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CAN YOU TACK

EA SPORTS™
PRESENTS

FIFA

FIFA
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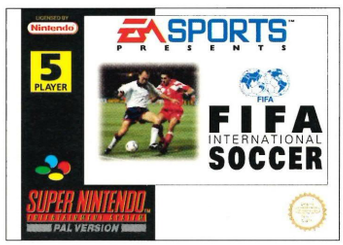
Composite Sega Screenshot

5 PLAYER



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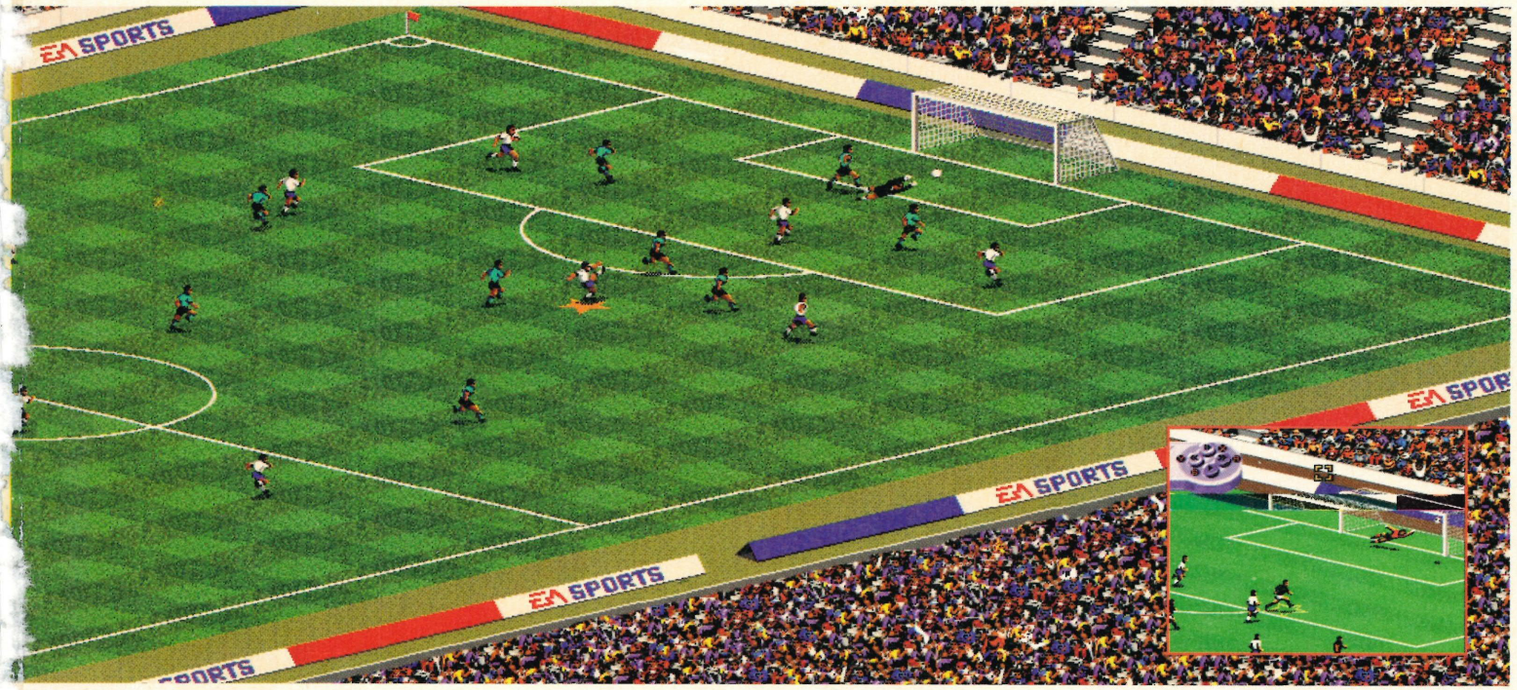

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if it's in the GAME, it's in the GAME™

TOTAL! G

Issue 30 June 1994

EUROPE'S BIGGEST INDEPENDENT MAGAZINE FOR

NINTENDO

TOTAL is the UK's biggest independent mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month: 56,451 ABC Jul – Dec 1993

Look at all these fantastic games reviewed in this month's TOTAL

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TOTAL News

6 Nintendo baffle the world with another hardware announcement. Plus Jurassic Park 2 on the SNES and Cool Spot for the Game Boy, *and* the latest American and Japanese news.

Previews

12 As ever, TOTAL gives you the lowdown on all the latest Nintendo games.

Letters

60 You write letters. We read them, then reply. It's a dead simple arrangement.

TOTAL Recall

84 The monthly round up of every game TOTAL have ever reviewed plus guides to sports games for the Super NES, Game Boy and NES. It's a quality item.

The Jungle Book

22 At last, the video game of the film of the book, The Jungle Book, that is. And it's right smart and looks such a beauty that even our new Art Editor Jon likes it. And he's as mad as a tree. Well, a tree with a vine hanging from it and a hypnotic snake curled halfway up it. Anyway, we give The Jungle Book the full review treatment starting on page 22.



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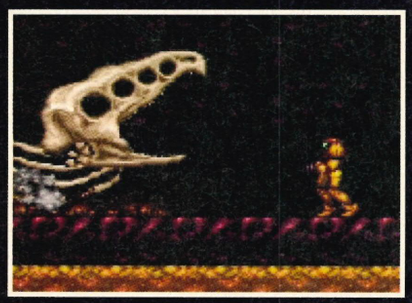
For the total Nintendo picture, we're all you need!

Super Metroid



26 Last month we gave you a full size preview of this giant of a game. This month we give you the full deal. Read this review and weep!

Pac Attack

28 It's a funny old game. Oh no, I'm confused. This should have gone in the Footy Bonanza box. Erm, well, we've got lots of Pac Man games, too.



Win a trip for two to Japan!



18 The charming people at Sony have got together with TOTAL to organise a trip for two to Japan. *And* there's 20% off games at HMV stores with our card. Compo on page 18.

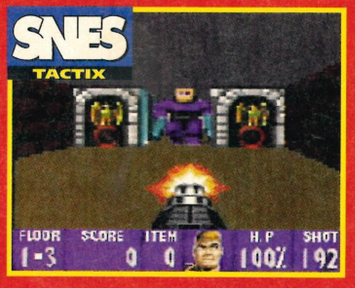
Footy Bonanza

30 FIFA International Soccer kicks off our bumper issue stacked with footy games. Four new Super NES football titles plus the Game Boy's World Class Striker receive TOTAL's very own brand of marks-out-of-a-hundred treatment. And a fantasy football compo on page 11 Totally footy-tastic!



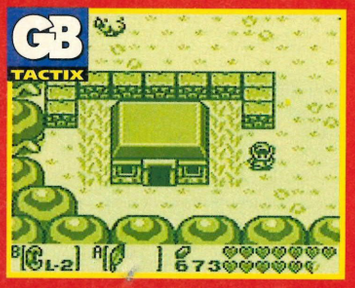
TOTAL Tactix

65 Go on, admit it. You're not very good at games are you? No you're not, that's why you need to read our fantastic Tactix section filled with prime porky tips, codes, cheats and solutions.



Wolfenstein

OOf! A great big crash bang wallop of a Nazi shoot-'em-up festival. How to get the best out of it? Turn to page 68.



Mystic Quest

Our man Paul Weaver very nearly breaks his back to give you the first part of a block-busting complete solution.

TOTAL! NINT

Nintendo have recently announced a second system. It's not Project Reality, but initial reports suggest that it may be just

NINTENDO UNVEIL SHOCK SECOND SYSTEM!

Nintendo, in an unprecedented and unexpected move, have announced a brand new 32-bit console, which is due to be released *before* the Project Reality system.

The new machine's specifications are as yet undisclosed, but industry insiders suggest that it will compare favourably with Sony's forthcoming PSX. This is all pretty spectacular, but it gets weirder: the machine will feature a revolutionary display device, hotly rumoured to be projection screen technology based. Details on the display system are, however, very sketchy. Even more amazing is that Nintendo plan to launch the machine at a price of around £140 in Spring 1995.

The machine is believed to be 90% complete at time of going to press, and has sent the Japanese video game market into uproar. Many believe that this is Nintendo's attempt to ruin the recent launch of 3DO in Japan, and dull the current interest in Sony's PSX machine. Whatever the truth of the matter, Nintendo have now created a great deal of confusion, announcing that Project Reality, the 64-bit system, is still on schedule.

Hiroshi Yamauchi, Nintendo's president, is quoted as saying, "We are going to open up a new field of entertainment which does not require a TV set". This is a very strange statement, but not half as strange as the suggestion that the new machine will be firmly targeted as a domestic Virtual Reality system. Nintendo reputedly decided that HMD (Head Mounted Display) technology was not viable for this project and more conventional means of display were sought.

Mr Yamauchi says, "It is going to be Super VR by which you can experience virtual reality without HMD". Yikes! What does all this mean? We'll tell you what it means. It means that Nintendo are going to pitch this new 32 bit console as a direct replacement for the Super NES. The machine and its software will be unveiled in November this year at a Japanese trade show. You read it here first.



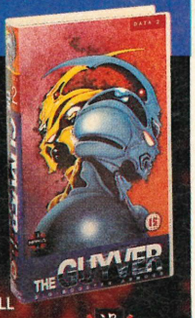
What does this announcement mean for Project Reality's future, and more importantly, the Super NES?



15
THE GUYVER
BIO-BOOSTER ARMOUR
THE ULTIMATE WEAPON
THE UK'S FIRST MONTHLY VIDEO-COMIC
EACH WITH A FREE "HELLKATT" COMIC-STRIP
by Tony Luke & Alan Grant



DATA 2
THE BATTLE OF THE GUYVERS



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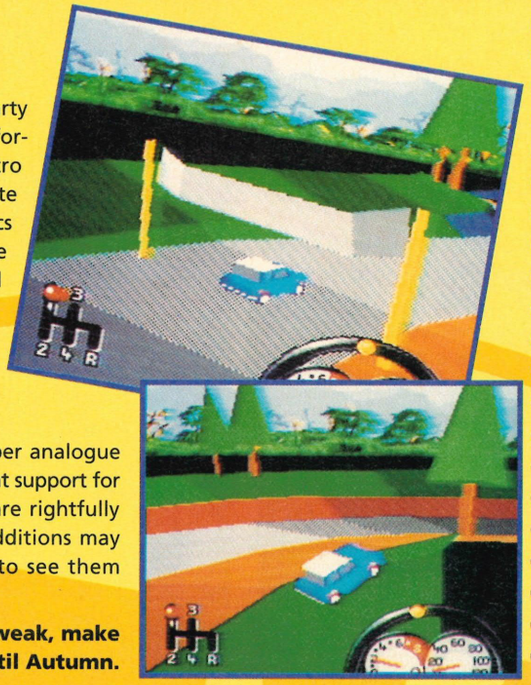
ENDO NEWS

as powerful, certainly as far as games are concerned. Is this a change of heart from Nintendo? Read on and find out.

Elite FX



Powerslide was going to be the first third party Super FX game to hit the Super NES, but unfortunately it's had the march stolen on it by Electro Brain's Vortex. However, the programmers at Elite are currently tweaking the gameplay and graphics on Powerslide and promise that this will be the driving game to end all driving games. We played it recently and barring a few control problems, they could be right. The realism and depth are faultless. Elite spent time with car manufacturers, making sure that the wide range of vehicles handle just the way they should.

A mouse option will be included, giving proper analogue control to the cars, and there's even the chance that support for Logic 3's steering wheel will be included. Elite are rightfully proud of this, but their constant tweaks and additions may postpone launch until Autumn. Still, it's nice to see them ensuring high quality.

If at first you don't succeed, constantly tweak, make additions and postpone your launch until Autumn.

Max Magic

Sony's latest character acquisition is the amusingly named Mighty Max. This small and utterly cute cartoon character is all set to become a big hit with the "yoofs" when it airs on your TV screens on Saturday mornings this summer. The Super NES game will follow the format of the cartoon exactly, except with more platforms and lots of jumping.

Sony are confident that Mighty Max will become as popular as the last really popular cartoon and their top programming team are currently sweating buckets and losing lots of hair to get it out for the end of the holiday period. It might be good, but then again, who can tell?



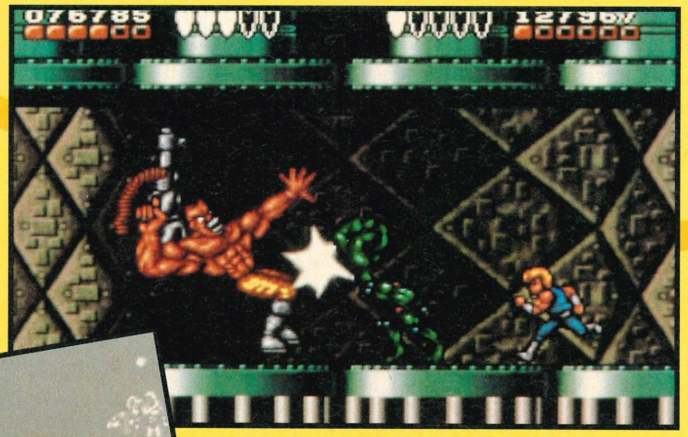
Cartoon-derived platform capers ahoy. Haven't we heard this before somewhere?

Double Trouble

Battletoads/Double Dragon. Not the most inspiring game title ever. This rather nifty arcade beat-'em-up will air on the Super NES and Game Boy in the July sort of area. It would have been a rip-off of Double Dragon, but for the fact that it is actually a Double Dragon game. Lots of walking around, lots of kicking and punching and more than a liberal sprinkling of nasty weapons.

This kind of malarkey can be dangerously tedious, but the programmers, Tradewest, are usually pretty good at this sort of thing. The graphics are certainly impressive on both formats, as you can see from the screenshots. We've had a quick go and the arcade action certainly lives up to previous Double Dragon outings. Look out for previews and reviews real soon.

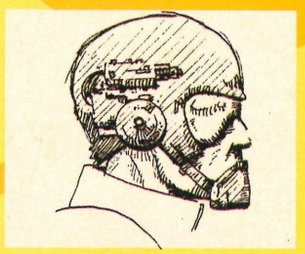






Sony are dribbling mad bonkers, releasing more games than we can keep up with.

Jurassic Park 2!



Sadly, not the movie, but happily, a sequel to the gorgeous Super NES game is finally on the horizon. Details are sketchy so far, but from what we've seen and heard it should be an attractive RPG/arcade adventure with many elements lifted from the original Ocean game.

All we have to go on at the moment are preliminary character sketches, and it seems that unfortunately none of the geezers from the movie will make an appearance. This probably means that a movie sequel will never appear. Boo hoo!

TOTAL! NEWS

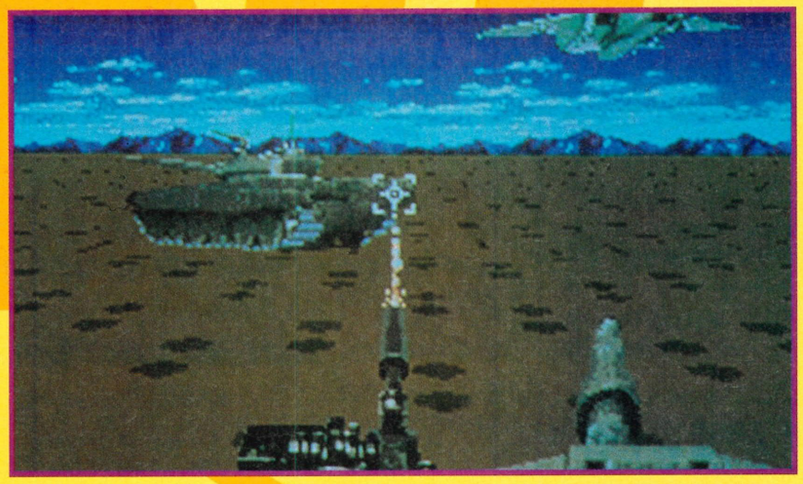
Rumbles in the desert



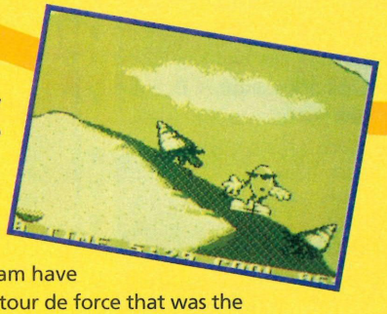
And remember kids, commander Frank says "Tanky tanky!"

Super Battletank 2 is on its way to your Super NES. The first game was a Battlezone inspired shooter and this sequel is much the same, albeit bigger and more attractive. You control a heavily armed tank as it rumbles through the war-torn Middle East, bringing truth and justice to some or other non-specific enemy. If warmongering mayhem is your scene, then this will probably be a rewarding, if somewhat testosterone-crazed outing.

One of the problems the original game had is repeated in this sequel. When you reach the end of your radar-displayed map, your tank simply re-appears two hundred miles away in the opposite direction. Not awfully realistic for what has been touted as a simulation, but there you go. Sony are the bods releasing this (and virtually everything else it seems) and first impressions are favourable. This could well be a brilliant blaster.

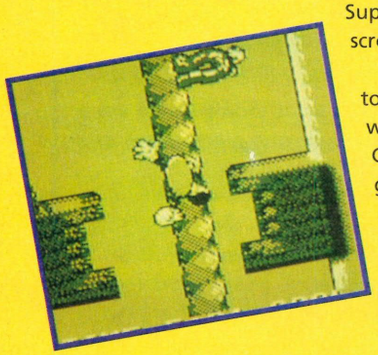


Cool Boy!



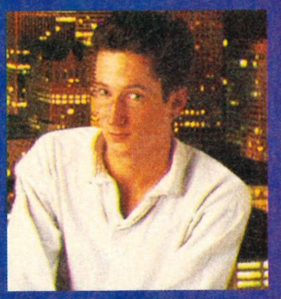
Virgin are probably the only company outside of Nintendo and Sega to successfully market an original character. That character is Cool Spot and the fabulous platforming blob is all set to hit your diminutive Game Boy screens this summer. Amazingly, Virgin's Game Boy team have retained the flair and style of the graphical tour de force that was the Super NES game. The animation is perfect, the scrolling slick and the backgrounds delightful.

The classic platform fun suits the Game Boy to a tee, and early play testing suggests that this will be just as playable as the previous versions. Game Boy owners have been starved of really good platform games for a while, but with this and Wario Land, it's a bit of a platform feast.



The Game Boy's Cool Spot looks like being a real beauty, just like its Super NES brother. And about time too!

Way out West



Earthworm Jim

The team responsible for the Mega Drive's Aladdin (admit it, it was better than the SNES version) have set up their own development company, Shiny Entertainment, who're making their own games. Led by programmer David Perry, the team includes the chaps responsible for the awesome Alien 3.

Sega offered them Sonic 4, stacks of software houses were anxious to sign them up for special projects and "a couple of people called up and basically told us to name the game we wanted to do, any license, any character - money no object", explains David. But they decided to go it alone and bought a luxury office in California.

The big game's called Earthworm Jim. Jim's no ordinary earthworm, he's the proud owner of space robo-suit that gives him awesome powers (err, like being able to walk) and a laser gun. He adventures across the cosmos on the trail of the mysterious, curvaceous and elusive Princess What's-Her-Name.

His mission's not easy under pursuit from the evil Psy-Crow who wants the suit, and on each planet Jim finds some of the craziest baddies you'll ever see in a game, and anyone who's played Aladdin or Cool Spot will recognise the feel and style.

The game's only 40% finished so far, but the team are confident that they can get it finished by the autumn.

Aero The Acrobat 2

Sunsoft turn out decent games – rarely ground breaking concepts, but you can be sure that their games will be slick and challenging. Aero The Acrobat 2 is due for release later this year, and it's looking good as Aero explores a haunted house...

Urban Strike

Electronic Arts aren't currently publishing any SNES games in the UK, but in the US there's Urban Strike! 50% larger than Jungle Strike, it features a tour of duty spanning the entire US and Northern Mexico. There are new features in Urban Strike that should make it even better than either of its predecessors.

In the traditional forced 3D view, you get to let loose on foot with hand-held weaponry. Other additions include two new craft to pilot – a ground-attack vehicle (complete with gun turret) and then there's a larger, slower, well-protected transport helicopter. There's no news yet as to who will be publishing the UK Super NES version, but we'll keep you posted.

Michael Jordan: "Chaos In The Windy City"

Electronic Arts bagged the Michael Jordan licence years ago. He's starred in so many games that this should come as no surprise. Introducing...

Michael Jordan, the platform basketball-'em-up. In this strange break from, err, rationality, Michael is armed with exploding basketball he must bounce, jam and boom-shakalaka his way through five locations (well, erm, five platforms) in a bid to rescue his kidnapped team mates. You've been warned.



WARIO LAND
SUPER MARIO LAND 3™

If the hat fits, NUT SOMETHING with it



Total Magazine 92% rating

Smash bang Wario's back. Yes, that short fat evil guy from Super Mario Land 2 is back with a scheme of great scheminess.

To steal all the treasure from the Kitchen Tool pirates, to pay for a castle so 'appenin' Mario will be gutted.

There are 40 levels to get through, so even with a battery backed memory and a pile of hats that give him new powers, you'll still find it a hard nut to crack.



Ninfamous Ninsane

Nintendo®

The latest release on Game Boy price £24.99.

TOTAL! NEWS

Jam, Jam, Jam!



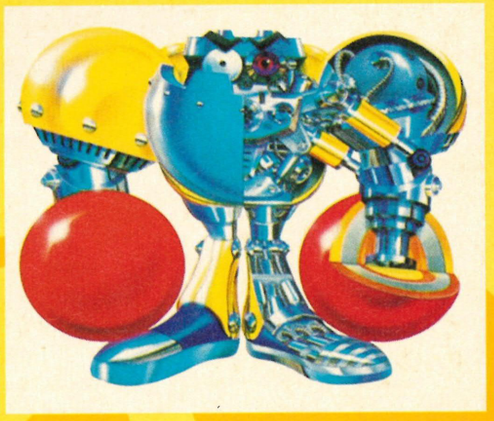
Prepare for some streetwise basketball action... Charles Barkley is fresh from Accolade and right into your face!

Jammit is a hot new Basketball game from Virgin, and like Charles Barkley from Accolade, this opts for the rough and tumble of street basketball. You can choose from several different players, each with their own strengths and abilities, playing on a wide range of urban surfaces, with all the perils of the city streets.

Graphically, this is a bit special, but with the ever increasing number of Super NES basketball titles, it'll have to be pretty bloody special to make the kind of impact Virgin are hoping for in an already flooded market. Still, their track record suggests that this too will bring quality and style back onto the court.



Tuff Enough!



Mr Tuff is the latest character to emerge from Sales Curve, whose previous Super NES efforts have included Lawnmower Man and Super SWIV. It's a platform game featuring a futuristic demolition robot, the only creature tough enough to do the job in a world gone completely mad in the head. Guide Mr Tuff through collapsing buildings as he crushes everything in his path.

Make no mistake, Mr Tuff is rock hard and Sales Curve (now known as SCI) are certain that he'll be a smash hit on Super NES when he rampages onto your screens in the autumn. Graphics are nice, music is superb and it has enough original features to lift it above the rest. Probably.



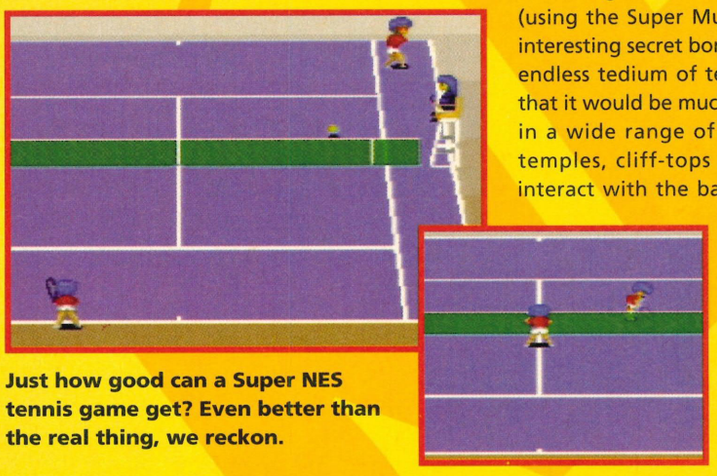
Mr Tuff may have a hard sounding name but he doesn't scare us. We reckon we could 'ave 'im in a fight, any time.

Namco are Virgins too!

Namco, the top quality Japanese game manufacturers have signed an exclusive deal with Virgin to distribute Namco Tennis in Europe. It'll be called Smash Tennis when it turns up on these shores in summer and to date, it's the only Super NES Tennis sim to actually come close to the mighty Super Tennis. In fact there are some TOTAL team members who reckon it's actually better.

The game can be played by up to four players (using the Super Multitap) and has some rather interesting secret bonuses. Rather than opt for the endless tedium of tennis courts, Namco decided that it would be much more fun to play the games in a wide range of wacky locations, including temples, cliff-tops and beaches. You can also interact with the backgrounds, knocking coconuts off palm trees and all sorts of other bonkers stuff.

It's utterly brilliant and should be serving itself on UK Super NES machines in June. Relax kids, we'll review it very shortly indeed.



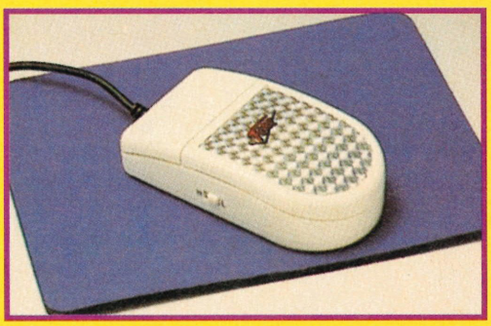
Just how good can a Super NES tennis game get? Even better than the real thing, we reckon.

Fire at will!

Super NES owners often write in to this here organ, demanding to know the whereabouts of a sold-separately Super NES mouse. They could then play ace games like Lemmings and King Arthur's World without incurring too much expense. At the moment, the only way to get a Super NES mouse is to purchase a copy of Mario Paint. However, help is at hand in the shape of the Rebel Mouse from Fire. This basically looks like an ST or Amiga mouse with some rather glitzy silver plastic on top, it retails at around £25 which can't be bad, and should be in the shops as you read this.

Fire also have a new six button joystick called the Sidewinder, featuring turbo, programmable buttons and all manner of fancy bits and bobs. Feels nice, looks good and does the business. No price yet, but £30 and upwards should be about right. Any cheaper and it's a barg!

Best of all though, is the Tribal Tap multi-player adaptor, just like a Super Multitap, but with a facility to let six top fellas or lasses play at once. Again, there's no fixed price as yet, but cheap is the watchword, and TOTAL suspect it could well be £24.99 which all sounds rather groovy.



What's the plural of Rebel Mouse? Write in and the winner gets some biscuits. Maybe.

A Funny Old Fantasy

WIN! WITH US GOLD AND HMV

The biggest event in sporting history kicks off on Friday 16th June at the Soldier Field Stadium in Chicago, and we won't be there. That's right, the 1994 World Cup will be going ahead without England, Scotland, Wales and Northern Ireland. Bugger!

Now US Gold, in association with HMV, give you reason to live again, with the chance to enter your own fantasy football World Cup competition and win some fantastic prizes.

WIN

FIVE FIRST PRIZES

That's right. FIVE first prizes! The top five scoring managers will each win a pair of season tickets to spend a whole year watching the UK team of their choice, HMV vouchers to the tune of £100 plus the World Cup goodie bag which includes baseball caps, T-shirts and mugs.

In addition, the overall winner, that's the fantasy manager who 'wins the World Cup' so to speak, will also receive a pair of tickets to the Coca Cola Cup final at Wembley in April 1995. Which Sheffield Utd will probably win.

FIVE SECOND PRIZES

The next highest scoring managers will win a football strip of the team of their choice, HMV vouchers to the tune of £50, plus the World Cup goodie bag full of stuff.

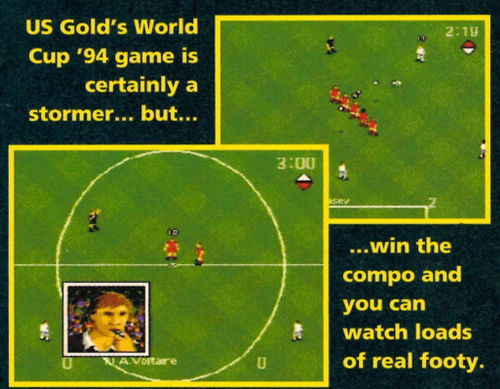
TWENTY RUNNERS UP

Runners up also receive prizes of a wonderful World Cup T-shirt and - check this! - a subscription to TOTAL! Not blinking bad, eh!

What you have to do:

Buy a copy of US Gold's World Cup USA '94 – the game's on the shelves NOW – (or you can enter if you just pre-order it and put down a deposit), and you'll get a leaflet with the 528 players from the 24 countries competing in the '94 World Cup (ie *Not* England, Scotland, Wales, Northern Ireland). Select your 11, name the team and send it to US Gold.

Your team's performance depends entirely on the skill and fortunes of the real players in the World Cup. You must select 11 players from at least nine national teams – 1 goalkeeper, 4 defenders, 3 midfielders and 3 strikers, with no more than two players from any one real squad.



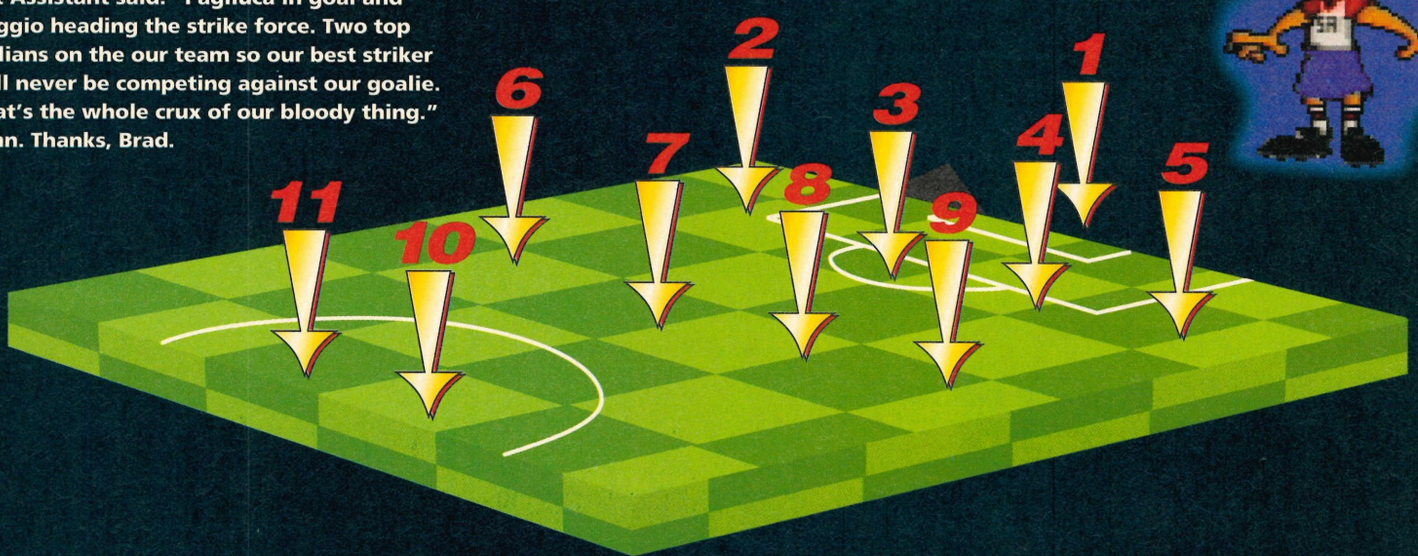
US Gold's World Cup '94 game is certainly a stormer... but...

...win the compo and you can watch loads of real footy.

WORLD CUP USA '94 The TOTAL team:

Here's what the collective genius of the TOTAL team came up with, and, as Brad The Art Assistant said: "Pagliuca in goal and Baggio heading the strike force. Two top Italians on the our team so our best striker will never be competing against our goalie. That's the whole crux of our bloody thing." Hmn. Thanks, Brad.





1 Goalkeeper	023	Jean-Luca Pagliuca	Italy	His good form with Sampdoria means that he has to be our number one.
2 Defender	104	Ronald Koeman	Holland	It was tough deciding which two Dutchmen. Koeman's experience edged it.
3 Defender	138	Roland Nilssen	Norway	He's the guy who's so solid at the Sheffield Wednesday defence.
4 Defender	141	Paul McGrath	Ireland	The best, hardest, classiest, beer-drinking, training-missing geezer in the world.
5 Defender	177	Jan Erikson	Sweden	Solid, dependable, reliable, tall, blond and Swedish. Need we say more?
6 Midfielder	225	Mbouh Mbouh	Cameroon	Never heard of him, but we loved Cameroon in '90, and what a great name, eh!
7 Midfielder	289	Roy Keane	Ireland	Ran and tackled his socks off for Man Utd and the Republic all year.
8 Midfielder	332	Anders Limpar	Sweden	Underrated at Arsenal, now trying to set Everton alight.
9 Striker	398	Brian Roy	Holland	The new Ruud Gullit? Or is the Foggia player a star in his own right?
10 Striker	401	Roberto Baggio	Italy	European footballer of the year. A bloody genius. Nuff said.
11 Striker	434	Andrei Kanchelskis	Russia	See his grin every time he smacks one home for Man Utd?

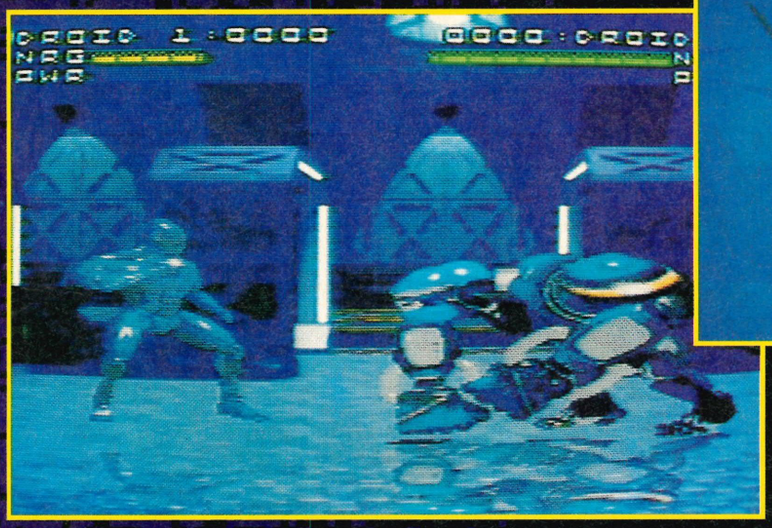
PREVIEWS

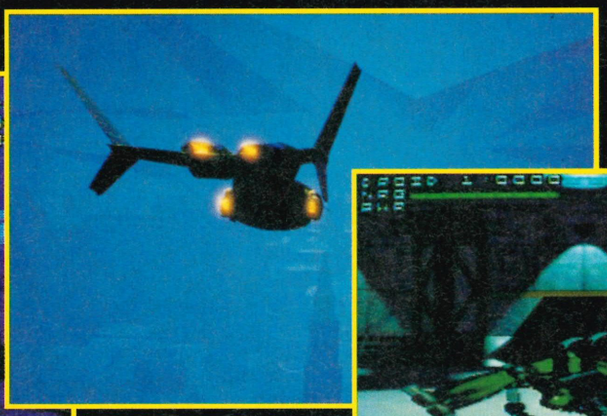
Preview (noun) 1. an advance view or sight. 2. an advance showing before public presentation of a film, art exhibition, *etc.*, usually before an invited audience. (verb) 3. to view in advance. You are our invited audience. And here is our invite. Pour yourself a drink, delve deeper into the next four pages and discover the future of art. Well, sort of.

RISE OF THE ROBOTS

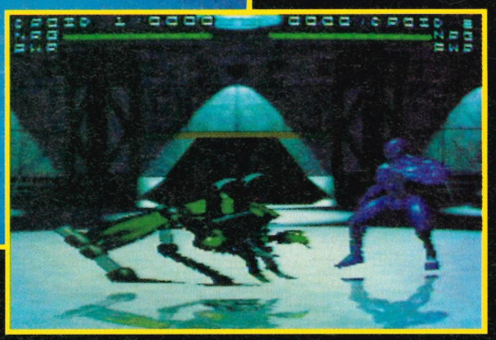
For: Super NES **From: Mirage** **Out: August**

Seven Chinese brothers meet a Cornish miner who's offering them each a bite of his pastie.





While the eighth Chinese brother gets in a tangle with his Y-fronts, poor chap.



And the ninth sings the "See the little pixie" song from Blackadder. Erm, possibly.

They're mad, they're bad and they're made of tin. The robots that is, out of Mirage's forthcoming mega-game, Rise of the Robots. This received bags of adulation when it premiered on expensive PC machines, but the good news is that the SNES version will be identical in most respects and superior in others. Amazingly, Mirage have managed to retain much of the animated into scenes, among the most impressive yet designed. The 24 Meg cart compresses the animations into a small window in the centre of the screen, saving bags of memory in the process.

The one down side to all this fantastic innovation is that the game itself is yet another Street Fighter clone, albeit an attractive and playable one. The sprites have all been created using the latest rendering techniques, then simply banged into Super NES graphic modes and animated. The result is visually stunning, as the light-sourced robots cavort around in a most realistic manner.

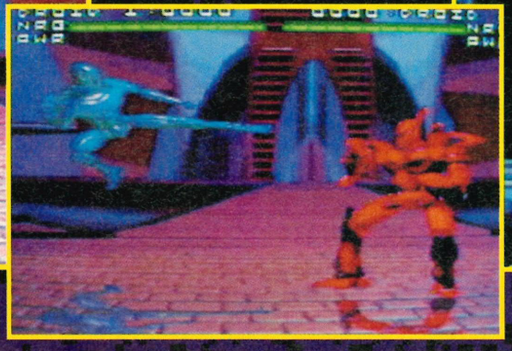
The programmers are putting the finishing touches to this now, and although a release date is yet to be confirmed, this should be with us before too long.

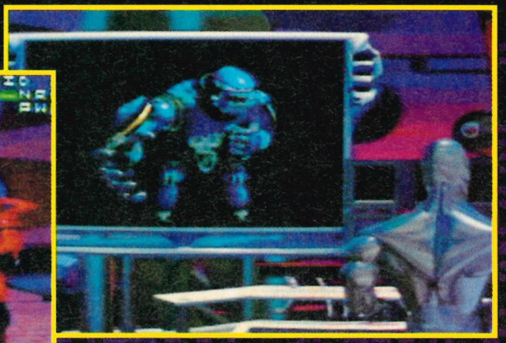
Unfortunately for Mirage, Capcom will be launching their amazing Super Street Fighter conversion sometime this summer (release date to be confirmed), perhaps stealing Rise of the Robots' thunder somewhat. Look for reviews of both in TOTAL real soon.



And Jack the ripper laughs at a very tall bloke who's stubbed his toe on a raised kerb.

And Kurt Cobain meets Ayrton Senna. In hell.



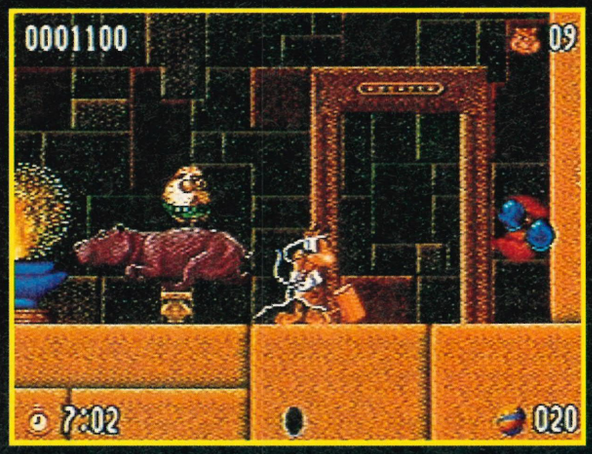


I'm sorry, but they're just raytraced rendered robots.

Bubsy II

For: Super NES **From: Sony** **Out: August**

I've got a wonderful tabby cat at home called Gordon. He's not a moron, but he doesn't like Bubsy.



The bobcat's back in town, a mean, lean, ball-of-wool-chasing machine.

The bobcat is back. Accolade's bouncy platform hero is set to return in an all-new and apparently superior sequel. Bubsy has gained a couple of new powers since his last outing, and more than a couple of new enemies.

The graphics, sound and gameplay have all improved since the first game and Accolade have high hopes for this game. The usual features are there, and Bubsy still has to run round collecting an awful lot of yarn.

The graphics are a great deal tidier than those in the first game – all the rough edges have been smoothed down with some kind of clever programmer's video game file –, and one of our criticisms concerning the messy nature of the parallax scrolling in the original game, seems to have been dealt with, too, which will, without doubt be a good thing.

This could be the game that Bubsy should have been, well that's what we're hoping anyway, and we're pretty damned excited about it all. Oh blast, I've wet meself.



Bubsy is one cool charachter, and this sequel – whose name may yet be changed – promises lots more smiles.

Herbereke Fighter

For: Super NES
From: Marubeni
Out: Autumn

This Herbereke business is apparently very large in Japan at the moment. It involves loads of bizarre animal/vegetable combination creatures running around and generally being daft all over their faces.

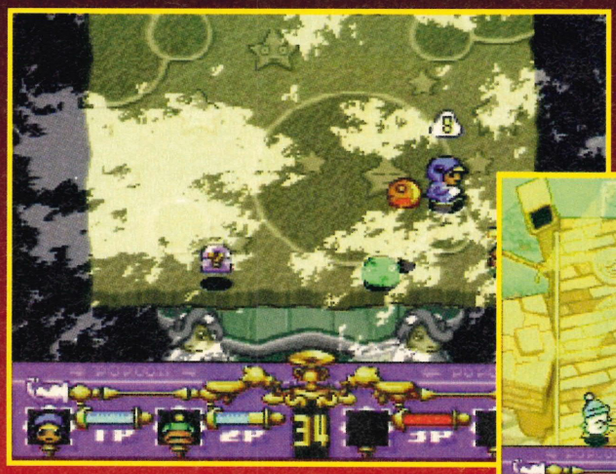
Anyway, this fighting game is a cross between Sumo Wrestling, Street Fighter and, erm, well, some or other weird thing that's never existed before, but would no doubt have them queuing round the block to the shops in the land of the rising ¥. Mad as a tree.

It's bleeding strange anyway. Run around an arena, hit these cute little blokes and use a whole range of rather amusing special moves that we'll tell you about properly when we get round to reviewing it.

It all looks like great fun, but perhaps a little surreal for British tastes. Still, Marubeni are currently testing the waters to see how well this kind of thing will be received over here, so we'll probably have a full review for you in next to no time.



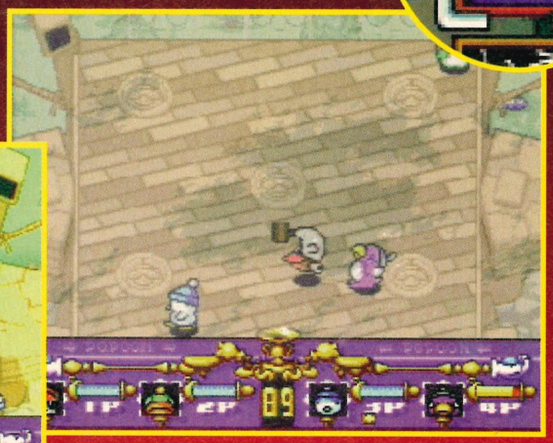
And their cheeks look a bit bonkers as well.



I don't want to state the obvious, but the Japanese are clearly mad in the face.

There are little droplets of insanity dribbling down their foreheads.

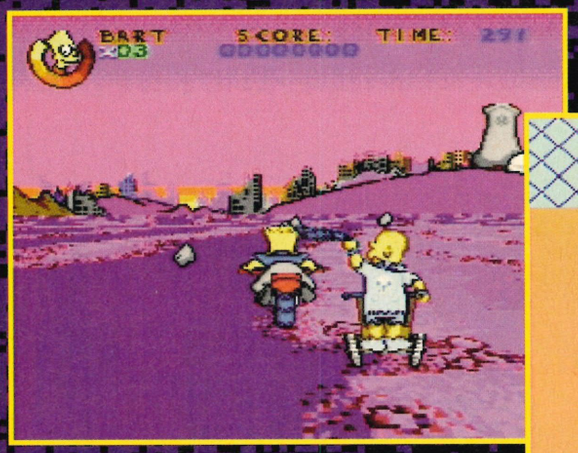




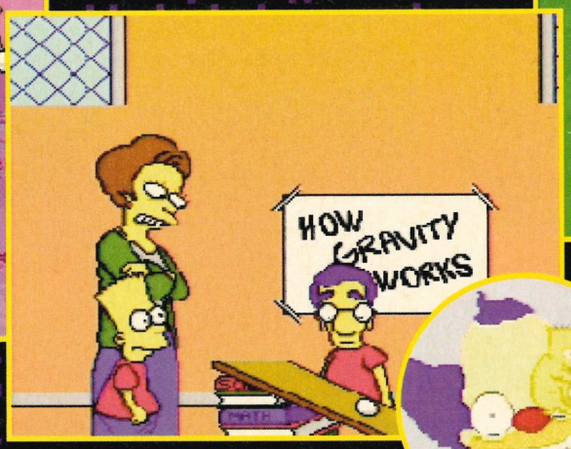
And there's clearly visible nuggets of looniness on their eyebrows. Dribbling bonkers.

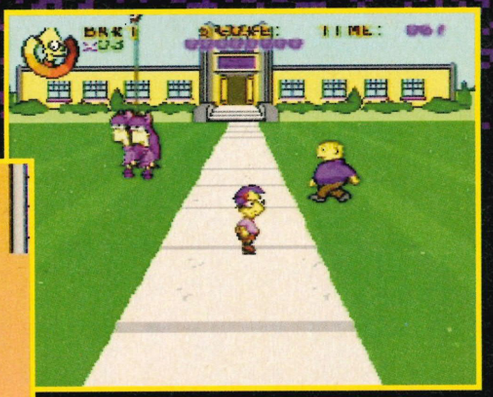
Virtual Bart

For: Super NES **From: Acclaim** **Out: Autumn**



Bart's a great character, and the game plays on the silliness that goes on in his world.





The gaudy colours live up to the pedigree that the cartoon series has set. And that's a good thing.

We're not just saying it because we like the cartoons, this actaully does look a lot of fun from what we've seen so far.

This is brought to you by the same kids who did Bart's Nightmare on the Super NES. Is that a good thing or a bad thing? We didn't think that game was the best thing ever (TOTAL gave it 53% in issue 12), but you decide.

Anyway, this game incorporates the same basic principles as the first. Guide Bart through a number of weird-ola sub games and complete some mysterious objective.

There's a Mode 7 racing game for the F-Zero fans, which is quite entertaining in a very Bart Simpson kind of a way. There's also a level that can best be described as Bionic Commando with babies and a thrilling water-slide ride, sort of like Stun Runner, but a lot more moist.(We like moist games).

Virtual Bart is nearing completion now, but the graphics and gameplay are all still being worked on, and the early version we've played should be improved upon, so expect it to look better and different to these screenshots (which actually look okay anyway). Hurrah for that!



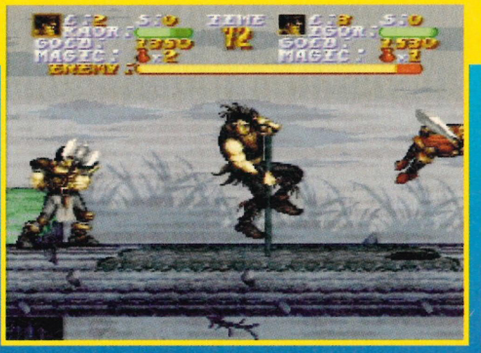
And anyway, there are tiny beads of madness on his cheeks. *(Stop it! Ed)*

Legend

For: Super NES **From: Sony** **Out: August**

This new Golden Axe clone has some of the largest sprites ever seen in a game of this type. The graphics are pretty remarkable on the whole actually, but sadly the gameplay is standard scrolling hack-'em-up stuff. You can take control of a well-muscled barbarian, and lop off heads left, right and centre which is great fun for a while, but to be honest, there's not much more to it. But we're not making any judgements yet.

Having said that, this particular incarnation of the genre is highly playable and exceptionally violent. Personally, this kind of game doesn't do much for me, but I've seldom seen it done so well. There are plenty of power ups and magic potions to collect, food to revive your aching brain and it all flows nicely enough.



Top pole vaulting action all the way. The stuff that legends are made of.



Swing, swing, swing the axe of justice! Lop some heads off.



Slash 'n' hack 'n' slash 'n' hack. Then slach 'n' hack some more.



It certainly looks like a fine game. But is the gameplay varied enough?



Hey ho! Let's go! I bet this is the kind of game the Ramones would play.

Herbereke Puzzle!

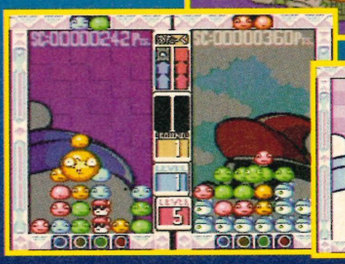
For: Super NES
From: Marubeni
Out: Autumn

Yes! Yet another Tetris clone, but this time it's good. No, it is! It's all very bizarre and explaining it would take a tome of Biblical proportions. However, if you think of it like Tetris with magic, and strange animals, you'll be on the right lines. The gameplay is shockingly good. Classic line making, pattern forming, block dropping nonsense.

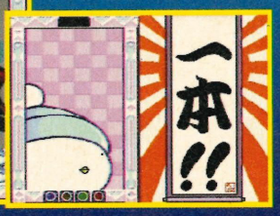
The graphics are cute, very Japanese and very amusing. The music is just as rib-tickling and the sound effects may cause temporal laff disruption of some kind. Yes, there are alternatives. Pac Attack, Puyo Puyo et al, but this one has as much to offer as anything else on the market.



I ask you! What is all this madness? It's a mad bonkers puzzle game.



More dribbling mad bonkers Japanese craziness. They really have got little beads of craziness oozing from every pore.



Yes, very Japanese. And very puzzley. And very Puyo Puyo into the bargain.

Fun 'N' Games

For: Super NES
From: Sony
Out: August

Take Mario Paint, add loads of new features, stick in a couple of simple games and what have you got? Fun 'N' Games from Sony. Now before you turn the page, let me just tell you this is really very good.

It's aimed quite squarely at tots and younger children, but it's so well designed that it could be an ideal learning tool. The TOTAL staff are too dim to figure it all out yet, but there seems to be an awful lot of musical and graphical chicanery.

You can draw pictures, create tunes, solve puzzles and generally stretch those teeny brain cells. Parents will be delighted with this. Hulking, surly teenagers will be less pleased.

Still, it's looking good and the finished version promises to be even better than the early one we've played. Hurrah!



Puzzley puzzley, mazey mazey. Fun 'N' Games.



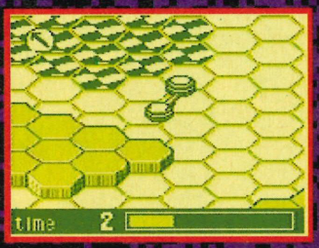
It's for kids, but all sorts of people will love it. Trust us.

Lucle

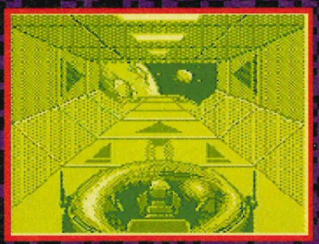
For: Super NES
From: Vic Tokai
Out: August

Vic Tokai's foray into Game Boy puzzle games comes as something of a pleasant surprise. Unbelievably original, good-looking and as far as we can tell, highly playable. It's very difficult to describe, but here goes anyway. You control a, er, thing. It's a pole with a ball at each end. It spins across an isometric landscape, and you simply control the direction it spins, by locking one of the balls to the floor with the press of a button.

There are power ups to collect, different surfaces to traverse and lots of things to see and do. If this lives up to early promise, it could be one of the best Game Boy games for ages. With a concept as simple and addictive as this, there's no reason why it shouldn't be converted to the Super NES. Look out for it this Summer.



It might *look* tedious, but believe me, it's not.



It might *sound* tedious, but believe me it's not.

Eek The Cat

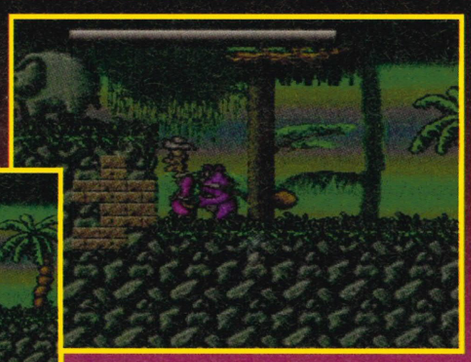
For: Super NES **From: Sony** **Out: August**

Yikes! Or should I say eek!? Eek the Cat has been doing the Saturday morning cartoon rounds for quite some time now, and this is his first outing in a video game. Now listen very carefully: This is a bit of a con. Ocean released a game called Sleepwalker a while back on home computer formats, and this is basically Sleepwalker with different sprites. Eek must guide Granny through a hazard infested world, pushing her, kicking her over obstacles and generally preventing the senile old bat from doing herself a mischief.

Graphically, it's all very moody and attractive. There are some great animated intro sequences and the gameplay consists of some good solid platform puzzling. We'll have a full reviewbefore you know it.



Dark and moody. You half expect to see the Sisters Of Mercy poking out from behind a rock.



Or maybe The Mission. One of those moody goth type bands.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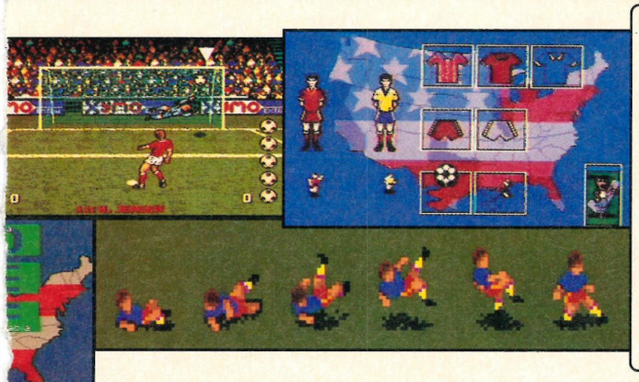

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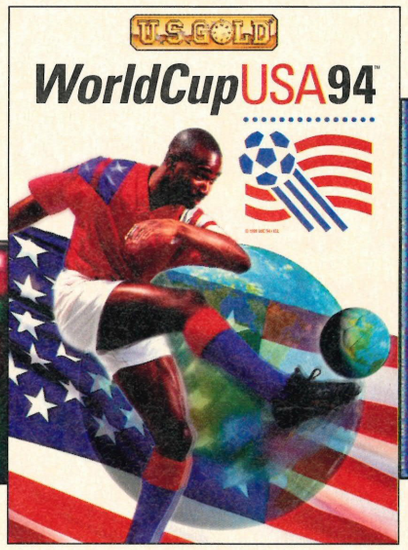



It's out on *June 3rd* and it's the *only one good enough* to be called

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Yahoo! A free trip for two to Japan! Why? Well, those fabulous fellas at Sony Electronic Publishing are celebrating the launch of their smart new Super NES line-up, including Skyblazer and Equinox. To be in with a chance of winning this utterly stonking six day holiday at the Shiba Park Hotel in Tokyo *(I've been and it's ace - Frank)*, all you have to do is take the card attached to the front of this here mag to a participating HMV games store and hand over your card (after answering the question on the back and filling in your details).

If your answer is correct, then you'll automatically be entered into the amazing prize draw! Now as if that wasn't enough, the card also entitles you to a stunning 20% discount off the RRP of either Equinox or Skyblazer, but only at participating HMV games stores.

You'll also receive a staggeringly smart newsletter (If you tick the box on the card that is, exclusive to TOTAL! and Super Play readers) packed full of hot info on spanky new Sony games.

There are a couple of simple conditions to meet: You must be, or travel with an adult aged 18 or over (a parent for example) The trip is all expenses paid, but you'll have to bring spending money - travel, accomodation and food are paid for. So what are you waiting for?

So what are you waiting for? Fill in your card and get down to HMV right now! Be quick though, as the competition closes on June 19th, 1994!

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TO JAPAN!*



the Far East courtesy of Sony!

RETRO REVIEW!

SKYBLAZER
Reviewed TOTAL! 27 92%

It's back to the good old days of classic platform action with Skyblazer on Super Nintendo. The combination of good old-fashioned fun and clever level design left us in no doubt: Skyblazer is a classic.

The game is large, involving and packed full of surprises. More weapons than you'd know what to do with and an awful lot of nasty boss monsters. Skyblazer is a scorcher.



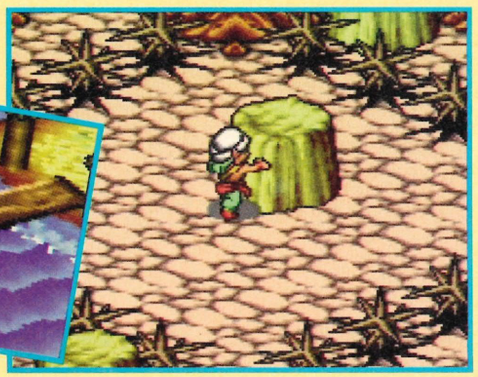


EQUINOX
Reviewed TOTAL! 29 91%

Equinox on Super NES is the ultimate platform puzzler, and the only isometric 3D game of this type on the Super NES! It features some of the best graphics ever seen on the Super NES and certainly one of the best soundtracks.

Playability is supreme, the game should last you for the rest of your natural life and it's all so well done! An essential purchase.





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so blast out the sixties... kicks on route six. you don't need a weatherman to know which way the bullet blows but take my advice your gas may be lead free my barrels' got plenty... crank up the bass... slam in the sounds... this is the action the rock'roll action the only action worth nailin'...

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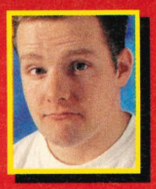
REVIEWS

The TOTAL review crew

Ladies and gentlemen, boys and girls. Respectfully nod your heads, raise your glasses and doff your caps in the general direction of these talented individuals. Without further ado, allow me to introduce the TOTAL review crew...



Frank

Frank's life has been turned upside-down with all the new arrivals to the team. "Crikey blimey, it's bonkers!" He said.



James

Ginger James has been having a busy month running this way and that. He's lost a stone and a half in the process.



Linda

The TOTAL team are rejoicing, celebrating the fact that the near God-like Linda Barker has joined the review crew.



Dane

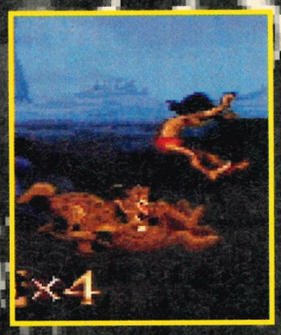
"Who's that in my chair?!" Exclaimed Dane stumbling in to the office. "Don't worry, it's only Josse. He's harmless." Replied Frank.



Josse

"Harmless?" Mused Josse with a mischievous grin. "We'll see." "Doh!" Cried Frank, with a look of panic on his face, "Doh!"

Super NES



The Jungle Book 22
Phwoar! A totally gorgeous Disney licenced platformer that just begs to be played. Will it put Aladdin to shame? Read the review.

Super Metroid 26
The brilliant blaster from last month's TOTAL cover gets probed and proded, and then get all judgemental.

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A dribbling mad bonkers eating ghosts situation. Check out our review on page 28.

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Bloody brilliant footy action hits the Super NES with full force.

World Class Striker 32
The footy classic Striker gets a new name and a full scale gameplay reworking. It can only be a good thing.

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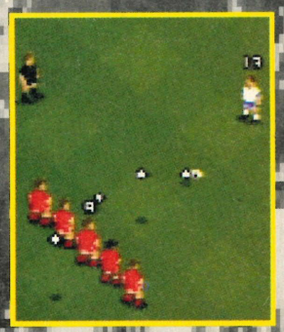

X-Kaliber 2097 40
Futuristic Bladerunner-esque New York setting for an entertaining platformy slash 'n' hacker.

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Platform-tastic boy with strange powers outwits bug-eyed alien monsters. But is it any good?

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A hugely entertaining and simple shoot 'n' collect-'em-up, or just a dated Battlezone clone?

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The cartoon hero and his constant plight to survive Elmer Fudd's gun put a smile on Linda's face.

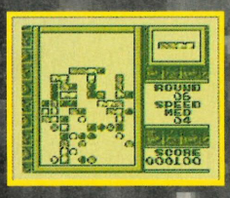
King of Dragons 48
The Peter Beardsley licence fell through, so they changed this fine footy sim and put a dragon in.

Game Boy

World Class Striker 50
Yeeeaas! Oh, I'm all happy again now, it's about time we got back to the *real* footy games. Give the TOTAL office a call on Thursday and sing us your favourite footy song.

Ms Pac Man 52
This is the first and last time you'll ever see Frank O'Connor with a pink bow in his hair. You'd be a fool to miss the review on page 52.

Tetris 2 54
Do your head in completely with more brick-piling conundrums.



NES

Pac Man 56
It's been around for years, but this is the first for the NES. And it's brill!

The JUNGLE

For: (1 player) From: Virgin Price: TBA



In "The Law of the Jungle", rule one says: Thou shalt balance bananas on thy nose. When applicable.







Right, you all know the story, don't you? What? Is that you, Simpkins Jnr with your hand up? Hang on, are you trying to tell me that nobody ever tucked you into bed and told you all about Mowgli? Or threatened to leave you in the woods and let you be bought up by wolves? Crikey! What kind of childhood did you have? Okay, here, just for you is a brief synopsis...

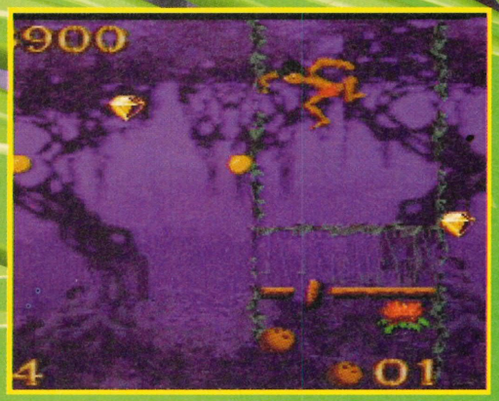
Based on the novel by Rudyard Kipling, it's the story of Mowgli who is abandoned in the jungle and found by Bagheera, the black panther, who hates men. Hating men, but struck by his conscience and unable to bring himself to kill the wee bubba, Bagheera leaves sweet li'l Mowgli with a wolf pack to be weaned. Weaning over, Bagheera returns to find that the wolves don't want anything else to do with the man cub. Bagheera takes Mowgli to the man village but, en route, they meet up with Baloo who promises to take care of the man cub. Mowgli, with the threat of the village and its human inhabitants no longer hanging over his head, settles down for a swinging, bouncing, all-singing, all-dancing kinda life. Baloo becomes his surrogate parent/best friend/teacher and the two spend their days avoiding nasties, balancing bananas and enjoying jungle life!

The Jungle Book looks beautiful, the tropical paradise bit is perfectly done, with all manner of lush greenery and some very weird and wonderful plants (which probably contain the cure for all known diseases – including the common cold). Beware though, these plants are just as likely to sting you or drain your energy than act as a positive life-force. A lot of these bushes are more like triffids than antiseptics!

More advantageous than these wicked plants are the many snakes that

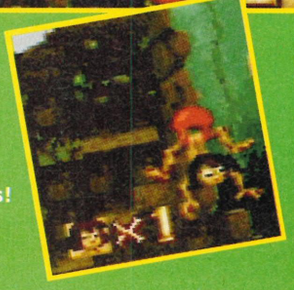
JUNGLES

Fantastic graphics, faithful music and classic platform gameplay. Totally superb Disney conversion that puts Aladdin to shame

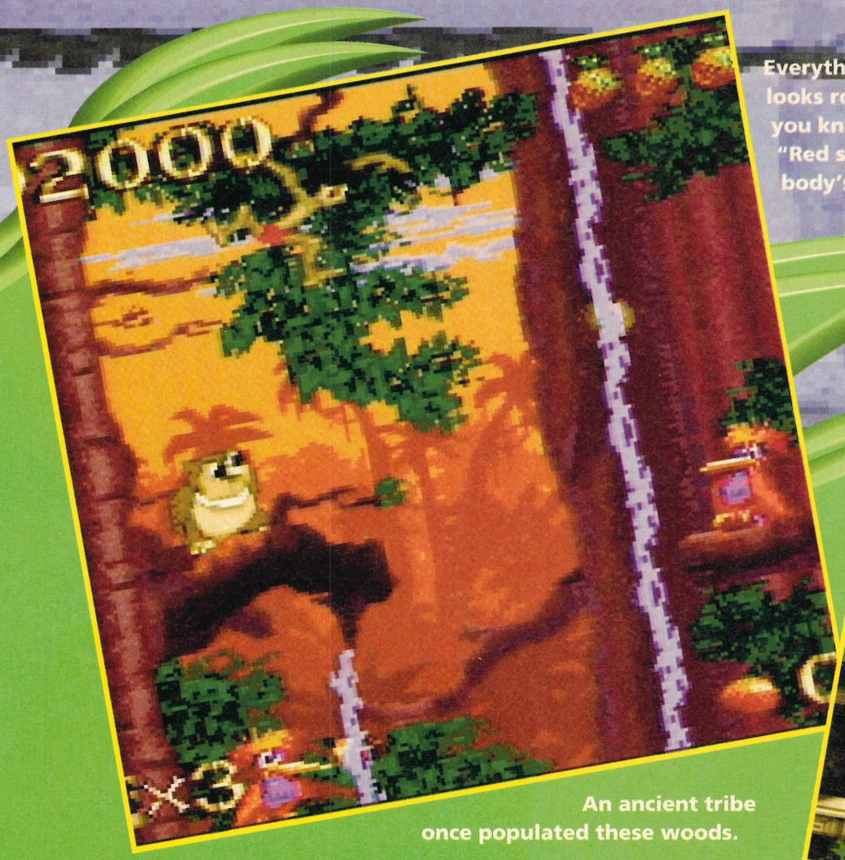


The night has a thousand eyes. Except some of them are diamonds and some of them are pieces of fruit. In fact, the night has no eyes, just stars.

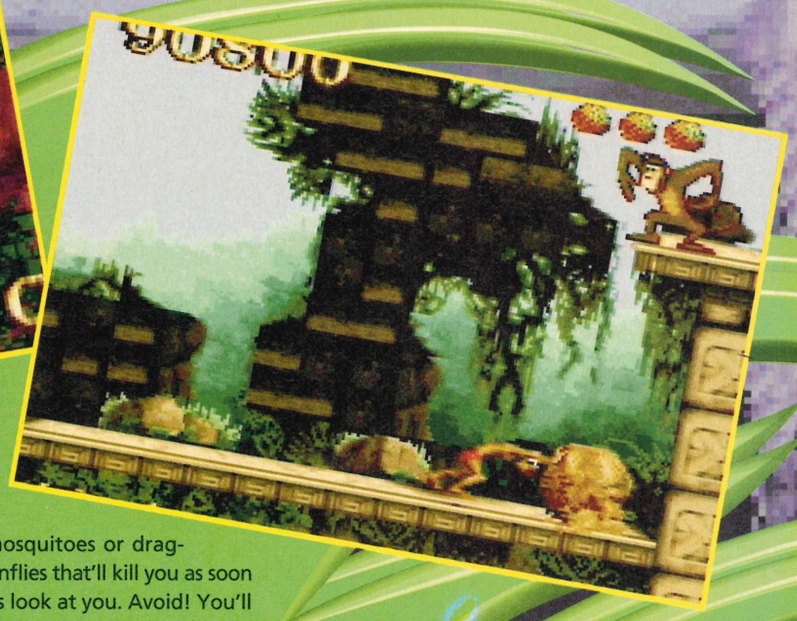




Look, Ma! No hands! Mowgli makes like a bird — it'll end in tears, you mark my words!



Everything in the jungle looks rosey tonight, and you know what they say: "Red sky at night, somebody's in for a fight!"



An ancient tribe once populated these woods.

Mowgli comes across. Most of these are friendly and act as trampolines (the rubbery trampoline-like quality of snakes is obviously something that ICI should investigate!). There are also lianas to swing from and leaves to float on.

From the ruins that Mowgli happens across, I'd say that this jungle was once home to a strange civilisation. A strange and fierce civilisation who carved horrendous, scary totem poles from stone, and who, no doubt, sacrificed one another to unloving gods. Eek! Due to their extreme age, they're a bit crumbly and some have an unfortunate knack of crumbling to dust if jumped on, so watch your step!

It's also a good idea to watch your head! Floating overhead are some special tropical monster mosquitoes or dragonflies that'll kill you as soon as look at you. Avoid! You'll also come across the odd pangolin or two. These are one of my favourite tropical animals, ever. They're the scaly, tropical rainforest version of anteaters and can be used as stepping stones; they'll also come in handy should you want to jump a bit higher than your own small legs will allow! Once you've got the hang of all the jumping and swinging, you should float through this 'un. The swinging does take a bit of practise, mind. I often found myself on the floor with a sore bum! Still, practice makes perfect and getting the hang of it is half the fun!

You'd think, that with such an exciting life to be had in the jungle, Mowgli'd never want to leave.

BUNGLES

Perhaps too similar to Aladdin in many ways and certainly not awfully original in terms of gameplay. But then, who cares?



It's sweet, but methinks that elephant is a tad too affectionate!

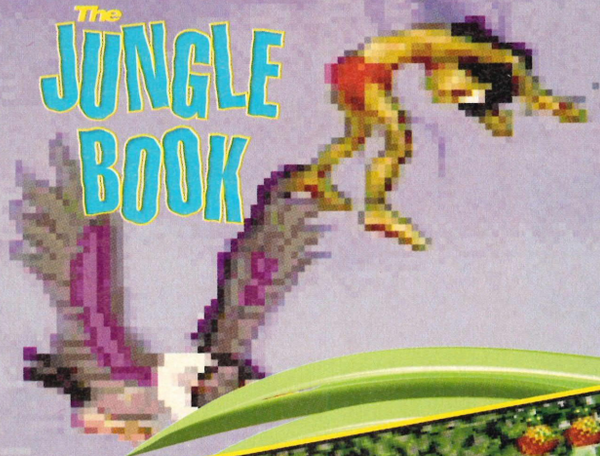
E BOOK

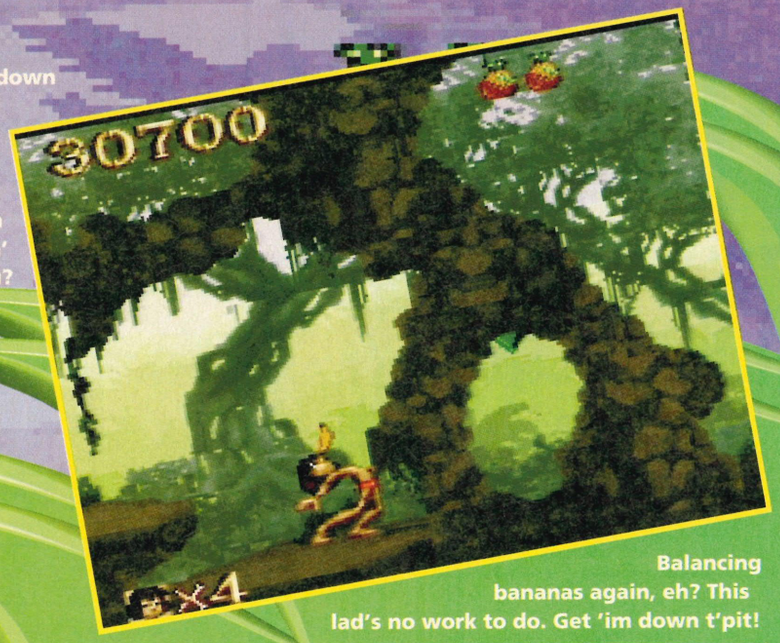




The all-jumping, all-squatting Mowgli – a real hero and no mistake. And he's got a bowl haircut. Hurrah!

The JUNGLE BOOK





Wheee! See down there? That's Mowgli jiving to that jungle beat. You can see what I mean about lush 'n' gorge, can't you?

Balancing bananas again, eh? This lad's no work to do. Get 'im down t'pit!



But there comes a day in every man's life when he feels the need to settle down and Mowgli is, after all, a man cub! In the end, Mowgli espies a girl and has to leave his jungle home and friends for a settled life with the babe of his dreams, Ah! *(No, Mowgli! Don't do it! In the jungle you need never wash dishes, wear clothes or pay gas bills. You're onto a good thing, kid. Stay there! The entire TOTAL team)*

Actually, TOTAL would like to point out that readers should not attempt to live in the jungle or have dangerous animals for pals. Don't try it at home! **LINDA**



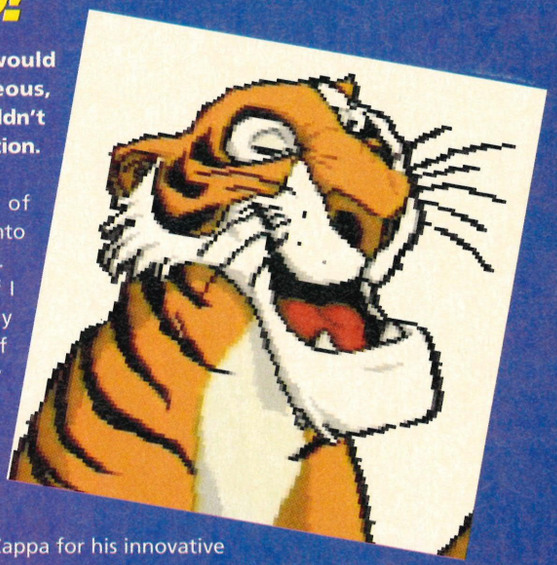
It's dinner on little legs. Chop the legs off, stick it in the pot and wait an hour or so. Yummity yum!

I WANNA BE LIKE YOU – HOO – HOO!

You'd think that the TOTAL team would be quite content to be their gorgeous, rich, wonderful, talented selves, wouldn't you? But no, we can't get no satisfaction. So, who would they rather be?

Frank: Martika (From off of out of Martika's kitchen), because then I'd go into the bathroom, strip naked and just stare.

Linda: Actually, I like being me. If I wasn't me, my friends wouldn't be my friends any more and that'd be horrible! If I had to choose though, I'd be Mary Shelley cos she was clever, beautiful, had lots of interesting friends, a brilliant mother, father and husband. And! Most important of all, a she had a real talent. (Now go and look her up!)



Josse: The late, much-missed Frank Zappa for his innovative music and bonkers moustache. He spent thirty years doing excellent things *and* had a bonkers moustache. Top geezer.

James: Chris Evans, because he's a great speccy ginge who not only makes great TV, but also gets to snog Kim Wilde. *(But not only Kim Wilde, he also gets to snog that other bird as well, what her name? Frank) (I think her name's Rachel Something – Brad The Art Assistant)*

The Jungle Book

Looks

- Tropically lush 'n' gorge

Sounds

- The great tunes mean this one just has to get full marks

Gameplay

- A real smoothie

Lifespan

- Excellent stuff. Lots and lots of huge great levels that all look wonderful!

The bottom line

"The Jungle Book is a beaut-looking cartoon caper that'll keep you busy, put a smile on you're face and have you humming "Yoo-hoo-hoo, I wanna be like you-hoo-hoo..." all through dinner!"

- Levels ..... Enough
- Difficulty .. Tough enough
- Continues .. They're there
- Release date ..... July

Final score

90%

90%
NINTENDO GAME ZONE
"Games this playable should be banned"

89% SUPER ACTION
"This action is as fast as the real thing"

92% GB ACTION
*"I played **Gator** until my fingers bled but this is in a different league"*

86% NMS
"Fans seeking the nearest approximation of the real thing need look no further"

93% VGS
"What an excellent game to have in your pocket"

GAMETEK ARCADE

pinball DREAMS





GAMETEK

SURE PLAYS A MEAN PINBALL

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

Published by Gametek Ltd
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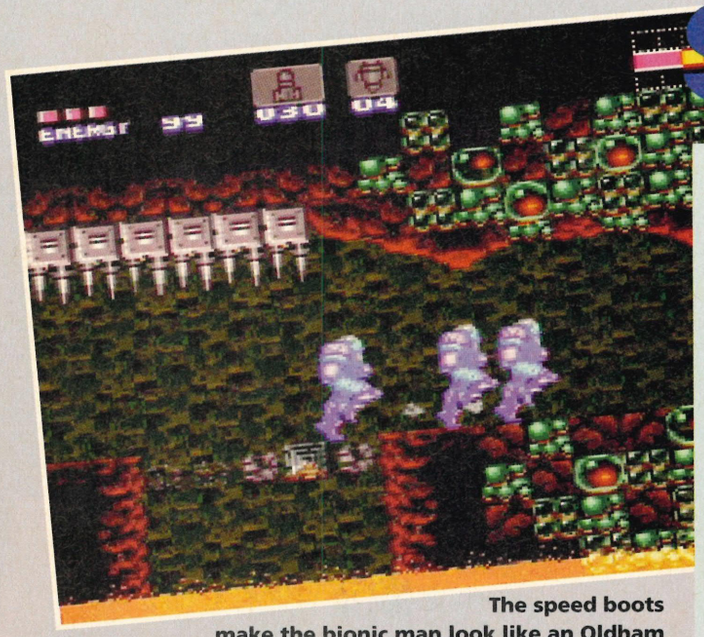
SUPER METROID



The speed boots make the bionic man look like an Oldham centre forward.



We had to forcibly prise Frank away from the SNES and tie him to the chair to write this review. So you'd better read it.



For: SNES (1 player)
From: Nintendo
Price: £50

Yoinks! What at first seemed like an odd choice for conversion to the Super NES has turned out to be the most exciting release of the year so far. Why? What started all this Super Metroid chicanery? Perhaps it was the vast impact the original NES game had on the Japanese and American market. Perhaps it was the fact that Nintendo hadn't released anything of note since Mario All Stars. Whatever the reason, Super Metroid is here, and to coin a slightly over-used phrase, it's the best thing ever. Again.

The game itself has nothing new to offer. It's a scrolling platform shooter with extra weapons, secret bonuses and hidden rooms. What separates this form the crowd of similar titles, is the sheer artistry with which it has been carried out. Attention to detail, careful planning and months of playtesting have reaped great rewards.

BABES

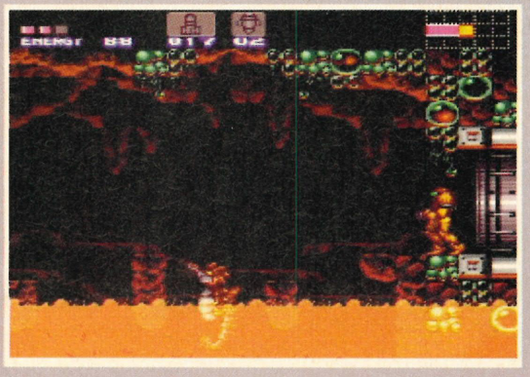
Stunning and classic Nintendo gameplay, with amazing rewards and atmospheric sounds

You take control of Samus, a female soldier from Earth, who's speciality is the destruction of aggressive alien species. She has already destroyed many an Earth-threatening super-baddie, but her old enemy, Metroid has returned. This huge flying demon has incredible psychic and physical powers. How can such a thing be stopped? Well, that would be telling. In fact, this game makes better use of plot than most, and a genuine feeling of curiosity is instilled. You really want to know what happens next.

This is a dead thing wot I've just killed so there's no need to be frightened.



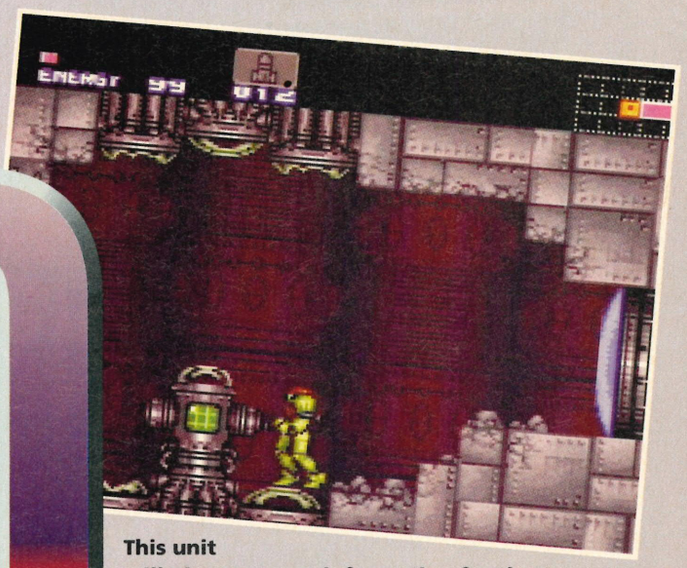
You'll need the varia-suit to withstand the heat and radiation in this fire-filled room.



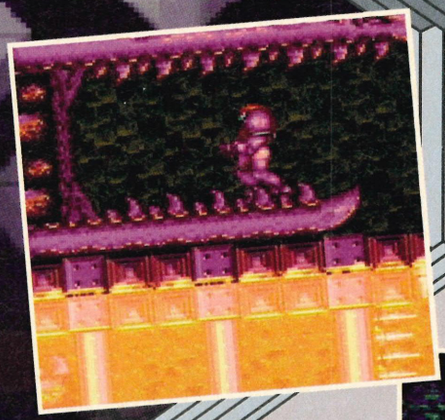
Hooray! The X-Ray vision will help you find hidden exits and goodies. Hooray!



ROID

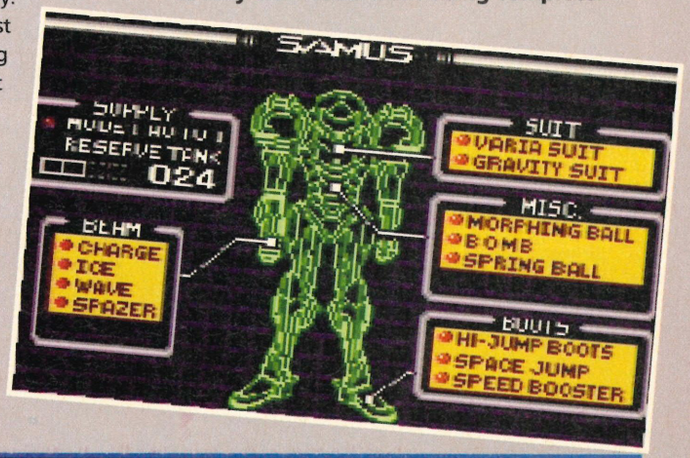


This unit will give you map information for the whole level, including secret rooms.





These laughing trolls seem to serve no purpose, but they're more useful later...



This shows your level of equipment, which is only two items from being complete.



The game structure works in the same way as that of Zelda. Find a device or a new ability, and use it to overcome a previously impassable problem and continue your progress deeper into the game. Superb stuff and in the best tradition, you always get a little further every time you play. The graphics, while plain for the most part, introduce some stunning wibbly-wobbly effects and respect goes out to the end of level bosses, among the biggest and best in the history of games. This is simply awesome and no amount of praise can fully explain the appeal of this game. Everyone in the office has played this to death, to the extent where we had to buy an extra copy - the other one just kept going missing. Not since Zelda have we had so many phone calls regarding a game. Our advice is simply to buy it and find out for yourself. Super Metroid is truly super. **FRANK**

RABIES

Graphics, while good, are hardly the most inspiring looking visuals on the Super NES

Super Metroid

Looks

- Extremely attractive but a bit messy and occasionally confusing in some places

Sounds

- The best, most varied and most convincing soundtrack ever heard on the Super NES

Gameplay

- More weapons and secrets than you can shake a stick at

Lifespan

- Huge. Even when you've finished it, you'll probably have seen only 60% of the game

The bottom line

"This is the logical choice for everyone who thought Zelda was the best thing ever. Super Metroid is without doubt a true classic and a worthy purchase. TOTAL heartily recommend it"

- **Levels**.....One huge 'un
- **Difficulty**..... Scary
- **Continues**..... Unlimited
- **Release date**.....June

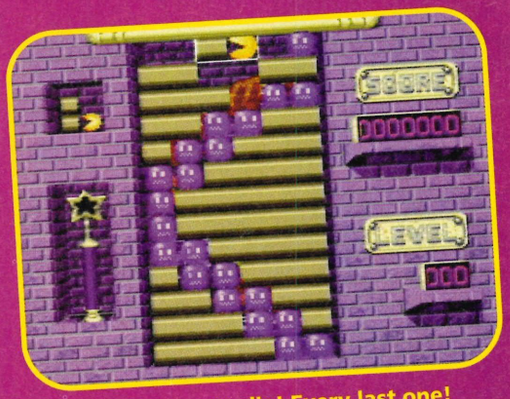
Final score

94%

PAC-A



These blocks are indestructible, or are they? Have a fiddle around and find out.



They're all going to die! Every last one! Pac Man is victorious at last!

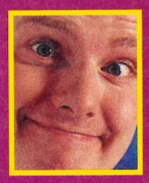
I hate ghosts. I hate ghosts. I hate ghosts. I hate ghosts. I hate them all.





Two player mode, and Frankie boy is victorious. Ha, ha, ha. Eat death Josse!

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



Over the years, the Pac dynasty has caused very many mouths to turn up at both edges simultaneously. But what can Pac-Attack do for Frank O'Connor?

Pac Man has turned up in various guises over the years. First there was (obviously) Pac Man, then came Ms Pac Man, then we had Pac Land (a rather tasty little platform game).

Next up was Pac Mania (like Pac Man, but with an isometric perspective) and now Pac-Attack! This time, would you Adam 'n' Eve it, fellow gamers, the blob-gobblin', ghost-avoidin' Pac Man reappears in a Tetris clone.

SACKS
Totally uninspired and at times frustrating, it's also lacking in options

The programmers of Pac-Attack might think it unfair of me to describe this as a clone, but if they've got a problem, they can meet me in the car park at Tesco's after school. This is an out-and-out rip-off. There was a time when this would have been met with cries of horror, but in these days of apathy, it seems that cloning has become a perfectly acceptable way of life (or perhaps that should be way of making a living?)

Capcom tried to sue Data East recently over their Street Fighter clone, but since Data East invented the first one-on-one beat-'em-up, Karate Champ, Capcom have a bloody cheek. Cynicism aside for the moment, Pac-Attack is actually pretty smart.

Like Tetris, you have to drop bricks into a pit, trying to make straight lines. The problem is that ghosts (you remember the ones from out of Pac Man) are often attached to the bricks. These form impassable obstacles in your quest to join bricks, until, that is, Pac Man arrives. You simply drop Pac Man onto the ghosts and he eats them. Pac man can only eat ghosts as he falls to the floor, so you have to position him carefully to optimise your ghost-gobbling potential. So there's some brain power involved.

It's all absurdly confusing at first, but before you know it, you'll soon get the hang of it.



That pile in the middle is knackered. Beads of madness run down its cheeks. Doing!

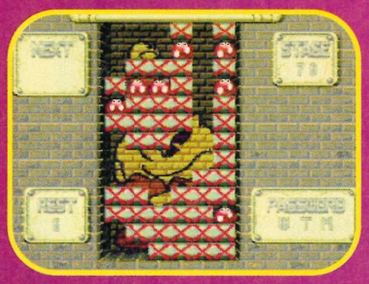
TTACK



Good. Is that the best it can do. All that effort, and all you get is "Good".



Disaster! It's all over! One block too many and Pac Man is about to lose it completely.

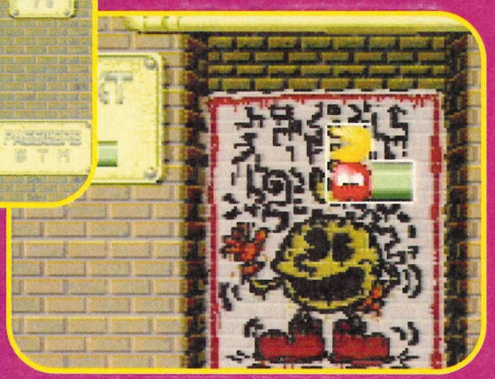


And this is what happens when you get too high, little red crosses, all mad in the face.



Crazed eyebrows and droplets of dementia all over the place.

Pac Man has cracked eyeballs. Facial madness is rife. Brrring!



Graphically, this offers plenty of attractive and well designed fare, but it's not going to drop any jaws in this neck of the woods. The music however deserves special mention. The tunes are great and the sound effects fab – they're all remixes of the little tunes from the original Pac Man arcade machine. If you want a Tetris type thing for your Super NES, it would be a toss up between this and Puyo Puyo, but this at least is available officially.

There is however, a small problem. Actually, it's quite a major problem and it occurs in single player mode. The fact is, there's no point. You can't complete a level and therefore, there's little or no point to it all.

To make matters worse, after 20 lines have been made, it all slows down again, so even the difficulty setting is ruined. There are some interesting features, but hardly enough to warrant further investigation. It all becomes very infuriating, very quickly, which is a shame, because it could have been amazing.

The game's rivals have better structure and more distinctive aims. Pac-Attack lacks the goals that inspire you to get any good.

All you have to go for in one player mode, is a high score and this is a lonely and tedious business. You'd be better off hoping that Puyo Puyo gets an official release. Okay, so this is a bit negative, but the two player mode is a treat. It's fast, furiously addictive and highly competitive.

So, what do we get for forty quid? A great two player game? A terrible one player game? A waste of good money? Well, the answer's all three. This is by no means the worst game ever made, but then again there are too many niggling little problems for it to be truly recommended and too many nice features for us to give it a right kicking. How I hate mediocrity. And saveloy, I hate saveloy, too. **FRANK**

PACS
Another superb Tetris variation, with lots in common with Puyo Puyo - a Good Thing!

Pac-Attack

Looks
- Very amusing, very colourful and very appropriate. Totally professional all round

Sounds
- Funky versions of the Pac Man theme and plenty of sampled wacca wacca noises

Gameplay
- Should be tedious after five minutes, but it's actually impossibly addictive

Lifespan
- There had to be a drawback and this is it. There's no real point to it all

The bottom line

"Needs a slap on the wrist for plagiarising Tetris, and the single player mode is too tedious to bear for much longer than an hour or so. Pac-Attack is a loser"

- Levels ..... Zillions
- Difficulty ..... Hard
- Continues ..... Unlimited
- Release date ..... June

Final score
60%

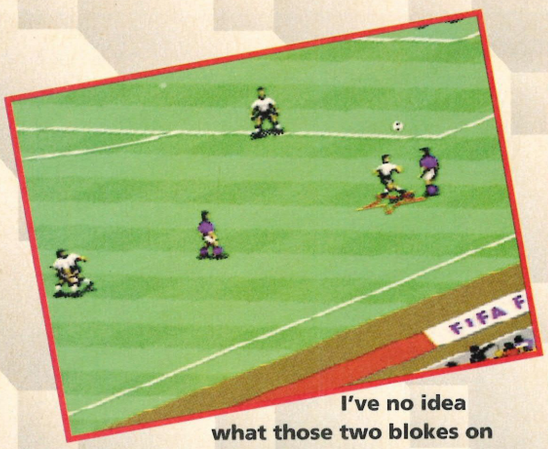


Player two nudges gently into the lead. But I'll get him, don't you fret.



Things are pretty even at the moment, but a well-placed fairy could change that.

FIFA SOCCER



I've no idea what those two blokes on the left are doing!

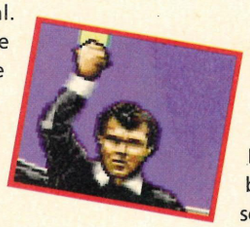


Linda can't play football to save her life, but will she go FIFA mad on International Soccer?

For: Super NES (1-5 Players) From: Electronic Arts Price: £45

Not being much of a football player, or even a great supporter, I know I'm in the minority, but FIFA International Soccer had me dribbling, passing and performing amazing diving headers. Cor! I was even able to get England in to the World Cup Final which is more than Graham Turnip Taylor could.

Electronic Arts have successfully used an unusual isometric view which makes the pitch look diagonal, from bottom left to top right. They give you the option of two control systems: you can choose to push up and right to make the player run towards the goal or to simply push up for the player to run towards goal. Because of the view, this is a little awkward and I decided to ditch the latter option.



FIFA has great individual player control - a definite advantage - all four buttons are used when passing, chipping, shooting and there's an extra burst of speed available for when the opposition is hot on your heels. Power of shots and passes are governed by how long you hold the button down and is indicated by a bar at the top of the screen.

The game has more options than Cadbury's. There are 30 different international teams, ranging in skill from Cameroon to Canada, Nigeria to the Netherlands, and there are leagues, exhibitions and even the World Cup to play in, so FIFA International Soccer takes you closer to World Cup glory than Alan Shearer and the boys will in the next four years. You have complete control over strategy and player positioning, ranging from the long ball to all back on the goal line defending.

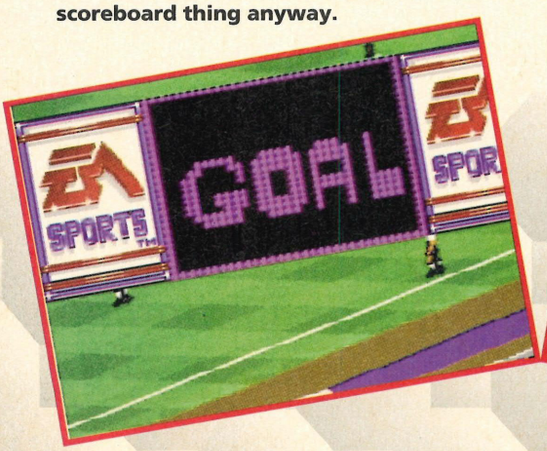
Football is a game of two halves (Brian) and if you're losing at half time there's an opportunity to change your tactics by reshuffling players to different formations. Choose sweeper or a five man back four (whatever that means), to defend a precarious lead or all-out attack to take the title in the dying seconds of the match. If your tactics have failed then it's not all doom and gloom. Write down the password at the end of the game to rejoin the tournament at the same place.

If you get bored of playing against the computer, with the aid of Multi Tap,

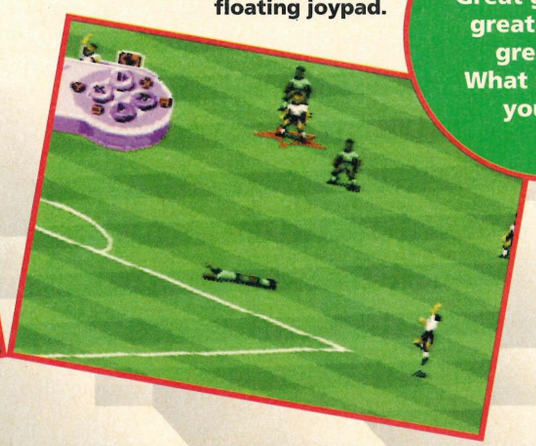
FREE KICKS

Great gameplay, great looking, great fun. What more can you say?

Not a hugely entertaining screenshot, I know, but here's the 'electronic' scoreboard thing anyway.



This Cameroon midfielder found out about the giant floating joypad.



If you look closely you can just make out Frank's mum in the crowd.





After ten days in the saddle, you'd stand like that, too.





JULIAN DICKS

Diagonal view is iffy, animation restricted, sound a bit dodgy

you can invite four of your mates around and watch them squirm as you replay the goal you just scored again and again. If that's not enough punishment, watch the players lie on the ground banging their fists after conceding a goal, but with all this animation the reactions do get a bit sluggish.

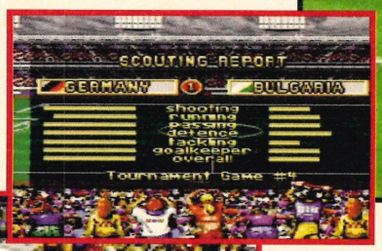
Overall, FIFA is on a par with Striker World Cup and gives Sensible Soccer a run for its money. Even the keenest of games players will keep occupied.

LINDA



Dino Zoff eat your heart out. FIFA's goalies show their cat-like reflexes.

Right: Get the lowdown on the teams' abilities before you play. And don't pick Bulgaria!





Take corners even better than that tricky Welsh blighter Ryan Giggs.

FIFA Soccer

Looks

- Superb animation - the players banging the ground are great

Sounds

- Thirty different crowd chants, but needs more and better effects

Gameplay

- Good individual ball control, even though it seems sluggish at times

Lifespan

- Options galore. With the help of Multitap up to five players can play

The bottom line

"Definitely one of the best footy games around. Excellent to play when it's too wet to kick a ball around outside. FIFA International Soccer is worth considering, whether you're a footy fan or not"

- **Levels** ..... 30 teams
- **Difficulty** ..... Average
- **Continues** ..... Password
- **Release date** .....June

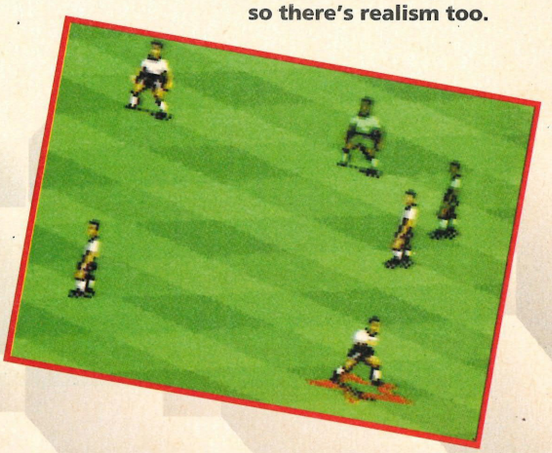
Final score

91%



Goal kicks are better than World Cup USA '94. But that's not saying much.





Cameroon can run rings round England, so there's realism too.

Alan Hansen and Trevor Brooking watch the act

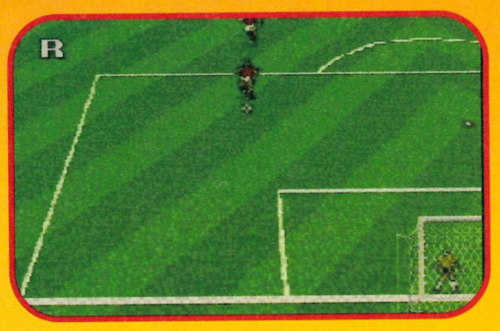
Just one of the wonderful things about World Cup Striker is the action replay facility that allows you to study your play and learn skillful techniques. Or then again you could just watch your goals over and over again until your mates are forced to beat you up for gloating.



ALAN: As you can see, Kanchelskis makes a run up the right, and passes to Hughes...

TREVOR: Who takes the ball on towards the penalty area. He looks up to find McClair.





ALAN: The talented Scotsman powers past the ropey English defender.

WORL STR

For: Super NES (1-4 players)
From: Elite
Price: £60



A basketball court! How else can the Americans mess up the World Cup?



It's just like the good old days down at Brammal Lane.



The next contender for the school team or just a lazy goal-hanger? James finds out.

Always the last person to get picked in games at school? I was. I had a huge great pair of grotty white shorts, I had really crap football boots, I always missed easy shots on open goals and to top it all I really hated those manky oranges that they'd bring on at half time. I was to football what Pavarotti is to slimming. So it's games like this that give me a chance to wear a number seven shirt and feel the glory, the thrill, the euphoria of scoring the crucial deciding goal in that vital crunch game.

Elite have teamed up with Rage software to bring us this footy game – its release is clearly designed to cash in on that championship taking place in the US (yeah, yeah, the one we're not going to, unless we can find a tiny trace of Irish, four generations back). But with so many football games destined to hit the middle shelf in Smith's all in time for the world cup, it'll have to be pretty smart. Especially as it's going directly up against EA's FIFA International Soccer (and has to compete with Sensible). So what's it got going for it?

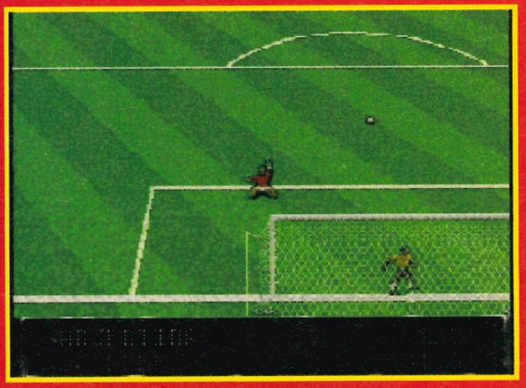
GOAL SCORERS
Battery backed-up save game, loads of options, very quick, natty intro graphics



How come people always refer to Waddle's missed penalty, but never Stuart Pearce's?

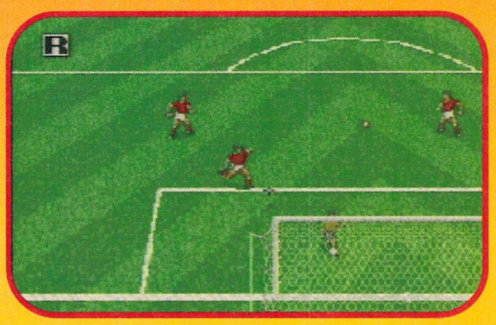
This indicates where your free kick will go.





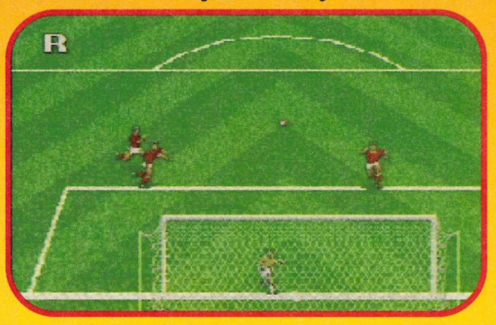
We couldn't get many shots of the middle of the pitch because it's such end-to-end action!

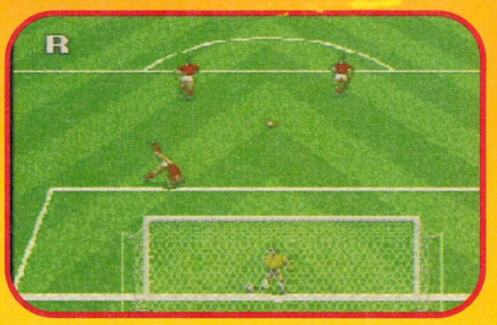
ion just one more time on slo-mo replay...



TREVOR: But the brilliant English goalie shapes up for a brilliant save.

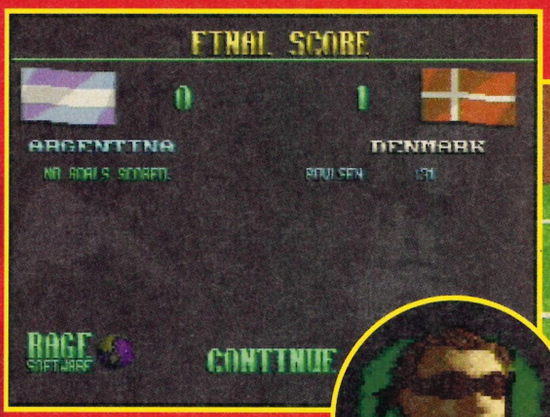
ALAN: And the Scots genius slams it home!
TREVOR: You and your bloody Scots mates!





ALAN & TREVOR: Let's stop this squabbling and just be thankful Jimmy Hill's not here!

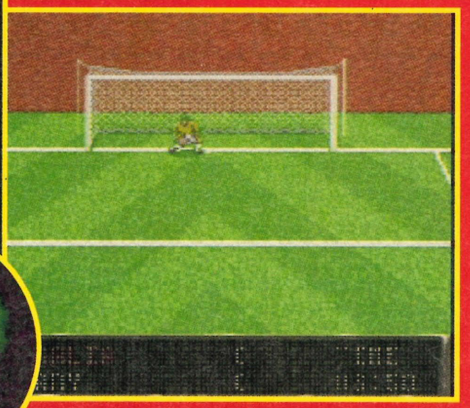
D CUP
IKER



Right: The referee is the one who allowed Maradona's infamous 1986 handball.



Imagine what a fool you'd feel if you missed from this range. Hmn.



Well for starters it's multi-tap compatible, so up to four players can play at once. It also has a humungous World Cup option in which up to 24 players can take part in a mock championship, each with their own team. So if you happen to have 23 mates (unfortunately I've only got one and that's my dog, Harry) then you can set up your very own cup challenge.

There are all the usual kit and team change options, plus practice screens to hone your penalty and ball control abilities. You can play on a different pitches, have an unfair referee (we're suposed to say that this is the Mutant League-type bonkers side, but is actually an alarming slice of realism!), alter the match length, have a manual or automatic keeper, change the wind strength and even handicap the other side. But what of the gameplay?

GOAL HANGERS
Animation's a bit on the blurry side and the rucks for the ball can get confusing

Matches are played up and down the pitch (as opposed to FIFA's sideways view). You control the player nearest to the ball and the keeper if you wish. Once you've got the ball you can either run with it (it stays glued to your feet), hit it anywhere you want or pass automatically to another player. This makes gameplay fluid, although when there are a few players in one place it gets a bit tricky to work out who's got the ball and often you go sprinting off up the field without it.

World Cup Striker's actually a bit special. It's got all the options you could ever hope for, although to be honest it feels more like table tennis than footy at times. The ball dynamics are a bit crap and the players move far too quickly – giving it an arcade feel. In fact it's so good all-round that I'd go so far as to say FIFA's headed for relegation and Striker's on course for the league and cup double. **JAMES**



There's a sensible amount of detail in the stats. It's quite a deep game, really.

World Cup Striker

Looks
- The intro graphics are funky and the sprites are detailed

Sounds
- The tune's good, but the crowd sound like a jet airplane taking off

Gameplay
- Footy purists won't like it because it has an arcade quality. Everyone else will love it

Lifespan
- Loads of different championships and a save game option

The bottom line

"Smart game which flicks the Vs at all those football purists who require dull games. It's quick, slick and hectic – perfect for when the real World Cup gets a bit dull"

- Levels ..... Oodles
- Difficulty ..... Average
- Continues ..... None
- Release date ..... Out now

Final score
92%

KICK OFF





Whenever we play footy games in the Office, someone always ends up playing Argentina vs Brazil. And that's another true story.



Football games often have a lot in common. Let's have a look at some of the features we've come to love.

For: SNES (1-2 players)
From: Imagineer
Price: £50

DRIBBLING: Yes, Kick Off 3 has plenty of it, and with more variety than most. The players on each team all have differing dribbling skills. Number 11 in the Brazilian squad for example, can run like a train, but cannot dribble for toffee.

The ball will trickle away from him, and eventually he'll lose it altogether. Other players have got remarkably good ball control. The ball sticks to their feet like glue. Don't worry – you'll soon spot the dribbling retards.

AFTERTOUCH: The ability to bend a ball in mid-flight is something that to date only Pelé and Uri Geller have been able to achieve in real life. Aftertouch is activated by moving the joypad left or right after the ball has been kicked. Kick Off introduced this in the first place and Kick Off 3 handles said feature equally well. If not better.

BALLS
A brilliantly playable footie game with squillions of options and neat stuff

GOALS: Lots of them in Kick Off 3, largely because the game is a bit easy to play, but possibly because everything moves in much the way it should. Too easy or too well programmed? You decide.

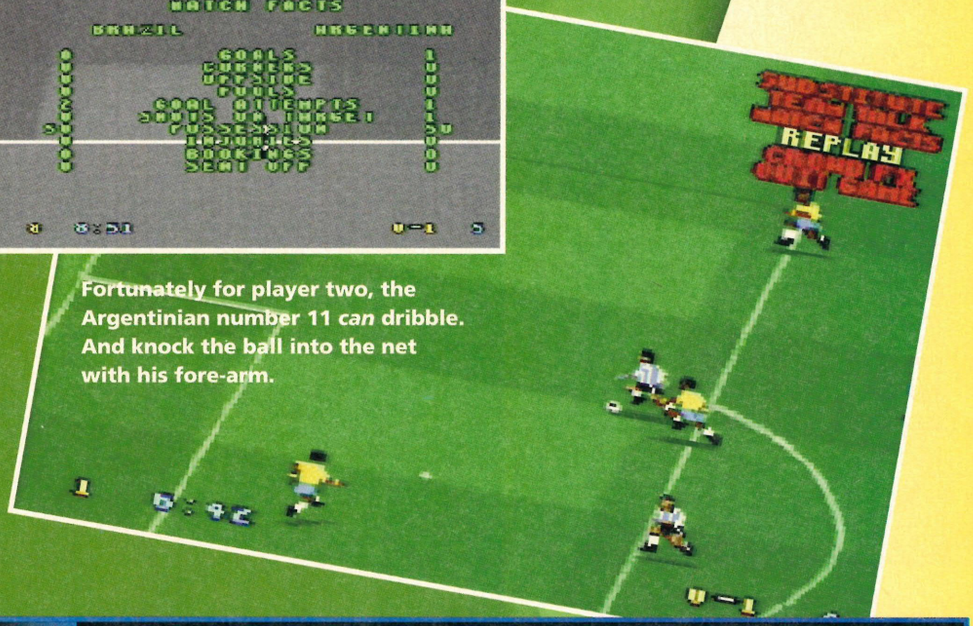
SET PIECES: Things like corners, throw-ins, penalties and the like. Kick Off 3 has some annoying features in this department. You have a range of options during these set-pieces, but by the time you make up your mind, the computer will make your player do the default

CK3
FO



Choose your set pieces, and take advantage. Here we go, number one, and another one in the onion bag. One-nil! One-nil!





Fortunately for player two, the Argentinian number 11 *can* dribble. And knock the ball into the net with his fore-arm.

move. Corners are taken by moving a cursor to the receiving player and then pressing the B button. Nice and sensible.

SMALLS
A bit easy in one player mode and suffers from being a bit too realistic for its own good

GRAPHICS: Yes, and lots of them. The attention to detail on the players is amazing. Try a bloody professional foul and laugh as an opposing player wriggles in terror and pain on the grass. Hardy, har, har! (Nurse, nurse, my sides!)

OPTIONS: Too many to mention. Leagues, World Championships, exhibition matches, practice modes. It's all here, and then some. Kick Off 3 has so many options that the option screen has an option screen of its own. Hrmph.

PLAYABILITY: In bucketloads. If it weren't for some minor niggles, this could be the footy game to end all footy games. This is a great, fat, red-faced, beer-swilling geezer of a game! **FRANK**

Kick Off 3

Looks
• Gorgeous animation and er, a pitch-type incident. That scrolls. In Mode 7

Sounds
• Very good samples, annoying music, but the crowd noises don't match the action

Gameplay
• Fun, fun, fun, but Number 11 in the Brazil squad is bleeding annoying

Lifespan
• Lots to do for single players, and two player mode should last for ever and ever

The bottom line

"Imagineer were brave to try this after the living, breathing horror that they called Kick Off 2, but the gamble has paid off. This is excellent. A great, fat, red-faced, beer-swilling geezer of a game! Hurrah!"

- Levels ..... N/A
- Difficulty ..... Depends
- Continues ..... N/A
- Release date ..... Now

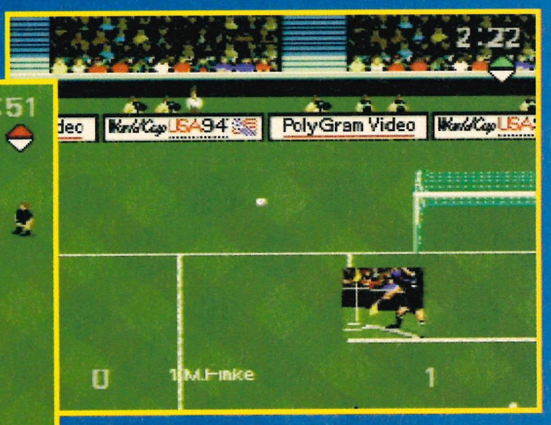
Final score 89%



The ball sneaks past the keeper just inside the post. Like taking sweets from a baby!



A tackle from behind is always a foul. Bloody whingeing continentals!



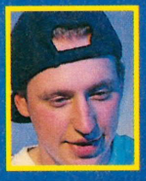
The one-legged, headless linesman appears, indicating a corner kick.

Do I not like this?

What has this dopey dog mascot got to do with football? Eh?

I'll tell you what – absolutely naff all. If France host the World Cup in 1998 we all know they'll have a funny moustachioed bloke on a dodgy old bike with a blue-and-white stripey T-shirt, a beret and strings of onions and garlic round his neck. That'd be better than this dog, and say lots more about the host nation! Take that World Cup USA '94!





Will US Gold's licensed game ride high on the tidal wave of World Cup euphoria or sink without trace? Josse Bilson looks into the situation.

So what shocking novelty have we here? Oh, it's another footy game! Don't let the official World Cup licence and mascot blind you, how good is the game?

They've worked hard on the balance between entertaining gameplay and remaining true to football, trying to keep footy purists from grumbling, but ensure smiles from Super NES owners. A tackle from behind results in a free kick, just like the World Cup (but not the English Premiership). Goal kicks have a smart trajectory indicator, but it's frustrating that you can't kick them far enough, and the throw-outs aren't exactly Peter Schmeichel standard either. There's a manual goalies option, which results in a goal festival, but CPU keepers keep scores down to realistic numbers. It's a shame they couldn't get the real footballers' names.

There are loads of options and menu screens. Choose everything you

HAT TRICKS
Straightforward play, plenty of options, decent animation



There are some fairly revolting strip colour combinations. Be careful.



The line tells you where the ball will go. Or perhaps it'll just go off the the right.

WORLD CU

For: Super NES (1-2 players) **From:** US Gold **Price:** TBA

would if you were in charge of a national team – team formation (4-4-2, 3-4-2 with a sweeper and all that) and there are even a few choices to be made about that you couldn't make as the manager – strip colours, pitch surface, etc. Then there are the choices you could only ever make as a console owner – playing against the CPU, second player joining in mid-tournament, etc.

The supposedly user-friendly icons can be confusing, and it's possible to get lost in the maze of option screens and end up with all manner of sorry teams when you eventually get to the pitch.

US Gold's aim is to incorporate the best aspects from the leading competitors, and it's easy to see some of those in action. The Sensible-esque up-and-down view is easier to follow than FIFA's funny isometric pitch, but the sprites are more like Striker. The ref appears in a little window at each foul (like Kick Off 3), and the coin toss (like Virtual Soccer) is neat, too.

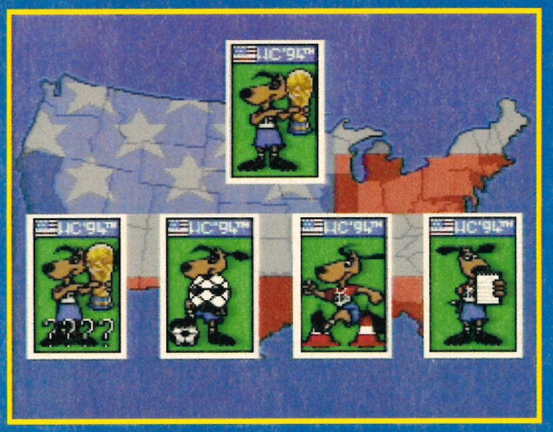
Adjustable ball glue factor means that you can make Ryan Giggs-esque turns on a sixpence without losing the ball. It's a nice gameplay touch, but might not please football purists.

On the whole it's a good game – well balanced between football realism and Super NES footy games tradition – it's easy enough to get into (despite the endless menus and dodgy icons), it's enjoyable to play, and there are enough good quality touches to it, like the referee and linesmen appearing in boxes to show attention to detail.

If there were no other footy games around at the moment, I'd wholeheartedly recommend this, but there are, so I can't. There's little to choose between the top end of the current batch of Super NES footy games, but this one is edged out of the top spot by some fuzzy gameplay, lack of speed, and confusing rather than enhancing options.

JOSSE

SCORELESS DRAWS
The dog, the confusing intro screens, the made-up names



I think they're just rubbing it in now about the World Cup being in the USA.

Completely foul up the team organisation by messing about with this screen.



Man's best friend as an icon is supposed to make things easy.





I'm particularly fond of the Neanderthal referee. It kind of says something about the modern game.

World Cup USA '94

Looks
- Decent sprites, but a bit blurry and only limited animation on the moves

Sounds
- The words 'ho' and 'hum' spring unavoidably to mind

Gameplay
- Some easy feelgood moves but not the sort to please a purist

Lifespan
- Other deeper footy games will almost certainly last you longer

The bottom line

"By no means a bad game - it's all there, and you can set it up just how you want, but should have more solid gameplay and real international players' names"

- **Levels** ..... 3 competitions
- **Difficulty** ..... Fair
- **Continues** ..... Infinite
- **Release date** ..... June

Final score
88%

P USA '94

MECH WARRIOR

For: Super NES (1-PLAYER) **From:** Activision **Price:** £50



James isn't exactly one for strategy or adventure, but a spot of out-and-out blasting never fails to put a smile on his face!

Herras is one angry geezer. Not only does he have his bizarre name to cope with, but on top of that his entire family has been destroyed by a rogue mercenary cartel, known only as the Dark Wing Lance. He's spent ten long years learning how to use a MechWarrior and now he's back and is all set to wreak his foul revenge... Give 'em hell, Herras!

The strategy war game Battletech is absolutely huge over in the USA, and pretty popular everwhere else. The games are set hundreds of years in the future, in a kind of Neo-Dark Age, where wars have spread across the colonised worlds. Rather than just doing the sensible thing and nuking their enemies, some nutter decided that what you really needed to do was to climb into a huge robot shell and lumber about taking pot shots at each other. The idea caught on and robot war engulfed the known universe! MechWarrior is Activision's attempt to bring the classic wargame to the Super NES and they've done a pretty good job!



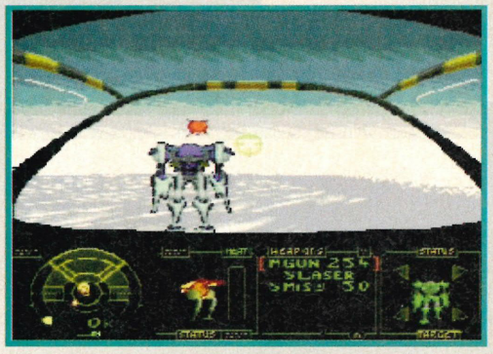
Hot in the city. Hot in the city. Tonight. Herras indulges in a little security work.

The game itself can be broken down into a couple of sections. These game sections are united by Herras and his quest for revenge. You play Herras and as you notch up victories, clues are gradually revealled about the activities of the nasty old Dark Wing Lance.

The first part of the game has you dry-docked and sorting out all that niggling administration that the average warrior has to deal with, there's also plenty of time to pop off to the bar and chew the fat with a few of your buddies, by far the best place to pick up information. Whilst your Mechs are in the garage you can look through the 'moral and good' mercenary missions on offer and select the one which, will either yield dosh or else help your search for the enemy mercenaries. However, most of



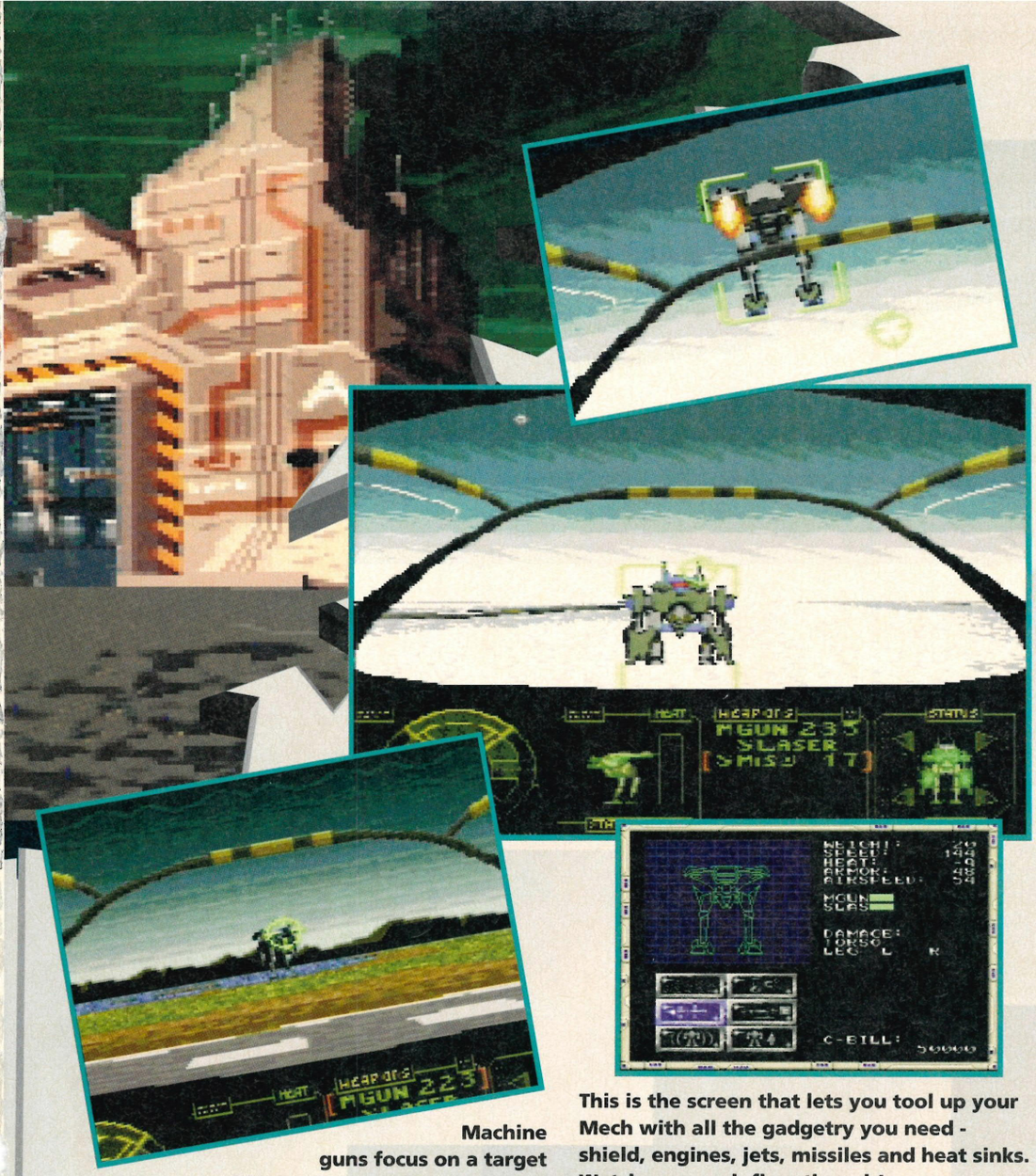
Finish a mission and shoot back to base station for a shower.



Face to face with a Mech out on the Tundras. Machine gun on! And I like it!

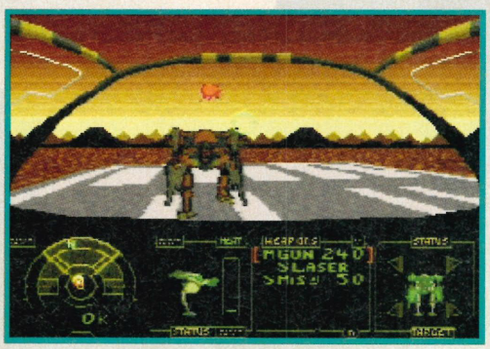
BOLTS

Brilliantly conceived and executed blaster with a hint of strategy thrown in for a laugh



Machine guns focus on a target in the distance. Time to let rip!

This is the screen that lets you tool up your Mech with all the gadgetry you need - shield, engines, jets, missiles and heat sinks. Watch your cash flow though!



The enemy Mechs attack planets' bases. Stop them from getting as close as this one.

your time out of combat will be spent fixing up your Mech and drooling over all the funky kit you can attach to it.

The Mech starts out simple, but complete a few missions and you'll soon have a nice little nest egg to buy whatever your heart desires. Weaponry includes a wide range of missiles (some homing), lasers, machine guns and particle cannons. Other gadgets on offer are heat-sinks, improved engines, armour and jets. You can also fix up any damage you may have sustained, sell equipment or even buy brand new and better Mechs. I looked and looked but there were no go-faster stripes or furry dice. The interface for all this administration is lovely and intuitive, the icons are simple, clear and easy to follow, and before too long it all seems second nature.

So, you've chosen your mission, tooled up your Mech and it's chocks away – what you need now is a battle! The fighting sequences in MechWarrior are very slick indeed. The action is viewed in 3D from the cockpit of your robot. You can also track enemies from a radar screen which lets you view the surrounding area. Look. The point is, Mechwarrior is skill, ace, groovy and fabulous. If you like robots and you like shooting things, this is just the job. If you like flowers and hot milk before bed-time, give it a wide berth. **JAMES**

NUTS

Sometimes confusing and a little tedious in places. Erm, that's about it I suppose

Juicy bits...



This impressive building is your home when you're not out on a job.



Chillin' with the boys. Talk to the barman for information.



The mission selection screen allows you to select jobs and get more data.

MechWarrior

Looks

• Brilliantly animated robots and some atmospheric scenery.

Sounds

• Music follows gameplay variations plus sizzling sonics during combat.

Gameplay

• Could do with more control during the battles, but still good fun.

Lifespan

• A tough game early on, rewarding enough to keep you playing.

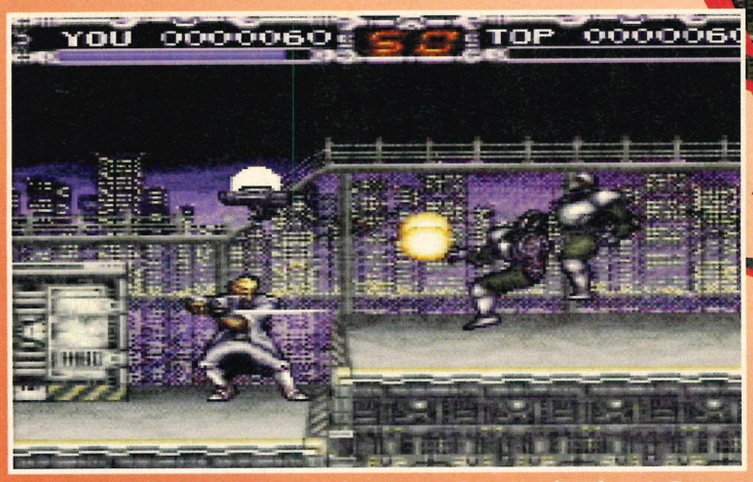
The bottom line

"MechWarrior takes a novel approach, combining adventure, strategy and combat simulation. It worked for me on all three levels! But why oh why did they leave out the go-faster stripes and the furry dice?"

- Levels ..... N/A
- Difficulty ..... Tough
- Continues .....Save facility
- Release date ..... June

Final score

85%





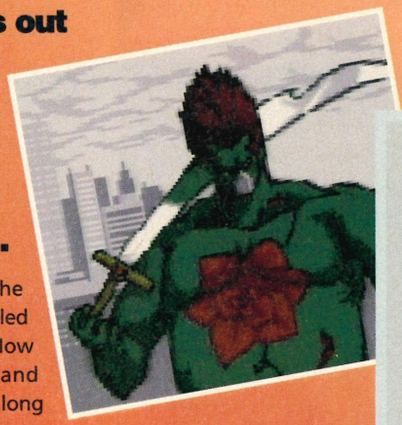
It's all very Bladerunner. But where's Harrison Ford? Where's Rutger Hauer? Where's that nasty bloke who made little origami models?

X-KALIBER 2097

For: SNES (1 player) **From:** Activision **Price:** £45



Josse checks out a platform game with a difference – a sword. Hang on, that's not very different...



More innovative and adventurous sword wielding. Ground breaking stuff, eh?

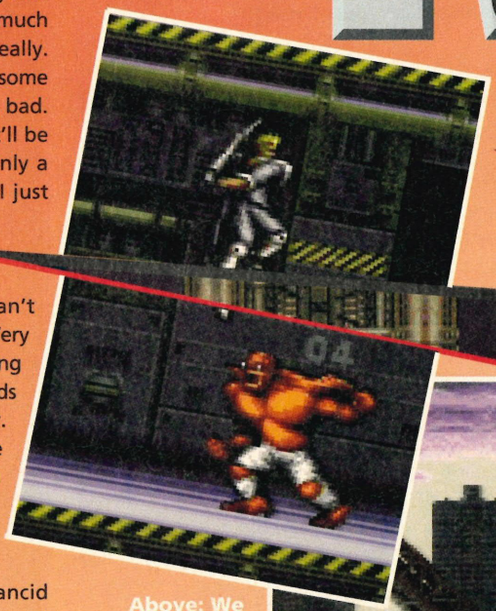
How come everyone's vision of the future is of a barren wasteland ruled by gangs of thugs and villains? How come everything has been neglected and allowed to rot and everyone wears really long raincoats? How come there are no pretty flowers or fluffy bunny rabbits anywhere to be seen? Oh, and how come, after another hundred years of weapons research, the most feared weapon in the world is a big shiny sword?

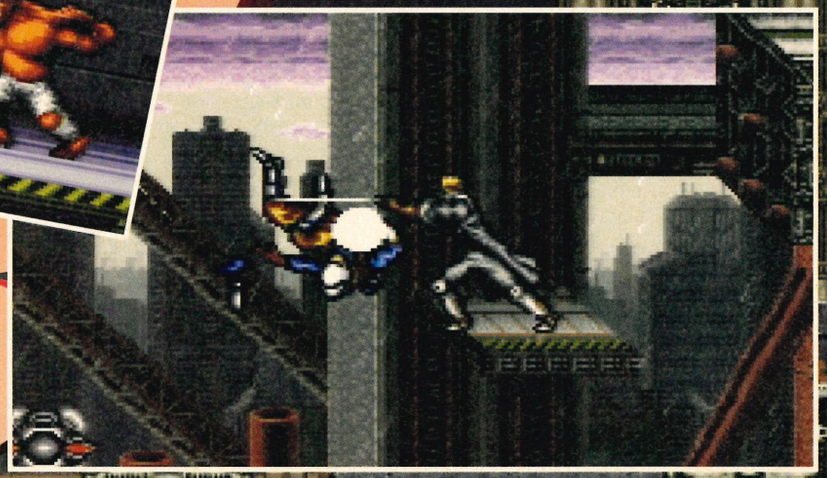
X-Kaliber 2097 (that really is a very, very sad name, guys), is a platform slash-'em-up very much in the style of... well just about everything, really. You play some sort of hero bloke armed with some sort of sword thing and the Bad Bloke is, er, bad. You've got to stop him from being bad, or it'll be terribly, um... bad. As plots go this is certainly a weak one, but who cares about the plot? I just want to play the game.

Before I start, though, one thing I always check out is the options menu. Can I turn the music off? Sadly, no. You can't switch the music off in X-Kaliber and that's a Very Bad Thing. It's a kind of manic techno-rave thing that's okay for about three minutes but sounds like some kind of evil mind torture after four.

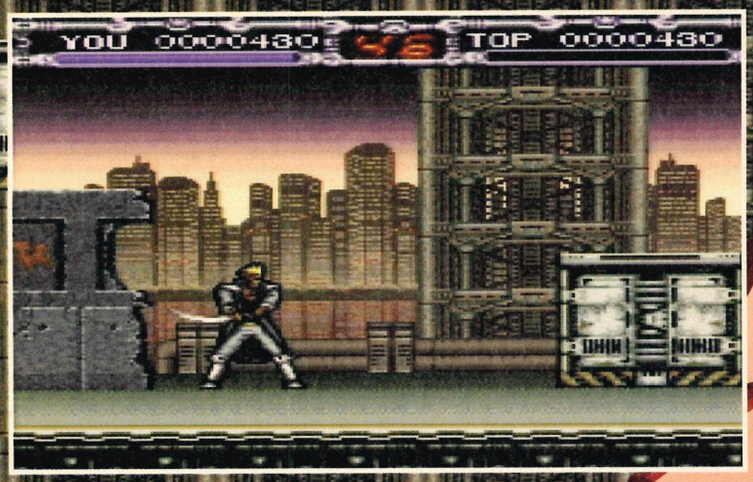
Still, on with the game. The intro sequence is a doozy (That's a really Good Thing – Frank) There's lots of atmospheric pics and scene-setting text. It does the job nicely, but there was one thing that puzzled me – the sword. Apparently, it can cut through steel like rancid butter. By chance there happened to be some rancid butter in the TOTAL office but, try as I might, I couldn't get the damn stuff to cut through any steel. Perhaps that's not what they meant.

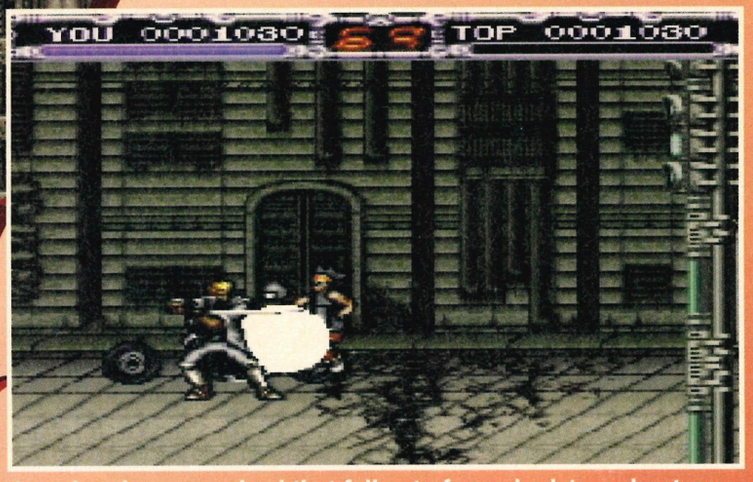
The action begins in Nueva New York and the graphics have a bleak, moody, Bladerunner-type look to them. Controls are simple and straightforward and pretty much what you'd expect. You can





Above: We managed to find a screen-shot without a sword. Erm, we don't know what it is, though.





Ignoring the spare wheel that fell out of somebody's car boot, our hero decides to bowl these odd fellows over with a giant snowball.

X-KALIBER 97



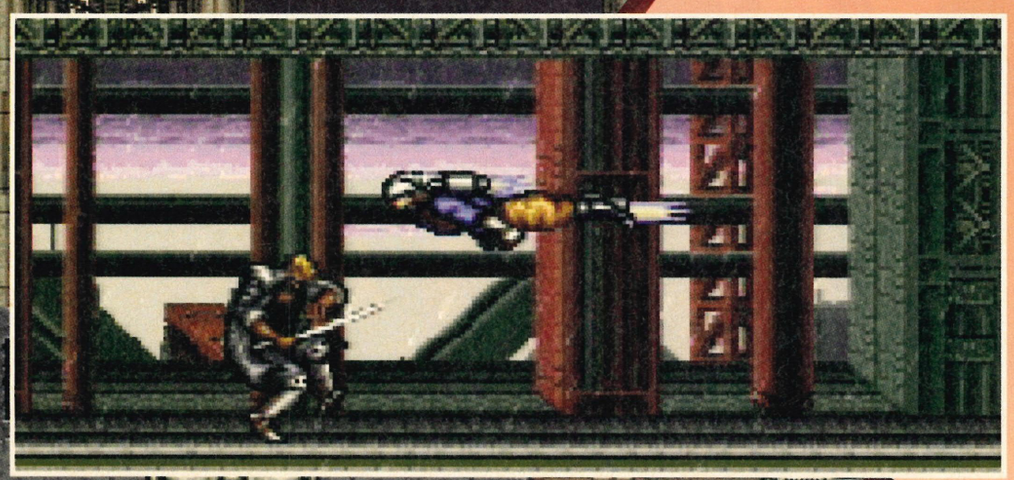
run and jump, block, stab, slash and unleash a sort of magic whoosh-type thing (very useful, but it takes some time to recover, so it's best used sparingly). Other than the bleak futuristic graphic style, though, there's nothing really remarkable about it.

And that's my criticism, really. I know it's a bit crap just to say 'we've seen it all before', but we have. Lots of times. And then some more times. And just dressing it up with some fancy graphics doesn't make it a new and exciting game which you simply must buy.

If you're a fan of platform hack 'n' slash games it'll keep you amused for quite a while because it does what it does very well, but the problem is, that what it does is what loads of other games have already done loads of times before. And come to think of it. it wasn't very exciting then. I'm afraid it's just not good enough. **JOSSE**



"Flash Gordon approaching!" What do you mean, "Flash Gordon approaching?" Du-Durrh!



X-Kaliber 2097

Looks

- Absolutely top notch. Moody, atmospheric and generally champion

Sounds

- Good FX but the music will drive you insane before tea time

Gameplay

- Okay as far as it goes, but we've been there a million times before

Lifespan

- You've seen it all before so you won't want to spend too long seeing it again

The bottom line

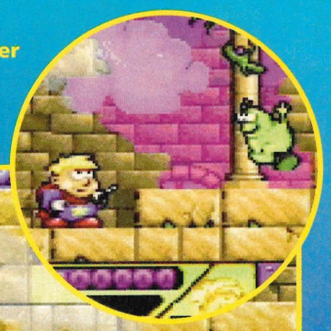
"It's not a 'bad' game, as such, in fact it's pretty well done. But it's so formulaic that it's impossible to find anything really positive to say about it. One for slash-'em-up fans only, I'd say"

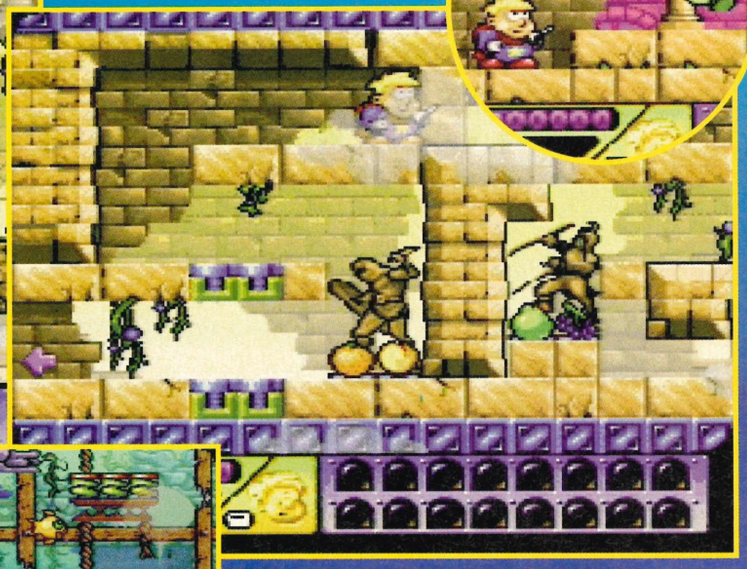
- Levels ..... Lots
- Difficulty ..... Medium
- Continues ..... Variable
- Release date ..... June

Final score **71%**



Beware the slime! Do you remember slime? I do. Well, I remember having to cut it out of my hair. Brothers, eh? Who'd 'ave 'em?

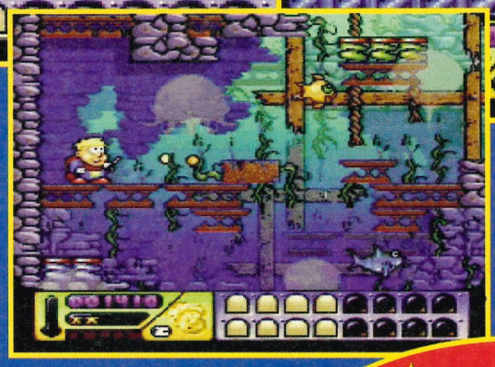




Magic Boy oils the cogs, making everything run smoothly. Hopefully.



I know that look, he's going to start crying. Darn, I hate it when kids do that!



Bug-eyed monsters from hell make ace torches.



Josse Bilson's probably the most Magic Boy we know. So much so that he vanished and made Linda Barker review this rubbish platformer.

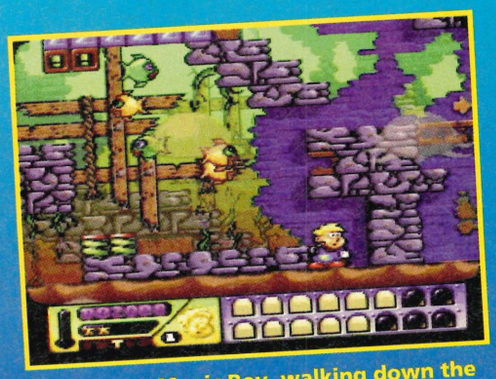
For: Super NES (1- player)
From: Empire
Price: £45

MAGICS
It's quite pretty, and there aren't many games like it on the Super NES.

When I used to work on TOTAL's sister magazine Amiga Power, I once played a Amiga platform game that was also called Magic Boy. It was a terrible affair, all shoddy programming and dull old ideas, in fact it was basically a crap version of the old NES game Rainbow Islands. It had annoying gameplay where you had to shoot baddies and then pick them up and drop them again (using confusingly different controls all the time) for no obvious reason, a crap character who couldn't even jump his own height and so had to take the most ridiculous roundabout routes imaginable to get anywhere, and incredibly annoying sections where springs in the ground would keep catapulting you back to the start of a level when you stood on them, even though the collision detection made you think you hadn't stood on them.

The graphics were pretty horrible, too. Everything was a kind of horrid yeuchy fluorescent beigey yellow, until the second world when everything's a sort of limp washed-out blue, until the third world when everything's a sort of nasty garish – well, you get the idea. It got a bit annoying by the time you got to the second world, but never actually what you'd call hard, and with all the continues and there only being four worlds and everything, it was the kind of game that you'd easily finish in a day, even in





"Hey there, Magic Boy, walking down the road so fancy free... "



"All of the girls just pass you by, make yon your head and cry. "

the unlikely event of you liking it enough to want to play it for that long. You had to do eight practically identical-looking levels before you got to play the next world, and it got totally boring by the time you were halfway through world two, so I was really glad when I got the chance to move off Amiga Power and onto a magazine that covered a console with proper, good platform games, like Super Mario World and Plok and Pugsley's Scavenger Hunt and Mega Man X and Rainbow Bell Adventures and... oh. Oh dear.

Still, er, things aren't quite that bad with Super NES Magic Boy, oh no. Um, there's a really nice effect where lots of clouds and stuff float across the foreground, which looks, er, really pretty and makes the game as a whole a lot, er, prettier, and, er, the graphics are bigger so that the screen scrolls left and right instead of only going up and down like it did on the Amiga. Then again, though, that just means you can go off at one side and crash straight into something on the other side that you couldn't see until it was far too late, so, er, that probably isn't such a good feature after all. Don't waste your money! **LINDA**

TRAGICS
And thank God for that!

T!



No! That's wrong! The Cheshire Cat has to disappear leaving only his grin!



Run away, little man! Mr Long Spiky Nose wants to dig his proboscis into you!

BOY

Magic Boy

Looks

- Nicely-proportioned and quite cute, but animation frames are in short supply.

Sounds

- Not-too-awful burbly tunes and bleeps throughout.

Gameplay

- Far too many different controls for such a simple game.

Lifespan

- Three. That's three as in 'Sonic 3', ie about three hours. Hmn.

The bottom line

"Severely dull and annoying platformer that should have stayed on the Amiga where it belonged. 25 extra points for the nice cloud effect, though."

- Levels ..... 32. Sort of.
- Difficulty ..... Medium
- Continues ..... Three
- Release date ..... June

Final score

33%

Down down, deeper 'n' down



World one, level five. Usually you have to go down to the exit instead of up.

But wouldn't you just know it? the level's full of springs concealed in the floor...





...which are almost impossible to avoid and send you springing back up a level. Ooh-er!

Very often into another set of hidden springs, and right back upto the start again.





So you plod carefully all the way back down here again, but it's no use...

...because the funny collision detection makes you hit another one...



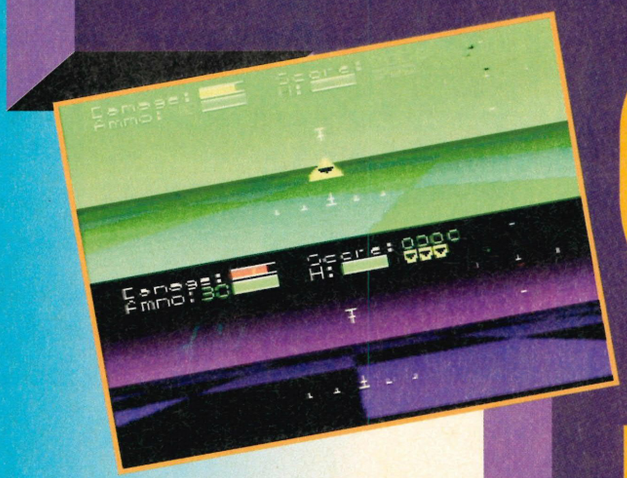


...which, believe it or not, bounces you into another one, and...

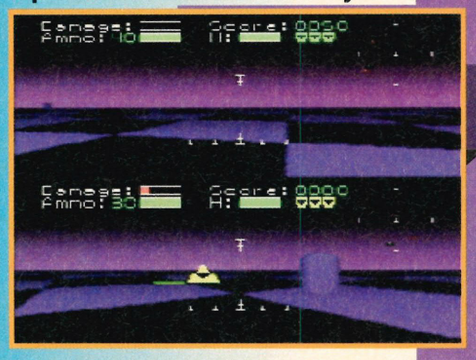
...there you are, right back at the start. This is less fun than being sick!



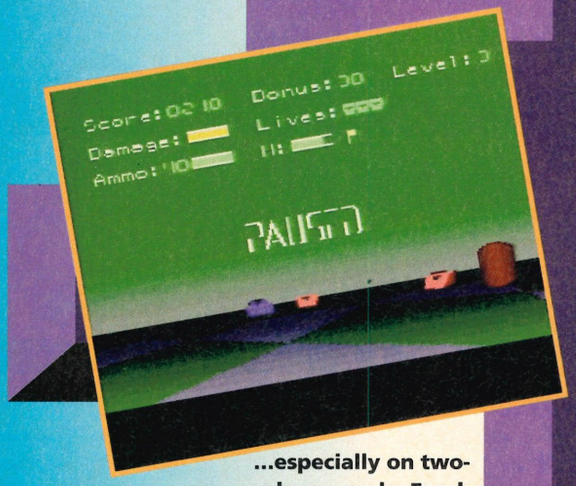
SPECTRE



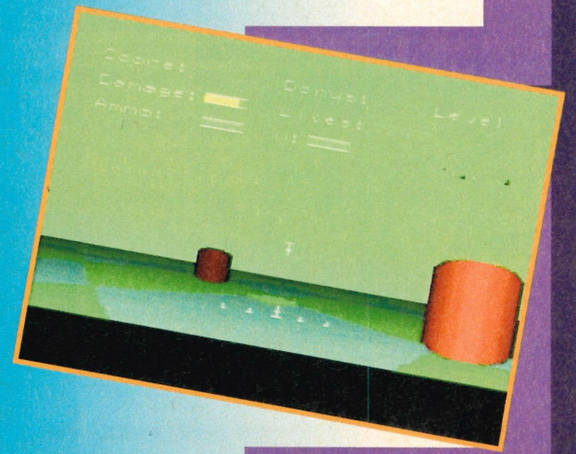
Hi folks! It's Dane doing these captions cos Frank was too busy...



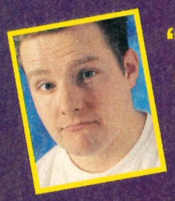
...or too lazy or something. Anyway, I've played Spectre, too. It's great...



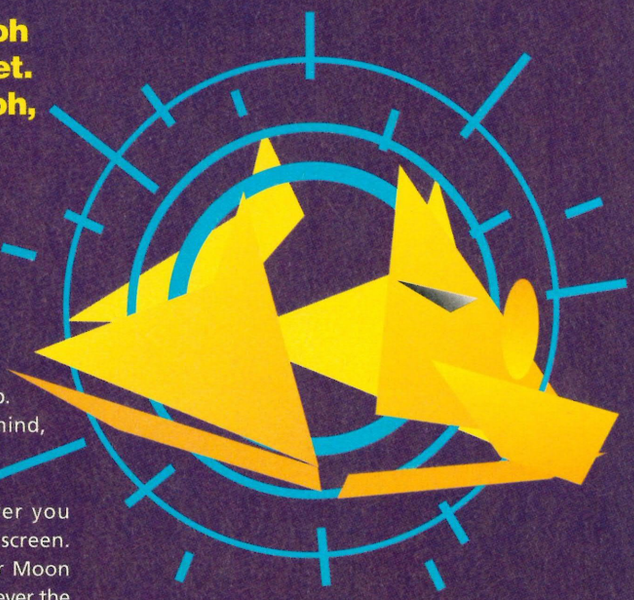
...especially on two-player mode. Frank beat me though, cos he's better at games...



For: SUPER NES (1-2 players) **From:** GameTek **Price:** £50



"Doodle-oodle-ooh Inspector Gadget. Doodle-oodle-ooh, uh-huh!" Sang Dane as Frank gave her the cart. "Doh!" Said Frank as he took it straight back off her and reviewed it himself.



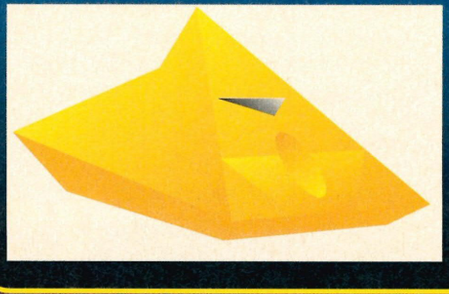
Back when it was all fields, they had Battlezone from Atari. It was fab. 3D vector graphics, wire frame mind, none of your poncey filled rubbish. It had two joysticks, just like on a tank, sort of. You could shoot things, move wherever you wanted on the map, and it had a radar screen. Brilliant it was. Then they swapped it for Moon Cresta (in our arcade at least) and life was never the same again. Little did I know I'd see that machine, one more time, but I'll get to that later.

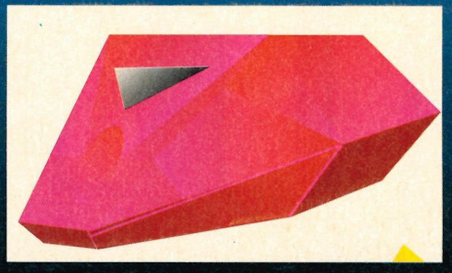
Spectre is a Battlezone derivative (see, there was a point to all that) and a jolly good one too. It's actually based on an Apple Macintosh game. That had wire frame graphics too and you could link loads of machines together and play in a gigantic war. Unfortunately, this is not an option on the Super Nintendo version. You can however have two players in a split-screen mode, so the multi-player aspect is catered for.

The game is very, very simple. Shoot the bad guys you encounter, collect energy and power ups and capture the flags. This basic principle runs

TANKS FOR THE MEMORY

Sorry about the headline thing. Anyway, these are your tanks, so you'd better look after them. It gets rather confusing in two player mode when you start shooting your mate. Anyway, these angular little beauties do need shooting. So buy the game and get on with it.





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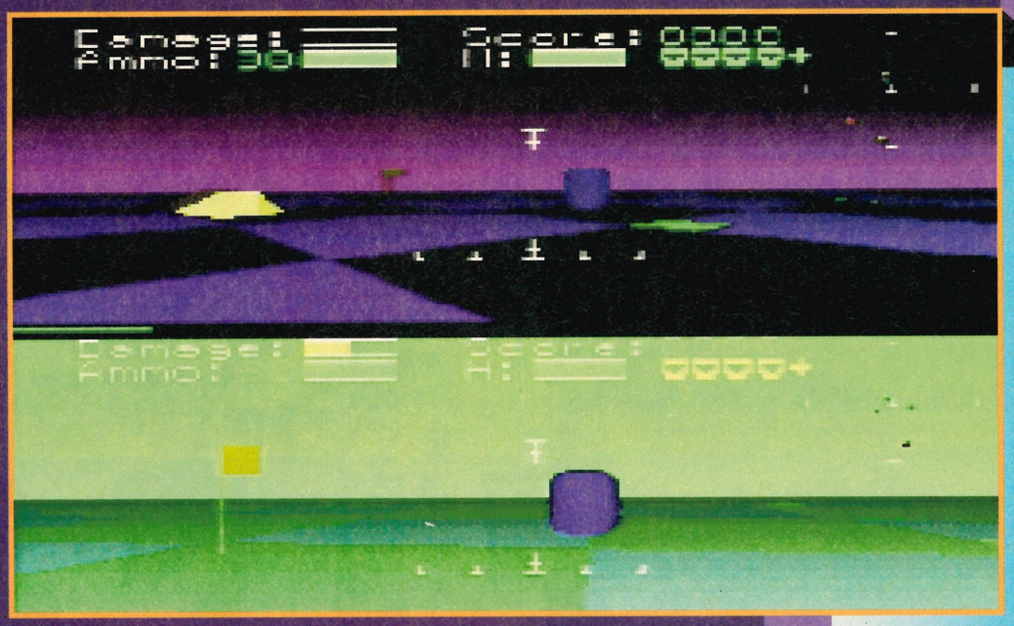


throughout the game, although there are other options. As a single player game, this is initially rewarding and enjoyable, but the further you progress into the game, the shallower it all seems. But to be fair, it's meant to be a two player game.

In that respect, it succeeds admirably. Battling a second player in the dark tank-filled world is great fun. The use of weapons, strategy and power-ups adds variety and excitement to what would otherwise be extremely simplistic action.

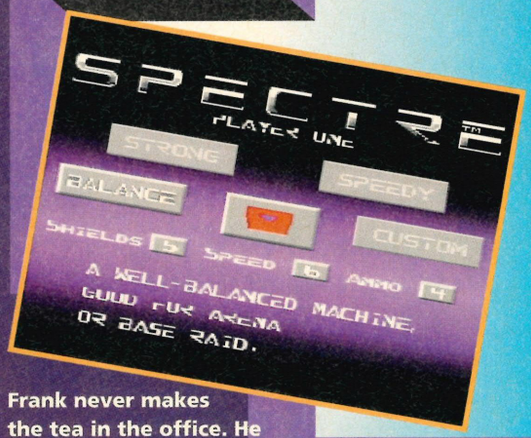
Graphically, the Mode 7 floor works a treat. For the most part it's a chequerboard pattern and moves smoothly, with well-scaled sprites attached firmly and convincingly to the floor. This creates a realistic impression of 3D and moves at extraordinary speed considering the amount of data being shifted around.

This is a high-quality two player shoot-'em-up and is seriously worth consideration, and all. Battlezone fans should rush out and buy it immediately.

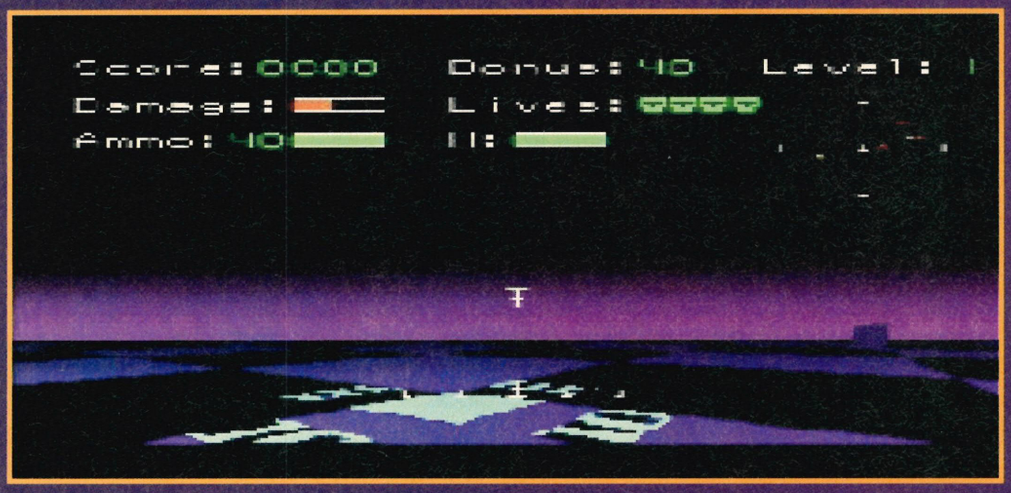
FRANK

T!

It doesn't bother me, though. I'm better than him at some other things. Like making tea and coffee and stuff like that.

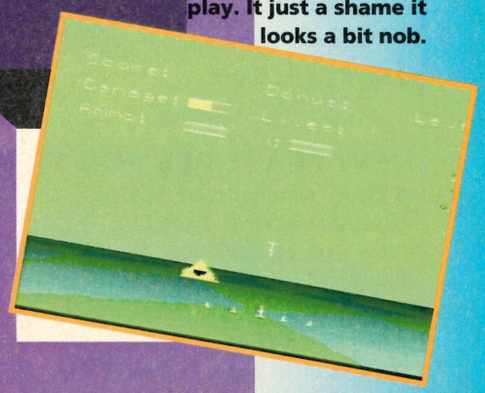


Frank never makes the tea in the office. He just sits about playing ace games like this.





But anyway, Spectre's bloody great fun to play. It just a shame it looks a bit nob.



Spectre

Looks

- Smooth, but lacking in detail and variety. Good use of Mode 7 and sprites

Sounds

- Not much sound really, but what's there is both suitable and atmospheric

Gameplay

- Brilliant fun for one or two players, with plenty of stuff to blow up and steal

Lifespan

- Only really fun in the long term as a two player game, but well worth a try

The bottom line

"It might look rather basic from the screen shots, but you're missing the true beauty of the thing. A massively playable blast-fest, with more than a hint of that classic Battlezone style"

- **Levels** ..... Oodles
- **Difficulty** ..... Tougher
- **Continues** ..... Yep
- **Release date** ..... June

Final score

81%

CAN YOU TACKLE THE BIG ONE?

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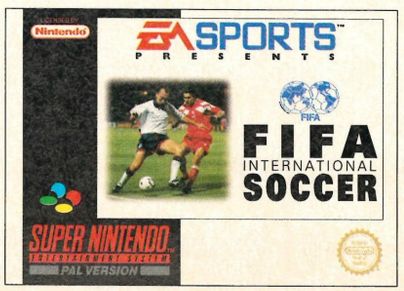

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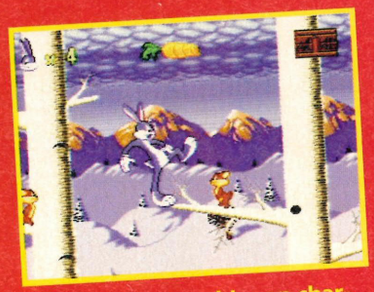
All platform games heroes do silly things while standing still.



Peek through the holes as you skip levels.



See, brilliant graphics on characters and backgrounds.



Smug as you like, Bugs is just waiting for some violence.

For: SNES (1- player) **From:** Sunsoft **Price:** £45

Bugs Bunny RABBIT RAMPAGE



Linda Barker's all for acts of random violence. As long as they're confined to the small screen.

There's been a lot of talk lately about how all these modern films and television programmes are too violent and shouldn't be allowed before the watershed. But nobody seems to mention those old favourites, cartoons.

Come teatime families like nothing better than to settle down in front of the television to enjoy some good, old-fashioned brutal action. When was the last time you saw any Warners or Looney Toons cartoon where animals sat down together for a nice picnic and a chat? You never have because most of those old cartoons are packed full of sadistic humour. How we laugh when Bugs Bunny outwits Yosemite Sam and Elmer Fudd's gun is turned on himself! And what about Tom and Jerry?

Settle down and get ready for some good old-fashioned nastiness, Bugs Bunny is on the rampage. At the start the alarm clock rings and Bugs emerges from his burrow munching on a carrot and with a mischievous glint in his eye. The basic idea is to avoid Yosemite and Elmer, pop up and down holes, collect the useful thangs dotted around (carrots, dynamite, bones and iced buns), kick Pluto and watch the birdies circling his head! Alternatively, throw him a bone to divert his attention away from you, rabbit stew. Take care not to jump on the dogs (you'll die!), but you can kick them, and blow them up. (Call the RSPCA!).

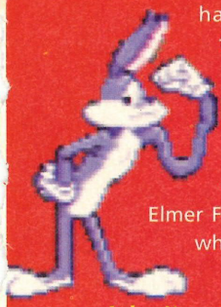
As you'd expect from a cartoon game, the animation is excellent; but this isn't just a cartoon game, it's more like playing the actual cartoon, it's that good. When, for example, Elmer is so close to getting rid of Bugs for good and then fails, his facial expression is spot-on! Poor Elmer, he tries so hard!

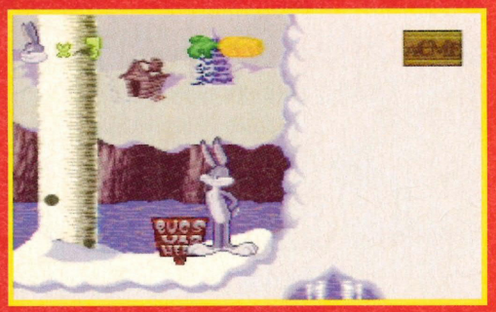
This game's a load of fun for the younger player, for platform devotees and Looney Toons fans alike.

Bugs is on the rampage, and if you go for the flippant, fun side of life, go for this! For a short while Bugs makes like a whirlwind, but the game's really the same old, harmless, formulaic nonsense. **LINDA**

BUGS
Great characters, smart animation, wonderful music, FUN!

MUGS
Tired, formulaic, predictable platformer ploddery





You'd think the wabbit'd get cold out there in the snow, stark naked.

Rabbit Rampage

Looks
- Great animation, it's just like stepping into your telly!

Sounds
- Those wonderful sunday afternoon tunes and blasty sound effects

Gameplay
- A lot of fun to play and...

Lifespan
- ...unless you're Mr/Ms Whizz, you should stay entertained

The bottom line

"A fun game, great characters, easily accessible and ideal for younger game players. Lacking in serious gameplay, but who cares when it's full of great sounds"

- Levels ..... Enough
- Difficulty ..... Medium
- Continues ..... Three
- Release date ..... June

Final score
75%

I don't understand how this mis-shapen man can stand up.





My mum says "If the wind changes, you'll stay like it"

Be vewwy vewwy quiet, I'm hunting wabbit.



KING OF DRAGONS

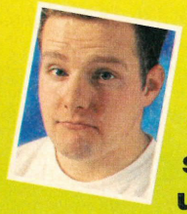






Fat blokes in suits of armour should under no circumstances attempt to swim at the deep end of the pool.

For: SNES (1-2 players) From: Capcom Price: £50 (Import)



Francis is known to be King of many things, but can he spare a royal wave for this scrolling slash-'em-up? Read on...

Golden Axe from Sega spawned dozens of lookalike games. King of Dragons is Capcom's variation. This enjoyed some success in arcades last year as an enjoyable multi-player experience. On the Super NES however, at fifty quid a pop, King of Dragons fails to excite. True, it has a two player mode, but is that enough to save this from the bowels of obscurity?

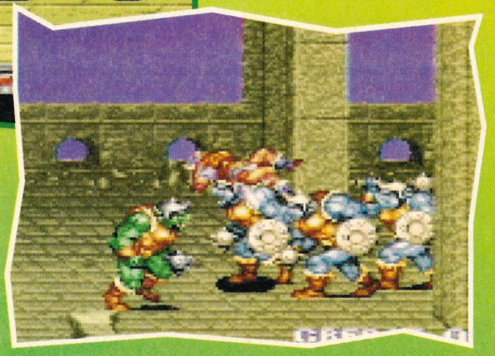
The graphics are certainly attractive. Nice parallax, good attention to detail and at times, lovely animation. The sprites are well drawn and move in a reasonably convincing manner.

The end of level boss monsters are often brilliant and the game's cosmetic touches suit the proceedings well. It does look a little flat in places, but nothing drastic.

The gameplay too, seems initially good fun. Kill the monsters, blast them with magic, wander through a magical landscape. Sadly though, that's just about all there is to it. At no point in the game will you scratch your head in puzzlement. You just hit things. A lot. Oh and you can jump as well, but only straight up in the air.



You can collect money and power ups, but after fifteen minutes play time, you'll discover that you don't need any power ups. This game is ridiculously easy, even on hard level. We managed to finish the whole thing, on every level of difficulty, in less than three hours, stopping for coffee, phoning the bank and eating lunch in between. At this price, however, you might be a little (or maybe more than a little) distressed to find that the game's lifespan is as ridiculously short as this. It's not on! Capcom usually set new standards. This is a travesty of their record and a blot on an otherwise spotless history. Booooo! **FRANK**





Mummy, I have wet my pants and developed a rash of sorts.

King of Dragons

Looks

- Well drawn if simplistic and often a little flat. Bosses are nice though

Sounds

- Hmm. Can't decide if it's well orchestrated or bland. Not impressive though

Gameplay

- Typically enjoyable slash-'em-up, with interesting weapons and magic powers

Lifespan

- You should finish even hard level within a couple of rather upsetting hours

The bottom line

"Capcom seldom produce a turkey, but I'm afraid this is one of those rare occasions. And it's a sad occasion where our mouths turn down at both sides simultaneously. Sad and short-lived"

- **Levels** Not enough
- **Difficulty** ..... Simple
- **Continues** ..... Three
- **Release date** ..... Now

Final score

60%

Can You ConTROLL the Mayhem?

90% – TOTAL MAGAZINE
"Plays like an absolute dream"

GAMESMASTER MAGAZINE
"You will find it hard to resist even if you are not a fan of the Troll characters"

83%
COMPUTER & VIDEO GAMES
"Bright, cheerful and original"

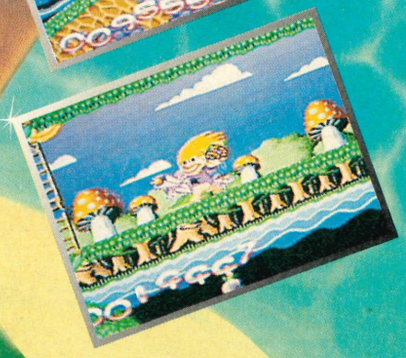
85%
SUPER ACTION
"Why more Nintendo games can't be this smooth is beyond me!"

85%
SUPER GAMER
"Fast, frantic and damned playable"

SUPER TROLL ISLANDS







AMERICAN SOFTWORKS CORP

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

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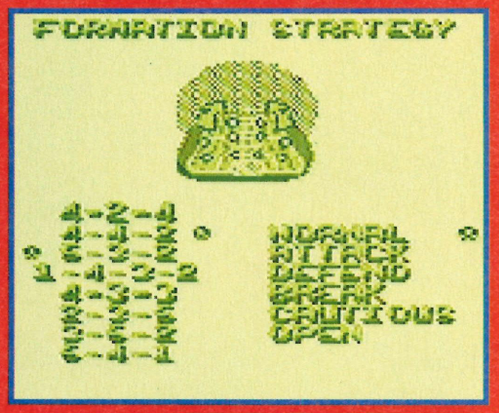
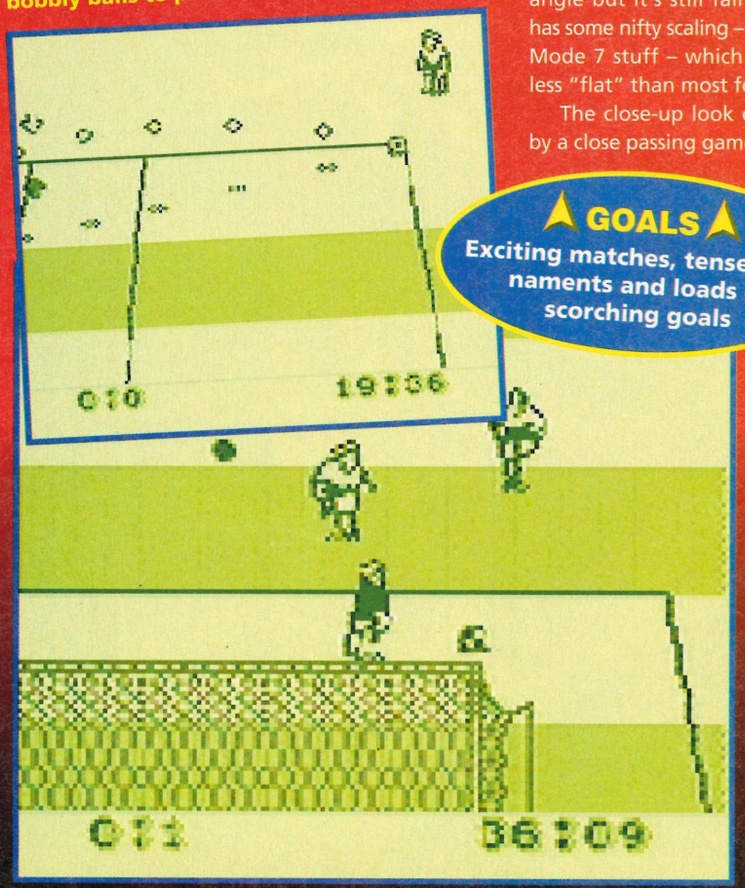
For: Game Boy (1 player) From: Elite Price: £30

WORLD CUP STRIKER

All the formations and strategies genuinely affect the way Striker plays.



In dead ball situations you get a line of bobbly balls to preview where it's going.



Close in on goal and it's all getting very tense – should you plunge feet first into the goalie or go for the ball. Aah, he's asking for it...



"What's all this? A decent footy game for the Game Boy? Never!" Thundered Frank as he barged into the office... and then, World Cup Striker turned up...

Football's never fared that well on the Game Boy, which is a real mystery to me as games don't come simpler than footy. Twenty two men (Okay, twenty one and the alien lifeform known only as Peter Beardsley), a pitch, a ball, two goals... it's not hard.

The game gives you an excellent window on the action – you see the pitch from quite a high angle but it's still fairly close in. The pitch even has some nifty scaling – some kind of clever pseudo-Mode 7 stuff – which makes everything feel far less "flat" than most footie games.

The close-up look of the game isn't matched by a close passing game. The whole thing's played at a frenetic pace with the ball zipping the length of the pitch in two or three kicks. But we're not saying that's a bad thing, it's just bloody fast!

One button passes and heads and the other shoots and tackles. The passes vary in strength and tend to go to the nearest player in the direction you're passing... whether they're on your side or not.

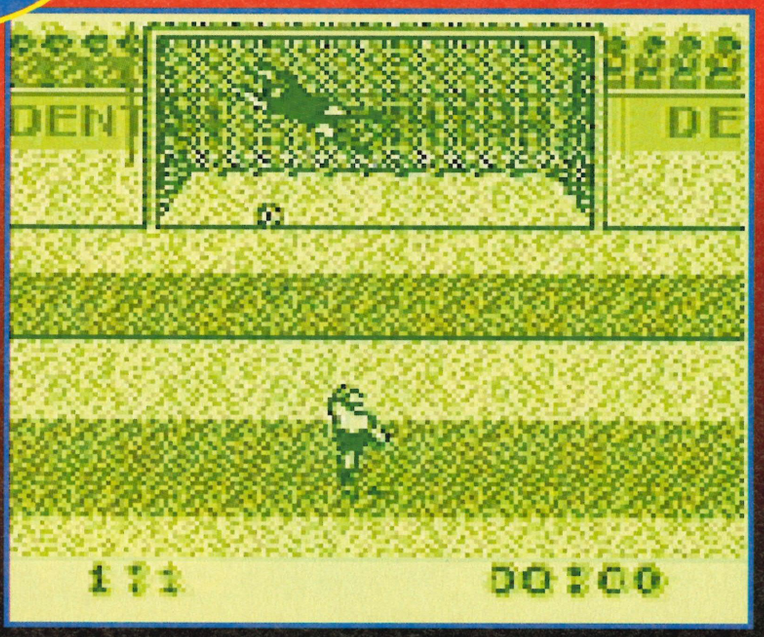
As I said, it's a fast-paced game and most moves begin with quick passes out of defence followed by a charge from the centre circle to the penalty area.

GOALS
Exciting matches, tense tournaments and loads of scorching goals



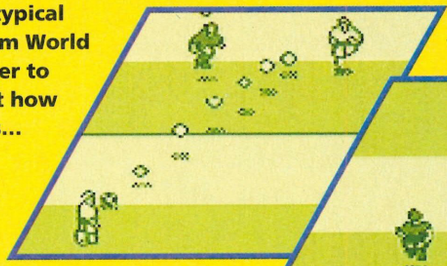
That goalie's hands look as if they were run over by a steamroller – very nasty.

Penalties take place on this special screen and, as in the real thing, they're more about luck and nerves than skill.

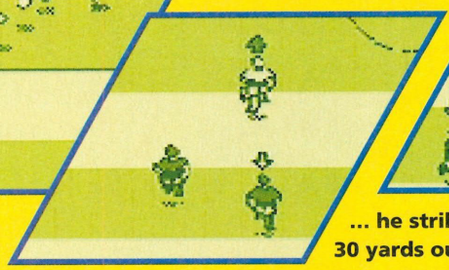


Do we not like World Cup Striker?

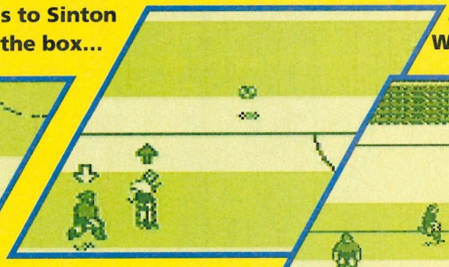
Here's a typical move from World Cup Striker to show just how good it is...



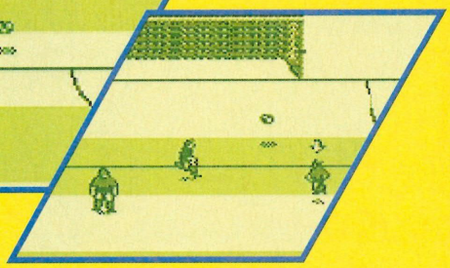
England take a free kick from their half...



... the ball sails to Sinton who makes for the box...



... he strikes a shot from 30 yards out and then...



... watches it go wide. Where are you Shearer?

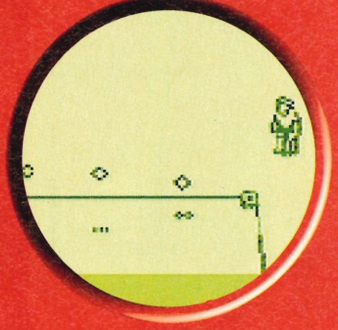
This is more like real 'Scottish' football – a good old legcutter.





In most games, control of the midfield is the key to victory.

Use the nifty shot preview at corners to see its flight path...





... And deliver a pin-point pass to the forward (who's offside).

From there you can blast the ball at the net and hope that the agile computer keeper doesn't stop it. Take the ball into the box, however, and you can bet he'll strip the ball from you before you can get a shot off.

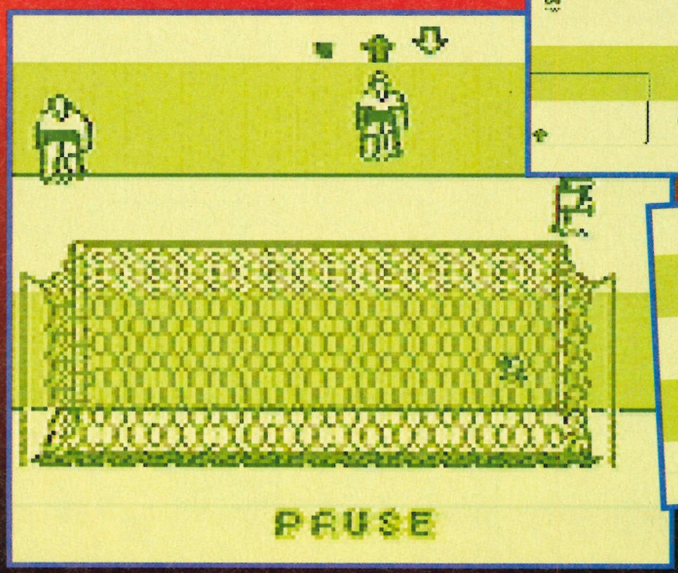
I really like World Cup Striker and it kept me playing for two solid days whilst I was reviewing it. Why? Because it plays such an exciting game of football. Each player is individually rated and this helps to make the game. Players with pace can run down an opponent with the ball and take it off them, strikers with a sure foot stand a much better chance of scoring than midfielders and if your players get an injury they slow down. These and other subtleties make every match different despite the basic kick 'n' run nature of the play.

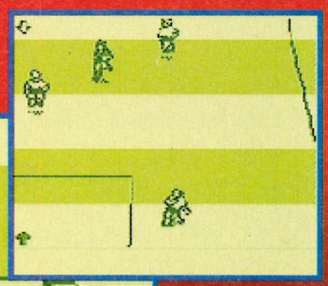
HOLES
It's difficult to get a passing game going as it goes so fast

For sheer thrill a minute fun, I haven't found a game like World Cup Striker in a long time. It's easily the best Game Boy football game yet and there are plenty options to make sure you get your money's worth. The World Cup itself is agony and ecstasy rolled into one (just like the real thing) and the League option gives you an even meatier challenge. If the passing game had been slightly better it would've been perfect. As it is, I doubt you'll see a better performer this season.

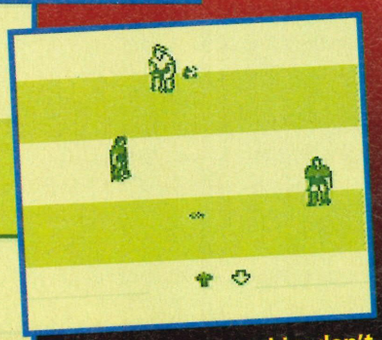
Thankfully World Cup Striker has finally cracked it, a decent footy game for the Game Boy so it's hearty slaps on the back for veteran coders Denton Designs – and none of that Italian snogging or shirt removing. **FRANK**

"The ball is in the net. Of that there can be no doubt." As Alan Partridge would no doubt say.





Okay, so it may not look exciting but believe me that chap at the bottom is... er, falling over, I think.



Striker's spare graphics don't reflect the thrill of the game.

World Cup Striker

Looks
- It looks functional but that pitch is very clever and the players gel well with it

Sounds
- Mostly bleeps, clicks and hisses. Music's okay but the crowd get on your nerves

Gameplay
- Smooth, playable and addictive – this is kick 'n' run footie at its best

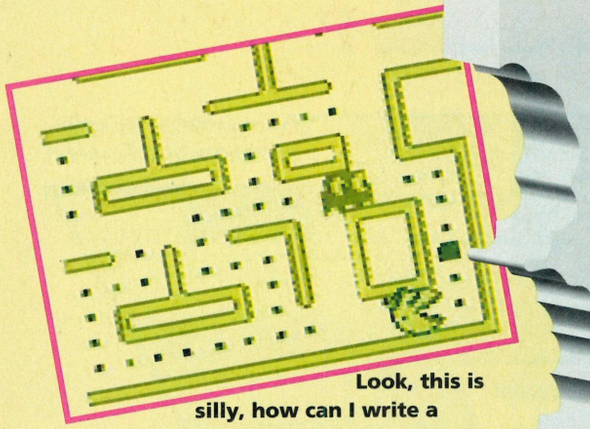
Lifespan
- The World Cup is great fun and the leagues will last a while too

The bottom line

"At last! A decent footy game for the Game Boy. Fast, exciting and very addictive, it's not all that sophisticated but who cares when it's this much fun"

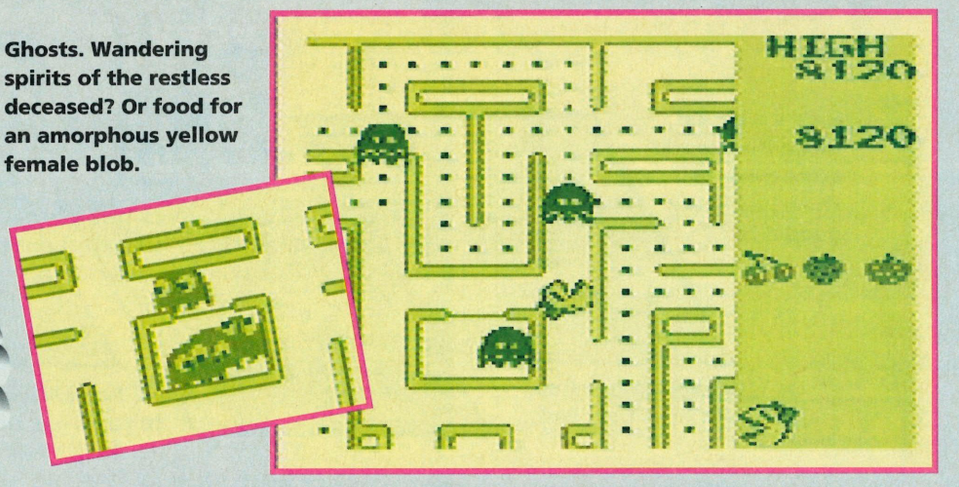
- Levels ..... 24 Teams
- Difficulty ..... Average
- Continues ..... Passwords
- Release date ..... July

Final score
87%



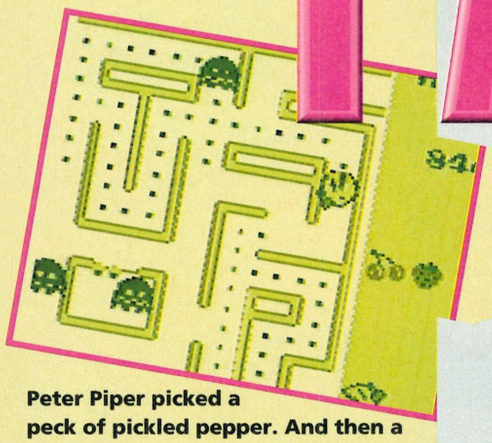
Look, this is silly, how can I write a caption about this, eh?

Ghosts. Wandering spirits of the restless deceased? Or food for an amorphous yellow female blob.

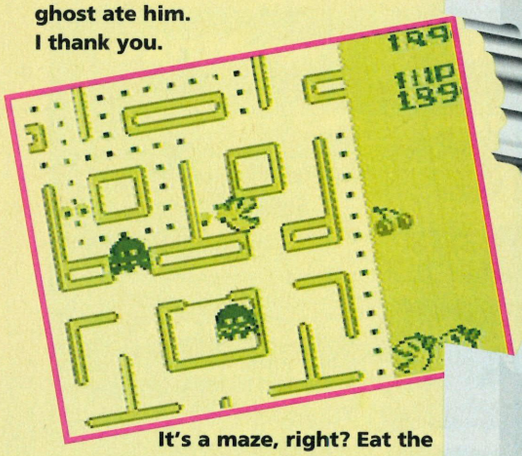


Ms PAC MAN

For: Game Boy (2 players) **From:** Namco **Price:** £25



Peter Piper picked a peck of pickled pepper. And then a ghost ate him. I thank you.



It's a maze, right? Eat the dots, eat the ghosts and stop hassling me. Go on, get lost.



Frank O'Connor's eaten many odd things in his time, but never with a pink bow in his hair.



Just imagine Pac Man with a bow in his hair and some eyelashes. That's Ms Pac Man that is. I'm sorry, it's not my fault. I sat down to write this full of good intentions, but I can't think of anything witty to say. I can't even describe the gameplay at length. You eat dots out of a maze. Then you move on to a slightly different maze. Ghosts chase you. Avoid them. Then off you go and you eat a power pill and eat the ghosts as well. And that's it really. Sorry. I tried.

Erm, nice weather recently, eh? Unless you live in South East Asia that is, because it's typhoon season and it's a bit wet and windy. Did you know that according to chaos theory, a butterfly flapping its wings can set off a chain reaction of air movement that can cause a hurricane on the other side of the planet? Since then I have systematically killed every butterfly I have seen in order to avoid the catastrophic results of their thoughtless actions. I did in a lot of moths as well, just in case. I reckon those dragonflies are dodgy as well because they flap their wings really really fast and look scary.

You know those Heat Electric adverts with the animals talking in them, like Pandas and Tortoises? It's all done with plasticine. They record real people talking and then animate the creatures afterwards. I think they're really funny. If I was an animal in one of those ads, I reckon I'd be a lion or a tiger. Something ace like that. I wouldn't want to be a crap animal like a gnu, or a vole. Anyway, when I talk, I sound like Darth Vader out of Star Wars, so it would look stupid if I was a pigeon.

Oh yeah, Ms Pac Man. I knew I had forgotten something. The graphics are okay and it looks funny. Erm, it's a bit expensive mind. Seeya!

FRANK

Ms Pac Man

Looks

- Smooth scrolling maze and nice enough sprites, but visually, Ridge Racer it ain't

Sounds

- "Wacca wacca" has been updated to include the "Wicca wicca" theme

Gameplay

- Ms Pac Man is like Pac Man, only a bit better, and that's a good thing. I think

Lifespan

- Yikes, a couple of mazes and not much in the way of variety. I think Pac Man is dead

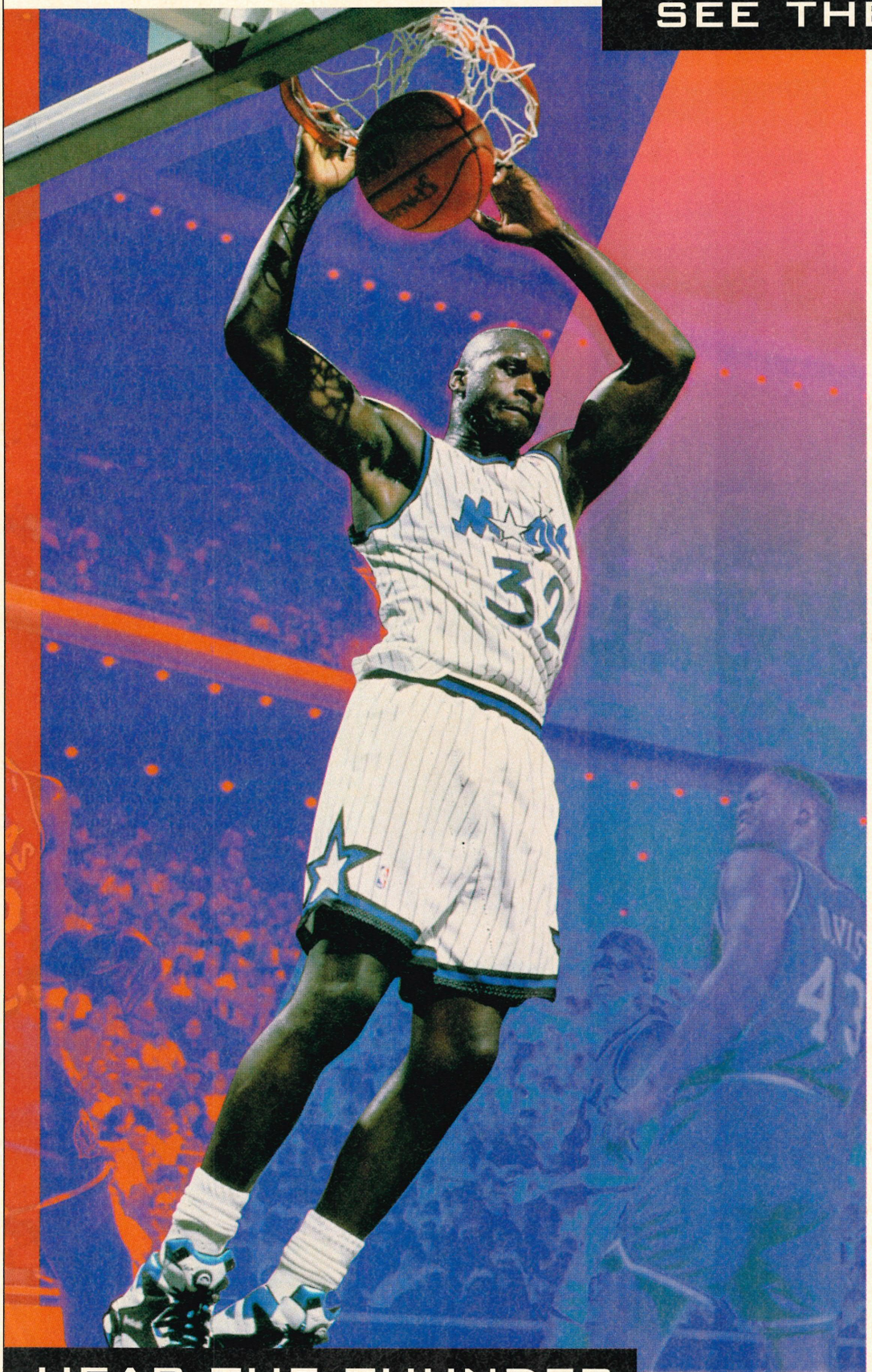
The bottom line

"Okay, it's a bit expensive for what it is, but it's a classic nonetheless. If you happen to have the memory of a chicken, this is the one for you"

- **Levels** ..... Some
- **Difficulty** ..... Progressive
- **Continues** ..... None
- **Release date** ..... June

Final score

60%



SEE THE SLAM

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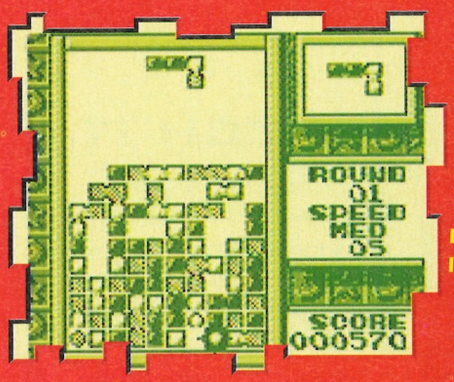
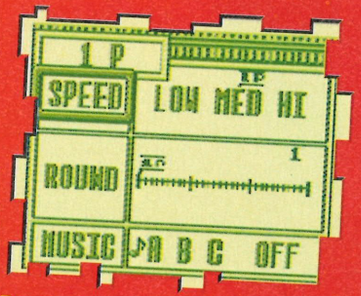
HEAR THE THUNDER

NBA

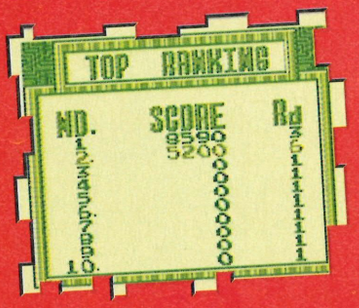
You can make a line here, but it still looks pretty grim.





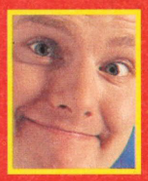
Don't choose the second tune. It's really annoying.

Look at my fab score. I'm the best at Tetris in the world.





You need a link cable to play the versus mode.



First there was Tetris. Then there was another Tetris, too. Tetris 2. Frank O'Connor investigates.

BLOCKS
Classic Tetris gameplay with a few rather tasty knobs on. Superb puzzling malarkey

A Russian programmer named Alexei Pazhitnov invented the world's most playable game. It was called Tetris. It sold in millions. It made the Game Boy the world's second most successful console. Nintendo made billions as a result. Alexei Pazhitnov is skint. He has been quoted as saying he's not bitter and that he's just glad people enjoy playing the game. If it was me, I'd be really bitter and twisted.

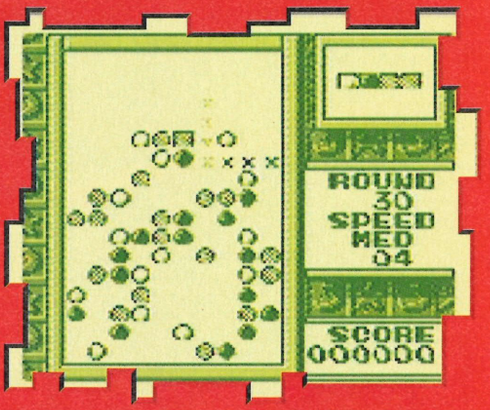
There's a rumour that Mr. Pazhitnov received a dodgy 386 PC as payment for Tetris. Do we think this is enough? Nope. It all started when Mr. Pazhitnov came up with this great idea for a puzzle game. It got around. A few people heard about it outside Russia and a small battle ensued. Nintendo wanted console rights and Mirrorsoft wanted all the rights. In the end, Nintendo did some sneaky behind the scenes deal and got the console rights. Mirrorsoft (Robert Maxwell's company) were livid.

Tetris 2 means that Mr. Pazhitnov gets some proper money and it also means that Nintendo players get one of the best games for ages. We reviewed the NES version last month and reckoned it was ace. Although this Game Boy version appears identical, it actually plays a little better. It's something to with it being hand held probably.

In structure, the game is identical to the orginal Tetris. Drop blocks down from the top of the screen, rotate them and make straight lines. The lines vanish, and when you achieve a set number of lines, you (Oh! You lucky thing!) move on to the next, progressively harder screen.

In two player mode (via the link cable), it's even more fun. Players race to achieve a set number of lines (yes, I know, it does sound all rather similar to the original game), or transfer their completed blocks to the opposing player's screen. It's all absolutely fabulous.

But it's not identical – the main difference between the first game and this sequel is the addition of colour coding and oddly shaped blocks. You can match lines by colour, adding a new



Later levels start with loads of blocks already placed in fiendish positions. This is horrible.

SOCKS
Too similar to Tetris. This is for those who don't own the original, or die-hard fans

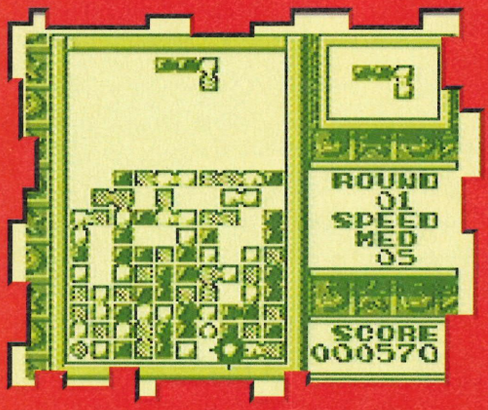
For: Game Boy (1-2 players) **From: Nintendo** **Price: £25**

TETRIS 2

strategic element. The new blocks are good too, making everything you try to do that tiny bit more complicated and challenging.

The graphics are at best pleasant. Not much in the way of amazing effects, but they suit the game perfectly. Any more extravagant and they'd just look confusing. The same goes for the music. Typical Tetris-style tunes burble and warble away in the background, but it hardly amounts to sonic cathedral of sound.

Yes, this is good value, good fun and exactly what is required from a sequel. If you already own Tetris, then you might want to try it out first, but everyone else should definitely add this to their collection. **FRANK**



A very healthy situation, but those blocks are starting to fall faster.

Tetris 2

Looks

• Simplistic and clean. Exactly what is required for the job in hand. Not remark-

Sounds

• Three tunes to choose from and a sort of grating pop when a block hits the spot.

Gameplay

• Absolutely perfect. The new block shapes and colour (erm, grey) coding are stunning.

Lifespan

• You're unlikely to tire of this ever and it makes long journeys fly by.

The bottom line

"The best version of Tetris so far and possibly the best puzzle game ever made. Apart from Puyo Puyo. "

- Levels ..... Progressive
- Difficulty ..... Hard
- Continues ..... N/A
- Release date ..... June

Final score

92%

FAST BREAK

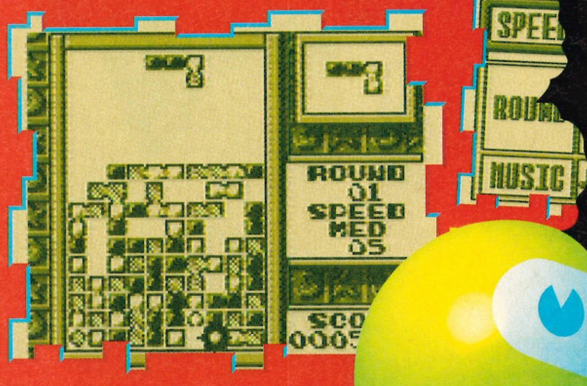


TO THE HOOP

NBA

PAC M

You can make a line here, but it still looks pretty grim.





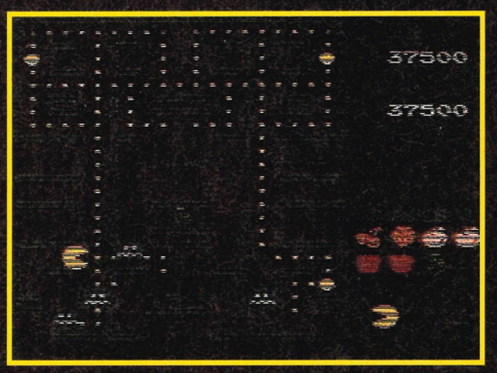
First there wa
Th
a



Wacca wacca,
Frank O'Connor.
Wacca wacca
wacca wacca
wacca wacca

"Move a yellow blob round a maze. Eat dots and ghosts. Well, it's Pac Man, isn't it?"
Frank T!

For: NES (1-player)
From: Namco
Price: £25



"Move a yellow blob round a maze. Eat dots and ghosts. Well it's Pac Man isn't it?"

in millions. It made the Game Boy the world's second most successful console. Nintendo made billions as a result. Alexei Pazhitnov is skint. He has been quoted as saying he's not bitter and that he's just glad people enjoy playing the game. If it

between the first game
tion of colour coding and
You can match lines by c
strategic element. The new
making everything you try

DOTS
Classic arcade gameplay, addictive fun and arcade perfect graphics. Ahem

IAN

GROTS

Too repetitive, too expensive and too late. Why wasn't this released years ago, eh?

Pacman

Looks

- Exactly the same as the somewhat dusty old arcade game and quite attractive

Sounds

- "Wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca"

Gameplay

- Eat the dots and have a laugh. Wacca wacca wacca wacca wacca wacca wacca

Lifespan

- One level eh? Wacca wacca wacca wacca wacca wacca wacca wacca

The bottom line

"Wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca wacca"

- Levels ..... Erm, One
- Difficulty ..... Progressive
- Continues ..... None
- Release date ..... June

Final score

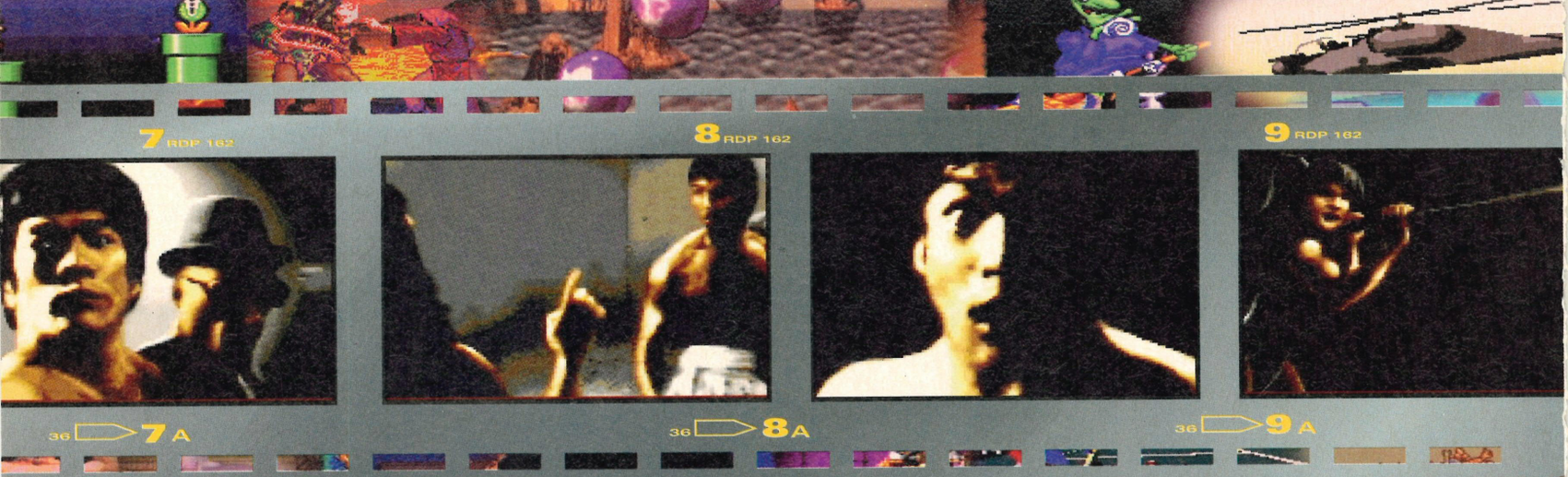
60%

SLAM & JAM

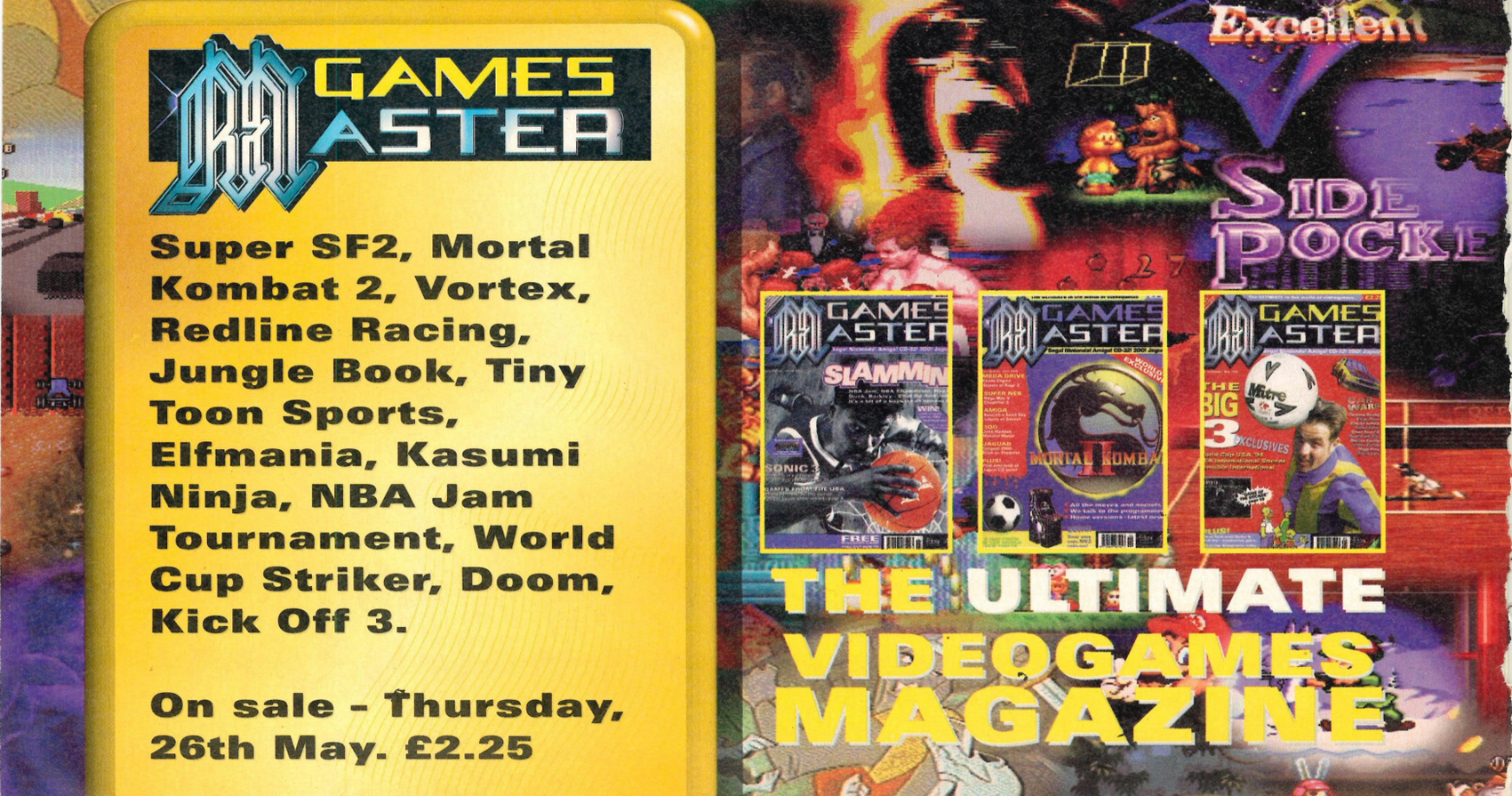


WITH THE NBA

NBA







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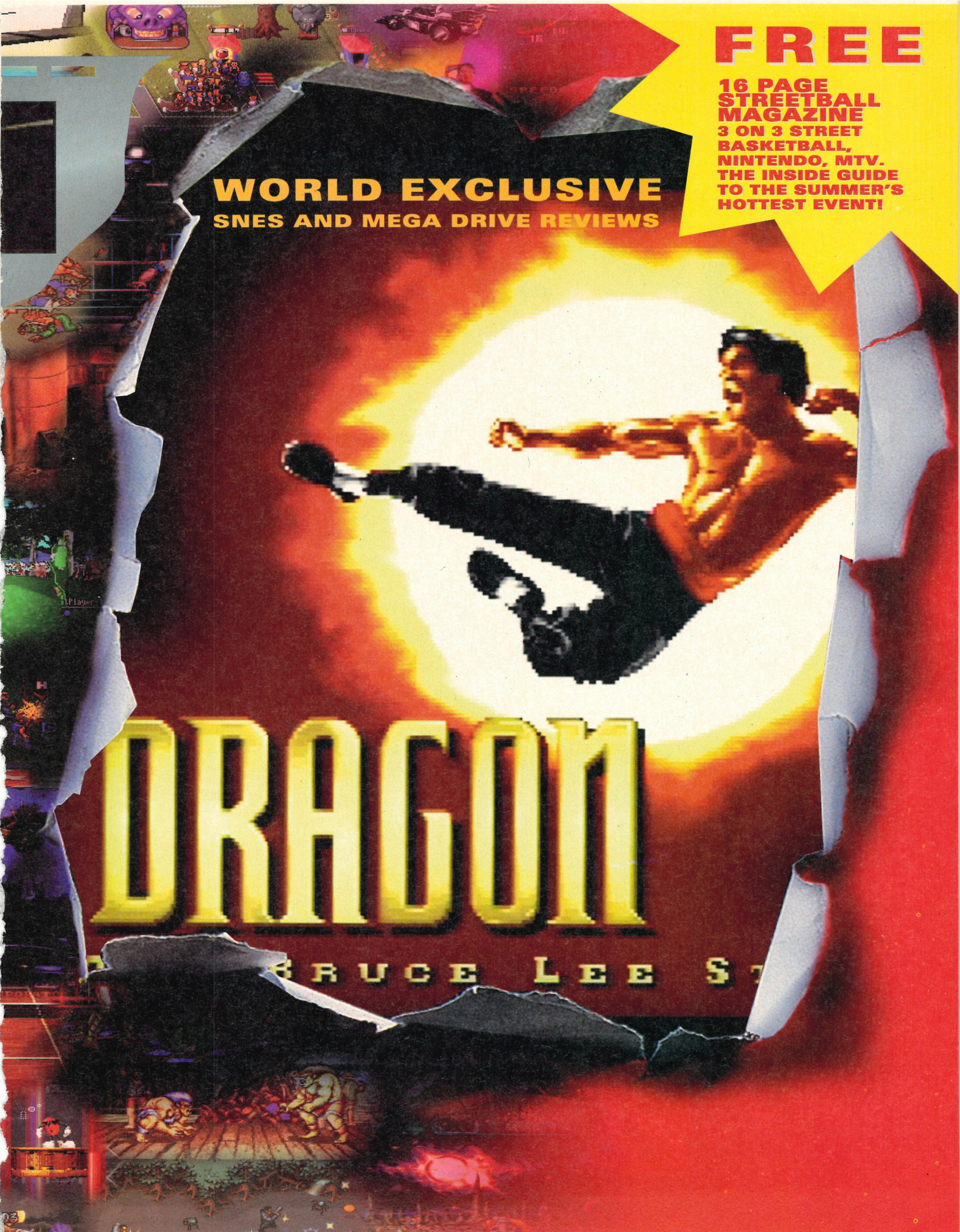
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SNES AND MEGA DRIVE REVIEWS
DRAGON
BRUCE LEE S

LETTERS

Here it is, your chance to wax lyrical on a whole range of subjects. It's quite exciting, isn't it?

Frankie's Shorties: Small is beautiful!

Dear TOTAL,
How can I get hold of one of those wonderful TOTAL binders?
Gareth Roberts
Warrington, Cheshire



The ever-gorgeous, pouting TOTAL binder. Phwoar!

Dear Gareth,
Try the TOTAL back issues page.

Dear TOTAL,
I heard a rumour that Project Reality would use cartridges, but that a CD add-on would follow on soon after. Is this true or is my mate fibbing?
Sonya Barvé, Wapping, London

Dear Sonya,
Although nothing has been confirmed yet, everything you say is true. Your mysterious mate is in fact correct.

Dear TOTAL,
Are Nintendo ever going to include violence in video games? Mortal Kombat is ruined because there's no blood. Even Street Fighter is toned down. It's frustraing.
Craig Fredrickson, Oxford



Not enough violence? Not enough gameplay, more like!

Dear Craig,
Violence doesn't make video games any more playable, but the fact is that Nintendo may well relax their anti-violence policy a little. This is to appeal to the older age group that will be the target customers for Project Reality.

Dear TOTAL,
I have just sold my copy of Super Tennis, but now I want to buy another tennis game. Which one would you recommend, or should I buy Super Tennis back off my pal?
Pete Small, Livingston, Scotland

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

Tri-Star super deck

Dear TOTAL,
Before we start, congratulations on your excellent magazine! And now the point. In issue 16 (on page six, to be precise) there was mention of a Super Deck System Adaptor from Hornby which allows you to play normal NES games on the Super NES. As I have a load of NES games, I thought this was a great idea and promptly sold some of my older games to get enough money together to buy one to use on my Super NES.

What I want to know is this: Whatever has happened to the Superdeck? Were early promises just conjecture on your part? Are Hornby making one? And will it be coming out soon???
Thanks, boys.
Ben Chajet, Hendon, London



The Tri Star will allow you to play NES games on a Super NES.

Dear Ben,
The Super Deck has been cancelled, but a new system, called Tri Star does roughly the same job. It costs £39.99 and should be available from good stockists around about now. Remember also that Nintendo are all set to launch a similar device themselves, but it converts Game Boy carts rather than NES games. Some of the new games will incorporate 256 colour graphics for use on this new machine, called Super Game Boy.

Answer me!

Dear TOTAL,
Keep up the good work and please answer my questions.

1. Why is Desert Strike not out on the Game Boy and NES?
2. Why have Thicky and Baldy left the mag, and why don't you have those funny cartoony caricatures any more?
3. Will Street Fighter II be coming out on the Game Boy and NES? If it is, do you know how much it's going to cost?
4. And what about Micro Machines 2 on the NES? And Mario All Stars? And Street Fighter III on the Super NES?

WIN! WIN! WIN! WIN! WIN!



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

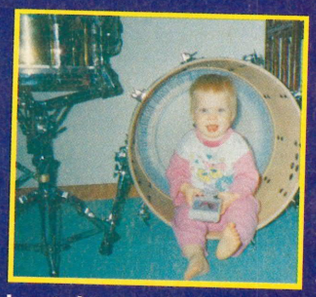
Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

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 26)

NAME Dennis Heyndricks
AGE 2
FROM Belgium

Win a GAME BOY cart!

Well, well, well, what have we here? A baby in a bass drum! Or should that be a toddler in a bass drum? Either way, the little person enjoying fun on the small screen and getting his ears bashed with a big beat drum roll is none other than Dennis, one of our faithful younger readers from the continent. Congratulations to him for looking very silly, and for getting his picture in his favourite magazine - TOTAL!

Oi! We know you weirdos are out there! Send all those pictures 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 (well, after we've played it a bit first).

5 And what about Double Dragon 4 on the NES and Game Boy?

6 Is anybody thinking of producing the fab Micro Machines 2 for the NES?

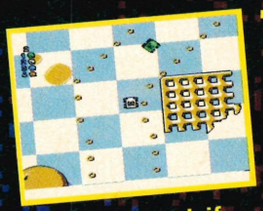
7 Will Future ever stop producing TOTAL?

8 Will they put the price up?

9 How much will it cost for ten back issues of TOTAL?

10 I don't think the new TOTAL crew are anywhere near as good as the old lot. What do you think of that?

11 How come there aren't loads of NES reviews in your mag any more?



Write in and ask if they're making Micro Machines for the NES.

12 What happened to the art page?

13 I've made some games up: Super Ghost, World In Trouble and Space Attacker. What do you think?

Ross Ferrier, Arbroath

Dear Ross,

1 We believe that it may appear on Game Boy later this year.

2 Things change, y'know. Steve and Andy have both gone on to other things. Stevie J's now the editor of Edge, all about the latest technological advances and innovations in computer gaming, and Andy's the editor of Mega, a Mega Drive mag. But hey! You've got a nice new cuddly team to love now – all lovely!

3 Unlikely. Capcom might do it, but don't go holding your breath.

4 No to all of those, but Street Fighter III is possible.

5 No.

6 You've already asked that!

7 Well, nobody's mentioned anything to us! As long as people are still buying the games, and the mag, we'll carry on. You don't close something that's making money. That's not exactly good business practice!

8 Probably. After all, a pint of milk doesn't stay the same price year after year, does it? It's called inflation and it affects everything.

Reality is just around the corner!

Dear TOTAL,
I'm a Super NES, Game Boy and NES owner and I have a few questions about the forthcoming Project Reality and other things.

1 Will the aforementioned Project Reality be 100% VR, or will the VR headset be some kind of add-on?

2 Nintendo said that both hardware and software prices would drop, but so far only hardware prices seem to have dropped. This will encourage more people to buy Nintendos, but at the same time the high game prices will put them off. After all, even us loyal Nintendo owners are sometimes put off by high prices.

3 My mate told me that Sega have taken over Nintendo UK? He is having me on, isn't he? I had to make sure!

4 Are Nintendo planning any new releases hardware-wise to compete with 3DO, Saturn, CD-32 and the Jaguar?

5 Finally, why (oh, why etc etc) aren't Hornby going ahead with the Super Deck? Are they ill or stupid or something?

Adam Heyes, Whitehead, Co Antrim.

Dear Adam,

1 There may or may not be a VR headset, but either way, it will be optional rather than standard.

2 True.

3 He's as stark raving bonkers as a weavel abseiling from a hot air balloon above a small village in Wiltshire. Okay?

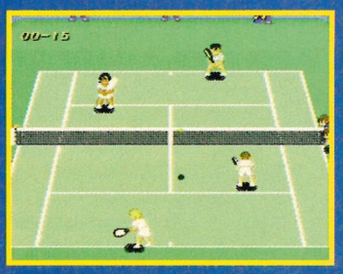


Project Reality. And there's no abseiling weavels here.

4 Project Reality will be the next Nintendo console.

5 It's too pricey and there's not enough demand.

Dear Pete,
Super Tennis is fab, but I reckon you should wait a while and buy Smash Tennis from Virgin. It plays much the same, but graphics and options are better.



It's not been the same since the big serve-volleyers came along.

Dear TOTAL,
Will Mortal Kombat from Acclaim be arcade perfect, and how many megs will it be?
Kevin Sharp, Islington, London

Dear Kevin,
It should be as accurate a conversion as Mortal Kombat originally was, but with slightly improved graphics. Nothing definite yet, but expect a 24 meg cart.

Dear TOTAL,
Someone told me that Project Reality will be released this year. Is this true, because you said 1995?
Robert Stewart, Brighton

Dear Robert,
Project Reality will appear as an arcade machine called Killer Instinct in arcades this year, but the home version will still hit the streets in 1995. More news as we get it.

Dear TOTAL,
Will Ridge Racer ever appear on the Super NES? If so, will it be as good as the arcade version. It's my favourite game ever.
Darren Hughes, Cardiff, Wales

Dear Darren,
Probably not. The arcade game is largely based on smart graphics which even the mighty Super NES cannot reproduce. It will appear on Sony PSX though, and possibly on Project Reality.

Dear TOTAL,
I am a classy bird and I reckon you lot would fancy me loads if you saw me. Any chance of a free game?
Cindy Lovebucket, Ladyland, Gloucester

Dear Cindy,
Not a chance.

Dear TOTAL,
How much money is Nintendo actually worth? I read that it was the third most profitable company in the world. Is this true?
Nasem Iqbal, Wolverhampton

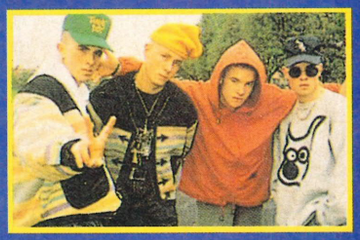
Dear Nasem,
They were the third most profitable company in Japan last year, but not the world, and their net

worth is somewhere in the region of fifty trillion squillion billion pounds (-ish).

Dear TOTAL,
Where can I buy a Game Boy converter for my Super NES? And is it true that the games appear in colour?
Vernon Upchurch, Battersea, London

Dear Vern,
You can't buy it yet, but check out your local store around July time. And yes, new Game Boy games will use 256 colour graphics (but only if you run it through the Super Game Boy of course).

Dear TOTAL,
My mate says that East 17 are better than Take That, but I reckon that East 17 are only better than EYC. What do you think?
Sandra Dizzé, Luton



Next month we'll have a picture of En Vogue.

Dear Sandra,
I reckon you meant to write to Smash Hits frankly.

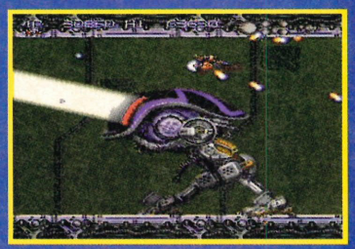
Dear TOTAL,
How much will Stunt race FX be when it arrives over here, and how much will Jap imports cost?
Francis Gardner, Southend, Essex



It's got stunts, it's got racing... It's Stunt Racer. (Sorry!)

Dear Francis,
It will cost you fifty English pounds officially, and lots more on import.

Dear TOTAL,
Can you tell me what the best shooting game on the Super NES is. I like horizontally scrolling games, like R-Type and Gradius?
Gordon Dury, Leicester



Axelay – the best looking Super NES game ever?

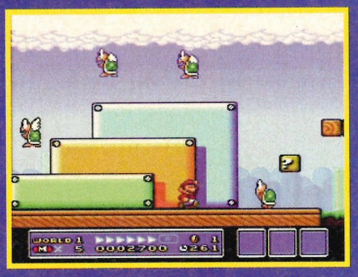
Your friend is bonkers!

Dear TOTAL,
My friend's just got back from a visit to the States and he won a NES. He says it looks just like a Super NES except it's smaller and red. He is winding me up, isn't he?
Will Mario 1, 2, 3 and Lost Levels be coming out seperately on the Super NES? And what about Street Fighter II on the NES and Game Boy? Finally, what on earth's happened to the Super CD? Is it ever going to come out, and do you know when?
Matthew Ramsden, Kingswinford, West Midlands



The Super CD. A nice idea but it'll never happen.

Dear Matthew,
The new American NES has red buttons, but doesn't look like a Super NES, so perhaps your friend is bonkers. Since Mario All Stars has all four games, there's no point paying fifty quid for each, is there? The Super CD will not appear.



Mario All Stars – without doubt the bargain of the century.

9 You have exceeded the maximum number of questions permitted.
10 Well, if you're going to be like that about it, you can just go and... SNIP!

Secret books

Dear TOTAL,
In issue 25 you featured some Nintendo Books, could you tell me where I could buy these books? The one I really want is The Legend Of Zelda Game Secrets. Thank you.
E Paddock, Goscote, Walsall

Dear E Paddock,
Try a big bookshop, like Waterstones or WH Smiths, or write to Compute Books, c/o CCC, 2500 McClellan Ave., Pennsauken, NJ, 08109, USA. They are really clever people with lots of books, and they might not mind if you had one.

Honest SNES?

Dear TOTAL,
My Super NES doesn't seem to accept any cheats at all. It doesn't matter how hard I try, nothing ever works. Am I doing something wrong? Or am I being conned by Nintendo, or your mag, eh?
Daniel Shines, Wrexham

Dear Daniel,
I'm afraid I have no idea what's wrong, but 99% of all cheats work. We test them.

Mario Paint printer?

Dear TOTAL,
Is there any chance of a printer for the Super NES? It could be plugged in to the multi-out, or something. I'm convinced it would probably help sell more Mario Paint carts. Before I go, just allow me to ask one more question: do you get time to read all the letters us readers send in?
Stuart Cunningham, Renfrewshire, Scotland

Dear Stuart,
A printer could feasibly be connected to the Super NES via the "EXT" port under the machine, but there simply isn't enough demand for it ever to happen. You'd need to get hold of a disk drive and all kinds of other bits and bobs to make it viable. All in all it seems a little unlikely.

But Frank's not fat!

Dear TOTAL,
I have a complaint. On a recent episode of GamesMaster Fat Frank (as you call him) reviewed a Mega Drive game and said it was "quite good"! Is he fickle or what? Now some questions...
1 Why do you say that renting games is illegal? Round my way most of the video shops rent out games, and consoles too.
2 Is it worth buying Super Bomberman if you've only got one joypad?
3 Is there such a thing as a Super NES cleaning kit?



The simplest ideas often make the best games.

4 I always enjoyed James Beaven's reviews best in TOTAL. Where's he gone? To a Sega mag?
5 On the original version of Street Fighter II, is there a cheat which allows you to put the game into Championship mode? – I've heard that there is.
Now I'd just like to say how good TOTAL is!
Anthony Purdie, Chadderton, Oldham

Dear Anthony,
1 It's only illegal to rent Nintendo software. And it IS illegal, so don't do it because we'll tell the scret Nintendo police.
2 Yes. But get a coup[le of quid together and buy another joypad anyway.
3 There's a cart cleaning kit.
4 Nope, he works for Sunsoft now (sort of). And his sister is really gorgeous. I think she fancies me as well. I can tell.
5 No. But you can have the same character vs the same character. When the Capcom logo appears, press Down, Right, Up, Left, Y, B.

TOTAL is totally brill!

Dear TOTAL,
I think your mag's totally brill. In fact, it's so fab that I'd like to suggest you do it fortnightly rather than monthly, then we could see your smiling faces far more often and keep up with the very latest games and news, how about it?
D Brooks, Sutton In Ashfield, Nottinghamshire

Dear D. Brooks,
Agh! What are you trying to do, kill us?

Apple Macs

Dear TOTAL,
I think you use Apple Macs to do the mag, but I'm not sure. Which computer do you use? I love cricket, are there any plans for a Super NES or NES cricket game?



Apple Mac: even worse than a Super NES when it goes wrong.

One final question, how can I enter competitions?
Imran Hameed, Bradford

Dear Imran,
You're absolutely spot-on, Imran. We use Apple Macs and we love them – when they're good, they're very, very good. But like the little girl who had the little curl, when they're bad, they're horrid!
Competitions, eh? Try filling in the form and sending it off to the usual TOTAL address. Cricket games? Eh?

NES no more?

Dear TOTAL,
Recently I've noticed that computer shops are stocking more and more Super NES games and fewer NES games. In the January issue, you reviewed just one NES game. Are they going to stop making NES games entirely?
Matthew Green, Amersham, Buckinghamshire.

Dear Matthew,
Unfortunately, the NES is not long for this world. Nintendo are pretty much dropping it in the UK. It's a shame, but it's inevitable that as technology marches on, the older machines will get left behind.

The TOTAL job club!

Dear TOTAL,
I have read almost every single video games mag ever written and I would really like to work on a video games mag when I leave school. I have spoken to my careers officer at school and she says I should do a degree in journalism, but it takes two years and I want to do it when I'm sixteen. Is there any other way to get a job on a mag like yours, without having to go to University for ages?
Richard Aspel, County Durham, Oop North

Dear Richard,
Your careers officer is right to point you in the direction of University. It is possible to get a job as a Staff Writer straight from school, but you'll have a lot more options available if you do get a degree, so be patient and stick with it.

What a grey day!

Dear TOTAL,
Why don't you review Japanese and American games? Super Play and NMS both review imported games, but I prefer reading TOTAL. Please review some of the games that you can't get in the shops and I'll be your greatest fan!
Gordon Durrant, Macclesfield, Cheshire



Dear Gordon,
Check out next month's issue! We'll be reviewing the cream of the crop of imports from now on.

The TOTAL videotape

Dear TOTAL,
I have a suggestion. Instead of printing game reviews with scores and things, why not include a video tape on the front of the magazine. Then we could see and hear the games properly. The reviewers could talk over the pictures and tell us how it plays. What do you think?
Andrew King, Highgate, London

Dear Andrew,
Although it sounds like a good idea, to pack in as much info as there is in a magazine, a tape would have to be about sixty-seven hours long and the size of Heathrow Airport. Probably.

Write to...

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

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an SAE.

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Congratulations to Aston Villa for the Coca Cola Cup.

Future PUBLISHING

Dear Gordon,
You could do worse than buy Axelay, R-Type 2 or Gradius III. (These games are so far only available on import.)

Dear TOTAL,
When is Super Bomberman 2 coming out and is it actually any good? Should I just stick with the first game?
Graham Archer, Poole, Dorset

Dear Graham,
The good news is that Virgin will release Super Bomberman 2 at the end of Summer and it's fantastic. Great graphics and better playability than the first game.

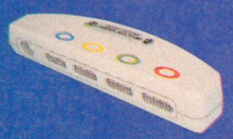
Dear TOTAL,
Which soccer game should I buy, Striker or Sensible Soccer? My brother says Striker is best, what do you think?
Charles Barker, Wigston, Leicester



Over here, on the head, son. The ref's blind, ad lib to fade.

Dear Charles,
They're both ace, so is FIFA and so is World Cup Striker. I'm not being much help, am I?

Dear TOTAL,
Where can I get a Super Multitap? I can't find them in the shop round our way. Do you think I should buy one through mail order?
John Peggley, Yorkshire



Dear John,
Life goes on and Super Multitaps are very rare, so we reckon mail order could well be your best bet at the moment.

Dear TOTAL,
A girl at school fancies me but all my mates take the mickey when I talk to her, what should I do?
Jon Billington, Bath

Dear Jon,
Take her to dinner on your private yacht, give her champagne and flowers and get your pals fitted up for a crime they didn't commit.

Dear TOTAL,
Where can I get a disk copying system for my Super NES? I can't afford to buy games at fifty quid all the time.
Tony Mitchell, Wookey, Somerset

Dear Tony,
Piracy is bad and naughty. Don't do it or games will end up even more expensive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

I'VE CREATED A MONSTER AND I LIKE IT!





Our scientists have developed three AMAZING ways to RESURRECT your game play: the asciiPad (above), Fighter Stick (left) and Super Advantage, all for the Super NES. Unlike standard control pads, all ASCIIWARE controllers feature enough special effects to give you SUPER HUMAN STRENGTH. Features like independently adjustable Turbo-Fire, Auto-Turbo and Slow-Motion. And, they even have ergonomic styling, which is one of those fancy scientific words for "looks and feels good." Plus, since they're from ASCIIWARE—the leader in enhanced controllers—you know they'll last a long, long time. An eternity, you might say. The asciiPad SN, Fighter Stick SN and Super Advantage, from ASCIIWARE.





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TOTAL! TACTIX

This section's even better than the David Platt tic-tacs advert. If you want a starring role, send your top tips, cheats and codes to: TACTIX, TOTAL, 30 Monmouth St, Bath, BA1 2BW

RIVAL TURF

SNES TACTIX

Want a Rival Turf all of your very own? Completely customised? That's the dream, and **John Foster** from Plymouth has sent us the reality. All you have to do is get the high score and enter your name as **CHRCONF**. This'll take you to a character configuration screen, where you can alter the names of the hero and bad guys. Not bad, eh! Press **START** to exit back to the game.

DIRTY HARRY

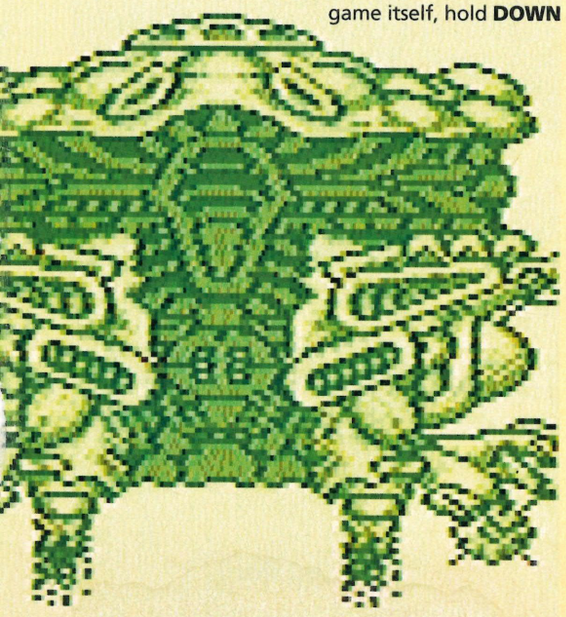
NES TACTIX

Clint Eastwood's a tough cookie, but I reckon Clyde from out of criminal duo Bonnie and Clyde could have him in a fire fight! That's probably why the programmers included a cheat mode in this cart. Enter the word **CLYDE** on the password screen and you'll get infinite lives. Thanks to **Andy Rosser** from Cornwall.

R-TYPE

GB TACTIX

Turn your sizzling shoot-'em-up into an Etch-a-Sketch by holding **LEFT, DOWN, A** and **B** while on the high score table. Use the D-pad to move the line about. To change the difficulty of the game itself, hold **DOWN** and **SELECT** together on the title screen. **Nick Clark** from Glasgow sent TOTAL that tip. Ta very much, Nick. Top geezer!



ADDAMS FAMILY

SNES TACTIX

Garry Hoggan phoned to say our captions weren't funny...



We've got some scary cheats for this tasty little platformer. Firstly, go to the password screen and enter your password as **1111**. This'll notch up a staggering 100 lives. The password **1K16** will get you onto the last level with 52 lives and five energy bars. If passwords aren't your style, then there's a hidden room with 22 extra lives to collect. You'll find it if you enter the Family Mansion and then stand under the first door on the left, entering the room. The secret area is in the top left of that room. Those cheats were grave robbed by **Paul Barnet** from Manchester.

DUCK TALES

NES TACTIX

Strange, but true. If you manage to reach Launchpad McQuack when the fifth digit of your score is a seven, you'll be whisked off to a bonus game. **James White** from Edinburgh, how on earth did you discover that?

Well, Garry can you think of anything funny to say about this picture?

FORTIFIED ZONE

GB TACTIX

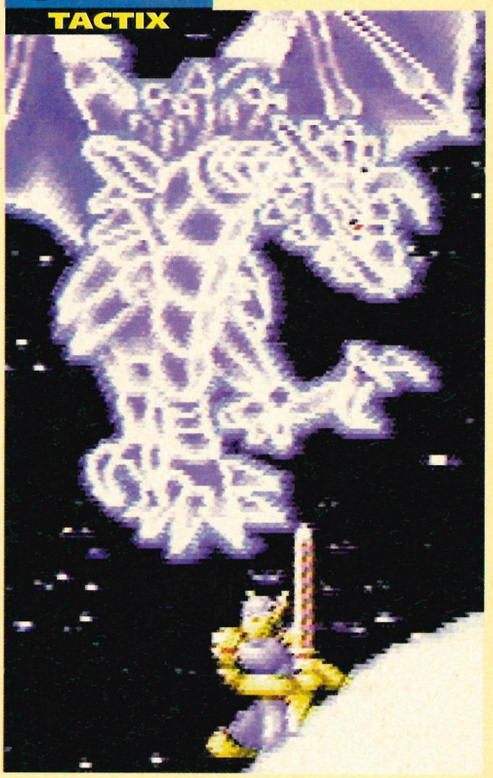
This game only has four mazes, so chances are, you may have completed it already. If you are useless and weak, then **Darren Luckett** from Bath is the fellow to help you out. He sent us the level codes.

Level 2: 3375
Level 3: 1691
Level 4: 1122

ACTRAISER 2

SNES TACTIX

Play the demo screen with our gnarly cheat for this slash-'em-up!



Had your eye on that demo screen for as long as you can remember, but just can't seem to work out how you get to play it? **David Hallam** from Bradford has worked it out for you. Set the difficulty level to hard then enter your password as **BJQX YRKC DLSZ**. After three, readers... one... two... three... "Thanks David!"

BART VS THE SPACE MUTANTS

NES TACTIX

Let the good times roll. **Sally 'Simpson' Weston** from Whitstable has sent in these rulin' hints for the yellow headed bad boy. She's listed the objects and the use you can put them to.

WHISTLE: Blow it outside the far right window of the old folks home. The gimmers will shower you with coins.

COINS: Stick it in the phone, and hassle Moe in the bar. He'll get mad and come out all purple!

KEY (From Tool World): Use on the house next door to Moe's and get a warp to the retirement home.

WRENCH: Twisting the fire hydrant will change the gushing paint from purple to red.

ROCKET: Shoot it at the Kwik-E-Mart sign to get

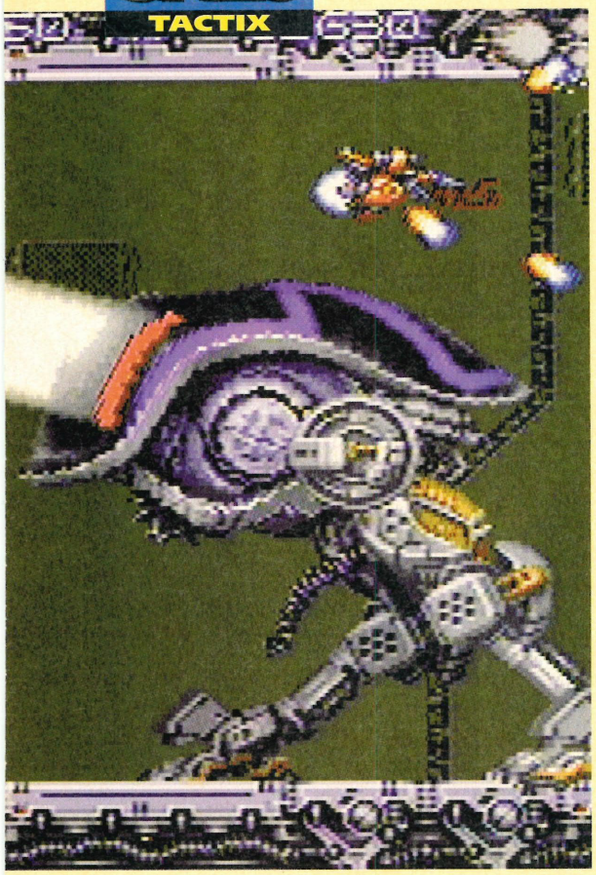
TOTAL! TACTIX

yourself three valuable extra lives.
MAGNET: Buy when available, then use it to cheat on the Wheel of Fortune.

AXELAY

SNES TACTIX

A huge robot queues at the post office... but now you can push in!



The easiest level skip in the world... are you ready? When the start sign flashes, press **UP** and **DOWN** repeatedly. That quickie came courtesy of **Chris Thurrock** from Torquay.

ROCKETEER

GB TACTIX

Let's face it, this game's a bit crap. But don't be glum, use our passwords to play it until you can palm the cart off at a jumble sale. **Tim Dance** was the sucker who bought it. Anyway, cheers for the codes!
Level 2: 492629312
Level 3: 435765818
Level 4: 775545421

DINOWAR

NES TACTIX

It's a tricky game to get hold of, but **Rob Lissemore** from Stonebridge found it and completed it. Then he sent us these codes, for which TOTAL shall remain eternally grateful!
Level 1: 8547 **Level 2:** 5431
Level 3: 6982 **Level 4:** 9892
Level 5: 6315 **Level 6:** 1697
Level 7: 6425

Q*BERT

GB TACTIX

This big nosed fellow is a top little geezer. Before him, nobody had ever sworn in a video game... but he changed all that, sort of. Now, he even stars in his own film extravaganza, right from within the depths of your innocent looking cart. On the title screen, enter **RIGHT, UP, B, A, DOWN, UP** and **B. Peter Knoz** from Essex has a normal sized nose, but we accepted this cheat from him anyway.

ARCANA

SNES TACTIX

To pull up a level select, go to the title screen and enter **DOWN, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, L, R, UP.** The final button in the sequence will determine your start level. Thanks to **Neil McBride** from Swindon.
Chapter 2: A **Chapter 3:** B
Chapter 4: X **Chapter 5:** Y

BILL AND TED'S EXCELLENT ADVENTURE

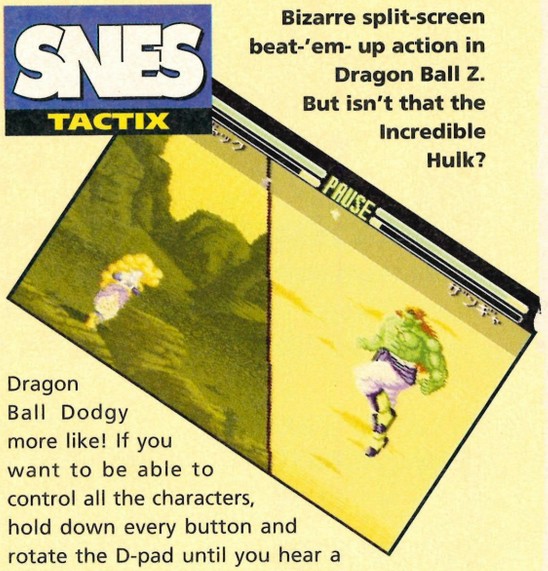
NES TACTIX

I reckon Keanu Reeves was much better in Point Break. He could surf and sky-dive, so it didn't matter if he couldn't act. **Fiona Roberton** agrees and yet she was good enough to play The Excellent Adventure all the way through and sent us this list of what to give the games main characters. Fiona, you are without doubt a star!
Cleopatra: Major credit card
Confucius: Fortune cookie
King Arthur: Holy Grail
Columbus: Map
Paul Revere: Megaphone
Jesse James: Bag of money
Al Capone: Gun
Elvis: Head stone
Thatcher: Moral scruples
Julius Caesar: Salad dressing
Rembrandt: Paint roller
Shakespeare: Stage prop
Thomas Edison: Compact disc
Marilyn Monroe: Rose

DRAGON BALL Z

SNES TACTIX

Bizarre split-screen beat-'em- up action in Dragon Ball Z. But isn't that the Incredible Hulk?



Dragon Ball Dodgy more like! If you want to be able to control all the characters, hold down every button and rotate the D-pad until you hear a shout. **Mike Corbet** from Pembroke was nutty enough to buy this, no matter how much we warned him!

OPERATION C

NES TACTIX

Once again we give you a sound test and wonder what on Earth you plan to do with it! This time just enter **UP, DOWN, LEFT, RIGHT** then **START,** from the title screen. Nigel Bishop sent us that tip from his place in Liverpool. Thanks, matey!

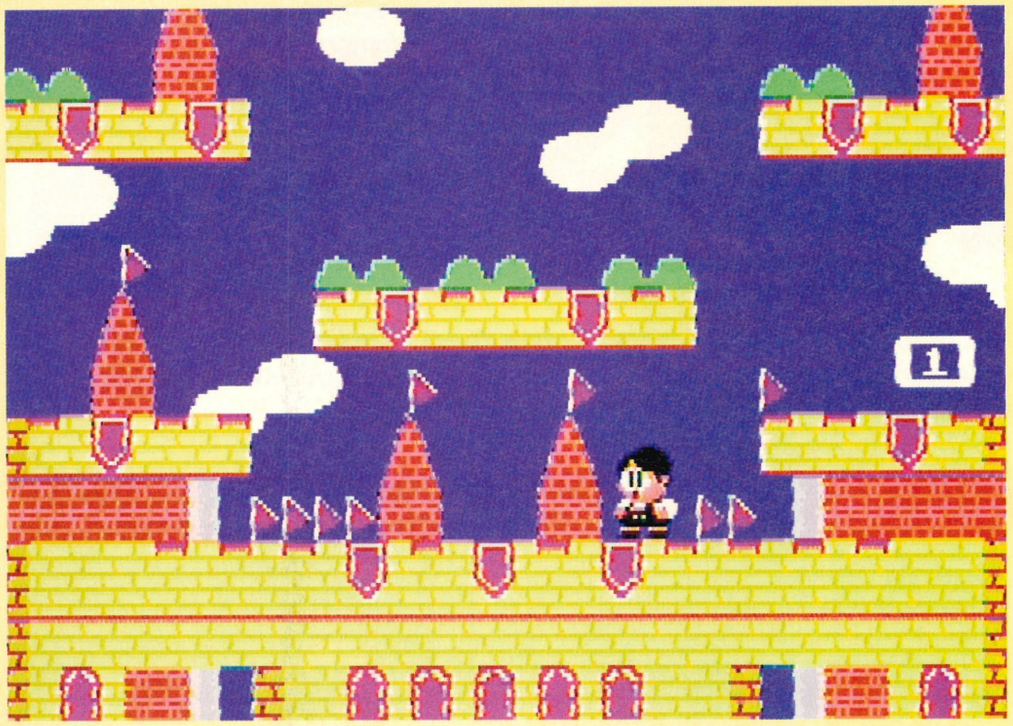
THE BLUES BROTHERS

SNES TACTIX

Insert appropriate Blues Brothers quote in here. Any will do! Well, Jake (Or is it Elwood?) to stock up on lives all you need to do is collect all the lives you can find at the Denver Concert, kill yourself, re-enter the level and collect 'em all again. There's just no excuse for that kind of sloppy programming, as discovered by **Tom Taylor** from Middlesex. Slick, Tom, real slick!



Jake and Elwood show off their new Juke box. Thumbs up, lads!



Now, when you offered to paint my castle for me, I was under the impression you would paint it in tasteful shades of grey and green. There's no way I'm paying for this.

RAINBOW ISLANDS

NES TACTIX

To get a little practice in on the later stages, there is a level select you can use. Press **LEFT, B, RIGHT, UP, DOWN, LEFT, RIGHT** and **B** on the title screen, while **'PRESS START'** is flashing on the screen. **Dean Campbell** sent that tip from Rainbow Island the Isle of Wight.

PENGUIN WARS

GB TACTIX

Yes, that's right. Penguins can give you a nasty nip. Did you see them in that Hitchcock movie The Birds. Nasty critters! To get a level select on this rare Boy-bird-basher, during the character selection screen, press and hold **LEFT, B** and **A**. Do it correctly and a number will pop up on screen, vary it with **UP** and **DOWN** and choose your starting level.

JACK NICKLAUS GOLF

This fiddly and inaccurate golf sim can easily be tamed, with this handy cheat. If you're in a sand bunker, then select a three wood club and bash the ball full power towards the hole. Your tiny white projectile will skim along the ground, all the way to the pin, which it will hit, bouncing back a smidgen and setting you up for the putt. **Peter Agnew** from Hemel Hempstead was your man in silly trousers and nasty shoes.

NES TACTIX



Stroke your NES with our Jack Nicklaus cheat. A hole in three-ish, every time!

JACKIE CHAN

NES TACTIX

Jackie Chan once drunk milk in one his movies, just to show how hard he was. Don't laugh, it's just his way. If you're after a level select for his beat-'em-up, then simply push the reset button three times on the title screen. Simple. To receive energy rather than lose it after hits, hold **A, B, SELECT** and **START**. **Richard Allen** sent that tip in from Worcester. Cheers, Rik!

KID ICARUS

GB TACTIX

If you don't like it, you can always go somewhere else... except in Kid Icarus, where if you don't like the stuff in the shop, pushing **DOWN** on the joypad will get you a better list. Kid **Julian Amery** sent that us that tip in from Yorkshire. Cheers, pal.

METROID 2

GB TACTIX

On the water level, whenever the cave shakes, you'll find plenty of secret passages if you drop down, collect the bomb and spider ball the walls. **Alan Schofield** from Preston swears by this method, but we think he should watch his language!

MYSTERIUM

GB TACTIX

So, you want Pass Keys the easy way do you? Well, when the map is displayed press **A, B, START** and **LEFT** together and you'll get one! Now, just drop it into the pool and you'll earn a Down Level. Drop the Down Level and you'll get an Up Level. Drop the Up Level and the Super Power is all yours. A crystal clear (er, hopefully) tip from **Ronald Bell,** who hails from the fetid town of Hove. Thanks Ron!

PITMAN

GB TACTIX

We spoil you lot, we really do. We absolutely loathe typing in level codes and yet for you, we will. We will. We will, because we love you all... Just keep buying the mags! **Clive Box** sent these codes in from Leicester. What did we ever do to him?

Level 5:	119B	**Level 55:**	EYK9
Level 10:	2ARW	**Level 60:**	FN39
Level 15:	3LG8	**Level 60:**	FN39
Level 20:	4XVK	**Level 70:**	JXPM
Level 25:	67QV	**Level 75:**	K6LP
Level 30:	7MFU	**Level 80:**	LGHQ
Level 35:	8UYG	**Level 85:**	NHTL
Level 40:	9LXF	**Level 90:**	PV84
Level 45:	B9J7	**Level 95:**	Q2ZH
Level 50:	C75X	**Level 100:**	RGIH

F1 EXHAUST HEAT

SNES TACTIX

An odd one, I'm sure, but did you ever want to turn your racing game into a juke box? Well now you can with the aid of our handy hint. Register your name as **OTO** and you'll get to choose from a range of backing tracks. **Tony Pursey** from Islington sent that one. Thanks.



Not much going on here, is there? What you really need is a juke box.

CHOPLIFTER

NES TACTIX

It's dead simple to get a level select. On the title screen, push **UP, DOWN, LEFT, RIGHT** and **A.** Do the same sequence on the player select screen. Another short, simple, but sweet tip from **Eric Henderson** of London. Nice one, Eric.

WOLFENSTEIN

For: Super NES (1 player) **From:** Imagineer **Price:** £50

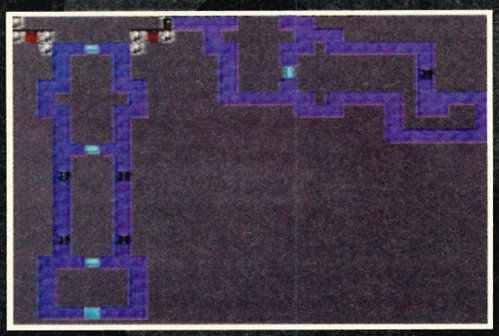
SNES TACTIX

James Binns likes nothing better of an evening than engaging fascist pigs in heated discussions about politics. However, if he can get hold of a gun from somewhere, then the conversation can really heat up...

The whole point of playing Wolfenstein is exploration. Never knowing what's round a corner or through a door. So, what, I hear you cry, is the point of this Tactix section? Well, we just want to help you through some of the tricky bits, give some general advice on how to get the best out of the game and print the level codes. So here we go...

Floor 1-1

Completed code: TRKKHB

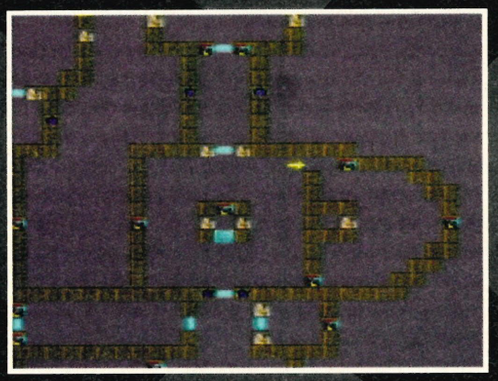


Nice and easy start to the game. Make sure you collect the powerup, hidden in this secret room. It's an ammo pack which will double the number of bullets you can carry. They rarely crop up, so don't leave the level without it.

Floor 1-2

Completed code: VHKKJH

The good news is that you don't need to start looking for keys just yet, but check out this secret area. It's stuffed with all the ammunition and first aid packs you'll need to see you through the level.



Floor 1-3

Completed code: VVTLLJ

To bust out of the castle, you'll need to get past this evil dude. He goes by the name of Hans Grosse and carries a chain gun under each arm. Not the kind of person you'd like to meet in a dark corridor!

As you start the level, run straight ahead through the first two doors, then take the door on the far left of the room. You'll find a chain gun, loads of ammo boxes and first aid kits. Tool yourself and go back the way you came. The entrance for the boss will now be on your left. Make sure your chain gun is selected and pull back just as you open the door. He'll be there waiting, so keep firing as



you back away. Though you won't stand a chance in a face to face shoot out, you can take a few hits from him. Also he only ever fires effectively when up close, so pump some lead at him, while pulling away, then run around a block and wait for him to come after you.

When your health falls below 50%, make your way back to the place you got the chain gun, stock up and wait amongst the first aid kits facing toward the door. As he comes through, you'll be able to give him hell and charge up any lost health points.

When Hans goes down he'll drop a yellow key which you use to open a door in the room he came from. There are no other hostiles around so stock yourself up and get off the level.

Floor 2-1

Completed code: RHTLHR

Now it's time to go to Castle Erlangen and terminate Trans Grosse. The only interesting thing that happens in this quick





If you're unsure of what's in a room, then pop your head in first and pull back out straight away. Hidden guards will blow their cover and will probably be unable to get any hits in before your strategic retreat.



The guards and elite guards generally shout when they spot you. Listen carefully and the number of shouts will tell you how many guards there are. Don't forget, officers and zombies are normally quiet.



Always use the Left and Right shoulder buttons (on top of the joypad) to slide around corners, instead of walking around them and exposing an undefended side to enemy shots. Take heed.

and easy level only is just you chasing after a single yellow key, which for your information is just here on the map screen.

Floor 2-2

Completed code: RVNQLN



You'll need to find a blue and a yellow key on this level. But what you really want is a flame thrower, right? Just investigate this vast secret area shown on the map. An elite guard is waiting for you in the lift at the end of the level, so don't enter unawares.

Floor 2-3

Completed code: SCRVNV

The position of the two keys to get off the level is marked on this map. Give 'em hell, but avoid leaving the floor until you've kitted yourself out with whatever you can find.



Floor 2-4

Completed code: SNTLQN

Trans is a good solid lad, whose body armour can protect him from plenty of hits. There are other hostiles in this level, but they're all behind a door. It's best to go after the big fella first.

Go east from the starting point to find Trans. You'll know when he's spotted you, because he'll growl "Comin' for ya!". He comes from the left hand side of his room. Don't try and take him in his lair. Pull back, keeping him close behind you. If he loses sight of you for too long, he will choose a different route to the one you took, and could even crop up behind you.

One way to deal with his wandering is to hole up behind a double set of doors. Train your missiles on one set and wait for him to come through. If you hear a nearby door open (It will be louder) then run through the door you were facing, while he chases you from behind. He's now on your heels, but you'll know where he is, and will be able to turn on him and shoot as he rounds the corner. If he comes through the door you're facing then pound him with everything you've got, then scarper! Missiles are the best weapons to use on Trans.

Kill the insane scientist and he drops a yellow key, but before you can use it to escape you'll need to take out his followers. Switch back to the chain gun and face them at a distance, from the end of the corridor. Collect the blue key and you'll be a free man!



Floor 3-1

Completed code: PCQLNV



UNLIMITED LIVES CHEAT

To get unlimited lives and a tonne of weaponry to boot, enter the code TSSTTT on the password screen. Remember to buy some food in first though, because you could be playing for a long time!

It's Operation Eisenfaust time folks. Time where he lives! Look out for the zombies. Unlike the guards, they won't should 'Halt!' or anything like that. Often your only warning is a rumbling growl, a click of one of their chest auto-guns or just a bullet in the back. Never presume you've cleared an area until you've seen the entire room, and listen out for doors – they could be coming after you!

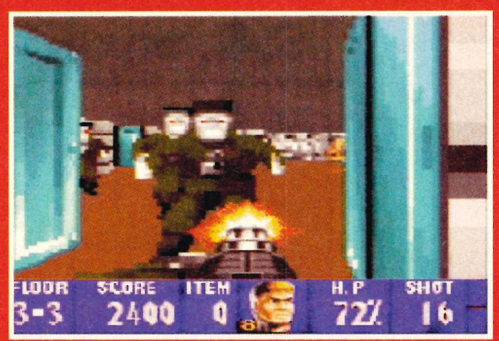
There aren't any keys to collect on this level. The difficulty lies in dealing with all the cross-fires you're likely to stumble into. The best way around the problem, when faced by double sets of doors, is to open one door and then pull back so you have a clear line fire at both entrances.

Floor 3-2

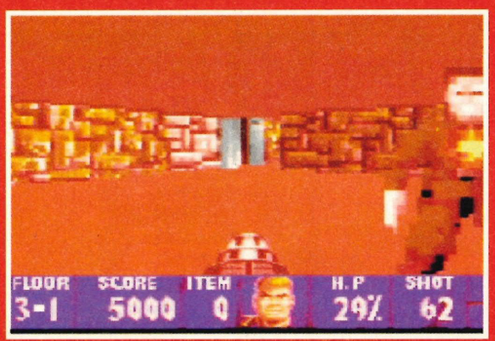
Completed code: PNFVNV



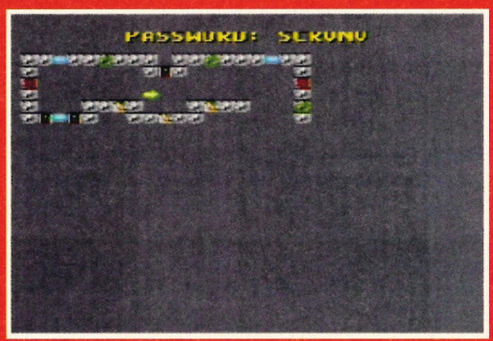
This screenshot shows a couple of important elements. On the left, I've marked a secret room, holding some much needed supplies and on the right you can see the cubby hole which holds a key that you'll need. The chain gun is the best weapon to use throughout this level.



If you've discovered the bad guys and retreated, let them come to you. Stand still, waiting just behind a door in the centre. Your foe will open the door, and when he does, let him have it!



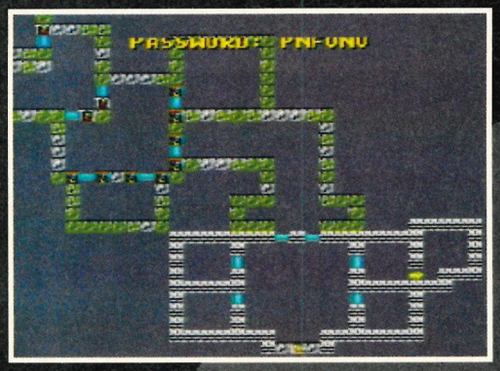
When you're ambushed in a doorway, always take out the closest enemy to you, and then the highest ranking. Remember, Zombies cause a lot more damage than rogue rats of guards.



Use the automapping facility as much as you can. Obviously it's an invaluable aid to your route finding, but it's also very useful for figuring out where any enemy threats could come from.

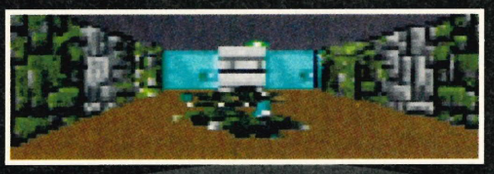
Floor 3-3

Completed code: QCFQRP



When you face this double door, you'll hear loads of sliding doors in the room beyond. This is a zombie army coming from their cells. Open one of these doors and the other goes at the same time. Pull back as quickly as you can and take them all out as they approach up the corridor.

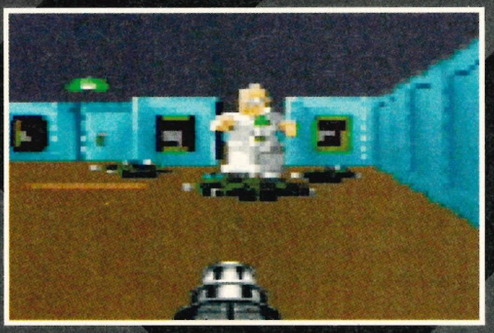
Don't attempt to advance until all the undead scum bags have been dealt with. Now you'll be able to get inside the zombies mini-complex and find the hidden secret room. Push the wall behind the brown bowl, just about here, to find it.



Floor 3-4

Completed code: MCDFTP

This Dr Schabbs chap is certainly one evil geezer. Not only are his syringes not properly sterilised, their serum-toting-tips will also bring on nasty mutations and quick death for the unlucky recipient after just a couple of hits. So you, dear reader, will be after a few handy hints on how to defeat this filthy and diseased foe. Never fear, Ginger Speccy is here with his trememdous, and, dare I say, rather humourous tips.



Firstly, take out as many as the Zombies and rats as you can, with your chain gun. They make up the first wave of attack anyway, and you don't want them in your way as you tackle the boss. The good thing about Schabbsy is that he does a very noticeable arm movement before bunging a syringe your way, giving plenty of time to escape.

The best way to take him is with missiles, from around a corner. His needles will hit the walls, leaving you in relative safety. Should the battle drag on, and you can get past him into his lair, then you'll find some useful power-ups.

Once Schabbs is down, it's off to the delights of Mission 4. Except it seems that Wolfenstein is so magnificent, if only in terms of its sheer size, that we've run out of room already.

Yes, it's true. We have well and truly run out of room for these here tips. And you know what that means, don't you folks? You're going to have to get down to the newsagents this time next month when your very favourite tipster gives you the lowdown on the rest of this game.

You know it makes sense!

WOLFY - PAST, PRESENT AND FUTURE



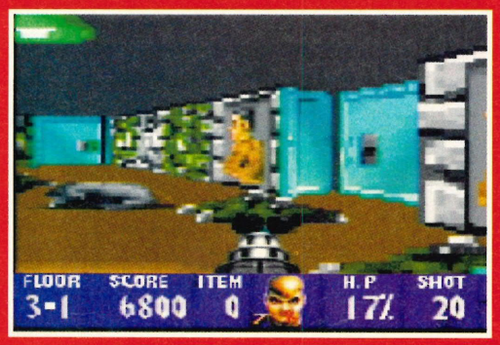
This fab 3D maze game from Id software, was originally designed as a much more complicated affair, with lots of opportunities to swap clothes with guards and hide bodies. These ideas were dropped though, because they slowed down the action too much.

The first format the game was launched on was the PC, where it electrified gamers with it's vicious imagery and sizzling gameplay. For a long time, it was the best game of its type available anywhere.

The version we now have, released on the Super NES by Imagineer is similar in many ways. However, the mazes are different and Nintendo made a few key changes, chiefly softening up the Nazi imagery and taking out the blood – but this doesn't change the riveting gameplay.

The people at Id haven't rested on their laurels as any PC owner will tell you. They produced an absolutely amazing 3D game called Doom, which will soon be winging it's way to a Super Nintendo near you. We at TOTAL are VERY excited!





Make sure you always wipe out *all* the adversaries in an area before moving on, otherwise they could do you some nasty damage from behind. And you wouldn't want damage from behind, would you?



First Aid packs give you a 25% energy recharge, so if you've still got 75% energy or more, note where they are and leave them, otherwise their full recharge value will be wasted.



If you have a auto-fire joypad, then use it when pushing against walls searching for secret passages, since it will always do a more thorough searching job than a mere human thumb.

Super Play



SUPER METROID

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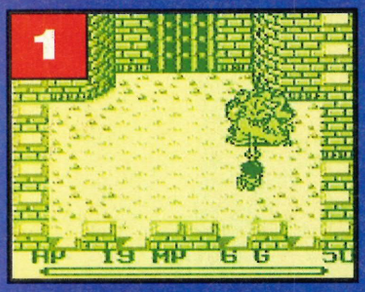
MYSTIC QUEST PART ONE

For: Game Boy (one - player)
From: Nintendo
Price: £25

TOTAL's favourite Welshman, Paul Weaver gets to grips with another classy RPG, and gives you the full solution.

GB TACTIX

final score 89%



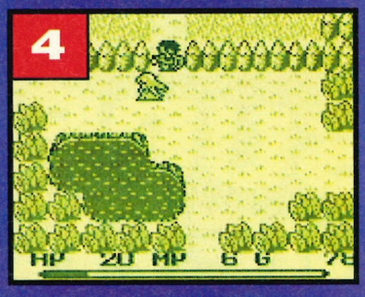
To start, stand right here when fighting the tiger, and you won't get hit.



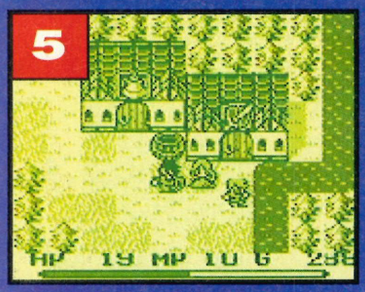
After talking to your friends, fight the tiger again, then head left from here.



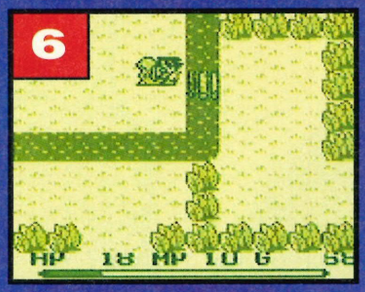
After awakening in the new land, head right and down to here to rescue the girl.



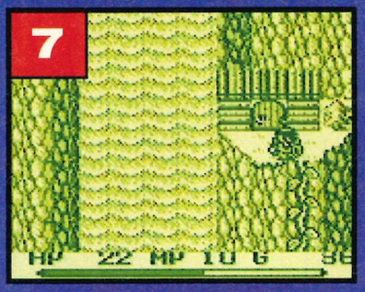
Fight the monsters until you reach level four and have 300 gold, then go to the village.



In the village, buy the iron helm and three cures. Using the Ask command will cure you also.



Leave the village, head right and circle around the boulders to cross the river at this bridge.



Keep heading left and climb up the vines as you go. Eventually you'll find this hut.



Go in and hassle the old man until he gives you the mighty Pickaxe – sorry Mattock.



From Bogard's hut, head right along the cliff face using the vines until you get to this cave.



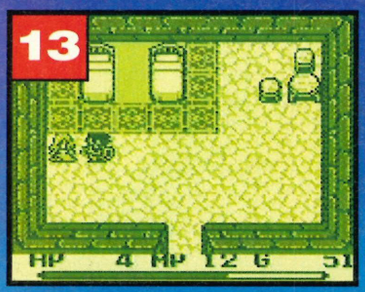
At this point, equip the Mattock and use it to clear the rocks from the exit.



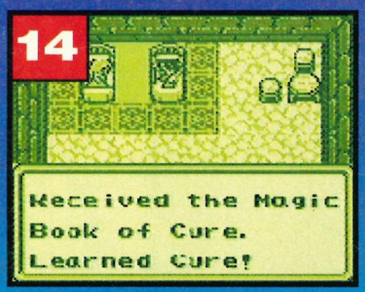
Once you leave the caves, head right and down to this shop. Buy the Battle axe and restock.



In the swamps, keep heading down and left, cross the bridge to get to the castle.



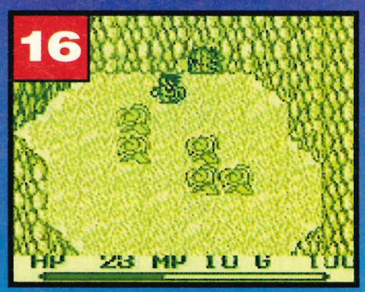
Once you've entered the castle, talk to everybody and then go to this room to sleep.



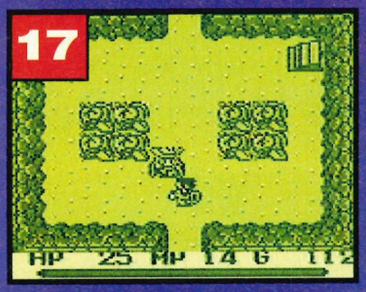
In the night, the girl teaches you Cure magic, that's why building wisdom is important.



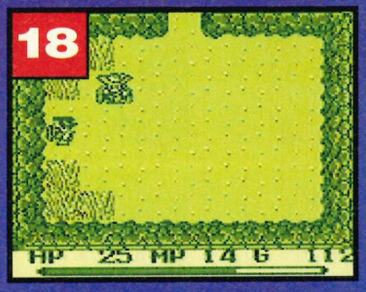
From the castle head right and down to here, kill all the Lizardmen and take the key.



From the Lizardmen's nest, equip the Bronze key and go to the Marsh dungeon.



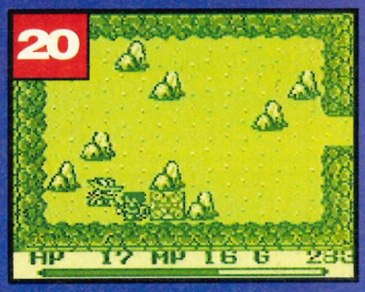
Befriend this man in the dungeon and he'll add to your fire-power in a big way.



From the first room, equip the Mattock, go down and use it on this wall.



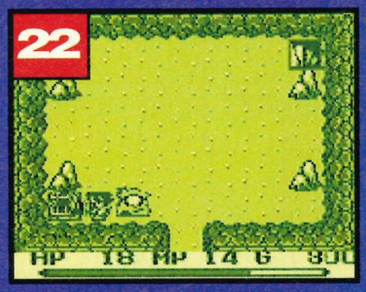
Head left, then up and right through the locked door. Kill the monsters and get the shield.



Go to the start and head up and right to here. Step on the pad to make the stairs appear.



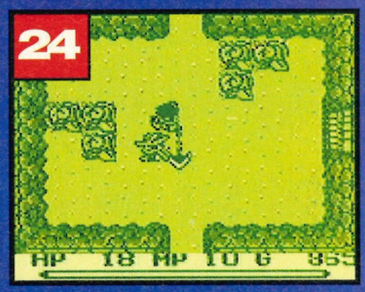
Head right and use the Mattock on the bottom wall. Go down, get the sickle and cut the



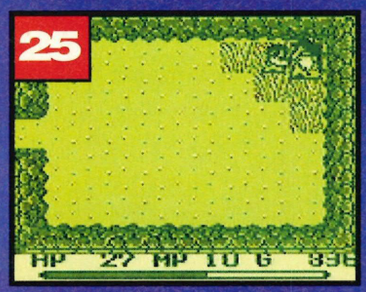
From the dungeon entrance, go down, left and up through the door. Push the chest on the pad.



Go down the stairs to find the magic pond which replenishes everything. Save here as well!



Head back to point 19, use your new sickle to cut the bushes and continue onwards.



Continue up and left and use the Mattock on the rock to reveal a staircase.



Use the vines once again to travel around the cliff face and then go into this cave.



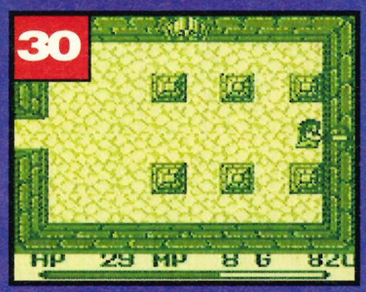
Here, smash the top stone, smash the bottom one as well, then step on the pad.



Charge the Axe up and throw it at the Hydra's head. The Magic Mirror and Fire spell are yours.



Head back to Ketts castle, show the mirror to the guardian and then hit him with the axe.



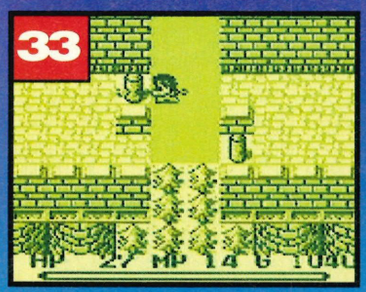
Make your way through the castle, and when you get to this room use the Mattock here.



Here, use the Mattock on the pots and step on the pad, then head down the stairs.



Continue on through the dungeon, once you get to here, use the chain to escape.



Go up to the room with the pots, up the next set of stairs and left along the battlements.



Head through the castle and when you get to here, jump down the hole in front of you.



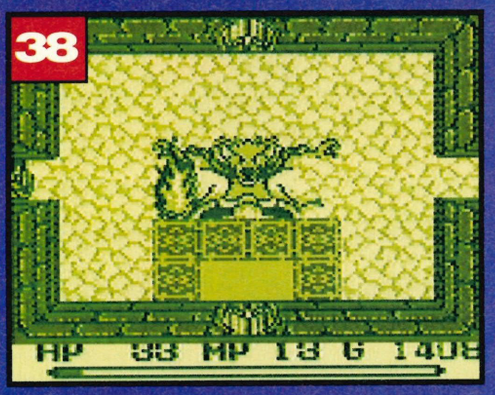
Now go straight up, climb the stairs, go down and right and then use the Mattock here.



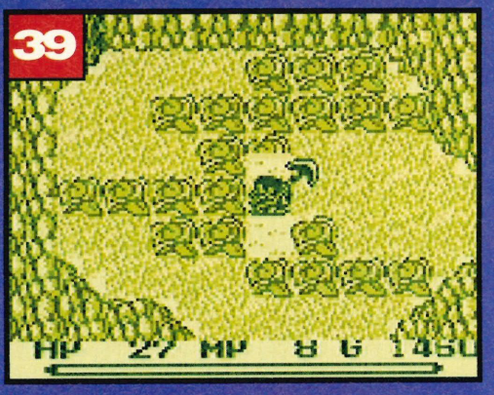
In the next room, push the chest onto the pad, go down the stairs and hit this pot.



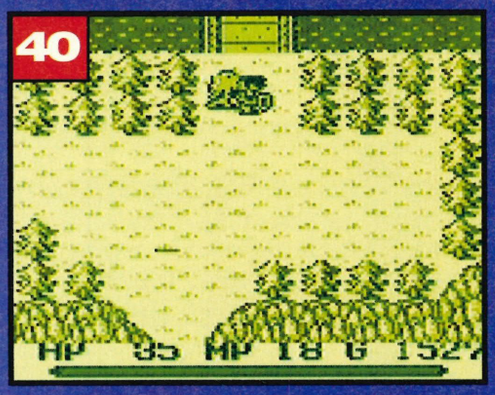
Make your way through the catacombs, then find and open this coffin to release the girl. Not bad, eh?



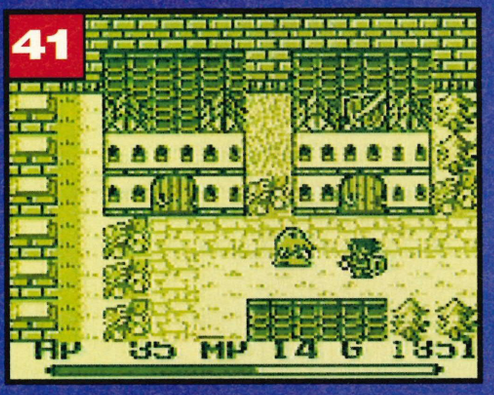
Leave the dungeon, and avoid the Vampire. Rest in the bedroom, then go back and fireball it constantly.



With the sleep spell gained, head past the Lizardmen's nest, go left and use the sickle to get through.



Use the chain to get over the river where necessary. Next go down and then right to get to Wendel.



Head left to restock then up to buy iron armour. This is also a good place to offload unwanted items.



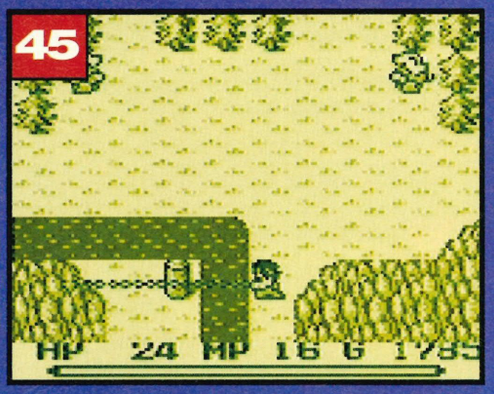
Then go right and up to the temple wherein you almost find out the secret of the girl.



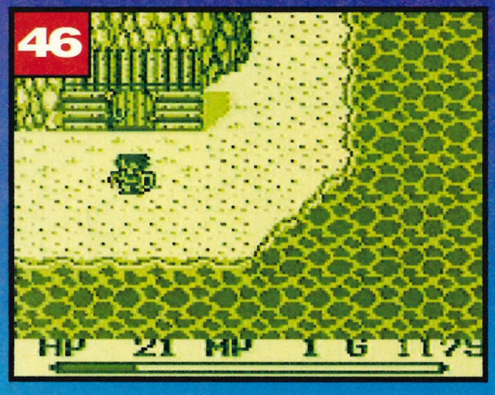
But wouldn't you just know it, the tricky blighter Glaive attacks, and as you follow the girl you get mugged by Julius.



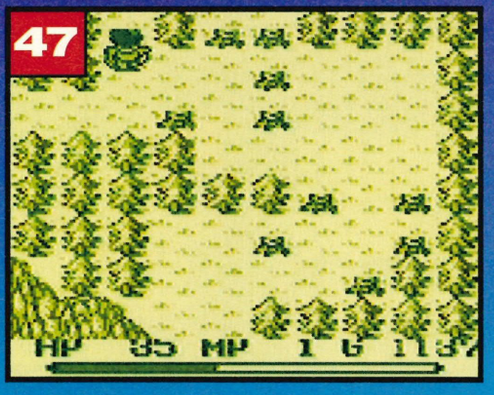
When you recover, you learn Heal magic. Leave Wendel and head west, equipping the axe.



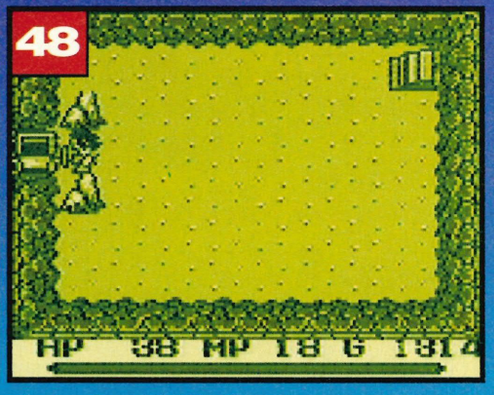
Next, go left and all the way down to the beach, then turn left and carry on past the cave until you get here.



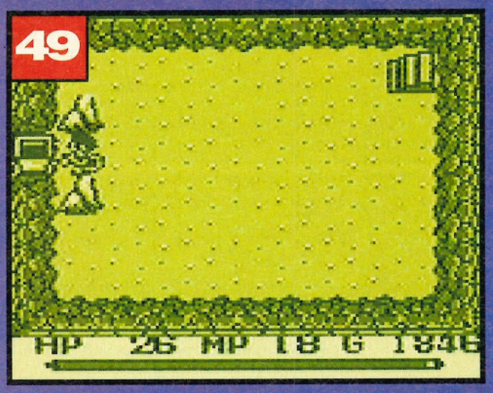
Use the chain to cross the river and then head down and right to here where you can buy some oil.



Head right and all the way up, chopping trees as you go. Chop this route and continue up.



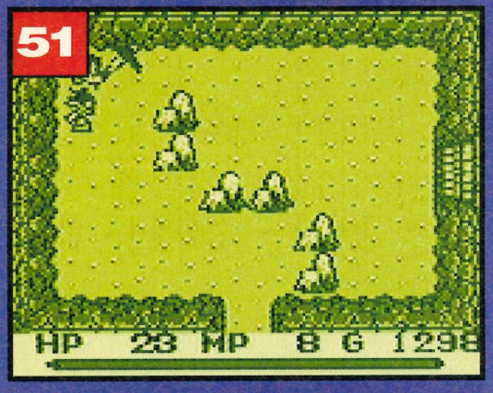
The inn is available if you need a quick drink, or the lavvy or whatever. Head left and down to this cave.



Once you've got inside, use the oil on the mine cart, then get ready for an entertaining trip!



Ooh! This is part where it all starts to get interesting! While you're riding around on the mine cart, Indiana Jones style, grab hold of these two levers inside the the mine, move them and you'll be diverted in the right direction. Hold onto your hat!



When you meet Watts use the Ask command to buy goods off him. Go up and use the Mattock here.



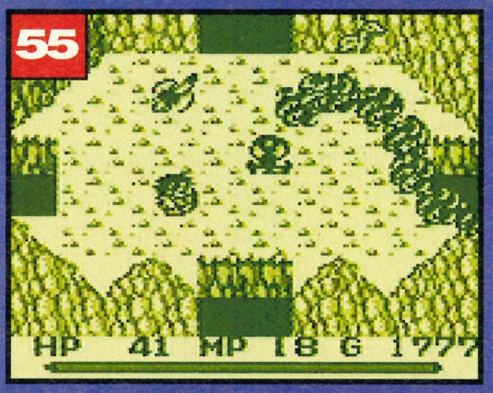
Next, go right and down to use the magic pond, then head back up and use the Mattock again.



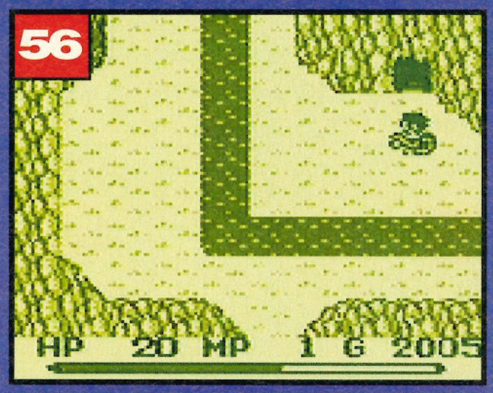
In the next room, use the Mattock once more, then step on this pad and slide right down the stairs.



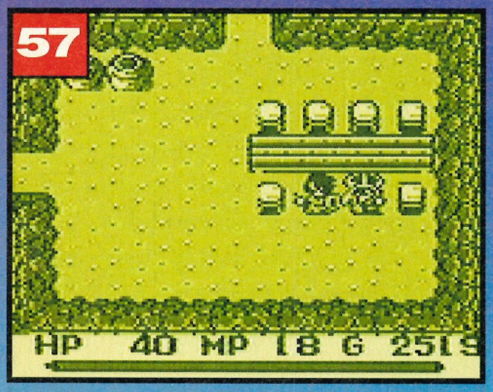
Carry on through the dungeon, killing as many monsters as you can to gain levels, and save here.



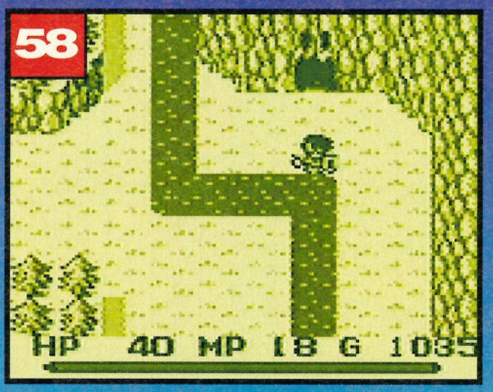
To defeat the Megapede, switch to the Chain and Cure magic, and once again aim for the beast's head.



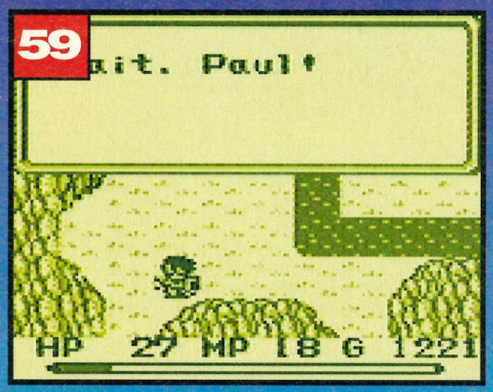
With the silver collected, go right and then down to the beach, then head bravely into this cave.



Go in and find Watts to kit yourself up with some top silver stuff. The silver sword is great against undead.



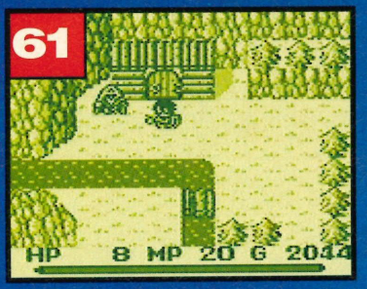
After leaving the dwarf caves, head left and follow the river up as far as you can, and you should arrive here.



Go straight through Gaia without looking for secret doors. When you leave, Bogard joins in the quest.



From Gaia, circle down, left and then up by this hut. Go left from here using the Axe.



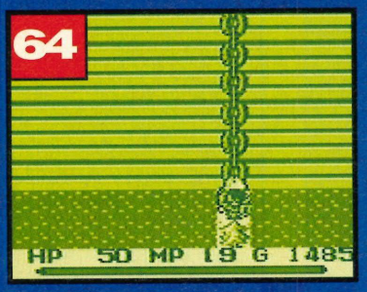
Head left and up to here, now sell your rubbish gear and buy the silver helmet and Ether.



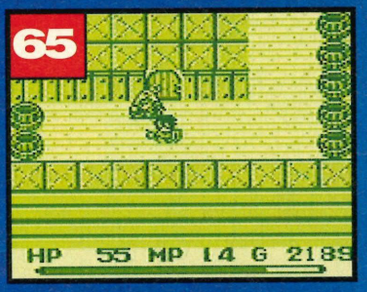
From the shop head right and up until you get to the lake. Now use the axe to chop right.



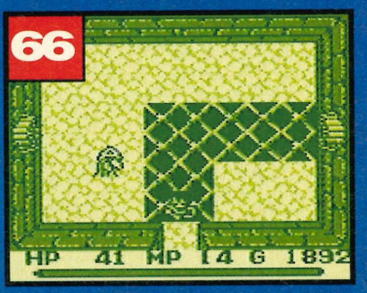
In the next screen, switch to the chain and allow your willpower to reach full before firing right.



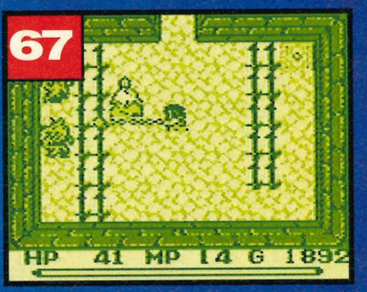
Circle up and left using the chain to cross the islands. Once you get to here, save the game.



Once on the airship, head up and left past the main mast and go through this door.



Make your way through the airship. Don't bother looking for secret doors, just go down.



In this room, use the chain to kill the werewolves. Step on the right pad and then the left.



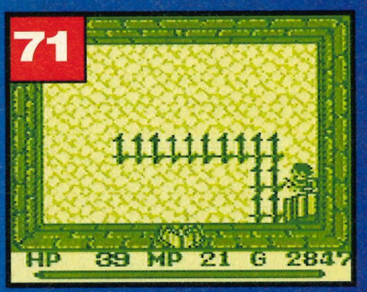
Go down the stairs and through the airship. Here, use a key and continue down.



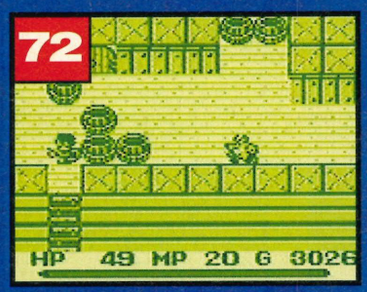
Go down and talk to the girl, now you must escape the airship with her so...



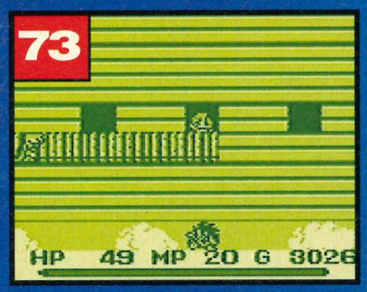
Go back to point 66 and head left and up the stairs. Carry on through and go down to here.



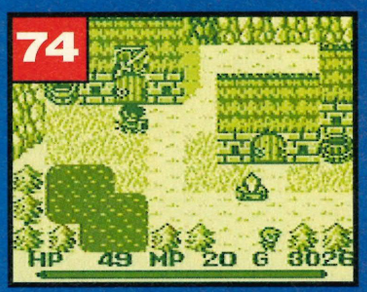
Go down, left, down, then up the stairs. Keep going through the airship until you get here.



Go up these stairs and the next to get on deck. Circle all the way around and down these steps.



After attempting to rescue the girl however, you are foiled yet again by Julius!



You wake to find that the pendant has gone. Go to this shop and buy the Wind Spear.



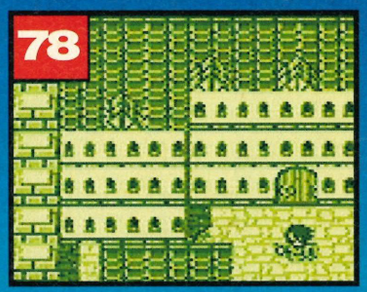
Leave the village and go down to here. Now cross the bridge and head back up.



Follow the river up. Walk into the egg and a Chocobo will hatch. Use it to whizz around the land.



Go back to point 75 and on your new steed head left, up, left, up, left and up to get to Jadd.



Head up and left to this mansion to find the ruler of Jadd, then have a natter with him.

Now sit down, take a deep breath and have a nice cup of tea, because that's all there is this month. But don't worry, Weaver will show you how to complete this huge adventure in July, so hang on!

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Q&A

Send all your questions, problems and codes to: Q & A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Q In your SFII Turbo players guide in issue 21, you said there was a Golden Fireball move for Ken and Ryu. I still can't find out how to do it. Can you help me?
Conor King, Ireland

A Ryu and Ken's Golden Fireball sometimes appears, instead of a fireball when you launch one. It's pretty random and not particularly special since it doesn't seem to knock anything more off a power bar than a standard ball. If you want to see one, the quickest route is to keep playing Ken in the one player game. He should shoot one eventually.

They were actually a fault in the original arcade machine, but Capcom decided to keep them in the SNES game to make it as true-to-life as possible.

Q Can you tell me how to get to the White Mushroom House in Mario Bros 3?
Annalise Jones, Plymouth

A To get the White Mushroom House to appear on the map screen, you need to collect a certain number of coins in specific worlds. It's very difficult, but here's a list of the right number of coins to get, courtesy of Shaun White.

Level 1-4:	44 Coins	P-Wing
Level 2-2:	38 Coins	Anchor
Level 3-8:	44 Coins	P-Wing
Level 4-2:	22 Coins	Anchor
Level 5-5:	28 Coins	P-Wing
Level 6-7:	78 Coins	Anchor
Level 7-2:	46 Coins	P-Wing

Q Is there a way to get unlimited lives for Super Mario Bros 3 on my SNES, without an Action Replay?
James Hickey, Kent

A Nope, but you don't forget to collect 1-Ups as you go along. Obvious, but true! Too bad you don't own an Action Replay, cos the code 7E073605 gives Mario infinite lives. The code 6D3D6619 does the same with a Game Genie.

Q I've had Snake, Rattle 'n' Roll for almost a year on my NES. I've only got off the last level three times and I either get squashed or fall off. P-p-p-p-p-pleeeaase can you help? It's driving me bonkers!
Miles Blake, Kent



Watch out! Super slipery, slidey, snake-feeding shenanigans ahoy!

A Well Miles, I think you're having trouble with some of the nastier jumps in the level. It's just a matter of getting some practice in, and sharpening up your timing. In the very first TOTAL we printed a level warp, and just in case you missed it, here it is again.

Complete level one, go to the far right, find the rocket and jump on it eight times and you'll get to level eight. Simple.

Cheat cart codes

Action Replay codes

Call the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on **(0782) 745990**, Game Boy on **(0782) 745991** and NES on **(0782) 745992**.

SNES TACTIX

POCKY & ROCKY

7E006A03	Infinite lives for Rocky
7E006B03	Infinite lives for Rocky
7E006601	Infinite Smart Bombs for Pocky
7E006701	Infinite Smart Bombs for Rocky

HARLEY'S HUMUNGOUS ADVENTURE

7E24B803	Infinite lives
7E1C3B1E	Infinite time
7E24BA06	Infinite energy

KRUSTY'S SUPER FUN HOUSE

7E11A303	Unlimited Krusties
7E03258A	Unlimited blocks
7E033C0A	Infinite shooting
7E11A463	Infinite energy

JURASSIC PARK

7E02A304	Infinite lives

ASTEROIDS

0C0100DC	Invincibility - get out there and ram 'em!

GB TACTIX

03020BDC	Infinite lives

BILL AND TED'S

0108E3CB	Infinite lives
07953AC9	Infinite time

EMPIRE STRIKES BACK

082093DA	Infinite energy

NES TACTIX

BUCKY O'HARE

00004C03	Infinite lives
0005A014	Unlimited energy
0000200X	Select level by replacing X with 0-7
00010FXX	Replace XX with completed Planet 01=Green Planet 02=Red Planet 04=Blue Planet 08=Yellow Planet

DEFENDER OF THE CROWN

0005D7FF	Always have 255 gold pieces
000593FF	Always have 255 soldiers
00059FFF	Always have 255 Catapults
000599FF	Always have 255 Knights
00051130	Unlimited energy when fighting
00064706	Unlimited Boulders
00064502	Unlimited Greek fire

MONSTER IN MY POCKET

00071605	Unlimited energy for player 1
00074204	Infinite lives for player 1
00071705	Unlimited energy for player 2
00074304	Infinite lives for player 2
0007340X	Replace X with 0 for the Vampire and 1 for the Monster (player 1)
0007350X	Replace X with 0 for the Vampire and 1 for the Monster (player 2)

RAD GRAVITY

0007900F	Infinite energy
00000509	Start the game with the gun

Q Can you help me on Rainbow Islands, for my NES? The last boss just keeps killing me and I'm stuck on it.
Miles Blake, Kent

A This boss is way tricky. You have to constantly jump from left to right, shooting rainbows. Just keep pluggin' away!

Q Some Maniac Mansion questions for you. How do you get the key off the chandelier? Can you use the games machines? In Aunt Edna's attic I've found the Wall-safe hidden behind the picture, but how do I get it open? (Ben Lockwood from Sheffield also wrote asking how to open the safe) I've drained the pool and found the hidden door, which I've opened with the glowing key. But now I can't open the inner door. Help! Finally, where is the envelope?
Mrs C. Hall, Kent

A To get the key from the chandelier, find the cassette tape and the recorder. Make a recording in the music room and play it in the living room. It will cause the chandelier to break, the key will drop down and it's all yours.

If you want to use the games machine, then you'll need to fix the wires. Use the tools from the room with the plant in it. Once you've fixed it, check out the tips below.

Opening the wall safe is tricky, but bear with us! Open the picture in front of the safe. Go to the room with the typewriter. Pour the glass jar, with the radio active water and the Pepsi over the tentacle. It will grow, enabling you to climb it. Now, go up to the telescope and put a dime in it. Move it once to the right. Put another dime in, and move it to the right again. You'll now be able to use the telescope to get the safe combination. Hurrah!

To find out the combination for the inner door to the secret lab, you need to play the Meteor Mess game, after Dr Fred has played it. To play, stuff the quarter in. The good Doctor will only enter the video game room after you've cleared it of children. He plays about five minutes after you have fixed the machine, and leaves a high score, beside the initials DFS (Doctor Fred's Score). His score is the combination that will open the door.

Finally, the envelope is in the safe. No more! No more! If TOTAL gets any more Maniac Mansion questions, it's us who'll be turning into maniacs! Top geezer Shaun White from the Nintendo Helpline helped TOTAL out with lots of advice for this one. Cheers, Shaun.

Q I can't find my way out of World 3, level two on Super Mario 3. I'm tearing my hair out. Please help!
Sam Baldwin, Lydbrook

A At the end of the level, there's a pipe suspended in mid-air, with two blocks below it. Go down the pipe and you'll come out in a different location. Now, just run to the right and you're sorted.

Q How do you get past the boss on level two of Robocop for the NES?
Sonya Barvé, London

A Don't worry, this one's not too tricky. Wait till the mayor ducks and then let Ron Miller have it with the machine gun. After three hits, the mayor will break loose and run off to the far left. Now change your weapon back to the ordinary gun and finish the boss off. But make sure you do change, as any other weapons will just wipe the mayor out.

Don't ask us – we just work here!

Are you any good at games? Are you better than the TOTAL team? If you are, then help us with any of these problems and you could win a great prize!

Q On the Simpsons game Bart Vs The Space Mutants for the NES how do you actually complete level one?
I. McAllister, Clwyd

Q Is there any way to make WWF Superstars, for my GB, any harder?
Gavin Osborn, Surrey

Q I've had Dr Franken 2 for a week now, and I've got a few problems. How do you start the fire in the forest? I can't make Franky swim, the manual says press A, but I keep drowning. What am I doing wrong? How do you operate the transporter to get to Egypt? What do you feed the dog in the garden with?
Sarah Walsh, Eltham

Q Any cheats or tips for Double Dragon III on the NES?
I. McAllister, Clwyd

Q Have you got any cheats for Battletoads on the GB, other than the five lives one?
Dave the Rave, Peterborough

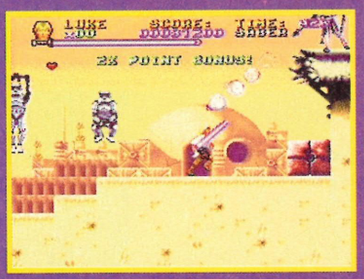
Q I've just been given Cliffhanger for my SNES. Is there any way to make the game easier, since I can't even get past level three? I do have an Action Replay.
Oliver Renon, Devon

Game Genie codes

SUPER STAR WARS

SNES TACTIX

C23D4467+ CB6837D7 Infinite lives
4A261DD5 Infinite continues
1D3947A7 Invincibility (falls still kill you)
DDB9C4D7 Choose any character from start
E0636C7A Start with double health
D48A3F05 Han & Chewbacca begin with a Seeker-gun
D78A3F05 Han & Chewbacca begin with a Rapid on gun
D08A3F05 Han & Chewbacca begin with a Plasma gun
DDB9CDD7 Begin game with the Light
06674D0F Double fuel on Land Speeder levels
40A44464 Fuel power-ups give maximum fuel



Star Wars, eh? Remember the first time you saw the film?

SUPER TENNIS

D760AFAF+D761AFAF Give your player Super Speed
DD290DA5 Matt
DD29ADA5 Amy
DD210DA5 Brian
DD21ADA5 Kim
DD250DA5 Phil

GB TACTIX

ASTERIX

F06DCD6E9 Infinite lives
002CADE66 Zero energy wings
F07CAD6E9 Infinite energy wings
F06D7D6E9 No loss of stars when you die
0096FD2A2 Infinite time (turn off at end of level)

ASTEROIDS

01315FE66 Start with 1 life
00383F3BE Infinite lives
01CB4D3BE + 0039CF3BE Rocks go through you (But remember to stay in centre)
03F19CE62 Start on level one
04F19CE62 Start on level one
00A7ED3BA No extra rocks as you increase level

NES TACTIX

CASTELIAN

PEVKYPLA Start game with 1 life
AAOKTZZE Eight continues
ZKOZPALG Infinite time
XVOLKTAX + XVOLUTVS Infinite continues

CASTLEVANIA 2 : SIMON'S QUEST

OASGLILA Infinite lives

BATTLETOADS

ZAXAALAA Level 2
LAXAALAA Level 3
GAXAALAA Level 4

GOONIES II

PGUIPGLA 5 Lives
GUAIPGLA 4 Lives
XESAPAPA Teleport
UAUSPGZE Weird game!
IPVIYGPA Boomerang and cocktails
GAVIYGPA No yo-yo, but there is a boomerang

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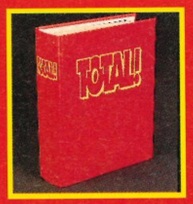

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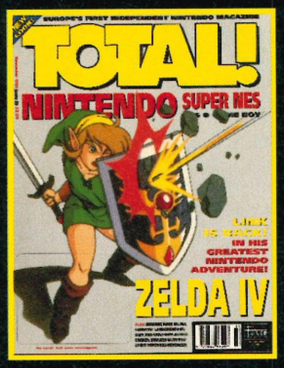

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Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● SNES games for sale. Sim City boxed, NHLPA Hockey boxed, Wrestle Mania and Super R-Type no box. £15 each, Super R-Type £13. Deal or what! Ask for Chris.
Tel: 0252 310695

● Great bargain! Superscope with 6 games, excellent condition, 1 month old. Only £32.
Tel: 0444 414091

● SNES with 15 games incl: Mario Kart, Starwing. Also Action Replay, Mario Paint. Loads of mags. £575 (worth over £1000).
Tel: 0873 858255

● Super Adventure Island for sale. £25 ono, phone and ask for Ben.
Tel: 0792 579218

● SNES for sale. 8 great games including Mickey's Magical Quest, SFII and Striker, 2 controllers, an adaptor and loads of computer magazines. £170.
Tel: 0636 702460

● NES ROB, Robotic Operating Buddy + Gyromite game – offers, may swap – Skate or Die £14 boxed.
Tel: 0273 462336

● SNES game for sale. WWF, willing to sell for £25 ono. Will swap for Bomber Man or Mario All-Stars + a small fee. Ask for Tom.
Tel: 0223 214967

● Game Boy for sale with 16 great games, AC adaptor, light, carry case. Games include Zelda 4 (97%), Top Rank Tennis (92%) Battle of Olympus (90%). Worth over £460, sell for £260 ono.
Tel: 0784 251412

● SNES Street Fighter II Turbo. Excellent condition, £40 ono. Ask for Paul.
Tel: 041 880 7763

● Bargain! A SNES, 20 games (Super Bomber Man, Street Fighter II Turbo etc), Action Replay 1, 3 joypads (1 is programmable) + a scope and converter. £670 ono, worth £1250.
Tel: 0553 765712

● SNES Home Alone 2 (US) with box £20, Krusty's Super Fun House (UK) with box £15, Gamesmaster US/Jap converter no box £10. I will swap all for Zombies or Cool Spot.
Tel: 051 334 7256

● Over here! All the issues of TOTAL for sale! 2 binders as well! Sell for reasonable price. Ask for Mark.
Tel: 05047 65246

● SNES game Zombies, sell £39.50 or swap for Lethal Enforcers/Fatal Fury 2/TMNT Fighter/Robocop Vs Terminator or T2 Arcade/Pinball Dreams.
Tel: 051 5218788

● Game Boy and Marioland 2 (boxed), mains adaptor, amplifier battery pack (Logic 3), light magnifier, black soft carry case, instructions for GB + game. Worth £140 new, sell for £70.
Tel: 0302 350375

● Mega Drive, Menacer Master System converter, Sonic and WWF. £170.
Tel: 03398 81518

● Super Putty (UK) £20, Phalanx (Jap) £20. Call Mark.
Tel: 0742 668547

● I will sell The Addams Family (UK SNES game), boxed with instructions for £30 ono. Call Andrew.
Tel: 0832 710630

● Will sell or swap Street Fighter II + Spider Man + The X-Men for SNES. £20 each, unboxed, Japanese version. Ask for Peter.
Tel: 0203 413042

● Street Fighter II (UK) for sale. £25-£30 ono. Mario World (no box) £20 ono. Ask for Dan.
Tel: 0522 810942

● Krusty's Fun House and Wizzards and Warriors Fortress of Fear for the Game Boy, £10 each both boxed with manual. Also N-Force magazines issues 3, 4, 6, 7 and 10. £1.50 each. Phone after 6pm.
Tel: 0707 872746

● SNES for sale, 1 controller and 6 games inc F-Zero + Super Tennis. Very good condition worth £410, sell for £250 plus free issues 14, 21, 22, 23, 25, 26 and Special TOTAL magazines if you buy it. Please phone and ask for Peter.
Tel: 0737 645851

● SNES games. Super Kick Off – £20. F-Zero (91% rating in TOTAL) – £30. Both games boxed and in mint condition. Phone Crispen.
Tel: 0726 815315

● Zombies and Super Star Wars for sale. Both with box and instruction booklet (UK games), £30 each. Both games are excellent. Phone Bobby.
Tel: 081 530 7232

● Magical Quest Starring Mickey Mouse. 3 weeks old, but no box, no instructions – hence £30. Ask for Asif.
Tel: 0727 868753

● Free games! Joke, Game Boy with 5 great games and recharger plus hard back case £40. Phone after 6pm, ask for Mark.
Tel: 081 882 0134

● NES, joystick, 2 control pads, Zapper gun, 7 games including Mario 1 + 3 and Mega Man 2. £100. Ask for Matthew.
Tel: 0278 793072

● SNES for sale with 2 controllers, Super Mario World, Super Wrestlemania, Bart Simpson and Joe 'n' Mac. £150, will sell separately.
Tel: 0778 425463

● SNES, 6 top games inc SF II Turbo, Cool Spot, Mario Kart etc, 2 controllers. Brand new, sell for £275 ono.
Tel: 0507 363742

● Game Boy, 12 games including Mortal Kombat, Mario 2 etc. Light magnifier, Handy Boy, battery pack, carry case. Worth £320 sell for £200 ono.
Tel: 0507 303742

● Super Nintendo games (Jap), all priced between £10 and £20! 18 games including Starwing, Contra, Castlevania 4, Axelay, Parodius, Tiny Toons, Prince of Persia, Super Ghouls and Ghosts, SFII.
Tel: 0753 892441

● Commodore C64 for sale, 4 games, 2 controllers, with instructions, £30 or swap for any one of these SNES games: SF 2 Turbo, Starwing or Super Mario Kart.
Tel: 0580 211462

● SNES games for sale: Zelda 3 and Super Smash TV £25 each, boxed as bought. Also Street Fighter II unboxed (bought with SNES) with instructions. When phoning ask for Michael.
Tel: 0932 565765

● For sale SNES game, Asterix, perfect condition with instructions, UK version. £35.
Tel: 051 920 9607

● Mario All-Stars for sale £22, bargain. No box but has instructions. NES Maverick £8 bargain.
Tel: Blackpool 822581

● SNES games for sale: Starwing £25, Mortal Kombat £30, Dragon's Lair £20, Teenage Mutant Hero Turtles Tournament Fighters £40 (all boxed). Ask for Mike after 5pm.
Tel: 081 804 5120

● SNES for sale. 2 joypads and arcade console stand. 7 games: SFII Turbo, Zelda 3, Sim City, Super Star Wars, Top Gear, Buster Busts Loose and Super Mario Kart. Everything boxed as new. Worth £450, will sell for £300. Phone Tim Bradley.
Tel: 0684 592069

● Brand new condition USA Scart SNES. Includes: Starfox, Super Mario World, Pro universal adaptor, controller + all leads. Worth £247, will sell for just £150.
Tel: 0225 422668

● SNES for sale with 8 great games including SFII, Striker, Super Star Wars plus an extra turbo pad and a converter and loads of computer mags for £250.
Tel: 0636 702460

● UK SNES with 18 games inc: SFII, Mario All-Stars, Mario Kart, Zombies and Zelda, Action Replay, Turbo Touch 360 pad and 2 standard joypads. £500.
Tel: 0454 418409

● NES for sale, 2 controllers, 12 games, game caddy, 1 game genie (manual included). The lot for £150. Ask for Mrs Stuart-Evans.
Tel: 081 591 9119

● Street Fighter II Turbo, Jurassic Park, both UK + instructions, boxed, shop condition, £38 each. Will swap for Rock 'N' Roll Racing or Madden '94 (one for one).
Tel: 041 886 3500

● Boo!!! Sinclair ZX Spectrum, 137 top games, 88 extras, 1 working joystick. All in perfect working order for only £75.99 ono.
Tel: 0292 315053

● SNES games for sale: Super Aleste, Sim City £25. Prince of Persia, Starwing, Super Star Wars £30. Jurassic Park £35. All UK boxed games.
Tel: 0782 343558

● Hi! I would like to sell my magazines. TOTAL issue 1-26 and Special – 75p each. WWF magazine Dec '91-Mar '94 – 50p each. Acne 1-21 – 30p each. Console XS 1, 2, 3 – £1 each. Club Nintendo 1-7 – 50p each. Mean Machines 24 – 75p. NMS 2, 4, 15 – 75p each. N-Force May '93 – 75p or the lot for £52.15. Ring Monday to Friday after 6pm and ask for Richard.
Tel: 0684 565310

Swaps

● I will swap Mario World (UK) for an Action Replay or Super Probotector (UK). Ask for Jack (after 6pm).
Tel: Dublin 4539543

● I will swap Zombies (92%) for Starwing or Mario All-Stars, Wolf Stein.
Tel: 0420 489224

● I will swap my SFII (no box), Mario World or PGA Tour Golf for any decent game that you have. Ring after 4pm weekdays, after 12 noon other.
Tel: 0505 86245

● Swap my mint condition Cool Spot for your UK Claymates, Flashback, Lamborghini, Top Gear 2 or NBA Jam. Would prefer Lamborghini.
Tel: 0344 52889

● Hello. That's enough chit-chat, now for business. I will swap my Zombies for Mortal Kombat or Clayfighter.
Tel: 071 289 0210

● Issue 1 of TOTAL for any SNES games. Also will sell any issue of TOTAL. Write with offers to:
Write to: Darren Brodie, 24c Parliament Place, Campbeltown, Argyll, Scotland, PA2 86HP

● I will swap Super Mario All-Stars (UK) for Super Star Wars (UK) on the SNES.
Tel: Clwyd 534586

● Swap Mega Drive and Mega CD 1 plus top games and accessories for SNES plus £150.
Tel: 0375 855396
● Swap my SNES Mario All-Stars for your Sim City or Zelda 3. Also GB Star Wars for sale £15. Ring Tom after 5pm.
Tel: 071 254 5516
● SNES – Jurassic Park, Mortal Kombat, Cool Spot, Zombies, SFII, Axelay (Jap), UN Squadron (Jap), for any good game eg Pop 'N' Twinbee! Also GB games like Nemesis 2, Krusty's Fun House and others for any good GB game. Phone Charles.
Tel: 0737 844738
● Will swap Street Fighter II (Jap) for Super Ghouls and Ghosts or Nigel Mansell. Or any decent game considered.
Tel: 0535 607303
● SFII, Jimmy Connors Tennis, Super Soccer, Lemmings (all boxed with instructions), for Zelda 3, Cool Spot, Sim City or Desert Strike. Ring any time and ask for Wullie.
Tel: 0383 623725
● Swap – Batman, Escape from Camp Deadley (Game Boy) for any other decent game, or sell for £15-20 ono. Ask for Richard after 4.30pm.
Tel: 0782 791201
● Hi I would like to swap Super Tennis or Super Mario for Super Star Wars, or both for Super Empire Strikes Back. Ask for Rob.
Tel: 0924 840137
● Will swap my Jimmy Connors Tennis (UK) or Road Runner (UK) for your Starwing (UK) or F-Zero (UK). Maidstone area preferably. Ask for Richard after 4pm.
Tel: 0622 730424
● SNES UK swap: WWF and Super Probotector (mine) to swap. Offers anyone?
Tel: 0895 674469
● Swap Lost Vikings (US) for Jurassic Park, Plok, Super Empire Strikes Back or Equinox. Also Spiderman X-Men, Super Tennis and Jimmy Connors, all UK for swap. Call Andy.
Tel: 0297 60451
● I'll swap my NES game Double Dragon 2: The Revenge for any NES version joystick.
Tel: 091 3866243
● I will swap my Nintendo with 6 games and the NES Advantage joystick for a SNES with Street Fighter II or Mega Drive with Street Fighter or Mortal Kombat.
Tel: Birmingham 604 8728
● I will swap SFII (UK) for Spiderman/X-Men.
Tel: Llanelli 776051
● I would like to swap my UK Starwing (not boxed) for the SNES for Royal Rumble (UK). Phone after 6pm and ask for James.
Tel: Glasgow 8828019

Wanted

● SFII Turbo. I will give Addams Family and a fiver. Or! Mario Kart and a fiver. Please write back.
Write to: Billy Alderson, 137 Birtwistle Avenue, Colne, Lancs, BB8 9RR
● Wanted – WWF 2 Royal Rumble for SNES. Reasonably priced.
Tel: 0483 33713
● Wanted in good condition for Game Boy, Faceball 2000, including instructions. Please phone evenings only.
Tel: 021 711 3406
● Wanted: multipad + 2 controllers. Will pay £15 for multipad and £12.50 for 2 controllers, or £5 each. £30 for the lot. Phone Jonny after 4pm.
Tel: 0962 860932
● SNES games wanted – cash waiting. Will also swap my carts from £5. Call Brian.
Tel: 0463 221173

● Miracle keyboard system for NES wanted. Will negotiate price.
Tel: 0438 725879

● Wanted! Sunset Riders with instructions, with or without box. Will pay £30-£35. (Ask for James.)
Tel: 0702 77501
● Help! I am trying to fing a copy of Legend of Zelda for NES. Phone now and ask for Tony.
Tel: 0705 525267
● Wanted! TOTAL issue 11. Good condition, will pay £4. Phone anytime, leave details on answer phone.
Tel: 0803 299989
● Wanted: SNES with 1-2 game(s). Will pay £50(+). Call Andrew.
Tel: 0225 832891
● Wanted! Street Fighter II Turbo or Mega Lo Mania, pay £20-£25.
Tel: 05983 315
● Intructions book and box for SNES Super Ghosts 'n' Ghouls and box for SNES Starwing. Will pay £5 for all. Plaese phone and ask for Dennis Lee.
Tel: 071 976 5621
● Wanted. TOTAL no 1 mag. Good condition, will pay up to £10.
Tel: 081 561 0179
● Wanted, Super Empire Strikes Back, boxed with instructions. Any offers out there? Ask for Mark.
Tel: 071 731 5698
● I need issues 1, 5, 7 + 12 of Batman Adventures The Comic Book. I'm willing to pay up to £1. Ask for Adam.
Tel: 0706 826070
● Wanted, SNES. West Midlands area. No game necessary, but with Street Fighter II Turbo preferably.
Tel: 021 705 1726
● SNES games wanted: Starwing, Street Fighter II Turbo, Tiny Toons, Mario Kart. Must be boxed with instructions. Best prices paid, ask for Neil.
Tel: 0296 682041
● Mags wanted. TOTAL '93, will pay £5. Super Pro issue 3, will pay £4. Issue volume 1 of Club Nintendo, will pay £13.
Tel: 0705 615688
● I will pay up to £4 for TOTAL issue 4.
Tel: Bedlington 827578
● Help! Needed desperately, TOTAL issues 1, 2, 3. Please ask for Ellen. Also a TOTAL binder for £2.
Tel: Birkenhead 652 7734

Pen Pals

● Hi, I'm looking for a girl/boy pen pal aged 13-16 (I am 14). Have to like SNES and Game Boy, not Sega. Photo if poss.
Write to: Joanne Williamson, 188 Langley Road, Slough, Berkshire, SL3 7EE
● I would like a pen pal female or male aged between 14-18 who likes NES and Game Boy.
Write to: Eloise, 16 Bradburn Rd, Robin Hood, Wakefield, WF3 3AP
● Hi! Rob here. I am looking for a pen pal m/f aged 13-15. Must like Liverpool FC, Red Dwarf and Nintendo, and hate Aston Villa. Photo if possible.
Write to: Robert Cooke, 4 Peartree Cresent, Sowhull Lodge, Shirley, West Mids, B'ham, B90 1LB
● Hi! I'm Daniel, I want a pen pal aged 10-13, male. I like drawing. I have a Super NES and NES.
Write to: Daniel Cross, 7 The Oval, Didcot, Oxon, OX11 7EL

● Hi, my name is Mike. I'm 12 and looking for a pen pal who likes Red Dwarf and Nintendo. Photo if possible.
Write to: Michael Doleman, 17 Leighton Ave, Meols, Wirral, Merseyside, L47 OLY

● Hi! My name's Chris, I would like a pen pal (m/f) who hates Sega, owns a SNES or GB and has a sense of humour. (I am 14.)
Write to: Christopher Mooney, 34 Clanderboye Road, Bangor, Co Down, N Ireland, BT20 3JY
● Hi! I'm Alain. I'm looking for a pen pal aged 10-12, M or F. Must like NES or Super NES and football. Photo if poss.
Write to: Alain Elliott, 10 Oaktree Way, East Cowes, IOW, PO32 6PL
● Hi, I'm Samantha and I am looking for a pen pal, male or female, aged about 9-12. Must be interested in Super Nintendo and Game Boy. I like art, writing. I will reply to all letters.
Write to: Samantha Filkins, 95 Amersham Ave, Edmonton, N18
● I am 9 years old and would like a pen pal 9/10. Must like Game Boy and Super NES. Must not like Sega. Photo if poss.
Write to: Tom Bidwell, 57 Leyland Lane, Leyland, Lancs, PR5 1HA
● Hi, my name is Carol-Ann. I'm looking for a pen pal aged 9/10/11/12, any sex, must like all computers except SNES.
Write to: Carol-Ann McCallum, 31 Balmoral Place, Stenhousemuir, Larbert, Sterlingshire, Scotland, FK5 4LJ
● Hi, I am looking for a male pen pal aged 12. Must like Super NES and NES + hate Sega. Photo if poss please.
Write to: Matthew Gryspeerdt, 83 Chestnut Copse, Hurst Green, Oxted, Surrey, RH8 OJJ
● Hi, I'm looking for a pen pal aged 9-12 who likes Super NES and NES, and likes drawing. Can be female. Photo if possible.
Write to: Liam Guest, 6 Carnoustie Crescent, Spalding, Lincs, PE11 25W
● Hi!, I'm looking for a male or female pen pal aged between 11-13. Must own GB or Super NES and like Red Dwarf.
Write to: Nick Roseveare. North Carluddon Farm, Carluddon, St Austell, Cornwall, PL26 8TX

Messages

● Fancy a day of non-stick paintball fun? And for only £27.50 per person!!! Or £193.50 per person for a whole weekend!! For more info write to:
Splatwars Tours, c/o The Arena, Granville Mill, Vulcan Street, Oldham, Lancs.
● FAO the West Ham GB/SNES fan whose birthday is on the 30th April. Have a TOTALly great 31st birthday. Lots of love from your trainspotting (SNES) anorak girlfriend. xxx
● To Lisa, Hi it's Emma here. Just returning your message. I'm looking forward to the Take That concert in September, hope you are too. See ya, Em. x.

Reader Ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

To place an ad in TOTAL, write it in BLOCK CAPITALS on the coupon (no need to put your phone number in the text of the ad) and send it to: Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
You can pay by cheque or Postal Order, made payable to Future Publishing – *please do not send cash!*
Don't forget to say which classification you want your ad to appear in – the classifications available are Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages.

Remember, we work at least a month ahead of the date of publication. To have a chance of getting your ad in the July issue of TOTAL (out Thursday 16th June), try and get it to us by Thursday* 12th May).

No trade ads accepted – so don't even try it!

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

Name .....

Address .....

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Postcode .....

Tel .....

Parental signature
(Get your parent to sign if you're under 16)

Tick if you're a subscriber ☐

Write your message in here
Remember to use BLOCK CAPITALS

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Classification

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TOTAL! RECALL

The definitive guide to Nintendo games (and what TOTAL think of them)

Congratulations, it's your birthday! Collect £10 from each player or take a chance. Oh no, hang on... wrong game. Erm, don't take any chances, get the lowdown on all the games we've ever dealt with. Right here, right now.

The TOTAL RECALL guide to Super NES sports games

FIFA INTERNATIONAL SOCCER
(TOTAL 30: 96%)
The game with the funny isometric diagonal pitch, highly playable and arguably the best amongst the current crop of footy games. TOTAL reckon it ranks on a par with World Cup Striker and Sensible Soccer.

SENSIBLE SOCCER
(TOTAL 25: 94%)
Little sprites and furiously fast action that feels so good that it makes you want to come back and play this game more and more.

MADDEN NFL '94
(TOTAL 27: 93%)



The definitive American football game, which will keep you, and up to four mates, hooked forever. "It's bloody mental!" Says our Frank.

NBA ALL-STAR
(TOTAL 20: 48%)
A rather pedestrian basketball sim for one or two players. Don't let the smart graphics fool you – there's much more fun to be had on other basketball games. Erm, for example...

NBA JAM
(TOTAL 27: 90%)



Not only the best basketball game yet, this game is so playable and so addictive that even non sports fans will try it and get hooked. A superb conversion from the brilliant arcade classic.

JIMMY CONNORS TENNIS
(TOTAL 15: 93%)
This tennis sim is playable, realistic and easy to learn. It's absolutely brill with four players. Anyone for tennis?

NHLPA HOCKEY '94
(TOTAL 27: 91%)
The best ice hockey sim for the Super NES. This updated EA classic now includes a five-player option.

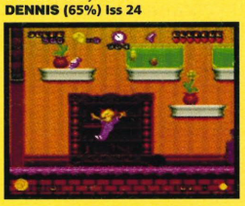
ULTIMATE SOCCER
(TOTAL 22: 71%)
Arcade-style, but neither particularly interesting nor playable footy game.

Colour Coding

■ Recommended games.
■ New entries.

Super NES

ACTRAISER (91%) Iss 12
An arcade slash-'em-up with lovely graphics and loads of atmosphere.
ACTRAISER 2 (87%) Iss 26
A hack 'n' slash, without any of that tedious RPG/god nonsense.
ADDAMS FAMILY (70%) Iss 8
Good-looking and challenging arcade adventure. Unoriginal, though.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (89%) Iss 16
Pleasing 'n' challenging platformer.
AERO THE ACROBAT (83%) Iss 24
Clever and pretty platformer, which is different enough to be good fun.
AGURI SUZUKI (67%) Iss 19
Average, but fast racing game. It's very similar to Pole Position.
ALADDIN (85%) Iss 25
A tad easy, but it plays, looks and sounds lush. A whole new world.
ALFRED CHICKEN (75%) Iss 25
A fun platformer which is a bit too frustrating for its own good.
ALIEN³ (90%) Iss 18
Amazing animation and tough gameplay. The best SNES film licence ever!
AMAZING TENNIS (33%) Iss 15
Ridiculously poor and completely unplayable tennis sim. A real dodo.
AMERICAN GLADIATORS (7%) Iss 22
No skill required, and the controls are tragically poor. Absolute rubbish.
ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.
ART OF FIGHTING (61%) Iss 26
Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull.
ASTERIX (77%) Iss 20
Great licence, but it's wasted on this disappointingly average platformer.
AXELAY (81%) Iss 11
Very pretty alien-blaster, but it suffers from patchy gameplay.
BASEBALL SIMULATOR 1000 (39%) Iss 18
NES-quality graphics and terrible animation. A real stinker.
BATTLE BLAZE (59%) Iss 8
A second-division slugger which looks good, but doesn't have enough variety.
BATTLE CLASH (28%) Iss 12
A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.
BATTLEMANIACS (68%) Iss 22
Visually brilliant, but the gameplay is the same as NES Battletoads.
BATMAN (66%) Iss 19
Moody levels and a good-looking Batman don't save this one.
BART'S NIGHTMARE (53%) Iss 12
Good-looking and varied, but the gameplay's a bit too random.
BIOMETAL (80%) Iss 29
Perfectly respectable shoot-'em-up with a great soundtrack.
BLAZEON (28%) Iss 10
A sad sideways-blaster with shuddery scrolling and a lack of aliens.
BLAZING SKIES (42%) Iss 12
Random gameplay, shabby graphics and no atmosphere. Dreadful.
BLUES BROTHERS (68%) Iss 19
This could have been a classic, but it's too unoriginal, and too blimmin' easy.
B.O.B. (70%) Iss 18
A cute and fairly appealing platformer, but it's simply not varied enough.
BOMBER MAN (93%) Iss 19
The best four-player game ever! Great value for money!
BRETT HULL HOCKEY (79%) Iss 25
This is a fine attempt at an ice hockey game. Looks and sounds great.
BUBSY (81%) Iss 20
This is a very fast and pretty platformer, but it's too easy.
BULLS VS BLAZERS (52%) Iss 20
Tough, but slow basketball sim with good sprites and bad animation.
BUSTER BUSTS LOOSE! (87%) Iss 18
Neat-looking and cuddly platformer.
CALIFORNIA GAMES II (31%) Iss 17
Unbelievably basic and repetitive attempt at a sports sim. Yawn!
CAL RIPKEN JUNIOR (65%) Iss 28
A fairly grotty game which is almost impossible in one-player mode.
CAPTAIN AMERICA (31%) Iss 23
Diabolical-looking beat-'em-up with laughable scrolling. A real travesty.
CASTLEVANIA IV (74%) Iss 7
A good-looking swing 'n' slice -em-up. It's a bit samey, but loads of fun.
CHAMPION WC SOCCER (55%) Iss 29
Mediocre footy game that doesn't live up to its Ryan Giggs licence.
THE CHAOS ENGINE (90%) Iss 29
Thoroughly entertaining and well worked strategic war game.
THE CHESSMASTER (79%) Iss 21
If you're a chess-head you'll like this. If you're not you won't. Simple.
CHOPLIFTER III (89%) Iss 28
Addictive classic with brilliant graphics and sizzling gameplay. Excellent.
CHUCK ROCK (61%) Iss 14
A very basic platformer. It's pretty, but the gameplay's just too simplistic
CLAYFIGHTER (87%) Iss 27
What's this? A humorous beat-'em-up? Your next challenge, perhaps?
CLAYMATES (77%) Iss 22
Original platformer with great sprites, but sloppy level design.
CLIFFHANGER (24%) Iss 26
The second worst SNES game ever. Last Action Hero is the worst, though.
COOL SPOT (92%) Iss 24
Wonderful to look at and wonderful to play – wonderful Cool Spot.
COSMO GANG (69%) Iss 19
Basic-looking puzzler. Fun for two, but extremely boring for one.
CRAZY SPORTS (54%) Iss 21
A kind of James Pond 'sport' sim with primitive graphics and no challenge.
CYBERNATOR (83%) Iss 19
Get used to the cumbersome controls and you'll find a fab blaster here.
DAFFY DUCK (75%) Iss 25
A polished and funny platformer which is, sadly, a bit limited.
DARIUS TWIN (62%) Iss 14
This shooter is action-packed, but it can get seriously repetitive, too.
DEAD DANCE (67%) Iss 18
This beat-'em -p does grows on you, but it still isn't a patch on SFII.
DEATH VALLEY RALLY (75%) Iss 15
Fast and funny, but it's also awkward and ludicrously hard.
DENNIS (65%) Iss 24



Platform game which looks good, but just doesn't play well enough.
DESERT FIGHTER (71%) Iss 28
A dodgy shoot-'em-up, hidden behind mock sophistication.
DESERT STRIKE (88%) Iss 13
An excellent blaster with a great mix of shooting and strategy.
DEVIL'S COURSE (43%) Iss 22
A giant crazy-golf game which is too hard and uncontrollable to be fun.
DINOSAURS (55%) Iss 11
Big, pretty and playable . It's all extremely standard stuff, though.
D-FORCE (67%) Iss 10
This vertical scroller looks basic, but it might keep you amused for a while.
DRACULA (46%) Iss 22
Primitive graphics and uneventful gameplay. A wasted licence.
DRAGON BALL Z (24%) Iss 21
Ludicrous beat-'em-up with a split-screen format! Oh dear!
DRAGON'S LAIR (93%) Iss 10
Probably the most tortuous and atmospheric game you'll ever play!
DRAKKHEN (64%) Iss 14
Four character RPG which is far too methodical to be fun.
DR FRANKEN (70%) Iss 24
Huge game world and good controls, but there are no passwords or continues.
DUNGEON MASTER (63%) Iss 29
Sluggish, dated RPG adventure.
EVIL SWORD MA KENDO (56%) Iss 19
Cute Manga-style platformer which is far too easy and basic.
EQUINOX (91%) Iss 29
Brilliant and beautiful Mode 7 platform adventure.
F1 CIRCUS (64%) Iss 10
Loads and loads of options, but the viewpoint is confusing.
F1 EXHAUST HEAT (59%) Iss 12
Nice Mode 7 racetracks but the gameplay is a complete non-starter.
F1 POLE POSITION (84%) Iss 22
The emphasis is on realism rather then playability, but it's still very nice.
FAMILY DOG (47%) Iss 20
A real dog of a game. Walk away slowly, and don't look back.
FATAL FURY 2 (78%) Iss 26
This is a better than average beat-'em-up, but Turbo still reigns supreme.
FINAL FIGHT (78%) Iss 9
This varied and colourful beat 'em up is very similar to Double Dragon.
FIRST SAMURAI (80%) Iss 21
A good, solid platformer with lots of action. Stands out from the crowd.
FLASHBACK (85%) Iss 25
Brilliant platform adventure which looks and sounds really special.
F-ZERO (91%) Iss 5
This burn-up really has to be seen to be believed! Heart-pumping stuff.
FOREMAN'S KO BOXING (8%) Iss 21
This game doesn't have a single redeeming feature. Utter crap.
GODS (80%) Iss 15
A great-looking title, with a nice balance of killing and puzzles.
GOLDEN FIGHTER (34%) Iss 20
A third-rate beat-'em-up with bad animation and naff characters.
GOOF TROOP (63%) Issue 23
Zelda-esque puzzler which is a bit simplistic, but fun with two players.
GP 1 (60%) Iss 22
Okay, but it doesn't capture the thrills of real high-speed racing.
HARLEY'S HUMUNGOUS ADV. (45%) Iss 16
A very poor excuse for a platformer.
HOLE IN ONE (75%) Iss 11
Although this only has 18 holes, the smart Mode 7 graphics make up for it.
HOME ALONE 2 (53%) Iss 13
This sprawling platformer is big, empty and contains nothing new.
HOOK (60%) Iss 11
If you liked the Robin Williams' film, you'll be disappointed with this.
HUMANS (72%) Iss 28
A neat, 80 level, Lemmings-style puzzler. You could do worse.
IREM SKINS (64%) Iss 13
Dunno what the title means, but it's another golf sim, and it's dull.
JACK NICKLAUS GOLF (59%) Iss 11
This sim is is ruined by slow graphics and ponderous gameplay.
JAKI CRUSH (61%) Iss 17
With only one table, this pinball game soon gets monotonous.
JAMES BOND JR (42%) Iss 14
A ludicrous plot and worse gameplay. Even Moneypenny would hate this.
CONNORS TENNIS (93%) Iss 15
A highly playable tennis sim for up to four players.
JOE 'N' MAC (72%) Iss 9
Uncontrollable and too easy to finish. It's fairly good fun, though.
JOHN MADDEN '93 (86%) Iss 13
A brilliant game, but if you have the choice, get Madden NFL '94 instead.
JURASSIC PARK (84%) Iss 23
Good-looking action game, with some excellent 3D sections.
KA-BLOOEY (69%) Iss 13
This is a taxing puzzler, but it's not really worthy of the Super NES.
KIKIKAIKAI NINJA (76%) Iss 17
This cute shoot-'em-up is good fun, but it's not really big enough.
KING ARTHUR'S WORLD (78%) Iss 17
A slick, but slow strategy game.
KING OF THE MONSTERS (41%) Iss 10
Dire cross between Godzilla and WWF.
KRUSTY'S SUPER FUN HOUSE (80%) Iss 8
Gloomy, but atmospheric puzzler.
LAGOON (79%) Iss 22
This is a nicely structured and playable role-playing game.
LAS VEGAS STAKES (20%) Iss 21
Gambling game with no risk and no money to win. What's the point?
LAST ACTION HERO (6%)Issue 26
This is it. The worst Super NES game ever. Absolute cack.
LAMBORGHINI AMERICAN CHALLENGE (91%) Iss 23
Nice looking and highly playable racer. Includes a bizarre Super Scope option.
LAWNMOWER MAN (79%) Iss 24
Potentially superb, with some great sub-games, but ultimately flawed.
LEGEND OF THE MYSTICAL NINJA (90%) Iss 25
Professional role playing arcade game.
LEMMINGS (81%) Iss 10
The squillion-year-old classic comes to the SNES and it's still fun and frantic.
LETHAL ENFORCERS (70%) Iss 27
This is a fun blaster, but at £75 it's also ludicrously expensive.
LETHAL WEAPON (84%) Iss 16
Unimaginative use of a movie licence. A standard platform beat-'em-up.
LOST VIKINGS (87%) Iss 17
Hard-core cerebral action. Good-looking, innovative and slick.
MADDEN NFL '94 (93%) Iss 27
Best American footy sim to date. Playable, exciting and realistic.
MAJOR TITLE (86%) Iss 26
The best golf sim on the SNES. It's basically the UK version of Irem Skims.
MARIO ALL-STARS (99%) Iss 21
Four Mario games on one cart – definitely the best cart ever!
MARIO AND WARIO (62%) Iss 24
At last, another SNES mouse game. It's far too easy and irritating, though.
MARIO IS MISSING (92%) Iss 21
'Edutainment' game which is both fun and educational. Engrossing stuff.
MARIO PAINT (48%) Iss 10
A user-friendly art and music package but it's far too limited. Disappointing.
MARIO'S TIME MACHINE (83%) Iss 26
An excellent blend of fun and facts. Surf and meet Newton!
MEGA-LO-MANIA (85%) Iss 27
Slick, well-polished god sim. Wage wars and conquer islands. What fun!
MEGA MAN X (86%) Iss 27
Shoot 'n' collect platformer with smart graphics. Could've been better, though.
METAL MARINES (86%) Iss 28
Complex strategy game, which should keep the most ardent action-head happy
MIGHT AND MAGIC (60%) Iss 24
Tedious RPG. An outdated fantasy for dweebs with dice for brains.
MONOPOLY (41%) Iss 17
Pointless and expensive. Just buy the board game instead.
MORTAL KOMBAT (70%) Iss 21
An okay fighting game, but ultimately it's too repetitive and limited.
MR NUTZ (84%) Iss 23
Stunning-looking platform romp, but it lacks gameplay and variety.
MUSYA (59%) Iss 8
Dull Oriental arcade adventure. There are some neat bits in there, though.
NBA ALL-STAR (48%) Iss 20
Excellent graphics but dull gameplay – even with two players.
NBA JAM (86%) Iss 27
The best basketball sim around. Up to four players and lush graphics.
NBA SHOWDOWN (50%) Iss 27
Tedious, awkward and sluggish re-jig of Bulls Vs Blazers. No, no, no!
NFL FOOTBALL (17%) Iss 26
The worst American football game yet. What is going on?
NHLPA HOCKEY '94 (91%) Iss 27
The best hockey sim around. It even has a five-player option.
NHLPA ICE HOCKEY (91%) Iss 14
A realistic and highly playable ice hockey sim. Very nice.
NIGEL MANSELL (71%) Iss 22
Very good in most respects, but there's no two-player game.
NOLAN RYAN'S BASEBALL (68%) Iss 18
Fairly playable but full of niggly flaws.
OTHELLO WORLD (45%) Iss 22
Face it, classic board games just don't work on consoles.
OUT TO LUNCH (71%) Iss 23
Cute and addictive platformer which is too unoriginal and uncontrollable.
PAPERBOY 2 (32%) Iss 10
Unbelievable. Almost as bad as doing the real thing.
PARODIUS (87%) Iss 9
A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.
PGA TOUR GOLF (69%) Iss 11
A nice user-friendly golf sim, with a simple layout and easy-to-use menu.
PHALANX (59%) Iss 13
A horizontally scrolling shooter with all the biz. The action's patchy, though.
PILOTWINGS (91%) Iss 11
Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!
PINBALL DREAMS (76%) Iss 28
A big game on other formats, which doesn't make the grade on the SNES.
PINK PANTHER (65%) Iss 29
Predictale cartoony platformer.
PLAYER MANAGER (60%) Iss 22
One of the more playable games of its type, but it's still for fanatics only
PLOK (80%) Iss 24
A game with that elusive feel-good factor. Looks, sounds and plays great.
POOL (82%) Iss 23
Good ball movement and a smart two-player mode. Boring for loners, though.
POP 'N' TWINBEE (78%) Iss 20



Cute, top-down, scrolling shoot-'em-up. It's a lot of fun, but won't last long.
POP 'N' TWINBEE 2 (90%) Iss 27
Smart platform extravaganza which stands out from the crowd.
POPULOUS (61%) Iss 12
A good conversion of the old god-game, but the novelty's worn off now.
POWER ATHLETE (28%) Iss 14
Another SFII rip-off, and it's a pile of cack. The graphics are appalling.
POWERMONGER (70%) Iss 19
Huge god-game which takes a while to get into, but is mildly addictive.
PRINCE OF PERSIA (84%) Iss 9
Very tough arcade puzzler. Lovely graphics and stunning animation.
PRO BASEBALL LEAGUE '93 (79%) Iss 18
Good sim, with Manga-style graphics and fun two-player mode.
PRO QUARTERBACK (33%) Iss 16
Nice features, but it doesn't really make it as an American footy sim.
PUSH OVER (68%) Iss 13
Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.
R-TYPE III (88%) Iss 26
Bit small, but a vast improvement over the other R-Types. Lush graphics.
RACE DRIVIN' (17%) Iss 12
Probably the worst Super NES driving game ever. Pathetically slow graphics.
RAMPARTS (68%) Iss 20
This mixture of two game styles – Tetris and a war game – is far too easy.
RANMA (66%) Iss 25
A nifty, best-of-three-rounds beat -em-up which wins no prizes for originality.
RANMA 1/2 PART 2 (68%) Iss 16
This is almost the same as the original, but with a few added frills.
REN AND STIMPY (24%) Iss 23
Cartoon-perfect graphics, but an almost complete lack of gameplay.
RIVAL TURF (70%) Iss 9
Good, two-player stroll'n' beat-'em-up with high-speed gameplay.
ROBOCOP 3 (37%) Iss 12
A major disappointment. Poor graphics and non-existent gameplay.
ROBOCOP VS THE TERMINATOR (59%) Iss 24
Ropey platform shoot 'em up. Avoid!
THE ROCKETEER (28%) Iss 7
Impressive to look at, but the game-play's really duff. Pointless.
ROCKY RODENT (68%) Iss 22
All the makings of a fine platformer, but it's not very original.
RPM RACING (46%) Iss 9
More of a tourer than a racer – it's far too slow to get the blood rushing.
RUN SABER (60%) Iss 21
This certainly has the looks, but it's dead simple to finish. Pity.

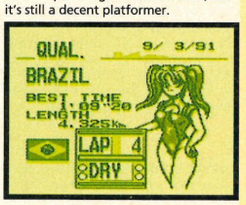
RUSHING BEAT RUN (53%) Iss 21
Double Dragon/Final Fight rip-off which is just too darn boring.
SECRET OF MANA (90%) Iss 26
Almost as good as Zelda, which is no mean feat. Staggering graphics.
SENSIBLE SOCCER (94%) Iss 25
An almost unbeatable footy sim with excellent controls and features galore.
SEPTENTRION (80%) Iss 21
Fab arcade adventure with lovely graphics. (Jap instructions, though.)
SHADOWRUN (81%) Iss 21
Big, moody and violent RPG with intriguing plot and complex puzzles.
SHANGHAI 2 (49%) Iss 26
It's all right, but it's not nearly as good as the real thing.
SIDE POCKET (89%) Iss 29
Surprisingly playable pool sim.
SKÜLJAGGER (61%) Iss 13
Bland scenery, basic animation and bog-standard action. Lacklustre stuff.
SKYBLAZER (92%) Iss 27
Dazzling platform beat-'em-up, packed with variety and action.
SIM CITY (94%) Iss 7
Possibly the best-value game ever! A simple concept, but a huge game.
SOCCER KID (64%) Iss 28
Awful controls, frustrating gameplay and very little lasting appeal.
SOUL BLAZER (89%) Iss 12
Similar to Zelda, and almost as good. Huge, atmospheric and pretty.
SPACE ACE (56%) Iss 27
Poorly designed, but very pretty platformer. Horrendous gameplay, though.
SPANKY'S QUEST (54%) Iss 12
An okay platformer, but it's hardly worth the price tag.
SPIDER-MAN AND THE X-MEN (67%) Iss 13
Very average Marvel action.
SPINDIZZY WORLDS (91%) Iss 14
A wonderful, puzzley arcade game with bags of variety.
STANLEY CUP (53%) Iss 27
Impressive Mode 7 ice rink which makes this hockey game unplayable.
STARWING (96%) Iss 16
Also called StarFox, this FX-chip game is the best shoot-'em-up ever!
STREET FIGHTER II (94%) Iss 8
Sound, graphics and gameplay in perfect harmony!
SFII TURBO (96%) Iss 21
This is unmissable. There'll never be a better beat-'em-up!
STRIKE GUNNER (51%) Iss 12
A scrolling shooter with nice-looking ships, but tedious gameplay.
STRIKER (94%) Iss 20
Simply the best footy game available for the Super NES at the moment.
SUMO (34%) Iss 20
The fights are too complex, as are the Japanese instructions.
SUNSET RIDERS (78%) Iss 23
A simple blaster with some nice touches, but not enough variety.
SUPER ADV. ISLAND (40%) Iss 11
The soundtrack's pretty groovy, but the game itself is crap.
SUPER AIR DIVER (49%) Iss 22
Fast and good-looking, but the gameplay is highly repetitive.
SUPER ALESTE (85%) Iss 12
If it's vertically-scrolling shooters you're after, this is the business!
SUPER BATTER UP (49%) Iss 18
Cack-looking, uncontrollable and stupidly tough baseball sim.
SUPER BATTLETANK (50%) Iss 14
This is like Desert Strike, but with tanks. And it's very tedious.
SUPER BIRDIE RUSH (48%) Iss 21
Not techy enough for a golf sim and too slow for an arcade golfer.
SUPER BIRKURI MAN (24%) Iss 19
A laughably dreadful SFII rip-off with no variety and no fun.
SUPER BUSTER BROS. (57%) Iss 14
A Pang conversion with no two-player mode. It doesn't really work.
SUPER DOUBLE DRAGON (61%) Iss 12
Decent graphics, but no challenge.
SUPER CONFLICT (69%) Iss 18
A strategy game which is simple and limited but still fairly compelling.
SUPER EMPIRE STRIKES BACK (79%) Iss 24
Re-run of Star Wars' platform action.
SUPER F1 HERO (51%) Iss 19
Scabby graphics, but fairly exciting racing – for about half an hour.
SUPER F1 GRAND PRIX (56%) Iss 19
Poor racing game with a top-down, Mode 7 viewpoint. Duff!
SUPER F1 GRAND PRIX 2 (53%) Iss 19
Even more unplayable than the original.
SUPER FAMILY TENNIS (75%) Iss 22
Competent sim, but too basic to compete with the big guys of tennis.
SUPER GHOULS 'N' GHOSTS (87%) Iss 11
A challenge to knock your socks off.
SUPER FIRE PRO WRESTLING 2 (54%) Iss 18
Tons of wrestlers, but not enough moves.
SUPER FORMATION SOCCER (44%) Iss 22
Four-player Super Soccer. A bit crap.
SUPER GOAL (33%) Iss 18
Definitely the worst SNES footy game. It really will make you sick as a parrot.
SUPER JAMES POND (55%) Iss 17
Humorous platformer with horrendous slowdown and very little challenge.
SUPER KICK OFF (49%) Iss 14
Too fast, too wild, and the controls are too cumbersome. Check out Striker.
SUPER MARIO KART (82%) Iss 11
Original racing-collect-'em-up with split-screen tracks. Fun but not very varied.
SUPER MARIO WORLD (98%) Iss 4
This game's got it all – graphics, depth, challenge... It's absolutely wonderful!
SUPER NBA BASKETBALL (74%) Iss 18
This won't grab you if you're not a fan.
SUPER OFF ROAD (53%) Iss 7
Weedy cars and samey tracks. Head-to-head's quite good fun, though.
SUPER PLAY ACTION FOOTBALL (53%) Iss 11
Too complex for novices, and not that much fun for experts. Hmn.
SUPER PROBOTECTOR (88%) Iss 9
Unbelievable graphics and out-of-this-world gameplay.
SUPER PUTTY (80%) Iss 23
Entertaining and varied platformer, but the controls are a bit awkward.
SUPER R-TYPE (71%) Iss 6
Stunning graphics, but let down by shallow gameplay.
SUPER SCOPE (43%) Iss 8
The SNES version of the Zapper. Fun for a while, but not really worth it.
SUPER SHANGHAI (49%) Iss 20
Oriental puzzler that's fun and interesting, but not worth more than £5.
SUPER SMASH TV (93%) Iss 8
Stupendously brutal, thrilling and rock-hard! An excellent blaster.
SUPER SOCCER (80%) Iss 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.
SUPER STAR WARS (87%) Iss 15
This isn't very original, but it's a great movie tie-in, with sumptuous graphics .
SUPER STRIKE EAGLE (38%) Iss 19
Cross between Afterburner and a flight sim. Nice idea, but it doesn't work.
SUPER SUMO (36%) Iss 20
Two blobs of lard wobbling about and fighting. That's fun?
SUPER SWIV (83%) Iss 16
A classic , Super NES top-down blaster. Be warned – it's incredibly tough!
SUPER TENNIS (96%) Iss 5
One of the most playable and realistic tennis sims ever!
SUPER TROLL ISLAND (90%) Iss 29
Weird, huge, very playable and addictive platformer.
SUPER TURRICAN (75%) Iss 25
A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.
SUPER VOLLEY 2 (26%) Iss 19
A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.
SUPER WWF (81%) Iss 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.
SYVALION (20%) Iss 16
This game is complete and utter crap. Don't buy it.
T2 THE ARCADE GAME (81%) Iss 25
A shoot-'em-up arcade game , which can use mouse or Scope.
T2 JUDGEMENT DAY (31%) Iss 26
A complete shambles of a license. Oh dear. Oh dear. Oh dear.
TAZ-MANIA (55%) Iss 20
Fast and colourful racing game, but it's stupidly tough and soon gets boring.
TECMO SUPER BOWL (85%) Iss 26
Looks basic, but it's seriously playable. Loadsa fun!
THE MAGICAL QUEST STARRING MICKEY MOUSE (81%) Iss 13
Stunning game, but a bit easy.
TERMINATOR (55%) Iss 17
An ordinary platform-shooter with below-par gameplay. What a waste.
THOMAS THE TANK ENGINE (63%) Iss 28
Pseudo-educational game, for kiddies.
TIMESLIP (55%) Iss 24
Loads of laffs, but very little in the way of gameplay.
TIME TRAX (70%) Iss 29
Another game based around time travel where the nice visual touches don't outweigh mundane gameplay.
TOM AND JERRY (49%) Iss 17
What a waste of a licence. Lifeless, poorly designed and unimaginative.
TOP GEAR (93%) Iss 9
Fast, furious and fun racer – the best two-player racing game ever!
TOP GEAR 2 (87%) Iss 23
Same as its predecessor. If you've got that, it's pointless buying this.
TOTAL CARNAGE (74%) Iss 23
Ropey conversion of the excellent coin-op. The graphics are completely duff.
TOYS (7%) Iss 22
This game is utterly devoid of game-play. Still, the film wasn't much better.
TRODDLERS (87%) Iss 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.
TRUE GOLF CLASSICS (72%) Iss 11
If it's a realistic, rather than playable golf sim you're after, give this a whirl.
TURTLES IN TIME (63%) Iss 10
Good-looking and occasionally quite fun, but it won't get the pulse racing.
TURTLES TOURNAMENT FIGHTER (90%) Iss 25
This is the next best thing to SFII Turbo.
ULTIMATE FOOTBALL (71%) Iss 22
Arcade-style US footy game which looks good, but is too haphazard.
ULTRAMAN (26%) Iss 11
Poor animation and an almost total absence of gameplay. Dire.
UNCHARTED WATERS (42%) Iss 18
A strategy game with lots of trading and some dull combat. Very boring.
UN SQUADRON (92%) Iss 10
A brilliant blaster. One of the best horizontal-scrollers around.
UTOPIA (71%) Iss 29
Sim City meets Meta Marines, except not as much fun as either.
VIRTUAL SOCCER (68%) Iss 24
Basic footy game which lacks finesse. Stick to Sensible Soccer or Striker.
WAYNE'S WORLD (35%) Iss 19
A crap movie licence with a complete absence of gameplay.
WARP SPEED (31%) Iss 18
A 3D shoot-'em-up which is so out of date it just looks silly.
WHEEL OF FORTUNE (17%) Iss 20
Tedious, tacky and completely pointless. Avoid.
WING COMMANDER (89%) Iss 14
Blasting flight sim with great graphics and thrilling combat.
WING COMMANDER SECRET MISSIONS (67%) Iss 24
This is identical to the original. Basically an overpriced add-on.
WINTER OLYMPICS (58%) Iss 29
A dull collection of seven cold, button-bashing games.
WOLFENSTEIN (87%) Iss 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is brill.
WORDTRIS (61%) Iss 15
A nicely done puzzler, but it's not exciting or addictive enough.
WORLD CLASS RUGBY (65%) Iss 18
Fab two-player mode, but it's too frustrating to play on your own.
WORLD HEROES (55%) Iss 24
A very unremarkable fighting game which falls short of Street Fighter II.
WWF: ROYAL RUMBLE (83%) Iss 19
A better game than the original, with lots of good, straightforward, old-fashioned violence.
XANDRA'S BIG ADVENTURE (41%) Iss 18
Cute graphics, but this platformer's very basic and you'll soon get bored .
XARDION (27%) Iss 9
Everything about this platform shoot-'em-up is naff. Avoid it like the plague.
X-ZONE (70%) Iss 16
One of the best Scope games, but there still isn't much to keep you amused.
YOSHI'S COOKIE (73%) Iss 23
A Tetris-like puzzle game which is both fun and challenging.
YOSHI'S SAFARI (69%) Iss 23
Fab racing game with an excellent Scope option. Bit too simple, though.
YOUNG MERLIN (78%) Iss 25
Walk around a magical landscape collecting stuff...For a long time!
ZELDA III (93%) Iss 11
Fantastic adventure that's big, atmospheric, and very tough. A real laster.
ZOMBIES (92%) Iss 22
Fab-looking blaster with plenty of addictive exploration and humour.
ZOOL (49%) Iss 26
Uh-oh.Some pretty graphics, but it's spoilt by dated gameplay. Steer clear.

Game Boy

ADDAMS FAMILY (52%) Iss 7
A tough challenge, but it's all a bit plain. More pukey than ooky.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (78%) Iss 19
Unoriginal platform formula, but it's big, tough, and addictive.
ADVENTURE ISLAND (56%) Iss 9
Loads of levels and smooth, clear graphics. Lame gameplay, though.
ADVENTURE ISLAND 2 (40%) Iss 19
Dull, samey and overly-easy platformer. You'll finish it in a few days.
THE ADVENTURES OF ROCKY AND BULLWINKLE (39%) Iss 13
One of the naffest platform collect-'em-ups ever to hit the Game Boy.
ALFRED CHICKEN (85%) Iss 17
A classic-looking yet original game, with fab graphics and superb design.
ALIEN³ (83%) Iss 17
Big, eerie and rock 'ard arcade adventure. Much better than the movie.
ALIEN VS PREDATOR (79%) Iss 25
A pleasant surprise after all the hassle with the Super NES version.
THE AMAZING SPIDER-MAN (68%) Iss 3
Moderately fun beat-'em-up.
ASTERIX (74%) Iss 20
A tough but bland platformer, which is ruined by the awkward controls.
ASTEROIDS (55%) Iss 5
The simple, but compulsive blaster of old just isn't the same on the handheld.
BALLOON KID (76%) Iss 3
A cutesy, little adventure with excellent hazard-dodging fun.
BARBIE (45%) Iss 21
Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.
BART SIMPSON'S ESCAPE FROM CAMP DEADLY (92%) Iss 4
Nicely structured gameplay and lashings of challenge. Addictive and fun
BART VS THE JUGGERNAUTS (45%) Iss 12
This is just too frustrating to be fun.
BATMAN (80%) Iss 1
A tricky little platform shoot-'em-up. Small graphics, but speedy action.
BATMAN: THE ANIMATED



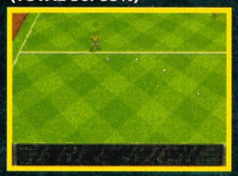
SERIES (89%) Iss 24
Superb graphics, sound and gameplay.
BATMAN: RETURN OF JOKER (86%) Iss 10
Great graphics and five tough levels.
BATTLESHIPS (23%) Iss 14
Game Boy version of the pen-and-paper game. Boring and pointless.
BATTLETOADS (90%) Iss 11
Heaps of variety makes this a real treat for Game Boy arcade fans.
BATTLETOADS IN RAGNAROK'S WORLD (88%) Iss 24
A worthy successor to the first game.
BATTLE OF OLYMPUS (90%) Iss 19
Big, complex and graphically gorgeous. The best RPG on the 'Boy.
BEST OF THE BEST (38%) Iss 18
An uncontrollable karate game which doesn't have enough moves.
BILL AND TED'S EXCELLENT GB ADVENTURE (91%) Iss 3
Buy this bodacious cart now!
BLADES OF STEEL (60%) Iss 6
Disappointing version of a great game. Not really suitable for the Game Boy.
BLUES BROTHERS (74%) Iss 10
A tough platformer with slow graphics and big and varied levels.
BLUES BROTHERS 2 (61%) Iss 27
Bad brothers more like. Sloppy level design and highly frustrating. gameplay.
BO JACKSON (76%) Iss 22
Decent baseball and US footy sims. Good value.
BOMB JACK (84%) Iss 12
This may not be sophisticated enough for some tastes, but it's still great fun.
BOULDER DASH (89%) Iss 3
Superb graphics and lots of tough screens keep this one interesting.
BOXXLE (69%) Iss 9
Looks easy, but the 108 puzzling levels just get harder and harder.
BOXXLE 2 (72%) Iss 10
Simple but engrossing. You won't find a more refined puzzler than this.
BRAIN BENDER (77%) Iss 11
A fun and fiendish puzzler with a challenge that will last for ever.
BUBBLE BOBBLE (68%) Iss 6
Terrifically addictive platform action. Passwords make it too easy, though.
BUBBLE GHOST (22%) Iss 8
Blowing a bubble around a house could've been fun. Sadly, it isn't.
BUGS BUNNY (43%) Iss 1
This game has 80 levels, but sadly they're all much the same.
BURAI FIGHTER (84%) Iss 4
A long-lasting, beautifully structured eight-way scrolling, shoot-'em-up.
BURGER TIME DELUXE (71%) Iss 8
A bit simplistic for some, but this is still an addictive, if rather odd, platformer.
CASTELIAN (75%) Iss 8
Simple, frustrating and addictive. Could annoy rather than enthrall.
CASTLE QUEST (68%) Iss 26
It's a bit like chess, except there're loads of bizarre pieces and funny moves.
CASTLEVANIA (89%) Iss 1
Lovely animation and detailed backdrops make this a real treat.
CASTLEVANIA II (90%) Iss 5
Not brilliantly original, but the massive levels make this great fun.
CAESAR'S PALACE (60%) Iss 6
None of the five gambling games here require enough skill.
CENTIPEDE (68%) Iss 5
Basic, but tough and addictive. Fun to zap away at now and again.
CHASE HQ (50%) Iss 20
Dated and uneventful racer with a cops-and-robbers flavour.
CHOPLIFTER II (80%) Iss 6
Graphics are unimpressive, but it's an involved game with lots of challenge.
THE CHESSMASTER (90%) Iss 1
Snap this up if you can still find it – it's the only chess game you'll ever need!
CHUCK ROCK (50%) Iss 26
Fairly tedious platformer where you play a fat neanderthal.
CLIFFHANGER (38%) Iss 25
Highly disappointing and very dodgy platform beat 'em up.
COOL WORLD (39%) Iss 19
Like the movie before it, this bizarre platform-puzzler is destined to flop.
DAEDALIAN OPUS (45%) Iss 5
Challenging, but if you don't like puzzlers, then this won't twiddle your dials.
DARKWING DUCK (76%) Iss 18
Nice-looking and fairly varied, but the levels are too few and too easy.
DAYS OF THUNDER (73%) Iss 4
Smooth(ish) vector graphics, but sadly it ain't that fast. For racing fans only.
DOUBLE DRAGON 2 (77%) Iss 4
A bit unoriginal, but this is slick enough to keep fans amused.
DOUBLE DRIBBLE: FIVE ON FIVE (33%) Iss 20
Overly confusing basketball sim.
DRACULA (80%) Iss 22
A big and challenging game, but the jerky scrolling is off-putting.
DRAGON'S LAIR (79%) Iss 3
Some of the best Game Boy graphics you'll ever see. Hard, but playable.
DR FRANKEN (91%) Iss 5
Beautiful platform adventure with detailed graphics. Flippin' brilliant!
DR FRANKEN 2 (89%) Iss 20
Huge adventure with great graphics. Controls could've been better, though.
DR MARIO (64%) Iss 1
Even with the inimitable Mario, this eventually gets pretty dull.
DROPZONE (79%) Iss 15
Loses summat on the 'Boy, but this is still a stiff challenge for shootin' freaks.
DUCK TALES (78%) Iss 2
A snazzy, little collect-'em-up with a tough challenge and good control.
DUCK TALES 2 (55%) Iss 24
A playable platformer, but it's too easy and too similar to the original.
DYNABLASTER (93%) Iss 2
With four games in one cart, this offers terrific value for money.
EDD THE DUCK (80%) Iss 21
Standard platform game, but a very playable and good-looking one.
EMPIRE STRIKES BACK (80%) Iss 17
It's not quite as good as Star Wars, but it's still a decent platformer.



F-1 POLE POSITION (79%) Iss 26
Not a bad racing game, but it's pricey if you want four players.
F1 RACE (88%) Iss 1
Loads of courses, four-player link-up and fast graphics make this a corker.
F-15 STRIKE EAGLE (78%) Iss 15
Seat-of-the-pants combat, but not enough depth or variety.
FACEBALL 2000 (93%) Iss 5
Graphics you could frame and addiction you could bottle.
FELIX THE CAT (49%) Iss 25
An absolutely cack platformer which is a doddle to complete.
FERRARI GRAND PRIX CHALLENGE (63%) Iss 11
All the usual racing stuff but nothing new.
THE FIDGETTS (77%) Iss 24
Tough puzzley platformer with nice, cute sprites.
FINAL FANTASY 3 (78%) Iss 25
Good, but routine RPG. Not a Zelda. beater, though.
FIREFIGHTER (79%) Iss 21
Original platformer. Dodgy graphics, but the action makes up for it.
THE FLASH (74%) Iss 17
Not much action, but this is still enjoyable and challenging.
THE FLINTSTONES (53%) Iss 18
This cartoony platformer is very neat, but it's got one flaw – it's far too easy.
FOOTBALL INTERNATIONAL (70%) Iss 8
With only one player it soon gets dull.
FORTIFIED ZONE (68%) Iss 4
With only four short levels this mazey blaster won't entertain you for long.
FORTRESS OF FEAR (84%) Iss 2
A platform collect-'em-up with good gameplay, but no passwords.
GARFIELD (45%) Iss 22
Garfield's pretty cool, but this platform-puzzler is bland and unimaginative.
GARGOYLE'S QUEST (76%) Iss 3
Variety, challenge and good looks. This'll test your brain and reflexes.
GAUNTLET 2 (41%) Iss 3
A faithful conversion, but it's a bit of a pain on the small screen.
GEAR WORKS (65%) Iss 27
A limited puzzler which is never going to compete with the likes of Tetris.
GEORGE FOREMAN'S KO BOXING (20%) Iss 14
What can we say? Er... 'Don't buy it!'
GHOSTBUSTERS 2 (85%) Iss 4
Controlling two characters at once makes this slick game a bit different.
GOAL (80%) Iss 24
Titchy players and awkward controls spoil this footy sim.
GOLF (92%) Iss 1
Everything you could ask for is here, including two-player link and battery.
GREMLINS 2 (82%) Iss 2
Great graphics and fun gameplay. Tough, but well worth the aggro.
HAL WRESTLING (28%) Iss 10
A truly crap wrestling game. You can't even tell the players apart.
HARMONY (69%) Iss 11
A tough game, with original and puzzling gameplay. A bit hard, though.
HIT THE ICE (50%) Iss 13

The TOTAL RECALL Super NES sports games guide cont...

WORLD CUP STRIKER
(TOTAL 30: 88%)



This fine footy game can hold its head up high and walk tall and proud. TOTAL don't think its the best of the bunch, but its certainly playable and fun, so if there are no Sensibles or FIFAs left on the shelf in your store, get this one.

PGA TOUR GOLF
(TOTAL 11: 69%)



Maybe 69% was a bit stingy. This is really a convincing sim and we recommend it, if you like that sort of thing.

TECMO SUPER BOWL
(TOTAL 26: 85%)
Not the best looking American football game for the Super NES, but despite the ropey graphics, it's seriously playable.

NBA SHOWDOWN
(TOTAL 27: 50%)
Disappointing basketball sim that sticks rigidly to the rules and feels dated when played next to a game as dynamic as NBA Jam. Don't bother.

NBA JAM
(TOTAL 27: 90%)
Yes, I'm fully aware that we've already mentioned this on the other page, but it's so good that I thought I'd put it in again just in case any of you unobservant fools might have somehow missed it.

VIRTUAL SOCCER
(TOTAL 24: 68%)



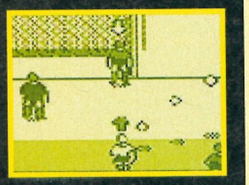
Good looking but sadly rather basic footy game. Nah!

JOHN MADDEN '93
(TOTAL 13: 86%)
PHWOAR! Bloody brilliant, playable game with such depth and beauty.

SUPER SOCCER
(TOTAL 6: 80%)
It looks quite super but that's about as super as it gets. There's loads better about.

The TOTAL RECALL guide to Game Boy sports games

WORLD CUP STRIKER
(TOTAL 30: 87%)



At last! A decent footy game for the Game Boy! All your worries are over! Our Frank reviewed this delightful little morsel this issue and we all had to have a go. Not the closest of control we've ever seen on a handheld game, but far and away the best footy for the Game Boy!

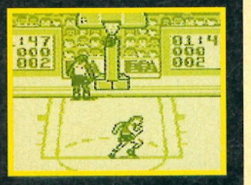
TENNIS
(TOTAL 1: 90%)

A wonderful little game for fans and non-fans of tennis alike. The graphics are a treat and the ball control is unlike anything you've played before. TOTAL heartily recommend this 'un.

GOLF
(TOTAL 1: 92%)

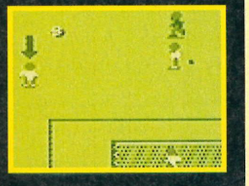
Buy this game! Buy this game! Buy this game! Get the idea? An excellent game for one, and the two player link mode is brain-numbingly good stuff!

JORDAN VS BIRD
(TOTAL 11: 71%)



The best basketball game yet for the Game Boy. But it's not really very good at all. If you've *got* to get a basketball game, get this.

SENSIBLE SOCCER
(TOTAL 25: 70%)



Sadly, the Game Boy's Sensible doesn't quite live up to its reputation on other formats, but the two-player mode makes for big grins.

BLADES OF STEEL
(TOTAL 6: 60%)

This rather tasty little ice hockey game that plays better than we would have expected. About the best around, but not brilliant.

TECMO BOWL
(TOTAL 22: 62%)

Great looking – the best yet on the Game Boy, but the bonkers gameplay won't set anybody's world alight.

At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE (38%) Iss 4
Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 (57%) Iss 16
Slightly better than the Super NES game, but far too easy.

HOOK (88%) Iss 6
Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK (35%) Iss 10
Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS (60%) Iss 23
Boring and slow Lemmings rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER (40%) Iss 5
No variety and nothing like the film.

HYPER LODE RUNNER (84%) Iss 2
Classically simple platformer. Sad graphics, but huge playability.

ISHIDO (68%) Iss 5
Fun to begin with, but there's not really enough variety here to last .

JOE 'N' MAC (75%) Iss 14
If you're after some raw challenge, this little monster will keep you going.

JORDAN VS BIRD (71%) Iss 11
This three-in-one basketball sim is mostly fun, with a few irritating flaws.

THE JUNGLE BOOK (90%) Iss 28
A great-looking and highly playable interpretation of the film.

JURASSIC PARK (70%) Iss 23
Smart collect-'em-up which is spoilt by some dreadful touches.

KID DRACULA (80%) Iss 18
Cute platformer which, while aimed at a younger market, is still fun for oldies.

KID ICARUS (68%) Iss 11
An engaging little platformer, but it's all a bit samey. You'll soon get bored.

KILLER TOMATOES (79%) Iss 9
A silly scenario, but quite a fab game. Big levels and oodles of action.

KING OF THE ZOO (87%) Iss 1
Cute-looking bash-'em-up with masses of playability.

KIRBY'S DREAMLAND (39%) Iss 12
An original idea which looks pretty, but it's far too easy. Shame.

KIRBY'S PINBALL (92%) Iss 26
The best pinball game on the Game Boy. Three big tables of flip-screen fun.

KONAMI GOLF (84%) Iss 29
An accurate and highly playable sim

KRUSTY'S FUN HOUSE (84%) Iss 13
A well-crafted puzzler with a simple design and tons of gameplay.

KWIRK (78%) Iss 1
This is a fiendishly hard, but incredibly playable puzzler.

LAMBORGHINI (85%) Iss 23
Simple and unoriginal, but still playable, fast and fun.

LAST ACTION HERO (59%) Iss 25
Platform beat-'em-up featuring good visuals and crap gameplay.

LAWNMOWER MAN (85%) Iss 25
Enjoyable licence with loads of sub-games and amazing 3D graphics.

LETHAL WEAPON (41%) Iss 18
A beat-'em-up with poor control and boring action. More like Water Pistol.

LEMMINGS (90%) Iss 14
The graphics are a bit dodgy, but this is still as fun and addictive as ever.

THE LITTLE MERMAID (45%) Iss 17
This swimmy game is too easy and too cute for all but the youngest.

LOONY TUNES (80%) Iss 13
Annoying scrolling levels, but brilliant animation and great action.

McDONALDLAND (66%) Iss 14
Fun for a while, but frustrating in the long run. Desperately unoriginal, too.

MARBLE MADNESS (31%) Iss 4
Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI (80%) Iss 15
Fantastically simple, but guaranteed to draw you in and not let you go.

MAX (57%) Iss 14
A so-so platformer with some nice ideas. The graphics are disappointing, though.

MEGA MAN 3 (83%) Iss 16
Nothing new, but this challenging blast is still addictive and fun.

MERCENARY FORCE (54%) Iss 9
Tough and different, but ultimately a tedious left-right scrolly game.

METROID 2 (66%) Iss 8
Far too big, empty and bland. There's not enough action, either.

MICKEY MOUSE/BUGS BUNNY 2 (80%) Iss 14
Yes, they're the same game. A pretty platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE (38%) Iss 9
A sad excuse for a platformer.

MINER 2049ER (25%) Iss 18
Primary-school graphics and probably the worst gameplay ever on the GB.

MISSILE COMMAND (49%) Iss 7
Poor controls and lame visuals ensures that this falls short of the target.

MONSTER MAX (90%) Iss 26
Rare have produced a great 3D adventure. This is a very special game.

MORTAL KOMBAT (59%) Iss 21
Let down by animation and controls.

MOTOCROSS MANIACS (91%) Iss 6
Fast 'n' furious action makes this race-'em-up totally addictive.

MOUSETRAP HOTEL (47%) Iss 13
Sad, Mickey Mouse platformer with poor controls and repetitive gameplay.

MR DO (80%) Iss 10
Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.

MUHAMMAD ALI BOXING (45%) Iss 27
This is spoilt by shallow gameplay.

MYSTERIUM (79%) Iss 11
Adventure-cum-maze game with added shooting. This works well.

MYSTIC QUEST (85%) Iss 27
If you liked Zelda, then you'll love this fantasy RPG.

NAIL 'N' SCALE (32%) Iss 10
A tedious puzzle game which is more annoying than challenging.

NAVY SEALS (79%) Iss 2
Run-along-and-shoot-'em-up with good blasting gameplay.

NBA BASKETBALL (35%) Iss 20
Nobby basketball sim that's unlikely to thrill even hardened fans.

NEMESIS (92%) Iss 2
If you like classy blasters then add this one to your collection immediately.

NEMESIS 2 (93%) Iss 12
Just as brilliant as its predecessor. Tough, but intensely playable.

NIGEL MANSELL (73%) Iss 23
Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP (64%) Iss 1
More oddball than football. Looks interesting, but lacks excitement.

OTHELLO (92%) Iss 2
Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH (50%) Iss 25
Dodgy and badly repetitive platform collect-'em-up.

PACMAN (51%) Iss 7
Basic gameplay and fiddly control. Things ain't what they used to be.

PANG (78%) Iss 24
Converted from the coin-op, this has 40 levels and a two-player option.

PAPERBOY (77%) Iss 3
This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.

PAPERBOY 2 (50%) Iss 10
Virtually identical to the first game and just as lame.

PARASOL STARS (92)% Iss 11
Don't let the cutesy graphics fool you – this is tough and very, very playable.

PARODIUS (83%) Iss 10
A standard shooter at heart, but it looks fab and is plenty of fun.

PINBALL DREAMS (32%) Iss 23
Oh dear. Lousy graphics, lame game-play and only three tables. Very sad.

PIT FIGHTER (27%) Iss 10
This has a massive five opponents and a grand total of three fighters. Hmm.

POPEYE 2 (82%) Iss 15
Honest little platformer with no frills, but fast graphics and good gameplay.

POPULOUS (70%) Iss 19
A good attempt, but too awkward and too complex for the 'Boy.

POP-UP (61%) Iss 14
Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.

POWERPAWS (34%) Iss 20
Unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PRINCE OF PERSIA (83%) Iss 8
A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT (71%) Iss 14
An absorbing and playable bash-'em-up. Best head-to-head available.

PROBOTECTOR (92%) Iss 8
Would-be Arnies won't find a better blaster on the Game Boy than this.

PROPHECY (51%) Iss 11
Big and varied platform game, but it's too tough and the action's patchy.

THE PUNISHER (49%) Iss 14
Similar to Operation Wolf, but too repetitive and too annoying.

Q*BERT (80%) Iss 7
Just another platform-puzzler, but the gameplay is timeless and addictive.

QIX (81%) Iss 3
Guide a ship around, filling the screen as you go. Weird, but worth a look.

QUARTERBACK CLUB (46%) Iss 27
Four very weak events combine in this basic Track And Field type game.

RAGING FIGHTER (52%) Iss 20
Beat-'em-up with big sprites, but dull action.There aren't enough moves, either.

RACE DRIVIN' (88%) Iss 19
Forget the dire SNES version – this is one of the best GB racers ever!

RADAR MISSION (53%) Iss 3
This is just like that old pen 'n' paper war game, Battleships. Hmm.

RAMPARTS (59%) Iss 22
Weird puzzler-cum-war game which gets impossible after a while.

THE REN AND STIMPY SHOW (30%) Iss 19
You'd have to be really stupid to buy this.

THE RESCUE OF PRINCESS BLOBETTE (55%) Iss 2
As dull and aimless as the NES version.

REVENGE OF THE 'GATOR (85%) Iss 1
Pinball sim with fab arcade features.

ROAD RASH (29%) Iss 22
Basic race game with badly designed graphics and clumsy controls.

ROBOCOD (60%) Iss 19
Better than both the SNES and Game Boy versions, but still lacks content.

ROBOCOP (74%) Iss 1
Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 (86%) Iss 10
Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBIN HOOD (74%) Iss 15
Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND (90%) Iss 19
Simple design, but fun and engrossing platform gameplay.

R-TYPE (86%) Iss 1
A classic shoot-'em-up with great graphics and plenty of frantic blasting.

R-TYPE II (68%) Iss 14
Technically better then its predecessor, but it falls down 'cos of its lifespan.

SENSIBLE SOCCER (70%) Iss 25
A tricky game to do on the GB. Brave attempt, with a good two-player mode.

SIDE POCKET (59%) Iss 1
This pool game's okay with two players but its disappointing otherwise.

SKATE OR DIE (76%) Iss 2
Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES (58%) Iss 4
The GB version of NES Snake, Rattle 'N' Roll, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW (71%) Iss 6
This is great on the move, but too easy.

SOCCER MANIA (13%) Iss 11
A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER (72%) Iss 1
A playable top-to-bottom shooter, but let down by crude visuals.

SOLOMON'S CLUB (93%) Iss 7
Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.

SPEEDBALL 2 (51%) Iss 16
A poor version of the classic game. It's too slow and the targets are unclear.

SPEEDY GONZALES (72%) Iss 22
A decent game with lots of nice touches. It's not very challenging, though.

SPIDER-MAN II (69%) Iss 9
A playable little platformer, but not really a superhero among games.

SPIDER-MAN III (70%) Iss 19
Dull, unoriginal platform-blaster which plays like a bag of pebbles.

SPIDER-MAN X-MEN (48%) Iss 27
A masterpiece of annoying gameplay and irritating quirks.

SPLITZ (83%) Iss 20
Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.

SPOT: THE COOL ADVENTURE (66%) Iss 18
Very average McDonaldland-style game.

STARHAWK (65%) Iss 19
Same blasting formula as Nemesis, but with nowhere near the same excitement.

STAR SAVER (34%) Iss 7
A tedious game with weedy visuals and formulaic gameplay.

STAR TREK (57%) Iss 10
This has loads of levels and nice graphics, but the gameplay's lame.

STAR TREK: NEXT GENERATION (25%) Iss 29 No, no, no! Rotten.

STAR WARS (80%) Iss 12
This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) Iss 7
Brilliantly animated platformer with dreamy gameplay and loads of extras.

SUPER KICK OFF (77%) Iss 6
Quite simply the best footy game available for the Game Boy.

SWAMP THING (21%) Iss 14
Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND (94%) Iss 1
A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 (70%) Iss 12
This has all the usual Mario stuff, but it's not really up to scratch.

SUPER OFF ROAD (16%) Iss 13
Even weaker than the SNES game. Slow, uncontrollable and frustrating.

SUPER RC PRO-AM (87%) Iss 1
Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR (86%) Iss 11
A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN (63%) Iss 18
Shoot-'em-up featuring Baloo the bear. Fun for a while but soon gets boring.

TAZ-MANIA (55%) Iss 24
A load of old tat. It's virtually identical to Edd The Duck, but not as good.

TECMO BOWL (62%) Iss 22
Good-looking American footy sim which is too haphazard to be fab.

TENNIS (90%) Iss 1
Superb control and perfect graphics. You'll never pick up a racquet again!

T2: THE ARCADE GAME (71%) Iss 13
If you can ignore the sameyness, you'll love the action-packed mayhem here.

TERMINATOR 2 (80%) Iss 3
A neat game with spiffy graphics and all the best bits from the film.

TESSERAE (80%) Iss 24
Fiendish Othello-style puzzler. Three levels and nine different boards.

TINY TOONS (89%) Iss 9
A very playable platformer with some of the cutest graphics ever.

TINY TOONS 2 (86%) Iss 26
The early stages are naff, but the later ones more than make up for 'em.

TIP OFF (78%) Iss 13
This is an unoriginal basketball sim, but it does the job.

TITUS THE FOX (71%) Iss 16
An average platformer, but the two-player link-up option is nice.

TOM AND JERRY (65%) Iss 24
Tragic waste of a licence. Tom and Jerry actually co-operate!

TOP GUN (60%) Iss 15
Easy to learn, with loads of missions. Poor air combat, though.

TOTAL CARNAGE (61%) Iss 24
Even more disappointing than the Super NES conversion.

TOP RANKING TENNIS (92%) Iss 21
Not as jolly as GB Tennis, but it has the edge in terms of gameplay.

TRACK AND FIELD (64%) Iss 20
Decent version of the classic athletics sim, but only for button-bashing fans.

TRACK MEET (64%) Iss 9
Well-designed athletics sim which has nothing new to offer, but is still fun.

TRAX (32%) Iss 10
A dire, little blaster with almost no action. Sad.

TUMBLEPOP (30%) Iss 20
Dull platformer with a dodgy storyline. Get Rodland instead.

TURN AND BURN (80%) Iss 15
A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN (79%) Iss 5
Massive and very challenging blaster. Almost as slick as the NES version.

TURTLES: FALL OF THE FOOT CLAN (91%) Iss 1
Great beat-'em-up, especially if you're a Turtles fan.

TURTLES 2 (84%) Iss 6
A fine sequel to the first game, with more variety and a tougher mission.

TURTLES 3 (78%) Iss 25
Smart scrolling beat-'em-up. Big and bee-yoo-tiful.

ULTIMA (84%) Iss 12
It's a bit too easy to die, but this is a huge RPG which you'll want to finish.

WARIO LAND (92%) Iss 28
Super Mario Land 3, just as good as the rest of the series. A smashing game.

WAVE RACE (70%) Iss 16
Not the best racer ever, but the addition of water makes it interesting.

WINTER OLYMPICS (45%) Iss 28
Seven dodgy games add up to one very dodgy game. A real snow-hoper…

WORDTRIS (44%) Iss 16
A wordy, but poor imitation of Tetris. A bit dull.

WORLD CIRCUIT SERIES (75%) Iss 9
A good, playable racing sim. The F1 tracks are fiendishly hard.

WWF SUPERSTARS (49%) Iss 4
Beautiful graphics and heaps of neat moves, but it's far too easy.

WWF SUPERSTARS II (44%) Iss 11
This has nothing new and is ridiculously uncontrollable.

XENON 2 (69%) Iss 13
A polished conversion of a classic shooter. It's looking dated now, though.

YOSHI'S COOKIE (73%) Iss 23
Quite fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV (97%) Iss 23
If you don't own a Game Boy, this is the game to buy it for!

ZEN: INTERGALACTIC NINJA (63%) Iss 19
A horizontally-scrolling beat 'em up with nice graphics and okayish sounds.

ZOOL (60%) Iss 24
Lame Amiga-esque platformer which is simply not good enough for Nintendo.

NES

4-PLAYER TENNIS (52%) Iss 10
A few new ideas, but it's ruined by bad controls and dodgy collision detection.

A BOY AND HIS BLOB (55%) Iss 2
Original with nice backdrops, but it's too slow and lacks action.

ACTION IN NEW YORK (69%) Iss 12
A tasty blaster which is similar to Probotector, but with only five levels.

ADDAMS FAMILY (55%) Iss 7
Playable at first, but marred by poor collision detection and over easy levels.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (74%) Iss 18
Much more playable than the first game, but still not tough enough.

ADVENTURE ISLAND II (57%) Iss 9
Loads of levels, but it's too simplistic and there's not enough going on.

ALFRED CHICKEN (80%) Iss 23
A good, solid platform game, with plenty to do and see.

ATF STEALTH (21%) Iss 17
A flight sim with very little variety and nothing to offer. Monotonous stuff.

BAD DUDES (39%) Iss 13
Yes, a *bad* beat-'em-up – bad sounds, bad animation and bad gameplay.

BARBIE (19%) Iss 20
Even Barbie fans will get no enjoyment from this. Absolutely appalling stuff.

BART VS THE WORLD (67%) Iss 8
A tough platformer with five massive levels and lovely backdrops.

BARTMAN VS RADIOACTIVE MAN (67%) Iss 18
Lots of variety, but it can be frustrating.

BATMAN (81%) Iss 1
A tough platformer with five massive levels and lovely backdrops. A must.

BATMAN RETURNS (48%) Iss 15
A run-of-the-mill platformer that lacks inspiration and imagination.

BATMAN: RETURN OF THE JOKER (64%) Iss 12
A bit sluggish and unresponsive.

BATTLETOADS (92%) Iss 11
Tough, amazing-looking arcade that sets new standards for the NES.

BATTLETOADS VS DOUBLE DRAGON (90%) Iss 24
Excellent scrolling beat-'em-up.

BATTLE OF OLYMPUS (92%) Iss 1
A truly engrossing and highly playable quest with lots to discover.

BAYOU BILLY (22%) Iss 4
An awful mixture of ripped-off game styles. The worst Zapper game ever.

BIONIC COMMANDO (63%) Iss 13
Not awful, but it hasn't got the playability of the arcade original.

BLADES OF STEEL (75%) Iss 27
A highly playable ice hockey sim which will keep you going for months.

BLASTER MASTER (71%) Iss 6
Neat graphics and lots of exploring, but no passwords and it goes on a bit.

BLUES BROTHERS (30%) Iss 12
Tough, mazey platformer with big, varied levels, but its looks let it down.

BLUE SHADOW (74%) Iss 4
A slick platform hack-'em-up. Great backdrops and varied enemies.

BOULDERDASH (90%) Iss 1
Addictive and challenging diamond-collecting, boulder-dodging action.

BUBBLE BOBBLE (80%) Iss 1
Frantic, addictive platform action. An almost perfect arcade conversion.

THE BUGS BUNNY BIRTHDAY BLOWOUT (31%) Iss 4
Crap scrolling 'n' graphics and dull levels.

BUCKY O'HARE (86%) Iss 16
The difficulty level's a bit patchy, but it's a huge, great-looking platformer.

BURAI FIGHTER (77%) Iss 16
A solid blaster with a good mix of mindless blasting and tactical play.

CAPTAIN PLANET (70%) Iss 3
A scrolling shoot-'em-up with brilliant animation and a varied challenge.

CAPTAIN SKYHAWK (83%) Iss 1
A superb blast-'em-up with smooth graphics and frantic action.

CASTELIAN (71%) Iss 8
Frustrating, but enjoyable climb 'em up. Difficult yet compulsive.

CASTLEVANIA (71%) Iss 7



A big, fun game, although you may find the gameplay a little repetitive.

CASTLEVANIA II (61%) Iss 7
More adventurey than the first game, but still pretty repetitive.

CASTLEVANIA III (80%) Iss 7
The best of the Castlevania series. A meaty beat-'em-up with lots of action.

CAVEMAN NINJA (67%) Iss 4
Looks good, but plays bad. Repetitive and badly structured.

CHIP 'N' DALE RESCUE RANGERS (81%) Iss 4
Good fun, but it's a bit easy.

COOL WORLD (33%) Iss 18
Who would've though it possible? This is even worse than the dire film.

COSMIC SPACEHEAD (91%) Iss 24
Tough platform puzzler which looks great and plays well.

CRASH DUMMIES (71%) Iss 19
Nice graphics, but the action is unimpressive and the big levels are a drag.

CRACKOUT (22%) Iss 8
Classic Breakout style, but poor design and stupid additions make it tedious.

DARKWING DUCK (62%) Iss 23
Polished cart with some rewarding gameplay, but only four levels.

DAYS OF THUNDER (61%) Iss 13
Clever view of the track, but the races are extremely boring.

DEFENDER OF THE CROWN (71%) Iss 1
Complex quest which doesn't quite work.

DEFENDERS OF DYNATRON CITY (37%) Iss 12
Basic, boring and cruddy all round.

DIE HARD (78%) Iss 7
Looks tatty, but there's a neat game inside. Realistic and engrossing.

DIGGER T ROCK: THE LEGEND OF THE LOST CITY (58%) Iss 1
Great visuals, but it's deathly dull.

DISNEY'S ADVENTURES (44%) Iss 10
Five poor sub-games. Basic and glitchy.

DIZZY (90%) Iss 12
Massive, good-looking arcade adventure. Lots of variety, lots of challenge.

DRACULA (60%) Iss 22
Smart graphics and animation, but it's too easy and unoriginal.

DRAGON'S LAIR (83%) Iss 3
A bit straightforward, but intriguing puzzles and amazing animation.

DONKEY KONG (40%) Iss 5
Two ancient platform games which are

beginning to show their age.

DOUBLE DRAGON II (43%) Iss 14
More dull beat-'em-up 'action' from the duff Double Dragon team.

DOUBLE DRAGON III (36%) Iss 11
It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.

DOUBLE DRIBBLE (67%) Iss 27
Simple basketball sim that's enjoyable, but lacks variety. For big fans only.

DROPZONE (90%) Iss 14
An oldie, but it's a frantic mega-blast and ideal for a swift pick up 'n' play.

DUCK HUNT (43%) Iss 4
Okay if you get it free with the Action Set but don't buy it separately.

DUCK TALES (69%) Iss 2
Unoriginal but playable title . Good animation and loads of groovy sprites.

DUCK TALES 2 (55%) Iss 2
A fun, playable platformer, which you will complete in an evening. Pity.

DYNABLASTER (90%) Iss 13
Probably the best multi-player game you'll ever see on the Game Boy.

ELIMINATOR BOAT DUEL (56%) Iss 17
Fun for a while but ultimately boring.

ELITE (96%) Iss 11
This shooting explore-'em-up is old, but ace. Huge, absorbing and tough.

EMPIRE STRIKES BACK (85%) Iss 12
Just a platformer at heart, but it's big, good-looking and fun.

FAXANADU (88%) Iss 13
Zelda-type adventure full of little puzzles. Great to look at and play.

F-15 STRIKE EAGLE (56%) Iss 9
An okayish flight sim, but the graphics and sound are unspectacular.

FERRARI GRAND PRIX CHALLENGE (61%) Iss 9
Some nice ideas but the awkward controls make it too unplayable.

FESTER'S QUEST (14%) Iss 22
A very shoddy game, where you wander around doing very little.

FIREHAWK (80%) Iss 22
Challenging and strategic shoot-'em-up, but it's let down by its graphics.

THE FLINTSTONES (46%) Iss 10
Lovely graphics, but the finicky game-play makes it too frustrating.

GALAXY 5000 (52%) Iss 7
Futuristic race and blast-'em-up which is absorbing, but too hard to control.

GARGOYLE'S QUEST 2 (82%) Iss 26
Colour version of the Game Boy classic.

GAUNTLET II (88%) Iss 1
Smooth scrolling and 100+ levels. Almost perfect conversion of the coin-op.

FOREMAN'S KO BOXING (51%) Iss 15
Very basic stuff – like the man himself.

GHOSTBUSTERS II (52%) Iss 5
Some decent graphics and varied opponents, but it's far too easy.

GHOSTS 'N' GOBLINS (58%) Iss 20
More of an endurance test than a game of skill. Leave well alone.

GOAL! (39%) Iss 1
Lousy graphics, confusing gameplay and slow action.

GODZILLA (10%) Iss 8
Crap, crap, crap, crap, crap. And crap.

GOLF (70%) Iss 21
Crude and conventional sim which is easy to play and good for a laugh.

GREMLINS II (73%) Iss 5
Challenging platform shoot 'em up. The graphics are great, gameplay less so.

GUMSHOE (75%) Iss 4
More like a Mario game than a Zapper one. Fun, but a bit *too* weird.

HAMMERIN' HARRY (58%) Iss 14
Looks nice and plays well, but it's unoriginal and far too easy.

HIGH SPEED (47%) Iss 8
A pinball game with messy visuals and frustrating gameplay. Very limited.

HOGAN'S ALLEY (64%) Iss 4
Point 'n' shoot action which is fairly entertaining, but lacks variety.

HOME ALONE (61%) Iss 16
Looks a real dud at first, but once you get into it , you'll find it's quite fun.

HOOK (84%) Iss 6
A neat movie licence with sweet game-play and bright, clear graphics.

HUNT FOR RED OCTOBER (32%) Iss 7
This shooter gives you lots of weapons, but it's too slow.

IKARI WARRIORS (59%) Iss 20
Tough shoot-'em-up which is too badly designed to be any fun.

IRON SWORD (79%) Iss 13
Aka Wizards & Warriors 2, this has great animation, but is too frustrating.

ISOLATED WARRIOR (72%) Iss 1
Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD (54%) Iss 1
Too easy, but its still fun with friends.

JACK NICKLAUS GOLF (57%) Iss 4
Detailed views and loads of features, but it's too inaccurate.

JACKIE CHAN ACTION KUNG FU (60%) Iss 7
Smooth and smart-looking, but the action is too simplistic.

JAMES BOND JR (79%) Iss 17
Nice graphics and a huge game area, but it's not challenging enough.

JIMMY CONNORS TENNIS (62%) Iss 25
Fluid tennis sim, which is too difficult.

JUNGLE BOOK (90%) Iss 28
Polished platform game which should put a few Super NES games to shame.

JURASSIC PARK (79%) Iss 23
A nice-looking game which is quite fun to play, but a bit slow in places.

KABUKI QUANTUM FIGHTER (71%) Iss 13
Nifty graphics, but the levels are badly designed and it's all rather average.

KICKLE CUBICLE (62%) Iss 4
This novel puzzler has great graphics and sound, but it's a bit easy.

KICK OFF (93%) Iss 4
Playable, challenging and fast. This really is a remarkable game.

KIRBY'S ADVENTURE (53%) Iss 23
Lovely-looking platformer with loads of overly easy sub-games.

KONAMI HYPER SOCCER (83%) Iss 6
Fast and fun, with a good two-player game, but it's a bit easy.

KUNG FU (36%) Iss 13
Tedious beat-'em-up with naff controls and lots of walking along.

LEMMINGS (85%) Iss 11
The world's most sadistic puzzle game hits the NES, and it's as addictive as ever.

LETHAL WEAPON (50%) Iss 18
Bad animation and clumsy gameplay. Really second-rate stuff.

LIFEFORCE SALAMANDER (84%) Iss 21
Lovely scrolling shoot-'em-up which is really fast and frantic.

LITTLE NEMO (77%) Iss 8
This fun, cartoony arcade adventure may be cute, but it's as hard as nails!

LOLO (65%) Iss 8
A decent and challenging puzzler, but it lacks character and is a bit colourless.

LOW G MAN (94%) Iss 2
A huge, playable and ingenious game, with vast levels and beautiful graphics.

MANIAC MANSION (83%) Iss 3
Fun graphics and clever puzzles make this adventure game very playable.

MARBLE MADNESS (56%) Iss 2
An excellent graphic conversion, but with only six levels it's too restricted

MARIO AND YOSHI (66%) Iss 15
A decent enough puzzler, but it lacks that all-important addictive edge.

MAXIVISION 15 (27%) Iss 10
What a load of rubbish! There are 15 games here and they're all crap.

McDONALDLAND (77%) Iss 13
Not particularly original, but it looks okay-ish and it's quite playable.

MEGA MAN (68%) Iss 6
An extremely tough platform-shooter, with no password system. Beware!

MEGA MAN 2 (83%) Iss 6
Not as tough as the first Mega Man, but a better all round game. Bright and funny.

MEGA MAN 3 (87%) Iss 10
Better still. Tough gameplay, smooth graphics and lots of baddies.

MEGA MAN 4 (88%) Iss 22
Yet another MM game, and this one's the most playable yet.

METROID (66%) Iss 20



A big platform romp that would last you a good while – if it wasn't so dull.

MICRO MACHINES (92%) Iss 9
This mini racer's fast and fun, with realistic gameplay and brill handling.

MIG 29 (70%) Iss 21
Challenging cart with two game styles. Fairly fun, but too limited.

MISSION IMPOSSIBLE (79%) Iss 4
There's lots of fun to be had with this spy sim, if you persevere.

MONSTER IN MY POCKET (69%) Iss 15
It's got the looks, it's got the game-play, but where's the challenge?

NES OPEN GOLF (86%) Iss 10
Doesn't break any new ground, but it manages to be both fun *and* realistic.

NEW ZEALAND STORY (93%) Iss 5
A stunning arcade conversion from Ocean. Blinkin' fab!

NOAH'S ARK (86%) Iss 16
Non-stop action, huge levels and loads of monsters. A superb platform shooter.

NORTH AND SOUTH (74%) Iss 12
Patchy graphics, but this Civil War game is varied and enjoyable.

OPERATION WOLF (36%) Iss 10
A crap lightgun game which is irritating as well as boring.

PAPERBOY 2 (50%) Iss 14
Unoriginal, uncontrollable and badly programmed. Oh, and boring.

PARASOL STARS (91%) Iss 13
Cute, addictive and tough. This great platformer will soon get you hooked.

PIRATES (85%) Iss 16
Atmospheric strategy game that will keep you playing for ages.

PRINCE OF PERSIA (35%) Iss 15
Shoddy animation and awkward controls. Looks very dated now.

PRINCE VALIANT (59%) Iss 14
Mildly engaging for a while, but ultimately too primitive and awkward.

PROBOTECTOR (85%) Iss 4
The NES version of the classic Contra. A frantic and challenging shooter.

PROBOTECTOR II (91%) Iss 14
A superb shoot-'em-up which is tough, action-packed and great-looking.

PUNCH OUT (74%) Iss 11
One of the better NES boxing sims, but too basic and simple.

RAD GRAVITY (74%) Iss 14
Looks a bit drab, but it's an intriguing platformer with loads of variety.

RAD RACER (66%) Iss 9
Not bad, but spoiled by average graphics and repetitive gameplay.

RAINBOW ISLANDS (92%) Iss 5
Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!

RESCUE: THE EMBASSY MISSION (48)% Iss 5
Sniping, abseiling and loads of tip-toeing around, but boy is it dull.

RC PRO-AM (62%) Iss 15
A weird game which plays really well. It lacks depth, though.

RC PRO-AM II (76%) Iss 17
A racer which can be fun for four players, but doesn't involve much skill.

ROAD FIGHTER (44%) Iss 6
Addictive and fun, but looks awful and is far too primitive.

ROBIN HOOD (63%) Iss 14
An RPG-type explore-'em-up with minor puzzles and major flicker.

ROBOCOD (56%) Iss 20
One of the better versions, but it's still far too shallow and straightforward to be on anyone's shopping list.

ROBOCOP (66%) Iss 2
A fun stomp-and-blast-'em-up, but it's too easy and lacks longevity.

ROBOCOP 2 (79%) Iss 10
A brilliant platform shooter. This is far better than the first game.

ROBOCOP 3 (88%) Iss 13
A tough but intelligent game – brute force is *not* a good tactic here!

ROBOWARRIOR (21%) Iss 23
A complete waste of time. This game is so dated it should be extinct.

ROLLER GAMES (72%) Iss 2
A good mixture of jumping and punching. Not brilliant, but fun.

RUSH 'N' ATTACK (65%) Iss 22
A decent platform beat-'em-up, but it's looking a bit crusty now.

RYGAR (79%) Iss 20
Huge, playable and action-packed arcade platformer, but it's a bit easy.

SECTION Z (42%) Iss 22
Conventional space shoot-'em-up with repetitive gameplay.

SHADOWGATE (74%) Iss 2
Taxing puzzles and plenty of places to visit. It's just a shame you keep dying.

SHADOW WARRIORS (47%) Iss 3
Huge levels and varied graphics, but it's frustrating and awkward to control.

SILENT SERVICE (75%) Iss 18
A good conversion of a fab strategic sim, but not quite right for the NES.

THE SIMPSONS: BART VS THE SPACE MUTANTS (75%) Iss 18
Lots of humour, but it's tough and there are no passwords.

SKATE OR DIE (52%) Iss 27
This has five sub-games, but none of 'em are any good.

SKI OR DIE (53%) Iss 2
Just like Skate Or Die – except there's more white in it.

SMASH TV (82%) Iss 3
Lots of baddies make this a frantic blaster, but it's too repetitive in the long run.

SNAKE, RATTLE 'N' ROLL (90%) Iss 1
Cracking, 3D scrolling collect 'em up with pretty graphics.

SNAKE'S REVENGE (44%) Iss 6
This is quite good fun initially, but it gets incredibly tedious after a while. Ah well!

SOLAR JETMAN: HUNT FOR THE GOLDEN WARPSHIP (92%) Iss 1
This shooting explore-'em-up is one of the best of its kind.

SOLOMON'S KEY (89%) Iss 21
Classic platform puzzler with detailed, colourful graphics and 50 screens.

SOLSTICE (90%) Iss 1
Great graphics and gameplay make this 3D adventure well worth playing.

SPIDER-MAN: RETURN OF THE SINISTER SIX (67%) Iss 15
Not very fast, frantic or, erm, frilling. There are loads of better platformers.

SPY VS SPY (69%) Iss 23
Classic game which will soon get boring. Avoid!

STREET GANGS (61%) Iss 12
An odd-looking and unspectacular beat-'em-up with a few good touches.

SUPER ADVENTURE QUESTS (69%) Iss 19
Four games in one, but only one of them is any good.

SUPER MARIO BROS. 2 (79%) Iss 5
More varied than the first Mario game but not as good as SMB3.

SUPER MARIO BROS. 3 (98%) Iss 1
Well, me great mates, it's quite literally the most stunning platform game your NES will ever see!

SUPER SPORTS CHALLENGE (63%) Iss 17
Good-value four-in-one sports game. Basic, but fun for two players.

SWORDS & SERPENTS (82%) Iss 2
Bland scenery, but the animation and action make up for it.

SWORD MASTER (22%) Iss 7
Probably the most boring NES game ever. Indescribably dreary.

TALE SPIN (59%) Iss 14
Cute and colourful graphics, but it's just too fiddly.

TERMINATOR 2 (74%) Iss 3
A spiffy little game-of-the-film. Good platform beat-'em-up action.

TIME LORD (43%) Iss 1
Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

TINY TOONS (88%) Iss 9
A brill conversion – this is even more fun than the cartoons.

TO THE EARTH (82%) Iss 4
A proper 3D shooter – but with a Zapper. Best lightgun game around.

TOM AND JERRY (67%) Iss 11
An unoriginal and uninspired plat-former. (And where's Tom?)

TOP GUN (69%) Iss 14
Not a techy flight sim, but a simplistic shoot-'em-up. Fun, but not for long.

TOP GUN: THE SECOND MISSION (66%) Iss 1
Amazingly fast visuals, but it's too hard to be much fun.

TOTALLY RAD (54%) Iss 8
This skateboarding game suffers from a poor difficulty structure..

TRACK AND FIELD II (54%) Iss 9
Another complex button-bashing sports sim. For fans of the genre only.

TROG (67%) Iss 3
Looks great and plays well, but it's not hard enough.

TROJAN (52%) Iss 21
Bog-standard scrolling beat-'em-up with lots of baddies, but few thrills.

TURBO RACING (81%) Iss 9
Nice-looking and smooth-playing. A bit simple, but it will last a while.

TURTLES (68%) Iss 13
Looks a bit cack, but this mixture of maps and bashing plays okay.

TURTLES 2 (66%) Iss 6
Lots of action and a few nice touches, but it's too repetitive and slow-paced.

TURRICAN (77%) Iss 14
Platforms, guns, nasties – Turrican's got 'em all. Sadly, it's a bit tiresome.

ULTIMATE AIR COMBAT (82%) Iss 15
The best NES flight sim yet. This will test even the toughest flyers.

ULTIMATE STUNTMAN (90%) Iss 21
Superb arcade romp full of basic but very playable little games.

WIZARDS AND WARRIORS III (76%) Iss 7
Dull to start with, but give it a while and this becomes intriguing.

WWF WRESTLEMANIA (30%) Iss 6
This game's a real lightweight, even for WWF fans.

WWF WRESTLEMANIA CHALLENGE (37%) Iss 1
Good graphics and impressive moves, but it lacks any challenge or excitement.

WWF STEEL CAGE CHALLENGE (40%) Iss 13
Despite having all of wrestling's big names, this is very dull.

WRATH OF THE BLACK MANTA (42%) Iss 13
Good graphics, but it's unplayable – the hero dies too often.

XEVIOUS (58%) Iss 22
Slow and ancient shoot -em-up. May have been worth buying 10 years ago.

THE LEGEND OF ZELDA (78%) Iss 2
A vast but do-able quest. The task holds your interest until you finish it.

ZELDA II: THE ADVENTURES OF LINK (82%) Iss 2
The graphics could be better, but there's plenty here to keep you going.

What we've been playing this month

Frank



Super Metroid

"It'z guud" said Frank in his cheeky north-of-the-border kind of a way." It'z reely, reely guud!" You'd better read his review or he'll get angry again.

Linda



Jungle Book

"Little Mowgli, he's so lovely!" Sighed Linda. "And the game's such fun." We left Linda to her dreaming... "Do you remember the film? Aaaah!... etc"

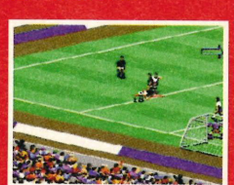
James



MechWarrior

"This game's so full of wonderful blasty-shooty flying bits that I'm going to leave the TOTAL team and go flying round shooting things." Hmn.

Josse



All the footy games

"I like football on the Super NES, football on the Game Boy and football on the NES. I like footbal on the telly and football on a grass pitch. I like it!"

Dane

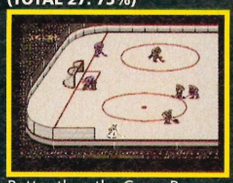


Pac Attack

"I'm a big fan of puzzle games, and Tetris-type games in particular. This one's fab!" We haven't heard much out of Dane this month.

The TOTAL RECALL guide to NES sports games

BLADES OF STEEL (TOTAL 27: 75%)



Better than the Game Boy version (naturally!), the NES version of Blades is fun to look at and to play. It's not exactly ground-breaking, but it's the best of its type for your NES.

NES OPEN GOLF (TOTAL 10: 86%)

It looks just a little dated now, but it's still a damn fine game. Strange but true, this is one of the few golf sims that manages to be both realistic *and* fun. We recommend it!

MADDEN NFL '94 (TOTAL 27: 93%)

The definitive American football game, which will keep you, and up to five mates, hooked forever.

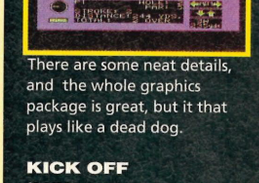
JIMMY CONNORS TENNIS (TOTAL 25: 62%)

One of those odd games that we had trouble making our minds up about. The looks are as good as you'd expect, and the play, well, erm... it's either fluid and beautiful or it's too hard to be playable, depending on which side of the office devide you sit. *(Or actually it rather depends if you're any good at tennis games. Frank)*

FOREMAN'S KO BOXING (TOTAL 15: 51%)

It looks like the big man has finally bowed out, and our opinion is that the game that borrowed his name should do the same. It's bog-basic and not worth the money.

JACK NICKLAUS GOLF (TOTAL 4: 57%)



There are some neat details, and the whole graphics package is great, but it that plays like a dead dog.

KICK OFF (TOTAL 4: 93%)

Still one of the best footy games around. It looks a little dated now, but it can still hold its head up high.

SUPER SPORTS CHALLENGE (TOTAL 17: 63%)

It's not flashy or showy, but this four-in-one pack's great value and beats those Track And Field II type things.

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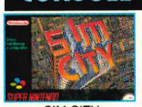
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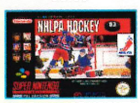
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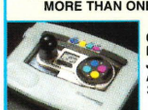
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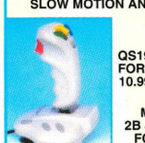
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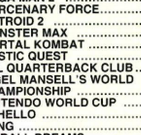
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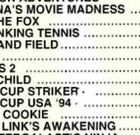
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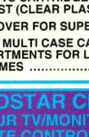
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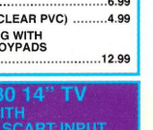
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