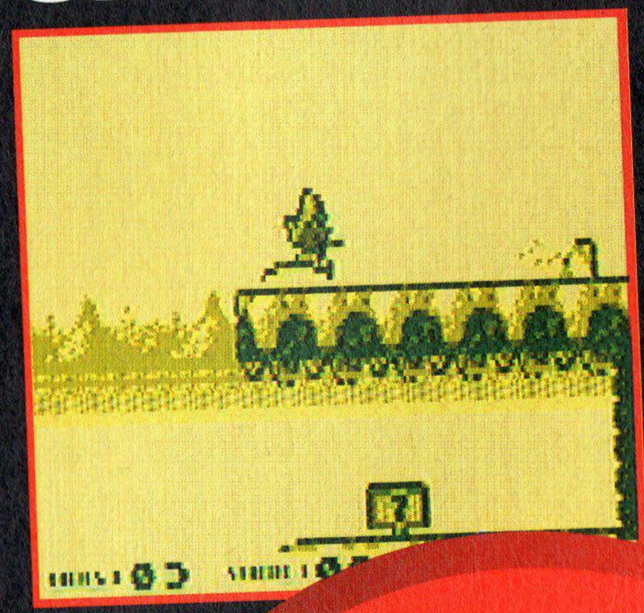
Go out with a bang in Super NES Sunset Riders.

On the NES...



Huge helpings of hurrahs! Mario Is Missing is waiting in the wings, along with Mega Man 4, Alfred Chicken and Firehawk.

On the Game Boy...



Cor blimey! We've got Dracula, Road Rash, Speedy Gonzales, Jack Nicklaus Golf, a Battle Of Olympus player's guide and a round-up of American footy games.

TOTAL issue 22 will be on sale at all fab newsagents from Thurs, 23 Sept – make a date!

FREE! FREE! FREE!

STREET FIGHTER II Stickers

To the reader: Cut this voucher out and take it to any newsagent selling the new Merlin STREET FIGHTER II album and sticker collection. Subject to stock availability, you will receive in exchange TWO packets of stickers FREE. Limited to ONE voucher per person. Vouchers must be redeemed by the 30th September 1993. Retail value 22p per pack of stickers.

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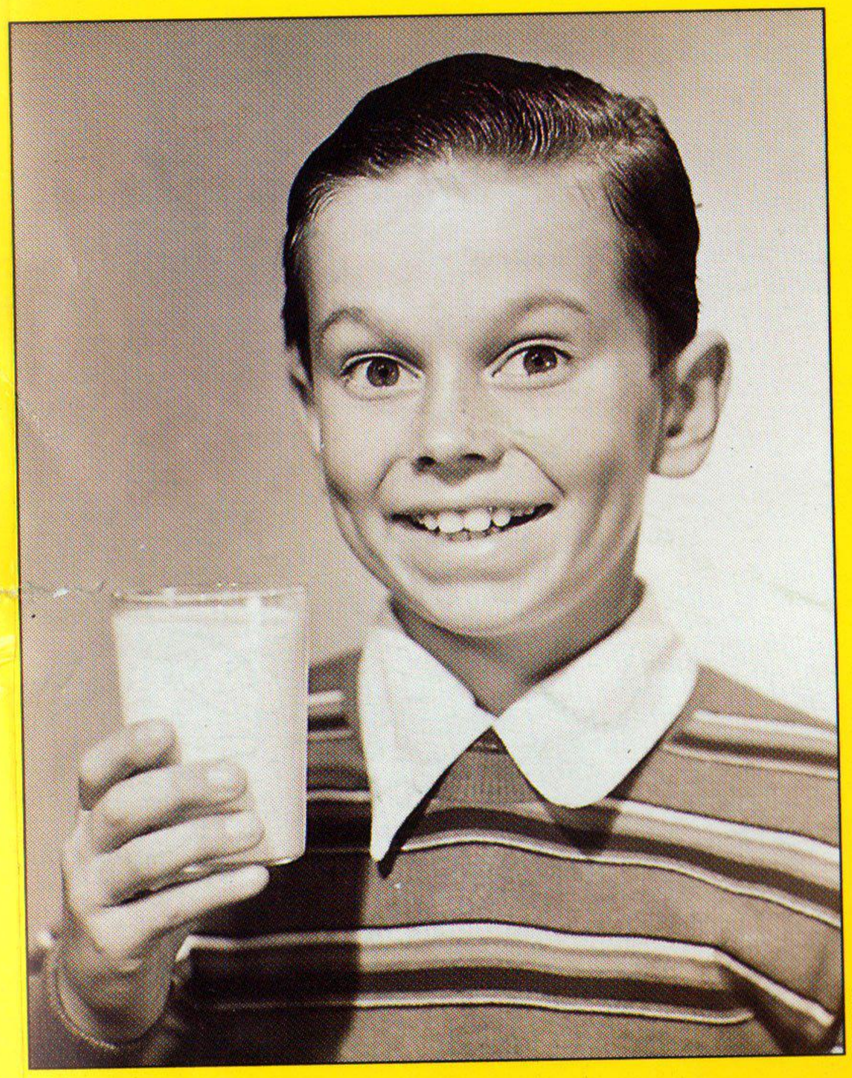
NO MORE MR NICE GUY



It's time to earn respect.

To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

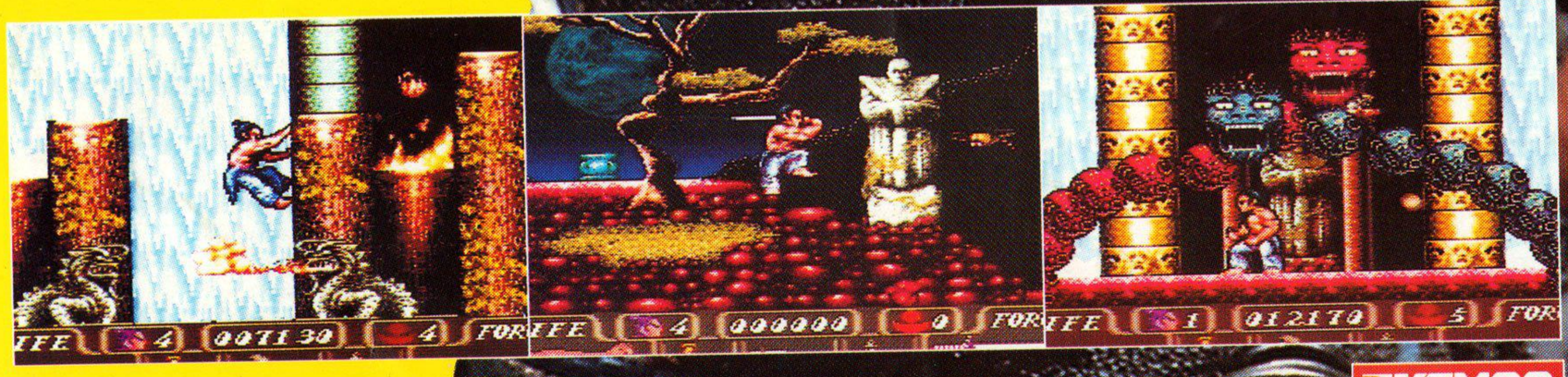
A mixture of aggression and wits will aid you in your quest to become the ultimate warrior.

And then they'll have to take you seriously.



FIRST SAMURAI

武士道



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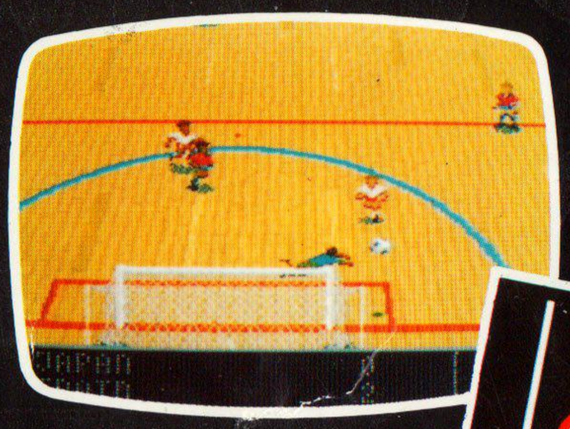
– Dominik Diamond

"A REALLY BRILLIANT SPORTS SIMULATION, FOOTBALL FANS ARE GOING TO GO MAD ABOUT IT" – Industry Personality Julian Rignall





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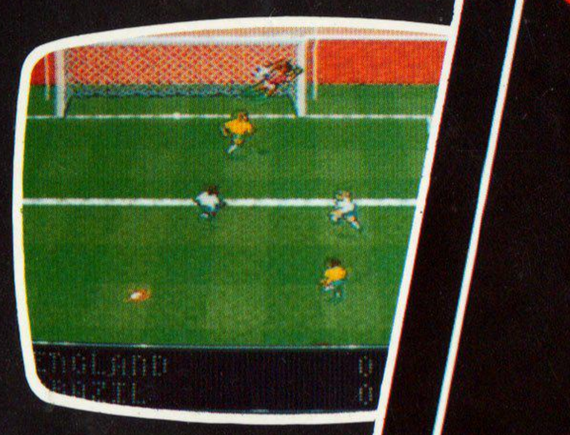

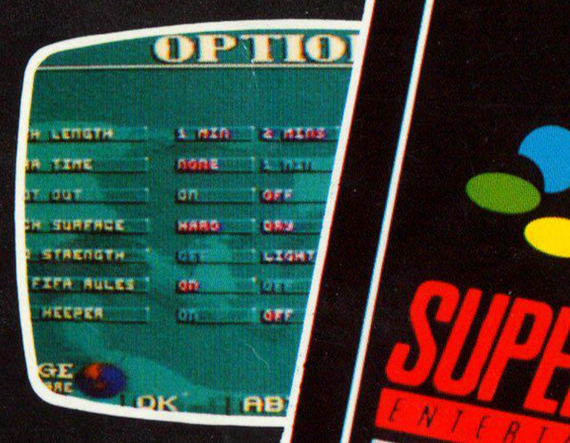

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Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.