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TOTAL!

August 1994 Issue 32 £2.50

PROJECT REALITY

We've seen it! Full details inside!

SUPER NES

S ● GAME BOY

DONKEY KONG COUNTRY

32 bit graphics on Super NES!

DONKEY KONG 94 ON SUPER GAME BOY!



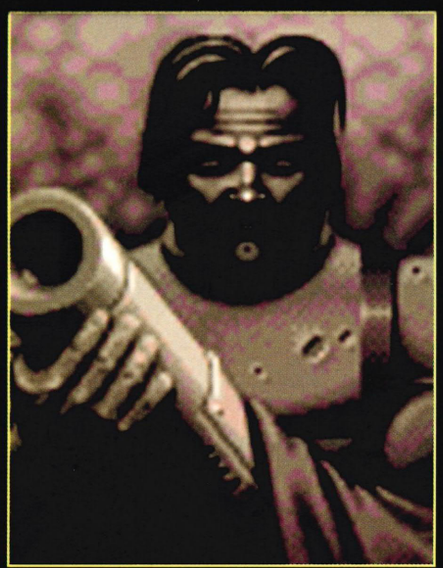
STUNT RACE FX REVIEWED!

SUPER STREET FIGHTER II REVIEWED!

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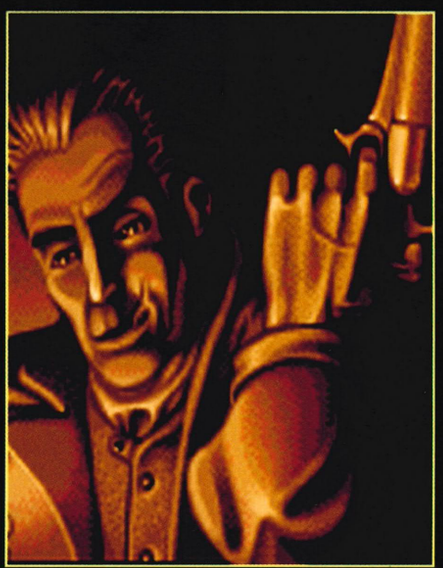
It's time to



NAVVIE



THUG



GENTLEMAN

take apart monsters



take apart deadly hordes

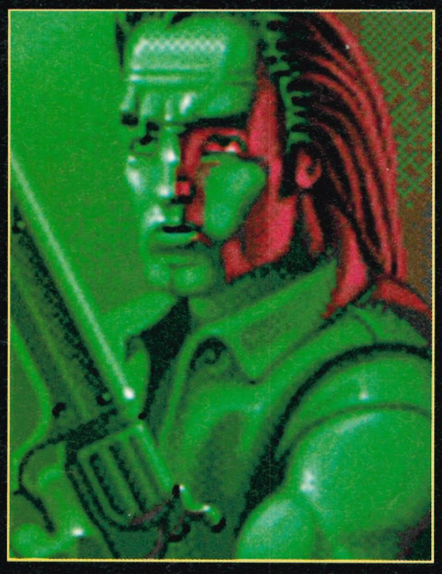


To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

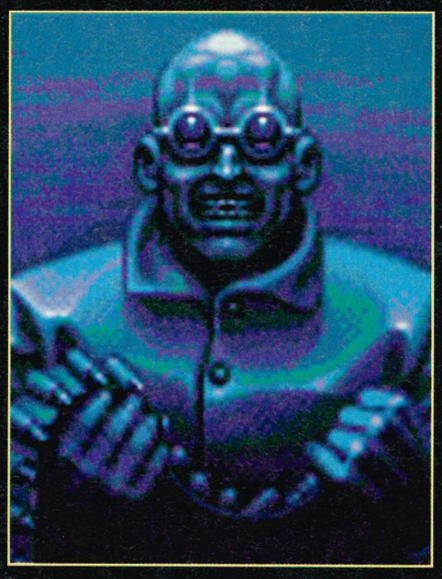
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take apart ghouls



take apart armour-plated fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

The Bitmap Brothers

TOTAL! G

Issue 32 August 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: ABC Jul – Dec 1993 **56,451**

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06 We've travelled across three continents this month to gather loads of top stories for Nintendo owners the world over.

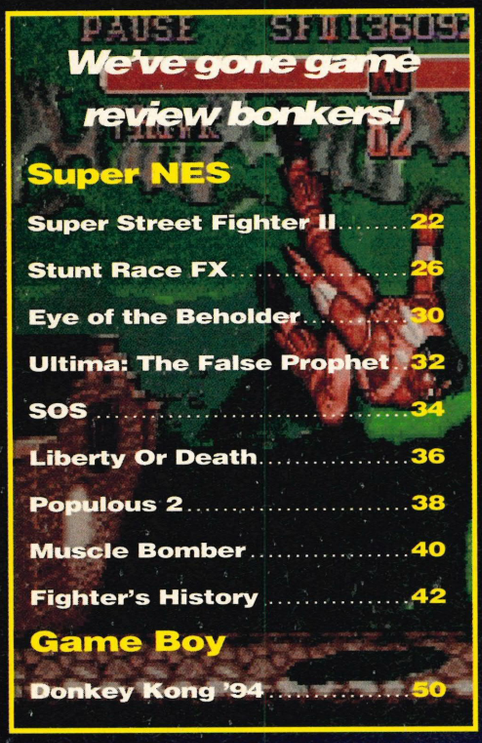
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Gosh it's! Donkey Kong '94

50 The best news of the year for Game Boy owners. Wahey! Yahoo! Hoofing great big gorilla in yer face action! TOTAL has the first review of this barrel-rolling, fit-lass-rescuing beauty! Ahem.



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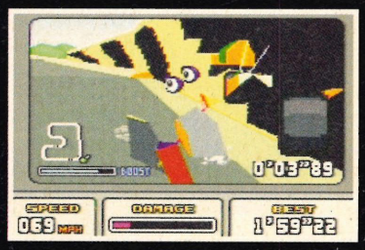
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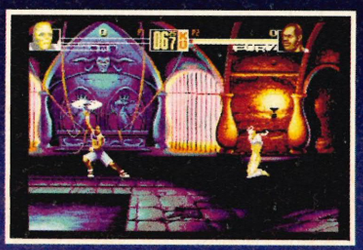
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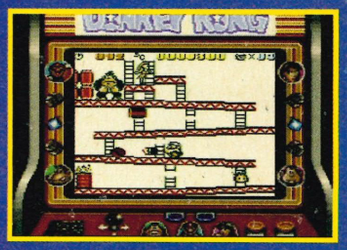
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Chicago CES



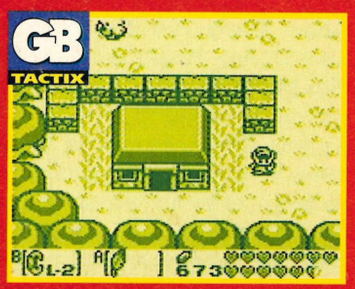
44 Leaving on a jet plane. And coming straight back again with stacks of industry info from Chicago's Consumer Electronics Show!

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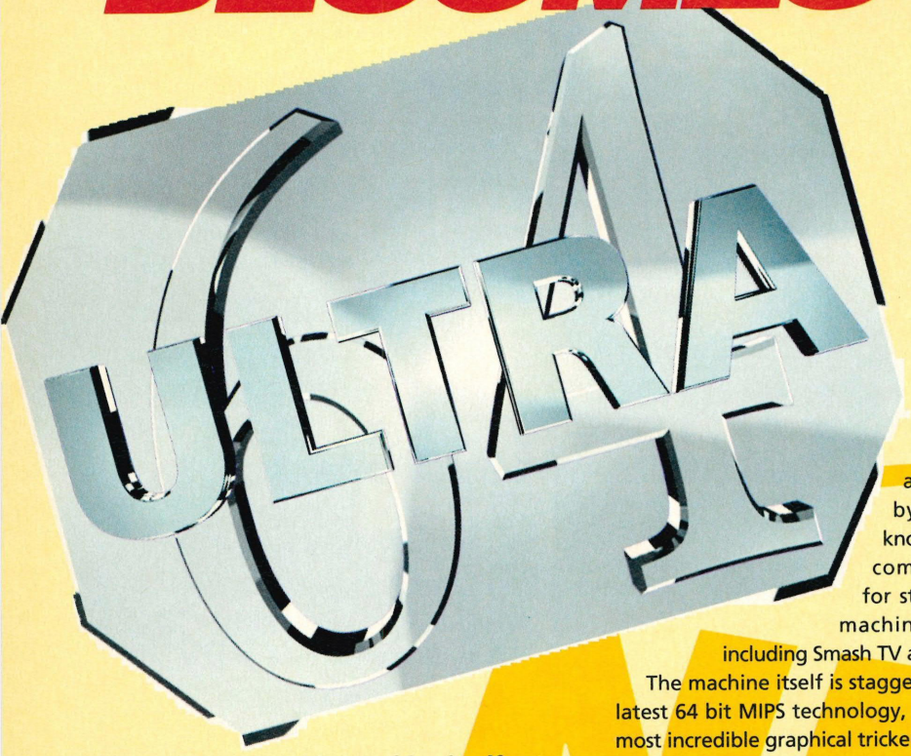
Super Metroid



Mystic Quest

The Chicago CES has focused the video game world's attention firmly on Nintendo. It looks like the mighty Japanese giant

PROJECT REALITY BECOMES ULTRA 64



We can't show you the machine itself yet, but this is what the logo will look like. Even the logo is polished to perfection!

At the recent Chicago CES, Nintendo unveiled the machine that they hope will lead them into the next generation, the machine that we've been looking forward to so much, the machine that has gone under the working title of Project Reality. First though, they announced a name change. Project Reality becomes Nintendo Ultra 64, steering away from the 'virtuality' image and concentrating on boasting its technological prowess. This announcement and pseudo-launch comes at a time where Nintendo were being accused of all sorts of deception by their rivals. Nintendo plan to unveil the machines in arcades within the next three months, and will be following the arcade release up with the release of a home system (this is the one we're really excited about) almost exactly one year from now.

The arcade games will be distributed and manufactured by WMS better known as Williams, the company responsible for stacks of hit arcade machines over the years including Smash TV and Mortal Kombat.

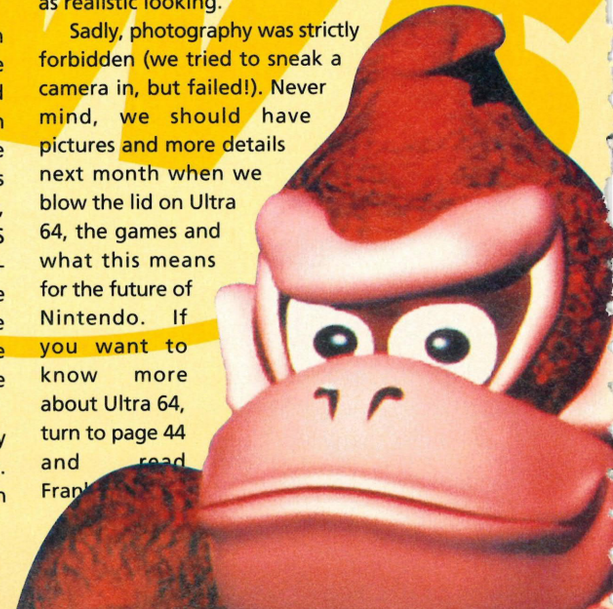
The machine itself is staggering. Featuring the latest 64 bit MIPS technology, it is capable of the most incredible graphical trickery. Two games have been finished in time for the Chicago CES, Killer Instinct and Cruis'n USA, both of which, from what we've seen so far, look set to take their respective genres to new heights.

The technology is a joint venture between Nintendo and Silicon Graphics, respectively, the world's largest video game manufacturer and computer graphics company. Nintendo chose Silicon Graphics (SGI) as a partner because SGI had huge depth of experience in both computer graphics and processor technology. As mentioned earlier, Ultra 64 will be based around SGI's 64 bit MIPS technology. This RISC (reduced instruction set) technology runs at well over 100 Mhz. This makes the Ultra 64 faster than the most powerful IBM PC, the Pentium, by a huge margin. Are you getting the idea of just how powerful Nintendo's next home console will be?

These numbers are all well and good, but they have to be seen in the context of good games. Nintendo placed them in just such a context when they unveiled near-completed versions of Killer Instinct and Cruis'n USA. The Killer Instinct game was attached to Super NES controllers, while Cruis'n USA came in a full scale arcade machine, complete with gooey hydraulic movement and everything. Amazingly, the games themselves were polished to perfection. Phwoar!

Killer Instinct was gob-smacking. A graphically stunning Street Fighter style fighting game, as gory as Mortal Kombat and as playable as anything yet seen in the genre. Cruis'n USA was a massive driving oddysey, taking the player from the west coast of America, all the way to the Whitehouse in Washington DC. Graphically, this was on par with Ridge Racer, it's at least as fast, although not quite as realistic looking.

Sadly, photography was strictly forbidden (we tried to sneak a camera in, but failed!). Never mind, we should have pictures and more details next month when we blow the lid on Ultra 64, the games and what this means for the future of Nintendo. If you want to know more about Ultra 64, turn to page 44 and read Fran[illegible]



ENDO NEWS

is back to stay. Sega's absence from the show was suspicious, and after Nintendo's show, embarassing. Total was there.

DONKEY KONG WORLD!

Not content with releasing the awesome Donkey Kong '94 on Super Game Boy (which we go bundles over, see the review on page 50), Nintendo decided to steal the thunder at the recent Chicago CES with the impossibly good Donkey Kong Country. Rumours had abounded before the show that Nintendo were planning to launch some spanky new software, but the show-goers were, to say the least, a little unprepared for Donkey Kong Country.

To put it simply, Donkey Kong Country looks like a 32 bit game. The graphics are all rey-traced, superbly shaded 3D and the sprites are animated better than anything you've ever seen. The effect is impossible to describe, but Nintendo refer to the new graphics technique as ACM or Advanced Computer Modelling. The process has never been used on a 16 bit game, but to be honest, it's hardly a technological revolution. It's simply another way of animating sprites.

The process has been pioneered by Rare (formerly Ultimate Play The Game, creators of Knight Lore, Sabre Wulf and loads of ace 8 bit games) and basically involves rendering 3D piccies of characters and objects. These are then squished into reasonable size and used as sprites on the SNES. The range of detail and movement on each sprite is a revelation. Rare have worked bleeding hard to squash all this lot onto a still massive 32 Meg cart, bless 'em.

Even jaded old industry gits were impressed by the game, proclaiming its virtues to any and all that would listen. This sets new graphical benchmarks for the Super NES and we expect it to be ripped off massively in the near future.

Although Donkey Kong Country is, by design, actually a very conventional platform game, much in the style of Jungle Book or Aladdin, the graphics, the animation and the attention to detail lift it high above everything for the Super Nintendo except the Mario series.

The good news for Game Boy owners was that the same process is used on a new GB cart called Donkey Kong Land. Again, the Game Boy has never had graphics quite as smooth as these.

"You drive me ape, you big gorilla!" gasps some wide-eyed girly.



TOTAL! NEWS



STREET RACER SURPRISES!

Ubi Soft caused a bit of a stir with their new driving game, Street Racer. The game was tucked away at a smart booth in the back hall of the CES. So amazing was it that Nintendo of America officials kept popping by to have a try.

The game is programmed by British software house Vivid Image, headed up by software guru Mev Dinc. Mev's onomatopaeic nomenclature belies a true genius for programming on the Super NES. He has managed to squeeze four player, split screen Mario Kart style racing out of a sweating, heaving Super NES processor.

The game itself is fantastic and the following statement is not a joke: This is better than Super Mario Kart. The game includes all the usual extras, loads of tracks, plenty of different cars and drivers, but the bonus games are a revelation. You can play soccer on a giant pitch by banging the football with the front of your car. There's also a wrestling game, the object of which is to knock the other cars out of the ring.

Street Racer is almost complete and it looks all set to be one of the best driving games ever seen. If this plays better than Mario Kart already, just think what it'll be like when it's finished! Hooray!

If you're ever on a bus in Devon don't forget to proclaim "Cheers Drive" to the driver as you leave.



It may well be better than Mario Cart but can it compete with Stunt Race FX?



Four player action. Each viewed through a letter box.

STREETFIGHTER MOVIE NEARS COMPLETION

At the CES, Capcom were showing off their new movie tie-up with Universal Pictures. Capcom have actually financed the movie, rumoured to have cost nearly $40 million! The biggest surprise of all is the rather wacky cast list. Check this lot out:

Jean-Claude Van Damme - Guile
Ming Na Wen (out of The Joy Luck Club) - Chun Li
Raul Julia (out of The Addams Family) - M.Bison
Kylie Minogue - Cammy (seriously)
Wes Studi (the nasty one out of Last of the Mohicans) - Sagat

If you were Jason Donovan would you choose meek and mild Kylie or hard as nails Cammy?



PUNCH OUT IS BACK!

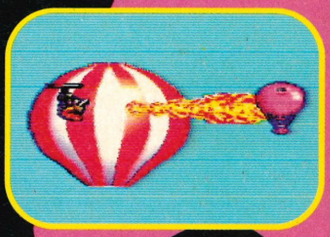
The best video game boxing sim of all time is back, this time it's called Super Punch Out and it's on the SNES! This much copied game was a ground-breaker for Nintendo back in the olden days and managed to combine extreme violence with wit and panache.

The action is viewed from behind as you take control of a transparent boxer (allowing you to see the other guy's punches) and scrap your way to fame and fortune. It plays like a dream and looks a treat. The original had a Mike Tyson endorsement, but since he's been slammed up in chokey for years, Nintendo have cleverly avoided using him as a promotional tool.

Actually, it seems that attaching your name to a video game is a recipe for disaster. For example in the past we have had George Foreman's Boxing, Evander Holyfield's Real Deal Boxing, and Diego Maradonna's Cough Medicine Footie. Actually we just made the last one up for a laugh.

WOT-A-BOY!

IF IT'S RAINING... NO PROBLEM... HE CAN DODGE TROUBLE, GIVE IT THE HAMMER OR MOVE LIKE A ROCKET! IT'S NOT ALL HOT AIR, JUST LOOK AGAIN. IS IT A BIRD? IS IT A BRICK? NO IT'S...









JELLY BOY

GAME BOY

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ocean

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PREVIEWS

Here we go again. The bit between news and reviews. It only makes sense that it's taking a look at games in some detail, but not in enough detail to review them. It's previews isn't it. And we like it. It makes us feel good. Leave me alone, I want to preview some games.

100% COTTON

There's been a larger than usual amount of excitement in the TOTAL office this month *(It's always exciting in the TOTAL office, but yes, this month was even more bonkers than usual. I blame that new bloke Atko. He's face in his head. Frank)*. If you've noticed a general drop in the standard of the artwork it's because we can't get our art boys (crayons) off the demo of 100% Cotton kindly given to us by that top bloke from Marubeni.



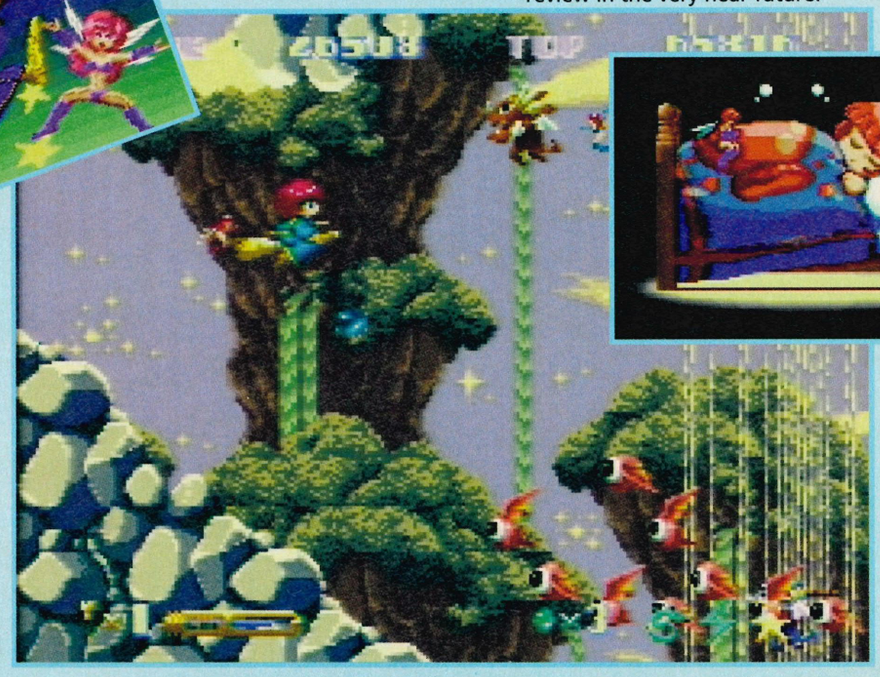
Cotton is a lovely little Japanese lady who (and if you take a look at her, I'm sure you'll agree that this does seem oddly out of character with her appearance) rides a broomstick, blasts anything and everything in sight and is apparently 100%. Yep, that's right. The game that dares to have a name as soft and fluffy as a Lenor advert is in fact a shoot-'em-up! And what's more, it's been done in the style of the Gradius series. And we reckon that can only be a good thing.

The graphics are truly breathtaking (we've only seen an unfinished version,and Marubeni are threatening to make the finished cart even better). The backdrops are beautifully detailed and above all else cute and cuddly beyond belief. The sprites seem well animated and humourous. Let's hope the gameplay can match this impressive potential.

Cotton is certainly a very odd game, the baddies are just bizarre and any game that has a bonus level announcing that it's Tea Time must surely need psychiatric help. If this demo is anything to go by it should make Pop 'n' Twinbee look positively sane. Let's hope it's a bit more of a challenge.

100% Cotton will be given a whiter than white review in the very near future.



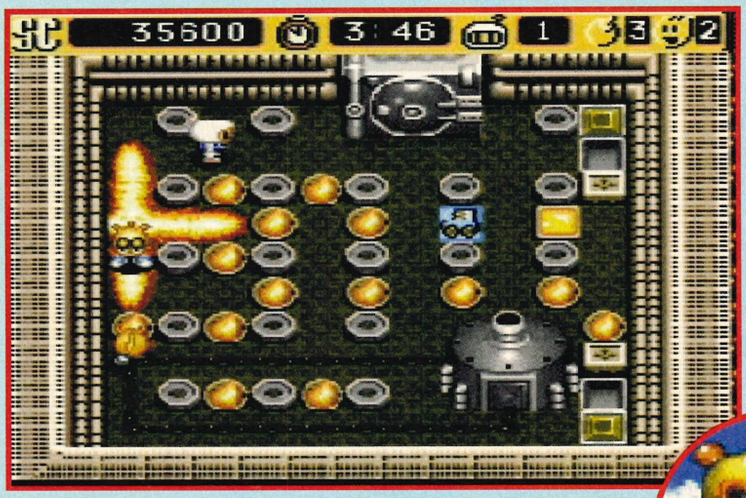




We're hoping to be able to review 100% Cotton in the next issue. When we do, we promise to review it in the style of a fabric conditioner advert. No, really.

For: SNES **From:** Marubeni **Release:** TBA

SUPER BOMBERMAN 2



Right: Take this new improved golden Bomberman to the Antiques Roadshow and you could be in for a surprise.



Bomberman invades Powderam Castle, a little known yet highly rewarding tourist spot near sunny Exeter.



Blasting its way onto your Super NES in November, Super Bomberman 2 has to be one of the most eagerly awaited sequels of the year. Anyone and everyone who's ever seen the original will know that it's going to have to be something rather special to better what has already become a SNES classic. Luckily our reliable informant assures us that Hudson Soft have indeed come up with the goods again.

From what we've seen of it so far, the sprite animation and background graphics have been significantly improved. It scrolls well and everything looks just that little bit clearer. Whether this will add or detract from the frantic gameplay has yet to be seen.

The biggest difference appears to be in the one player game. The levels are now bigger and a bit more varied. Hoorah! The multi-player Battle Mode remains much the same but with the addition of a Tag Team option. So, you can now gang up on either an unfortunate friend or the computer, let's face it we all did that in the original anyway.

Other new features include all new maps and mazes, different coloured bombs, more power-ups and a chance to become Gold Bomberman upon level completion.

If Hudson Soft really have managed to better the original, Super Bomberman 2 will definitely be one of the big hitters later in the year. We know very well that it'll hurt our brains, and all end in tears, but we're looking forward to it. Look out for an explosive review in TOTAL within the next couple of months.



A lovely field of friendly mushrooms. Any good fungi book will tell you to avoid the bright coloured ones as they may be toxic. The others however...

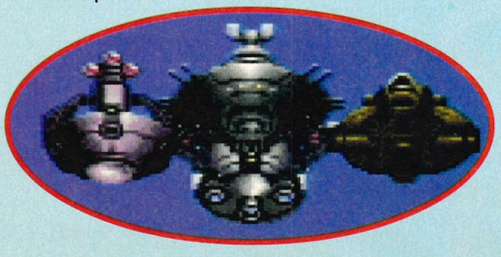




Yes, it looks like an Othello board except for four blokes and a few explosives.



The one with the red hair had an over large portion of hot chilli beans last night.



For: SNES From: Hudson Soft/Virgin Release: November

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9-10th August
Lakeside Thurrock *Essex*

12-14th August
Northampton Balloon Festival

17-21st August
Airborne '94 *Eastbourne*

24-27th August
Dartmouth Royal Regatta

29-30th August
Aintree Show

1st Sept
Bucks Show *Aylesbury* TBC

3-4th Sept
Sheffield Show

7-13th Sept
Chessington World of Adventures

21-25th Sept
LIVE '94, Earls Court *London*

28th Sept. -4th Oct
Lakeside Thurrock *Essex*

9th Oct
East of England Autumn Exhibition
Peterborough

11-15th Oct
Medowhall Centre *Sheffield*

17-22nd Oct
Merryhill Centre
Brierly Hill West Midlands TBC

24-29th Oct
Fairfield Halls *Croydon*

2nd Nov
City of Portsmouth Firework Display

4th Nov
26th Big Night Out *Suffolk*

7-12th Nov
Clifton Moor Centre *York*

14-18th Nov
Metrocentre *Gateshead*

These details correct at time of going to press. For further info call: 0800 444 220.

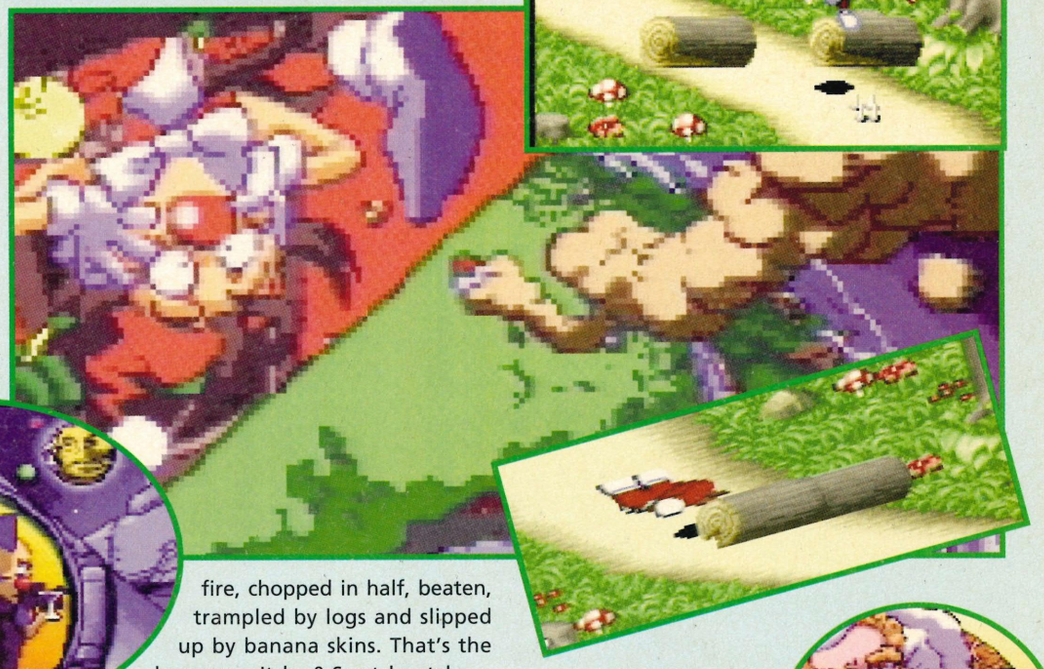
CRAZY CHASE



Marubeni are at it again. Of they go, releasing a game that looks as though it could win the title of Funniest Game Of The Year – Crazy Chase.

You play the part of a noddy lookalike with a clowns face and no mouth to speak of *(We apologise for that terrible pun! Frank)*. A nasty villain has kidnapped a princess and subsequently given our hero the runs, quite literally. You see, you spend the whole game running, dashing, pegging, hoofing, legging it. You're on the move to catch this villain one way or another.

Although Crazy Chase is a platformer it immediately stands out from the pack by its use of perspective. The whole game is played diagonally down screen, an unusual approach. The graphics are bright and colourful and the sprites are big, silly and full of life. It's not clear yet just how many stages there are but we know that they range from country paths, to cities to forests. Throughout your journey you must contend with all manner of potentially lethal obstacles which include being: splatted by falling rocks, blown up, set on fire, chopped in half, beaten, trampled by logs and slipped up by banana skins. That's the humour –, Itchy & Scratchy-style.





Crazy Chase looks like being a frantic and involving platformer – in fact the same engine could quite feasibly be used for a conversion of the film The Fugitive. Not a bad idea that.



**The only word in the instruction manual is Ruuuu

Fisheads, all of which are suitably placed in the ghetto. The graphics are certainly impressive at this stage. The close up view of each slam dunk being a particularly nice touch.

With oodles of match options, an urban feel and more than its fair share of needless violence this certainly makes a refreshing change from the usual crop of straight sports conversions. All of this with sampled speech and groovy tunes indicates that Jammit could well be a winner. What remains to be seen is whether the gameplay will be able to match that of its rivals in what is an already swamped basketball market.

It's going to have to be pretty darned special to compete with the likes of NBA Jam that's for sure. We've got our fingers crossed and you'll get a full review just as soon as we get our grubby little mitts on a finished cart.





Now I've got a sneaky feeling that one of the female characters is a tad violent. Just a feeling, mind. Actually I wouldn't spill that bloke's pint either. I wouldn't spill anyone's pints cos I'm a right chicken.

For: SNES From: Virgin Release: Sept

TAZMANIA 2

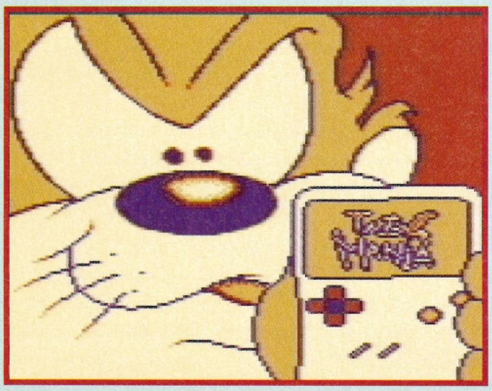
The Tazmanian Devil is one of those cartoon characters who was born to star in his own video game. He's funny looking, angry, eats everything in his path and comes ready made with his very own spinny special move. With this in mind it really does seem rather strange that his previous two outings on the Nintendo have been such a heap of pap.

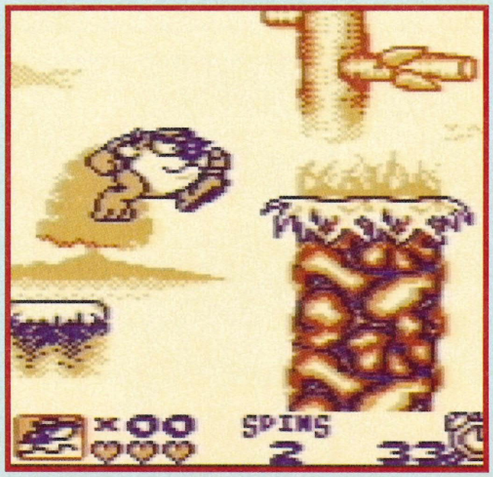
The Game Boy original was uninspired to say the least and the Super NES racing effort gave the word 'bland' a bad name. Well all is not lost, Marubeni have developed the all new Tazmania 2 for the Game Boy which they're confident will save the name of Taz and his devilish antics.

Due for release in September, Taz 2 again takes the form of a platform adventure and from what we've seen Marubeni seem to have learnt from previous Taz mistakes. The sprites appear detailed and well animated, and stand up well in the face of Cool Spot and Aladdin. The settings look varied, there's good humour and we're promised it's going to be quite a challenge.

A full review will be spinning its way into the TOTAL office dead, dead soon.

We all had a competition to see who could do the best Taz impression. Frank won!





For: Game Boy From: Marubeni Release: Sept

ALADDIN

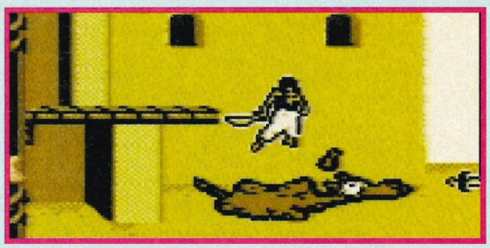


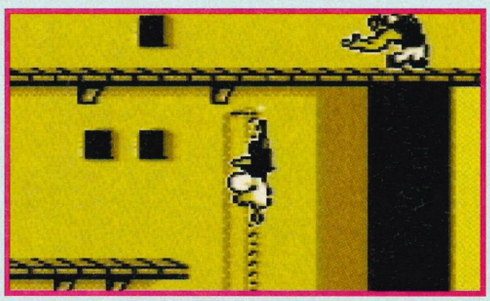
I've always wanted to write a caption that just says 'pants'. Here goes... PANTS!

Aladdin on the tiny screen has all the playability of the big, grown-up version except that it's just not as comfortable to play! Still, posture aside, this is yer basic platform/slash-'em-up with some very nice touches (and some utterly fantastic pants!), thank you very much. Par example, there are handy camels to help with all that bounding from ground level to the higher reaches and ropes that, oriental style-ee, just go straight up.

There are plenty of fittingly eastern baddies to avoid and slash like the evil viziers and Moorish guards brandishing gleaming, freshly-sharpened scimitars. The full storyline is there, just like the Super NES version, and Jafar, Princess Jasmin *(Phwoar! I like her! Atko)* all appear when they should, and are beautifully animated into the bargain. The beauty of the sprites and animation look especially good if you manage to get your mitts on a Super Game Boy (like wot we did the screen grabs on).

Keep an eye open for the review proper, like, and beware of those special billowing pants. Ahem. PANTS! PANTS! PANTS! PANTS! Ahem. Sorry.





Do you remember Andy Dyer that used to work on TOTAL? Well we saw him the other day and he said 'PANTS!' It was great!

For: Super Game Boy
From: Virgin
Release: TBA



Virgin

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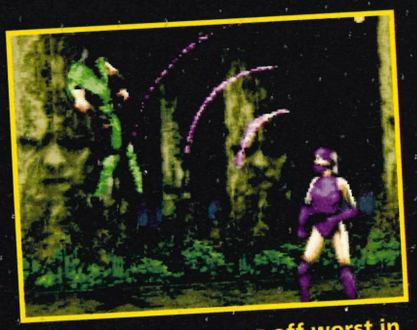
GAME BOY

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Lui Kang gets to grips with a huge fiery thing while the scary geezer Bakara looks rather worried. Understandably.



Yikes, Scorpion comes off worst in the battle of the sexes.

MORTAL

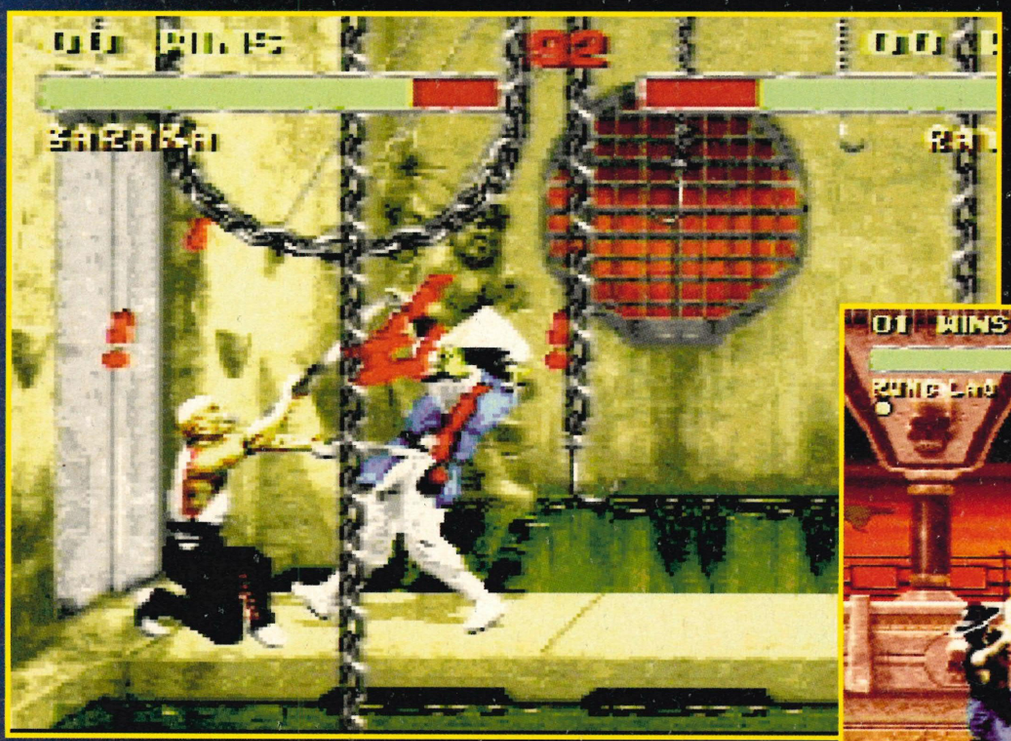
For: Super NES
From: Acclaim
Price: £TBA



Of course he wins. Look at the size of him compared to that little lass. Poor old Kitana, she was just minding her own business, when along comes bully-boy and smacks her.

In a final flourish of violence, big Frank shrugs off the TOTAL team's sickly friendship moves and goes it alone in his bumper preview. Ladies and gentlemen, we give you... Mortal Kombat II

The bad boy of video games is back, with a vengeance. Mortal Kombat easily outsold every other video game last Christmas and in conjunction with Williams, Acclaim look set to repeat that success this Yuletide. Mortal Kombat II



People with razor sharp claws usually win slapping contests. It's not fair of course, but it suits Baraka down to the ground.



Kung Lao and Reptile show off by spinning their sparklers round and round.

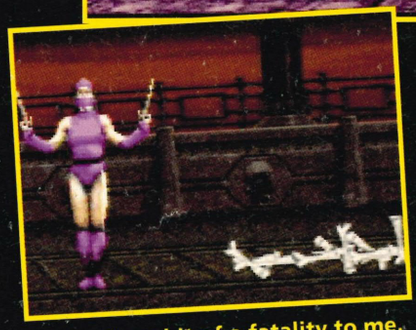


Acid spit is just one advantage in being a mutant.



Kung Lao's smoke rings impress Reptile massively. But remember, smoking isn't cool.

KOMBAT



Looks like a bit of a fatality to me. Hurrah and hooray!

is bigger, badder and better than its predecessor, but what does it have to offer people who already own the first game?

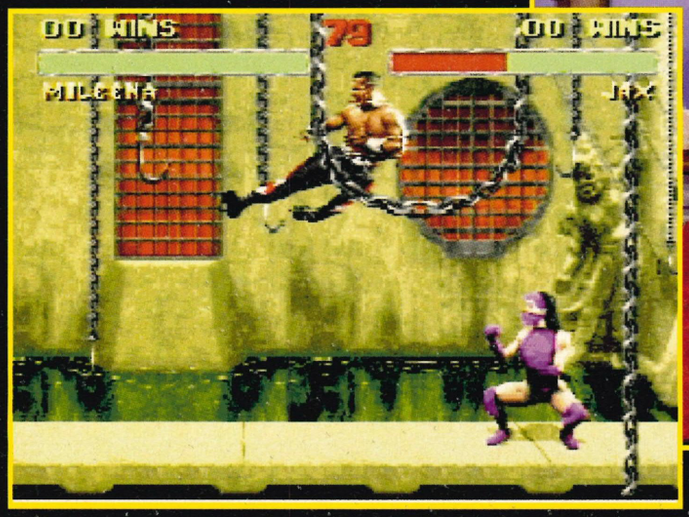
Last year, Mortal Kombat came head to head with Street Fighter Turbo. This year, Mortal Kombat II will battle for shelf space with Super Street Fighter II. Last year, Turbo was by far the better game. This year, things aren't so clear cut. Mortal Kombat II looks a vast improvement.

The shallow gameplay of the original has been tweaked, honed and expanded. The characters are now very different in style and strength. Previously, one character was much the same as any other. Williams accepted criticism from players and acted on it. The Mortal Kombat II coin-op is infinitely superior in gameplay to the original game. The good news is that the SNES version follows suit!

Sculptured Software have been slaving over hot development systems since before the original Mortal Kombat ever appeared on the SNES. They have improved their animation techniques, sorted out gameplay problems and achieved incredible levels of data compression. Mortal Kombat II, when finished, will appear on a massive 32 bit cart, but the data stored on that cart will have been packed to bursting. The SNES conversion contains (as far as we can tell) every single feature from the arcade. Every character, every fatality and every babality. Hey! – even the friendship moves are there.

The new characters, although perhaps lacking a little originality, more than make up for it in style. Mileena adds a bit of sex appeal with her erm, fitness. Baraka introduces some much needed light relief with his split personality and large razor blades. Reptile looks a bit like Scorpion except green and – best of all – there's Shang Tsung with triple fireball abilities and a rather dandy hat. Mortal Kombat II is going to be huge. Bigger than erm, a big, large thing. Wot has been swollen with bee stings. Ahem.

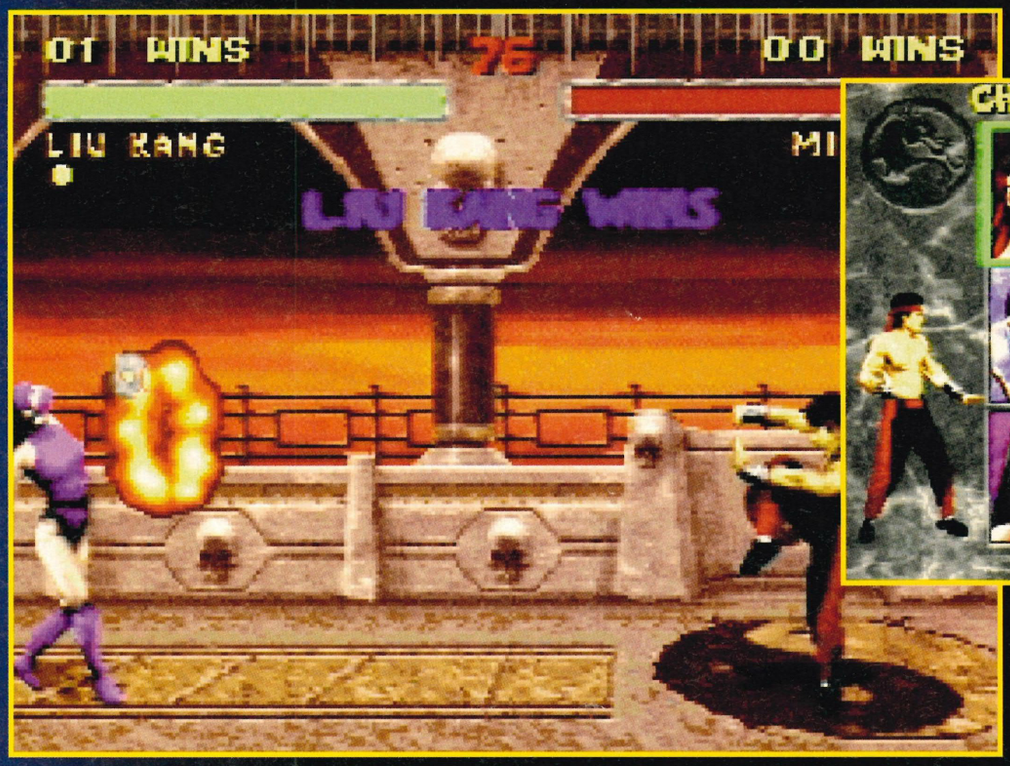
The friendship moves are in there. Every fatality is in there. All the babalities can be found. Mortal



Mileena squats in constipated agony as Jax tries a spot of bondage. Maybe.



It's violent, but strictly in the best possible taste. Nintendo have rated this for fifteen year olds and above.



Graphics, sound and gameplay have all been honed to perfection. This is the perfect apology for the shortcomings of the first game.

Kombat II on the Super NES has every known secret found on the arcade machine. We have been through the cart with a fine tooth comb, and apart from a couple of cosmetic differences, we can find no omissions. Not bad!

Friendship moves, the very opposite of fatalities can be found for each and every controllable character. These friendship moves have to be seen to be believed, but include piles of teddy bears, friendly discos and hugs. Try not to puke as the SNES Mortal Kombatants express their new found love and bonding in a sickly fashion.

Babalities are just as amusing. The Kombatants are replaced by baby versions, usually in the same (albeit miniaturised) costumes. Hardy, har, har. These moves are stupidly difficult to pull off, but it's worth doing, if only for a laugh!

As if that wasn't enough, there are definitely a couple of hidden characters, the one we found was Smoke – a smouldering (literally) version of Scorpion, and right 'ard he is too! Can he be controlled? How do you find him? Is there a secret code?Nah! We're not going to spoil it for you! You'll have to play the game to find out.

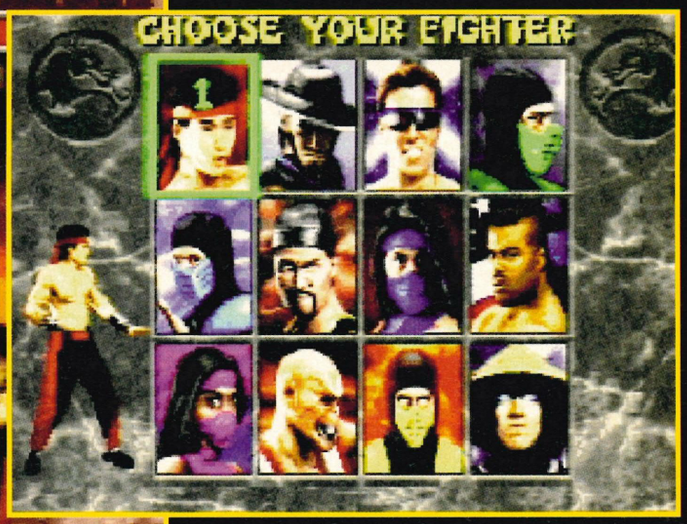
"The Mortal Kombat II coin-op is infinitely superior in gameplay to the original. The good news is that the Super Nintendo version follows suit!"

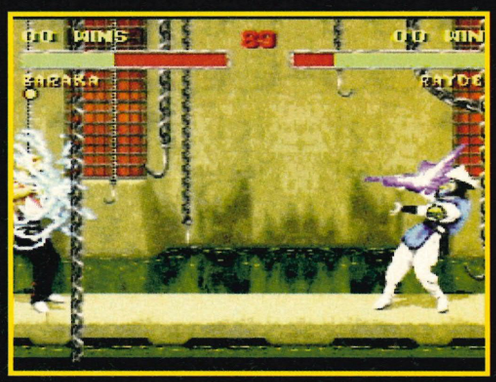
Violence, they say, is golden. Or *red* in this case. Nintendo, in something of a shock move, have decided to relax their policy on violence in video games. Good thing too if you ask us. This means that the Super Nintendo version of Mortal Kombat II is nowhere near as tame as the first SNES Mortal Kombat. This means blood, and plenty of it!

The fatalities in the original SNES game were less than fatal looking. At best, a Kombatant might have to put some Savlon on a nasty chafe. In Mortal Kombat II, they may require an awful lot of bandages to strap their limbs and heads back on. This might not please concerned parents, but hey,what's more important is that it should keep their kids happy for a while.

Turning your opponent into mince was half the fun of Mortal Kombat, so removing this aspect ensured that the ultra-violent Mega Drive version sold in greater quantities than its boyscout SNES cousin. This is the first part of Nintendo's plan to introduce Project Reality and the more adult games that system will herald.

Look! All the characters are there! Including the hidden baddies.





Yikes, Raiden, God of Thunder has some advantages over Mortal fighters, like omnipotence for starters.

He's greeny, he's meany, he's Reptile. That doesn't rhyme. Sorry.





"Ha, ha, ha, ha. Tremble before me, for I am the mighty Baraka!"



creating a world of difference

Kick it!

Disaster!

Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

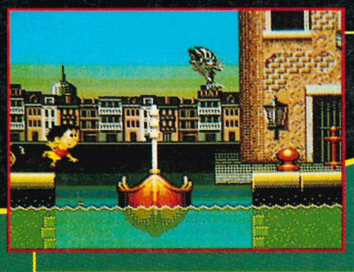
SOCCER KID™

Double disaster!

The careless alien collided with an orbiting asteroid and the top trophy was smashed into five pieces which are now scattered around the globe. Join football crazy Soccer Kid in his quest to recover and reassemble the World Cup.

Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.







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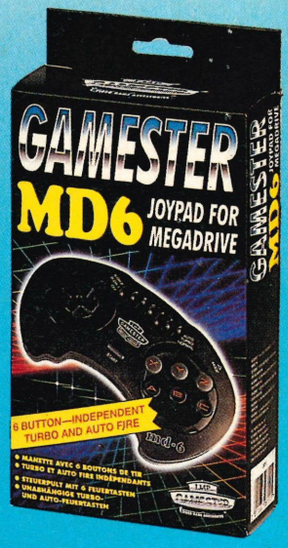
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REVIEWS

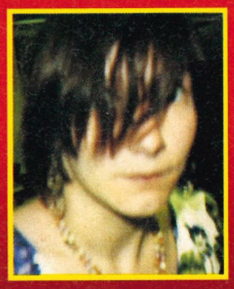
The TOTAL review crew

Welcome to TOTAL. Welcome to the reviews intro page. And welcome to the TOTAL review crew! What a pretty bunch they are! Hang on a minute, isn't that a new face in there? Better take a closer look and find out, eh?



Frank

Between executive lunches, faxes and first class flights, da boss found time to review some of the best games ever. Not bad!



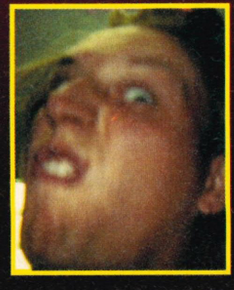
Linda

Happy birthday to you, squashed tomatoes and stew. Happy birthday dear Linda...
Ad lib to fade.



Atko

Agh! Here he is, the new team member and top games know-it-all. Atko. Pineapple head. He needs a haircut, don't you think?



Josse

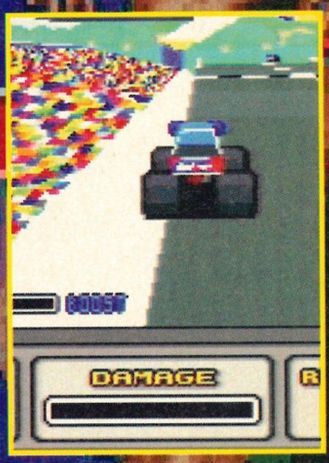
Josse has been his usual grumpy self this month, still, where would we be without him? Erm, we'd better not answer that one!

Super NES

Super Street Fighter II 22
It's time to stop drooling over all the hype and face the real facts about the most anticipated beat-'em-up in living memory. Frank gets all over excited on page 22.

Stunt Race FX 26
Another top release! We really spoil you lot. It's fast, it's smooth, it's absolutely huge. Check out the massive four page review of the best racing game ever to grace a console. Ever!

Eye of the Beholder 30
Turn to page 30 if you're at all interested in a first person, 3D role-playing adventure action. Turn to page 30 even if you aren't. Linda's written a lovely review.



Ultima: The False Prophet 32
It's not all playing with rolls, y'know. The massively successful Ultima series finally makes its debut on the Super NES, and we get our grubby mitts on a copy and review it. But what true RPG fans will want to know is how it compares with the likes of Zelda?



SOS 34
Abba sang about this platformer way back in the 70s. The big question is whether a topsy turvy platform adventure can satisfy all you Mario junkies out there. Find out on page 34.

Liberty Or Death 36
A historically accurate, engrossing and entertaining war sim on the Super NES? You're 'avin a laugh inicha? Okay, so we didn't exactly laugh, but Josse seemed to have a good time anyway.

Populous 2 38
He's back and this time he's, erm, God. Again. Perhaps it just goes to prove the old adage: 'If it ain't broke, don't fix it.' Or then again maybe it doesn't. They've made it bigger and better than the original. Find out how on page 38.

Muscle Bomber 40
With two of the best fighting games of all time splattered across this issue, bonkers crazy old radge bampot idiot ne'er-do-well Francis John O'Connor tries to impress his mates by reviewing a rather ordinary wrestling game. Why? Who knows?

Fighter's History 42
Oh dear oh dear oh dear! I do fear that if you turn to page 42, you might find out about some of the cynical rip-off official sad piracy that goes on within the games industry. It makes my blood boil, but I'll let Frank tell the rest of the story.

Game Boy



Donkey Kong '94 50
Quide lideralee me great mates, this is the most-barrel-mongously giant-gorilla-tastic platform fest to hit the Game Boy in years. Or am I lying? Or am I lying now? Or am I?

SUPER STREET FIGHTER II



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

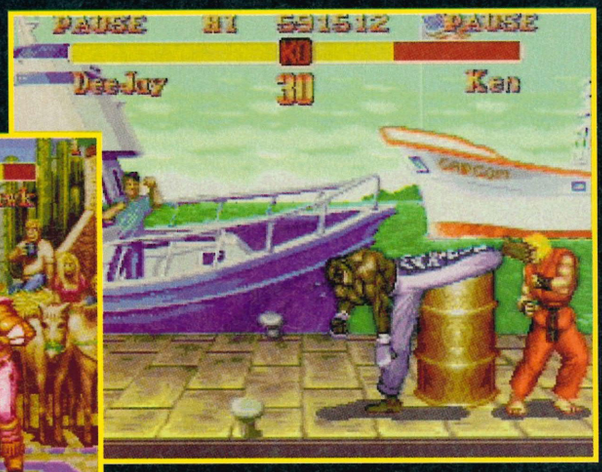
The Street Fighter series has developed and snowballed into an unstoppable and unrivalled fist-fighting fury. The arcade Super Street Fighter made us all weep, but what is Big Frankie's verdict on the Super NES conversion? Read on and find out...

"Are you dancing?" "Are you asking?" "No, just making polite conversation, like."





Everyday was carnival day in the TOTAL office. GamesMaster complained about the bongoes. Often.





The Great Blue Phoenix was almost extinct. Luckily, Josse and Frank knew a special spell.

Tim needed help with mooring, Andy and Neil were about as useful as a bent pin.

We've got a copy! We've got a copy! We've got a copy and you haven't! Capcom have pulled out all the stops and created the most faithful, the most demanding and the most dazzling coin-op conversion of all time, and the wonderful people that they are, they've slipped us a copy. And needless to say, we love them all like brothers! This staggering achievement of conversion goes by the name of Super Street Fighter II, and I can't begin to tell you just how fab it is.

Well actually, I can tell you how fab it is, but let me start by telling you *what* it is. Super Street Fighter II is number four in a series of fighting games from Capcom. It's actually a "remix" of Street Fighter II, with Street Fighter III still to come. This has all twelve characters from Street Fighter Turbo, plus four new good guys. The inclusion of the new characters is probably the most important additions to the game.

There are plenty of extra features, but the new guys *(Hey! They're not all Linda)* add a whole new dimensio to the fighting fun. They each have a distinctive fighting style and using them against established characters is a revelation. Each of the old characters now has a new range of abilities. Their strengths and weaknesses from the Street Fighter games we're familiar with have all been tweaked, modified and generally fiddled with.



Ken and Ryu have a new Hurricane kick. It now moves in an arc, making it one of the most devastating moves in the game. You can leap up and spiral down in a flurry of lethal kicks, destroying anything or *anyone* in your path. Ryu has a new fireball, much faster and more potent, while Ken has eloped the much-vaunted Burning Dragon Punch. Good!

The other characters have undergone less drastic changes, but Chun Li's fireballs are much easier to do, and Honda has a couple of new kicks and throws. Everything somehow manages to balance out! The somewhat limited M. Bison can now perform a bizarre mid-air punch and is altogether

FISTS
It's without doubt the best fighting game of all time



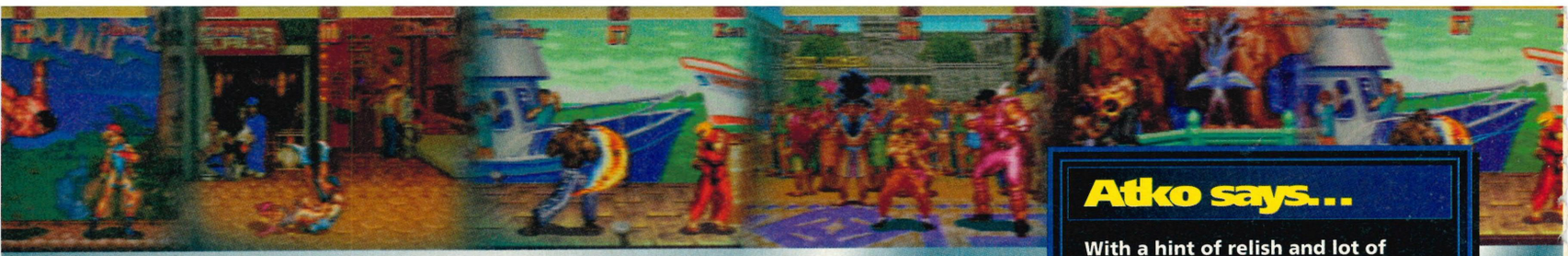
It must be something in the water, or in the very air we breathe. Agggh! Vote Green!



In the new World order, there are only twelve countries. The future looks grim, mate.



254 lb? That's 21 stone! And you lot call me



Atko says...

With a hint of relish and lot of tommy sauce, and no gherkins, this cart is a real feast. Gorgeous graphics, sizzling gameplay and sound like chocolate gateau . The only wet cabbage with this one is the price. But with quality like this you may eat the side salad as well!



...“Get off me, I want to play some Super Street Fighter...”

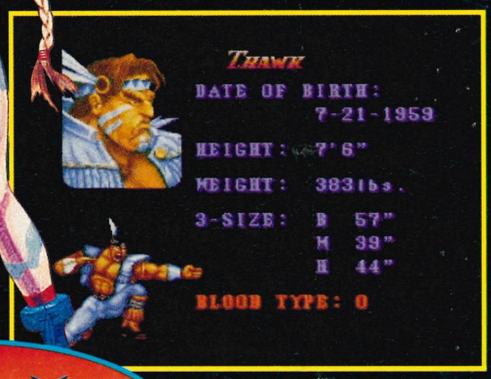
CAMMY, CAMMY, LISTEN TO OUR POEM!

Cammy is ace. We fancy her loads. Chun Li used to be our favourite, but she's starting to look a bit nuggetty. Cammy's thighs are just as firm, but a little more feminine than Chun Li's. As a special tribute, we composed a lurve poem to Cammy. It can be sung *(You've never heard Frank's singing! Josse)* to the tune of "Hey Mickey" by Toni Basil.

Hey Cammy you're a star
A fighting revelation
With luscious looks and kevlar bra
Enthralling half the nation

We like the way you wiggle
Wrapping legs around opponents
But we must suppress a giggle
When we watch those magic moments

We'd compare you to a summer's day
But frankly you're much fitter
So we're buying up your posters
And you'll find us in the (That's quite enough poetry! Ed.)



No wonder his legs are bent — all that weight.

CISTS
Unfortunately the price might well put all but die-hard fans off

easier and yet, at the same time, much more fun to control. (And it's bloody effective!)

Sagat has become almost too powerful and is exceptionally difficult to beat unless you're particularly clever and have worked out that it's a good idea to tackle this man-mountain only when using either Ken or Ryu.

Guile is actually a bit weaker and some of the cheap tricks once available to the flat-topped American have been removed, which altogether serves to even out the gameplay. In fact Capcom have systematically ironed out most of the tiny gameplay bugs that wound us up in the earlier games. Those tricky (and hitherto mighty frustrating) situations where you're stuck in a corner simply aren't as bad as they used to be.

Capcom have listened to the masses of feedback they get about the Street Fighter games (from people like us, and from people like you) and have incorporated new gameplay modes. These include a tournament option and a rather frenetic time trial mode. All these options are backed up by an attractive user interface and the feeling of quality is stupendous. Phwoar! Eh? Although as mere mortals you'd be hard pressed to tell, there are actually a lot of cosmetic changes too.

Animation has been improved across the board. Each character now moves just that little bit smoother, and the background animations have also been touched up a bit. The sound samples



Martin's attempt to impress Jo was a bad idea: He should have stuck to singing.

HIDDEN GOODIES?

Since Super Street Fighter was first announced, we've had phone calls galore, all wishing to know if there are hidden turbo modes, secret characters or anything else worth justifying the massive outlay. The good news is that there are plenty of secret cheats. The bad news is that we have no idea what they are.

The only thing that we actually know for definite, is that you can increase the number of turbo stars with a keypress cheat. Rumours abound of a secret character, perhaps Akuma, but there's absolutely no proof of this. It may just be wishful thinking. There are cheats galore though and the possibilities are endless.







Simon hadn't expected such a welcome. he had to bite his lip to repress a slight quiver. What a chap!





Rapunzel jumped out of her tower and decided to have a go herself. Prince Charming fought back admirably.

and music are a little better too, but these changes are almost imperceptible. These are really only minor alterations all round, but if you're looking for perfection in a beat-'em-up, this is as close as you're gonna get

Gameplay is what really separates this from Turbo. It's much deeper and more balanced than the last incarnation. The normal speed setting is almost painfully slow, but simply boost the speed stars for a much more enjoyable experience. So what's the verdict? Simply that this is the best looking, most playable game on the Super NES. If it wasn't for the ridiculous price, it would be perfect.. True Street Fighter fans will have to buy this. Normal Earthlings should get it second hand in a year or so. **FRANK**

T!

Super Street Fighter II

Looks

- Superb sprites, animation and backgrounds. Better than the original

Sounds

- Superb music and sound effects. Stunning sampled speech throughout

Gameplay

- Staggeringly good gameplay, almost infinite variations on original gameplay

Lifespan

- This will last as long as you own your Super NES. Brilliant!

The bottom line

"One of, if not *the* most enjoyable games ever made. It is utterly stunning in every respect, and is a real improvement all round on SFII and Street Fighter Turbo"

- **Levels** ..... 16 Sort of
- **Difficulty** ..... Varies
- **Continues** ..... Unlimited
- **Release date** ..... TBA

Final score

97%



Darn and blast! I forgot Fei Long's birthday, I'd better get a card in the post today.



The kids' bickering was getting beyond a joke. There were no rugs left in the house.



The crowd were delighted – their boy had done well, and no mistake.



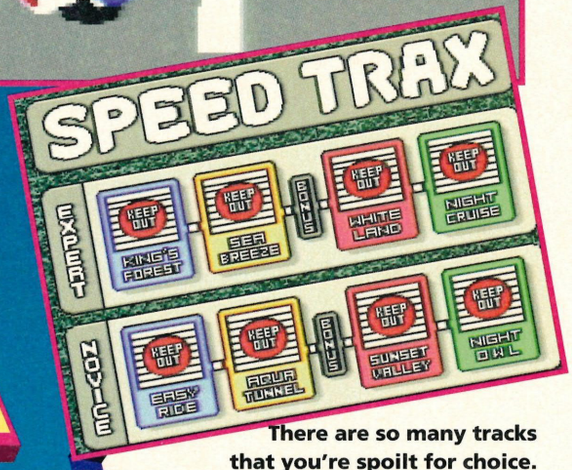
STUNT RACE FX



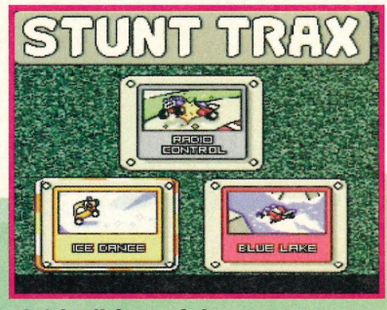


You'll have no trouble parking at Sainsbury's with the 4WD. You may sprain your ankle jumping out of it, though!





There are so many tracks that you're spoilt for choice. Here are nine of the little beauties and this is only the first level!



Finish all four of the Stunt Trax and press UP to reveal this nifty radio controlled level. This is one of the highlights of the game.

For: SNES (1-4 players) **From:** Nintendo **Price:** £50



Atko gets his stunt face around Stunt Race and discovers whether the best racing game ever to grace the SNES has arrived or if it's all a cloud of hot exhaust fumes.

Traditionally the car was seen as a thoroughbred with a soul of its own, brought to life by sorcerers' apprentices called mechanics. Not any more, Stunt Race is here! Stunt Race is here! Yipee! Wahoo! Yahey! Ahem.

Like me you may well have been wondering what all the fuss has been about over the last few months. Everywhere you turn there's been Stunt Race this, FX that, best racing game tra la la la la. So, when the finished game finally came crashing down on my desk I was eager to have a lash on it to say the least. Is it any good though?

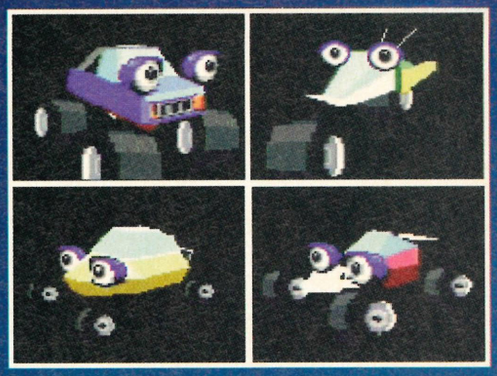
As far as the actual game goes Stunt Race FX is nothing new. You choose a car, then a track and race against either computer opponents or a friend in split screen mode. There's a choice of over 20 tracks ranging from Formula 1 to cross country set out in four game modes. Test Run is the beginners

Crash, bang, wallop and away again ridiculous mechanical contortionist. You'll lose a few seconds but it's better than losing a few limbs. Erm, or something.



STUNTS

The best racing game ever produced for a console, ever



The Stunt Race showroom. Why can't this be real? Why?

mode where you get to grips with the control system, Speed Trax is a one player time based race covering four courses, Stunt Trax involves passing as many check points as possible and in Battle Trax you compete in a split screen match race against a friend. Doesn't sound very ground breaking does it. Ha! Well that's where you're wrong

The 3D graphics really do live up to all the Super FX Chip *hoo ha* that's been bandied around since its development. The backgrounds are smooth, solid and gorgeously detailed. So much so in fact that you find your eyes straying from the track a little too often. There's also a good deal of variety in the settings ranging from snow covered countryside to fog engulfed road racing mayhem. The sprite animation is second to none. The cars bounce, spin, stretch and generally make complete fools of themselves constantly.

The often-tried-but-until-now-never-mastered change of perspective works really well and isn't just a needless gimmick. There are three different views but the TOTAL team are completely divided as to which is the ideal viewpoint with which to race effectively. I maintain that the further away you are, the more reaction time you'll have, but Frank insists that the extreme close up view gives the driver true realism. He can't beat me though, poor bloke *(That's just a lie! Frank)*. What this all adds up to is a visual feast served up in large helpings on a plate the size of the small country.

The game plays like a dream. It's responsive, realistic, not too easy, and faster than anything I've ever seen on the Super NES. The control set up is quick to grasp and allows you to jump, boost the



At the beginning of each race the camera zooms in and pans around to show the cars in all their glory.

CHOOSE YER MOTA!



2WD

Easily the best of the bunch, he's speedy, he's grippy, he eats Mr Whippy's. Okay, so he doesn't eat Mr Whippy's. He is great though!

4WD

Definitely the best car for the stunt track. His chunky tyres are good and grippy but he's heavy to steer. Ideal for the beginner. He looks angry, he drives angry, let's face it, he is angry.



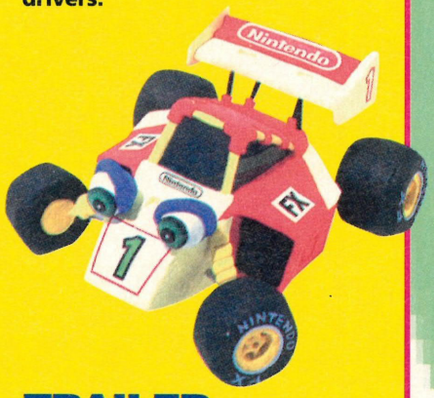


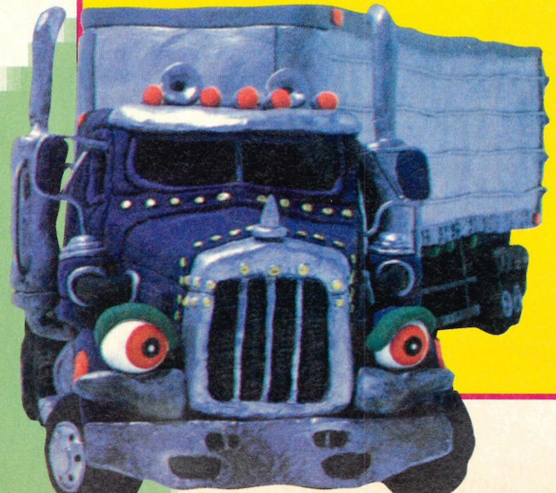
COUPE

Looks like the type of car your teacher might drive but motors along like nobody's business. Tends to skid around corners but it's ideal for intermediate drivers.

F-TYPE

A bit slow to get going but once he's accelerated he'll go for it *hammer and tongs*, a bit like me really. Only an expert will be able to keep this baby on the road. A bit like me, really.





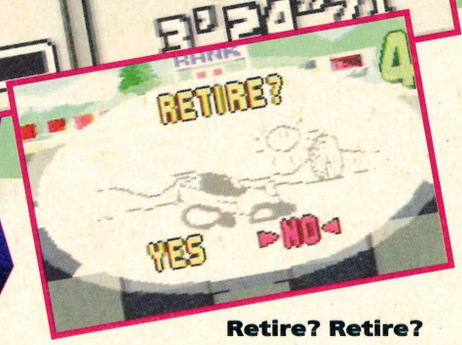
TRAILER

You can only use the trailer in the bonus game but it's a real hoot. Try to tip it over, we couldn't manage it.

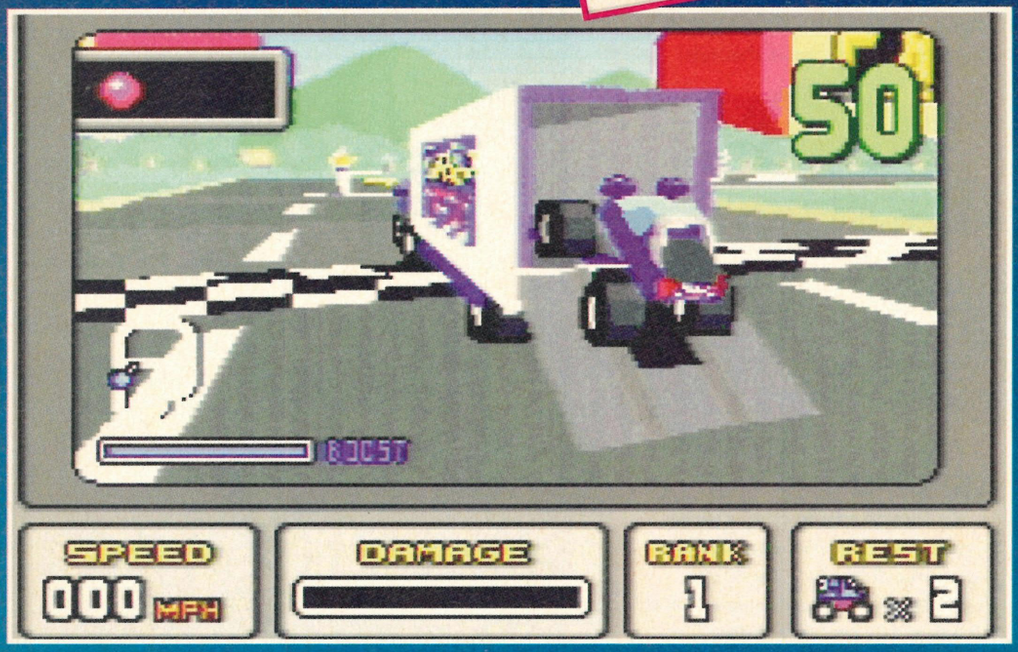
STUNT RACE FX

Vroom, vroom, hit the boost and leap off to a flying start. Quite literally mate.





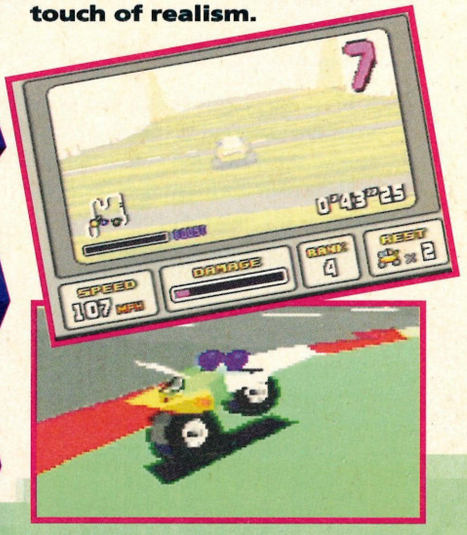
Retire? Retire? This is the only needless option in the whole game.



Truck, truck, trucker, trucker man, driving down the motorway... Look in your rear mirror, you dozy dodo! That's the way accidents happen!



The sound in the tunnels is a really nice touch of realism.



Our Production Editor Josse has now got his heart set on a 2WD of his very own.

turbo, honk your horn and all manner of other silly little things. Your choice of vehicle really does makes a huge difference to the overall performance and the type of outlandish crash you will doubtless experience, they really have to be seen to be believed

What makes Stunt Race stand out from the likes of Virtua Racing and all previous racing games is that it has character. The cars have boggly eyes, expressions and personalities all of their own. I know this all sounds a bit cutesy but you really do begin to get attached to the little vroomsters. As a result, when you crash you are more likely to laugh as your vehicle contorts like a breakdancer rather than tense up with frustration and slam your joypad down as is common with most racing games. The attention to detail is truly breath taking. There's just so much going on in every frame that it's almost as good as a spectator sport as it is to play. On top of all this the sounds are great too. Will it ever end?

RUNTS

Hmm, well now, let me think, um, oh yes it's too addictive

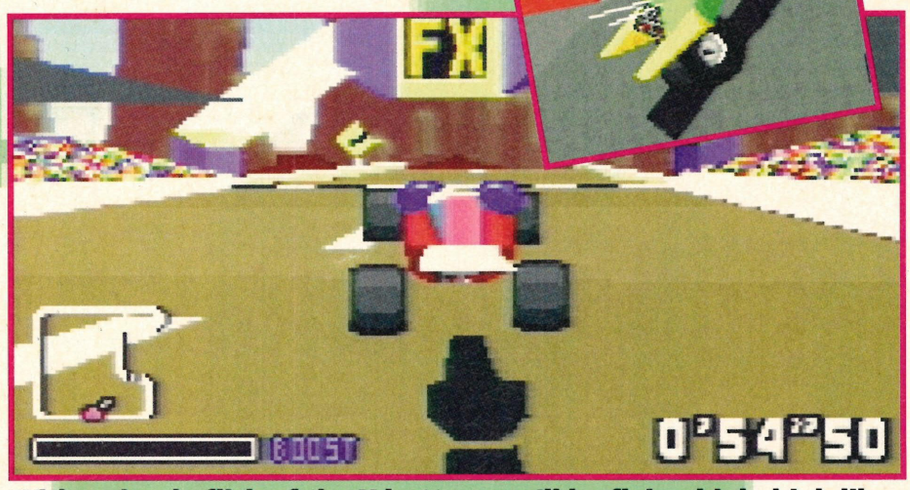
When you consider that Virtua Racing costs a whopping £70 and is a pile of old pants, at £50 Stunt Race FX really is excellent value for money.

Come December you can be sure that Stunt Race FX will be a serious contender for the top spot in TOTAL's top ten games of 94. It'll last you forever. Get this game and take it for a spin this instant.

ATKO



You're going the wrong way but you don't care. Let's crash, yippee, wahoo!



With a simple flick of the X button you'll be flying high, high like a bird in the sky. Or maybe you'll just jump a bit.



4WD appears to have lost one of his wheels. Never mind, the car in front is chasing his.

Boost-tastic Mate!

The smell of rubber has always fascinated me since my adolescence and *(I hope this is building up to something Atko! Frank)* So do I, ahem, anyway when your cruising down the road, the wind in your hair and your bird *(Erm, lovely classy lady, surely! Frank)* is humming her fave Chris Rea track the last thing you want is a lack of boost, ahem. So all you have to do is crash into the Starfox signs on the side of the track and lo and behold a Starfox ship chases you and drops plenty o' boost for you.

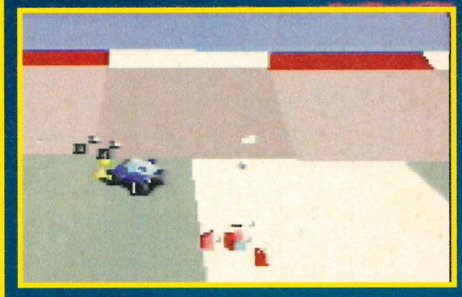
Now your Stunt Race car is slightly rippled with a flat under-side!!!

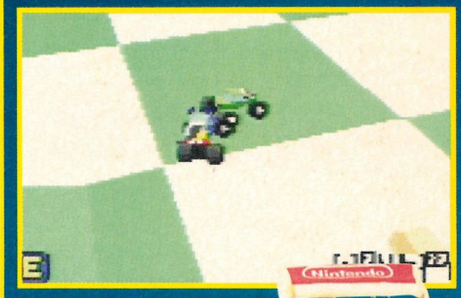


Aim at Starfox, then jump at the last minute.

Radio controlled mayhem

When you've finished all four of the Stunt Trax, press UP to reveal the Radio Controlled level. The aim is to hit all of the cars on all four courses as quickly as you can. Sound easy? If only.







The F-Type and I are engaged to be married. I wish...

Stunt Race FX

Looks

•Super FX Chip? Super FX Chip more like

Sounds

•Foot tappin' tunes and a wealth of spot on sound

Gameplay

•Nobody does it better, makes me feel glad your the best

Lifespan

• Should last longer than most Cathedrals and make no mistake

The bottom line

"This makes Virtua Racing look like a Sunday drivers convention. Top entertainment from start to finish, and then start all over again. It's brilliant, let's have another go!"

- Levels ..... Oodles
- Difficulty ..... Varies
- Continues ..... Infinite

Final score

94%



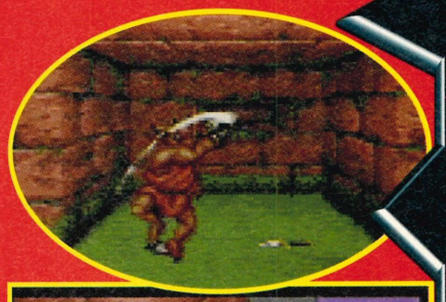
Some of my best friends are called Leaky. Actually.



Well, I didn't really want to go that way now you mention it.

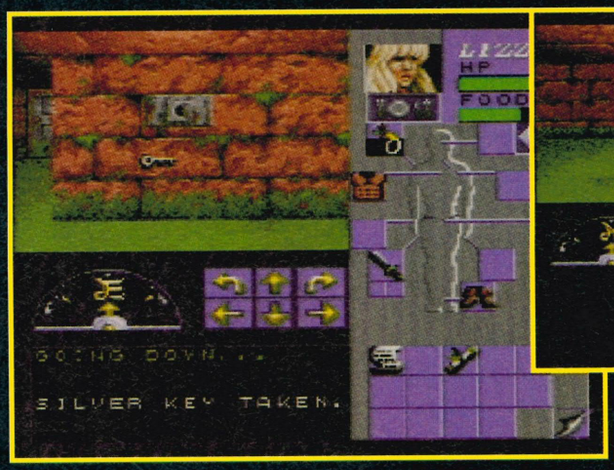


They might look like mousetraps, but they are in fact pressies. Hurrah! But it's not my birthday.





It's a saracen with a sword. That Lizzie'd better watch out if she wants to keep her head.







EYE of the BEHOLDER

For: Super NES (1-player)
From: Capcom
Price: £50



Our very own elf, Linda, turns her back on humanity, wipes the dust from her mouse and gets lost in dungeons...

EYES
Soft, strong, and very long. Oh, and the 3D effects are okay, too!

Okay, first off this is one of them there 3D adventure role-playing, dungeons and dragons games. And it's gone and got itself an official AD&D licence and 2nd edition rules. Whoopie-do! Sit down, I'll tell you a story. It goes something like this...

You all live in a far-off wondrous land called Waterdeep which is about to be overwhelmed by the forces of magic – evil magic, leaking and seeping from the mythical cities of Amn and Calimshan, and the name Xanathar crops up with disturbing regularity. Ooh-er!

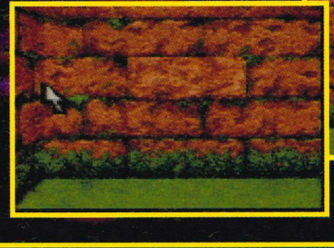
Eek! Your job is to find the evil and destroy it. Fret ye not – you're not totally alone. You're part of a team and, best of all, you get to choose your entire team. To make a character you have to choose a race, class and alignment. So you can end up with a chaotic, evil, elfin thief; or a lawful good, halfling Cleric. There are six races to choose from: human, elf, half-elf, dwarf, gnome, halfling. I'll be an elf because they're short creatures with fine features and pointed ears who delight in natural beauty, singing and carefree playing. The race to avoid is

TOTAL! TACTIX

Go on! Press my buttons, baby!

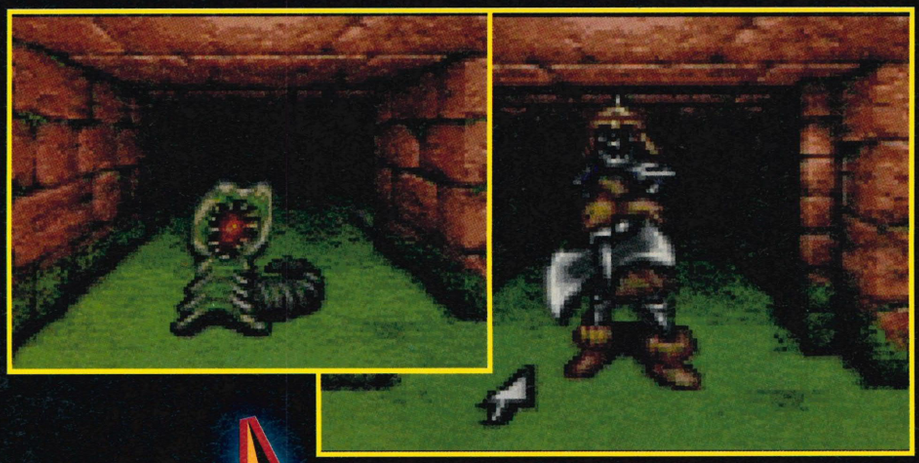
There's a lot of walls in Eye of the Beholder, and a lot of stones in those walls. But some are different. Get them, they're different! Press them and walls will disintegrate allowing you to access secret rooms.

There be magic in them there wall. Oo-arr!





And the magic commences. Coo, eh?

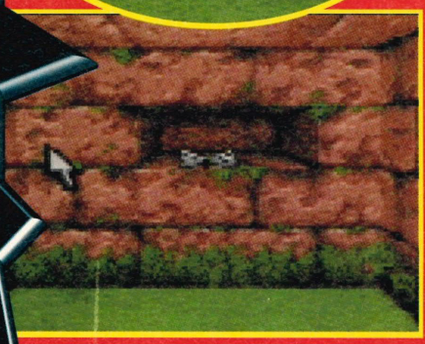


HOLDER



That'll go mouldy down there if nobody tidies it up.





"Sage green carpet and meaty walls." that's what the estate agent's blurb said. Mmmm.



The diagram on the right shows you what you've got in your myriad pockets.



Personally, I always keep my telephone close to my heart. Better safe than sorry.

humanity – they're the most aggressive and acquisitive race, only out for short term gain. Your first task is to work out who'll make the most effective team to fulfil the mission ahead.

Use a joypad or better a mouse to move your characters around the gaming area, get lost a lot, switch between characters and avoid various monstrous adversaries.

Yes, there is magic. Yes, there are monsters. Yes,there are plenty of dungeons. And yes, there are quite a few spells including lovely helpful ones which remove paralysis and nasty, viscious ones that cause light wounds. So it's got everything you'd want from yer basic adventure D&D game? Erm, yes. Yummity yum!

SIGHS
It's a bit dull, and the sounds are cack

This is , guv. Frankly it's a rip-off of Dungeon Master in almost every respect (see our review in issue 29), only it's easier to use. There's more straight-out smashing, and less complicated spells, so it's more accessible. (There was a big "Mine's better than yours" hoo-ha when the two games were released on the Amiga, but now they're on the SNES we reckon that Eye of the Beholder's accessibility edges it, even though the music's even more annoying and the sound effects are very simplistic.

Eye of the Beholder is one of the better D&D adventures on the SNES, but still rather slow and samey, and the simplifications are a mixed blessing.

LINDA

T!

Eye of the Beholder

Looks
- Average 3D tunnels and walls fair

Sounds
- How doomy can a Casio vialtone get?

Gameplay
- Clicky, pointy mousey mousey

Lifespan
- Yeah, there's plenty to keep you going if you get engrossed

The bottom line

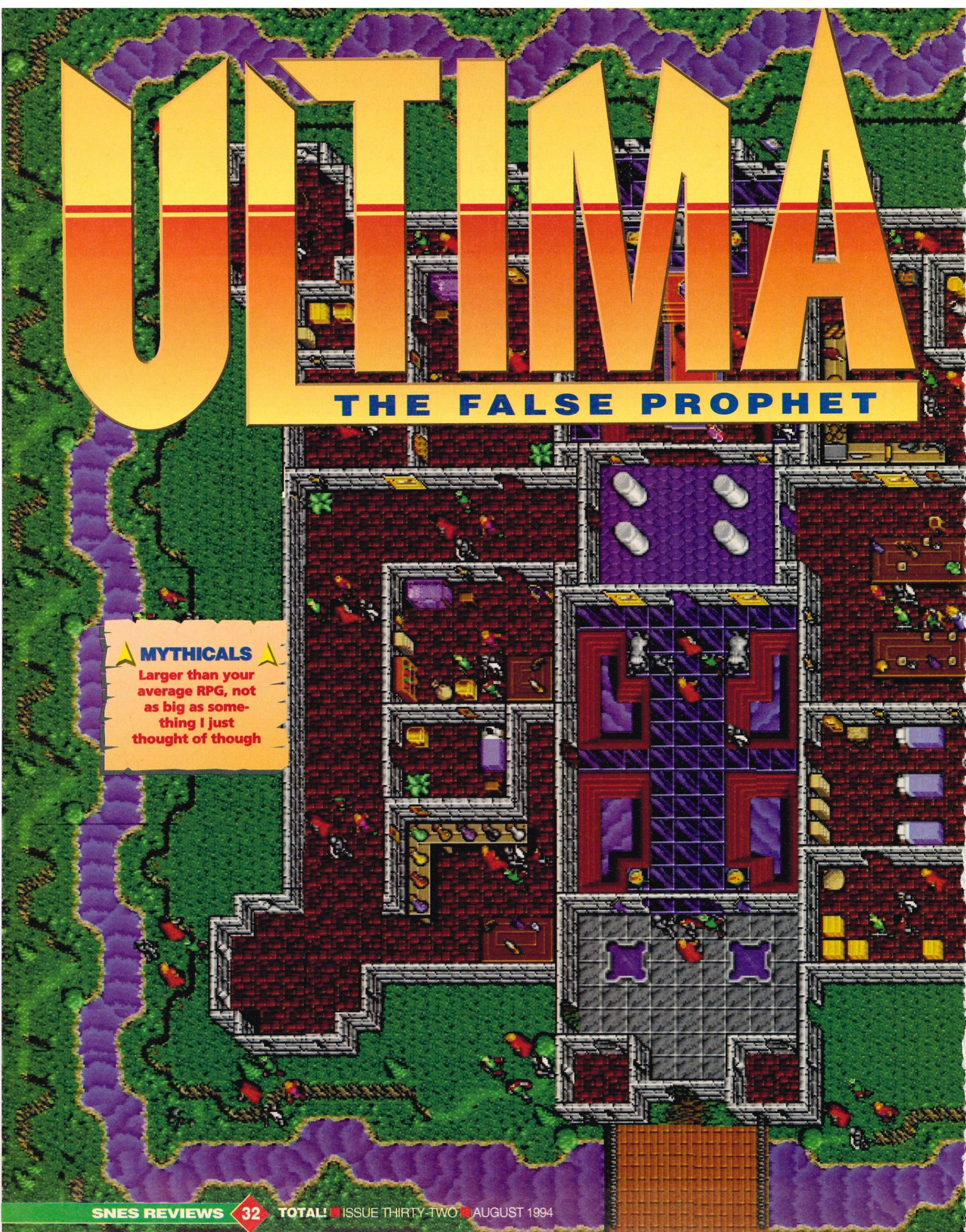
"One of the better dungeons and dragons RPG adventures, which edges Dungeon Master. Click 'n' point, take, use, collect, cast spells and maybe even fall asleep"

- **Levels** ..... Lots
- **Difficulty** ..... Medium
- **Continues** ..... Eh?
- **Release date** .....Import

Final score
73%

ULTIMA

THE FALSE PROPHET



MYTHICALS

Larger than your average RPG, not as big as something I just thought of though

Atko's stag night ended with stone tablets, thick rope and friends with facial hair.



Lord British, what kind of mythical name is that? The whole game lacks imagination.





For: SNES (1 player) **From: FCI** **Price: £50**

Atko hast gone ye olde English bonkers dribbling mad all over his face to the tune of Rule Britannia. Surely Frank will sort him out.

I take up mine pen to informeth thee that this cart will taint thine mind. Thus, shouldst thou be an RPG enthusiast thou shan't be unhousel'd or disappointed. *(Stop now - Frank)*. Alright, calm down Frank I'll start again.

Role playing games, we've all played them. Remember Doctors and Nurses? Now there was an RPG that I could relate to. There was problem solving, interaction and more than just bland objects to discover I can tell you. So, what's this Ultima Prophet business all about then?

Originally released in 1992, The False Prophet (adapted from the hit PC game) is the sixth in the Ultima series which finally makes its debut on the Super NES. The big question is, can a two year old conversion compete with big-hitters such as Zelda and Secret of Mana? Hmn.

The mythical land of Britannia is under threat and you are the key to its salvation. Fierce gargoyles have been released and are making sneaky night attacks on villages and homes. They have occupied the shrines and it seems that thy, sorry, your death is high on their to-do list. Together with your old friends you must use your limitless knowledge of truth, love and courage to possess the power of an army, the eye of a prophet and the heart of a generous person. It all sounds like a typical day in the TOTAL office.

As with the majority of RPGs the perspective is overhead and the graphics, although samey, are well drawn and convincing. The sprites are a little difficult to see at times but they're fairly well animated and adequate for this type of game. An unusual feature is the 50/50 split between day and night. Few games even attempt to tackle night play. Ultima tackles it, and erm, fails dismally. You can't see anything!

The gameplay is on the rigid side and can gets monotonous. Talking to everyone you encounter becomes a real drag – most of them have nothing interesting to say. Also, the menu system isn't the most user-friendly in the world.



This soundtrack has to rate as one of the most annoying – unless a constant Rule Britannia remix is what gets your foot a-tappin'.

It's not all bad though. With 100 hours of real time play (which is supported by battery back-up) this is certainly good value for money. The decent transport option also adds some welcome variety.

Overall Ultima just isn't very good. I know this isn't a particularly incisive conclusion to draw but, well, there it is. Every idea seems borrowed from one RPG adventure or another and although impressively large, the result is that Ultima doesn't really have a solid identity of its own.

Ultima – The False Prophet certainly isn't in the same division or even the same league as Zelda. Shame that. **ATKO**

PITIFULS

Turn down the telly and stick some real music on. This soundtrack may force you to trash your room

ULTIMA

Looks
- Graphics are all very nice but it's hardly ground breaking stuff for the Super

Sounds
- Duum Da dum dum, da dum da dum dum dum. Get used to it

Gameplay
- Walk, talk, walk, talk, walk, talk, Oh and let's not forget the clumsy options

Lifespan
- A massive game that should test even the hardest of hardened role players out there

The bottom line

"The False Prophet is a good choice for experienced RPG enthusiasts, being in-depth and all that.
The rest of the world are in danger of nodding off"

- Levels ..... One huge un
- Difficulty ..... Hard
- Continues..... Infinite
- Release date ...Out now

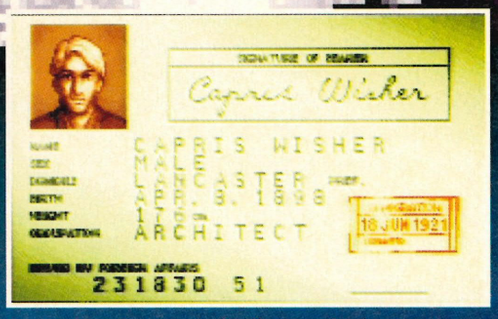
Final score

66%

SOS



OARS
Moody backgrounds and music, and Prince of Persia animation



Capris Wisher sounds like Ford's latest supercar complete with silly wide wheels.



This is a luxury liner. In fact it appears to be in the shape of an Addams Family mansion.

For: SNES (One player) **From: Vic Tokai** **Price: £50**

Atko leads a motley crew to the top, no sorry, the bottom of the SS Lady Crithania and gets all moist into the bargain.

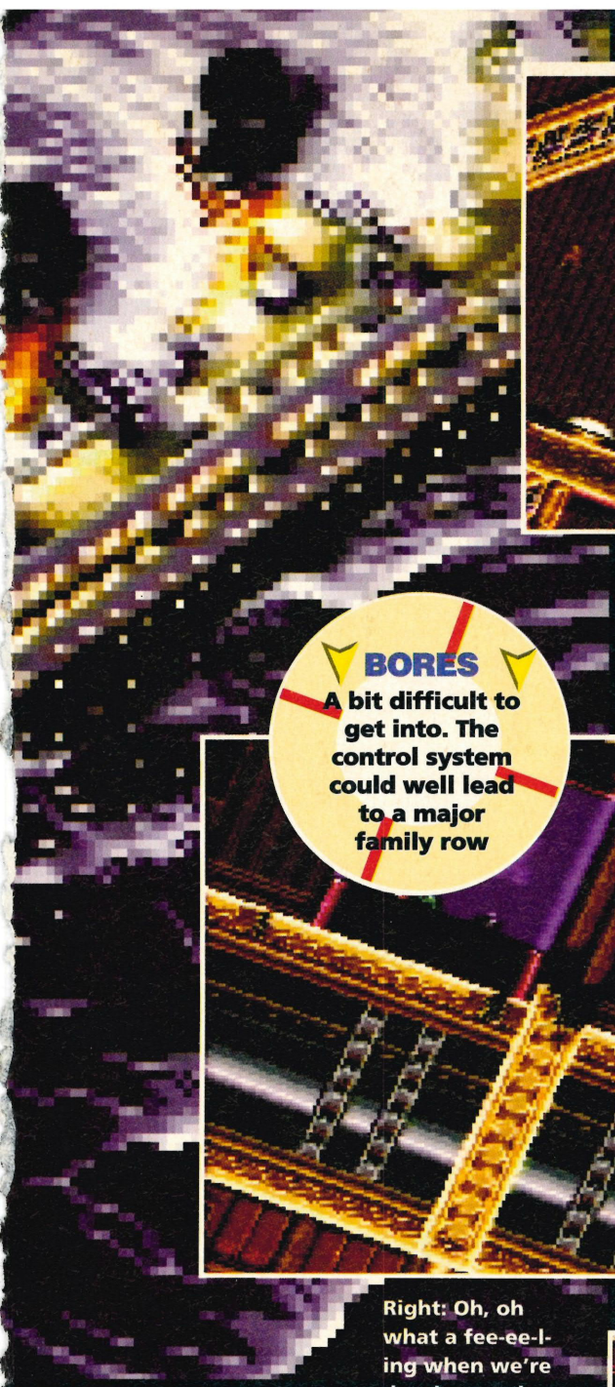


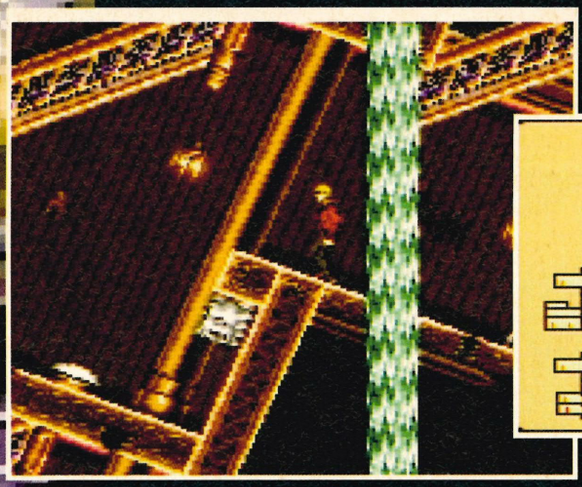
Ask a random oldie what the most popular film genre of the early seventies was and they'll almost certainly wibble on about disaster movies and in particular The Poseidon Adventure. This classic film told the story of everyday folk thrown together and fighting for their lives on a capsized luxury liner. Well, now you can experience that sinking feeling. As Lionel Richie once said "Oh what a fee-ee-ling, when I'm dancing on the ceiling." Oh yeah, except for you won't be doing any dancing.

You are Capris Wisher, who, together with his rather poorly sister Amy, are en-route to somewhere or other aboard the SS Lady Chrithania. As luck would have it they encounter an unexpected storm, the severity of which causes the captain to lose control of the ship and yes, you've guessed it, caapsiiiize! Armed with only a map of the ship's decks you must find Amy and as many other survivors as possible within an hour, then lead them out to safety.

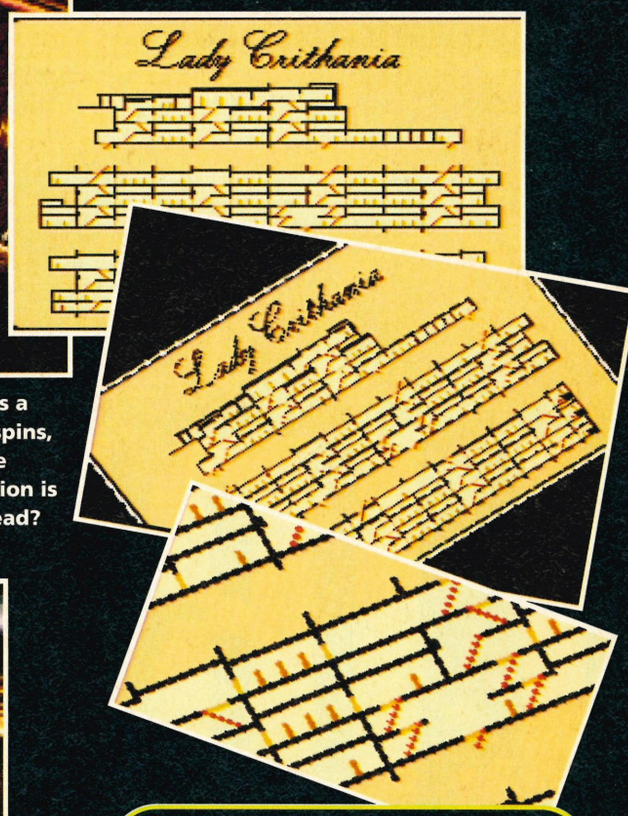
SOS is an upside-downy platform adventure with the feel of Prince Of Persia. There's plenty of leaping, climbing, clambering through toilet windows and wriggling along ventilator shafts battling all the while with personal crises and water, water, water. It does however have a few major differences. The ship's bulk is constantly shifting so at any time a 50,000 ton displacement may clout you about the head or send you over a banister, there's stacks of character interaction, and everything is upside down. Hoorah!

The graphics are varied and impressive and together with the music combine to make a darkly



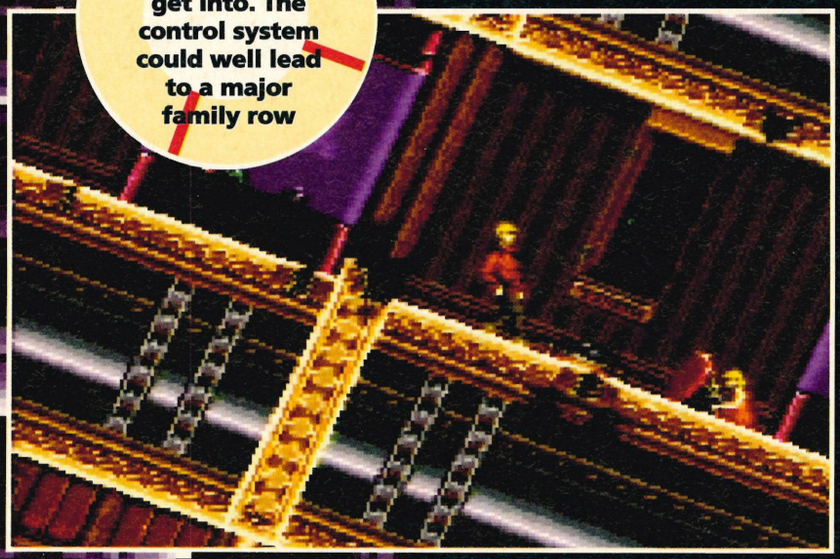


Left: Time's running out, the ship's swaying like an overweight belly dancer and you're inches away from a bright green shower.



Right: The map of the ship's decks is a really useful and original touch. It spins, it zooms and takes up precious time because it's so much fun. The question is which way up should the map be read?

BORES
A bit difficult to get into. The control system could well lead to a major family row

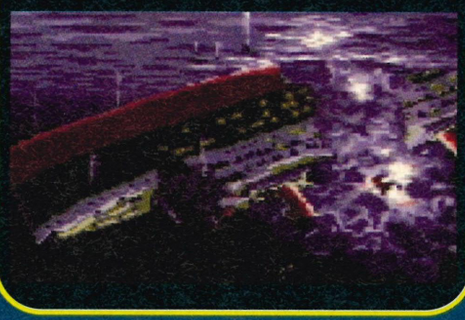


Right: Oh, oh what a fee-ee-l-ing when we're dancing on the ceiling. Again.



DID YOU KNOW...

SOS has become known as the acronym for Save Our Souls, but originally the letters S, O and S were deemed the most convenient pattern of dots and dashes to be transmitted by Morse Code in times of distress. Ironically, the very first SOS message transmitted was by the SS Titanic in 1912. A fat lot of good that did them. Maybe it stands for Sink Our Ship?



atmospheric adventure. The sprite animation isn't quite in the same league as Flashback, but it's a lot better than average.

Where SOS falls on its bottom (Or should that be head? Frank) is its limited gameplay. Capris simply doesn't always do what you tell him to. On the up side SOS does pose quite a challenge. What with falling masonry, fires, flash floods and the queasy death throes of the ship, it's all you can do to stay on your feet.

Now, ignoring such minor facts as the lights still working and survivors ears not turning to jelly despite being some 60 feet underwater, this is an excellent and potentially entertaining premise to build a video game around.

The one hour time limit provides a good challenge and creates realistic tension, there's oodles of atmosphere and plenty of humourous touches. It's such a shame that this is all let down by the constant, frustrating need for pin-point accuracy. Get it it's different! **ATKO**

T!

SOS

Looks
- Varied backgrounds and animation. The swaying may make you throw up

Sounds
- Dark, atmospheric tunes and effects really add to the overall urgency

Gameplay
- Fairly repetitive, but easy to get into with. Reasonably simple controls

Lifespan
- If you don't smash you're SNES in frustration you'll be back for more on a daily basis

The bottom line

"Not one of those instant pick-up-and-play-platformer, but there are more than enough of those around anyway. SOS is more like visiting the Savoy Grill in a high street full of McDonalds"

- **Levels** ..... 3 sections
- **Difficulty**..... 1 settings
- **Continues**.. Time based
- **Release date**.....Import

Final score
81%



LIBERTY OR DEATH









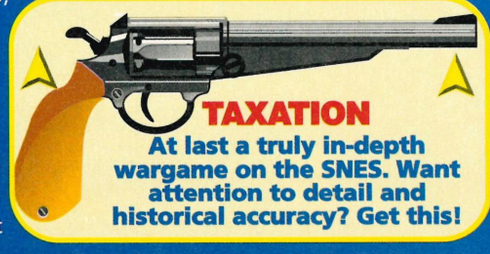
Strange isn't it, how one man's freedom fighter is another man's terrorist? Curiously, one man's Josse Bilson is another's man's sad wargame fan – or something profound like that.

For: SNES (One player) From: Koei Price:

Britain used to own all the really cool places in the world: India, Hawaii, Australia, America and large parts of China. Historically it seems though that the smarter the place was, the sooner the locals wised up to the idea that it was actually theirs. Naturally their reaction was to rise up, whinge a bit and then bung the lot of us out unceremoniously.

Annoyingly this trend was started by the Yanks with what *they* called the War Of Independence but what *we* called the American Revolution. It all depends on your perspective you see; if you were a colonist you were throwing off the yoke of monarchical tyranny, but if you were George III you were kissing goodbye to a million tax-payers.

Liberty Or Death recreates this inevitable conflict between two incompatible ideologies in the 'New World'. Take the side of the colonists you have to oust the Brits, but if you're English, here's your chance to trample the jackboot of repression on the face of humanity – forever!



TAXATION

At last a truly in-depth wargame on the SNES. Want attention to detail and historical accuracy? Get this!

This is the Navy, well it is if you play the Ameicans. As they got no cash they can only afford one tiny boat, but if you're the Brit's you get loads. Rah!





Wars are fought on a small scale tactical map, You move your troops and then fire. It's slow but highly tactical.



REPRESENTATION
You have to direct every single aspect of colony life from bottom-wiping upwards. Boo!

This could have been done by getting George Washington to square up in a Vs Battle against Georgie Three. But it's not. It could have been done as a shoot-'em-up with the Liberty Warriors blowing the hell out of Boston harbour. But it's not. No, Koei have done Liberty Or Death as a fully fledged political and military simulation.

Now this may sound a little daunting, but that would be because it is. What Koei have produced is a complete sociopolitical model of the North American colonies circa 1770. As either the stoic Brits or the revolting Americans you get to dictate every aspect of colony life. You choose how much is spent on the navy, what the officers get paid, how many guns you buy, how much training your troops receive, right down to where each commander stands in battle. Just listing the options here would fill the page with no room for pictures – so just trust me, LOD's a biggie.

Each decision you make has ramifications for the 13 states: ignore your finances and you'll find your boys in gun fight without any gun powder; fail to win over the locals and you'll have an insurrection on your hands; slight an officer and he'll betray you in battle. And knowing where you can cut a budgetary corner or correctly predict the outcome of a political problem is the ancient art of war.

What this means in terms of gameplay is screen after screen of text with precious little real fighting. Realistically, this war stresses the minutiae of colonial affairs above munitions. But while this episodic battle isn't pretty or fast, it is fascinating. If you can wrap your head around the concept that a continent's future's in your hands every time you say 'Aye' or 'Nay' then it becomes an absorbing challenge that's worthy of the SNES. It's not for everybody, but if you've got a brain, a rough idea of the history and want a true gameplay test – as opposed to graphically impressive bad guy – then LOD could change the games you play – forever!

JOSSE



The Dis-united States of America. Divide and conquer was the British method and it worked – well, for a bit.



The British land on the coast. But just where depends on your naval strategy!

Liberty or Death

Looks
- Just static screens with the occasional lackadaisical anim'

Sounds
- Dull spot FX with a theme that makes even the *Star Spangled Banner* tuneful

Gameplay
- n-depth, involved, intriguing and engrossing

Lifespan
- A big show you can fight from both sides. Brilliant!

The bottom line

"It may look like a dog's dinner, but Liberty Or Death boasts gameplay deep enough to drown even the most astute general. A fascinating and refreshingly different cart challenge"

- **Levels** ..... 2 Sides
- **Difficulty**..... 3 settings
- **Continues**... Save game
- **Release date** ...Out now

Final score
79%



Look, these houses just aren't big enough. Give one of them to Jon Billington and build the rest again for normal people.



"Oi dunno guv. An extension on there's gonna setcha back at least a pony innit?"

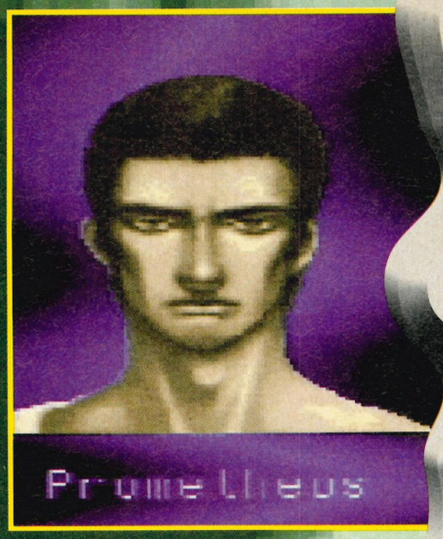
POPULOUS

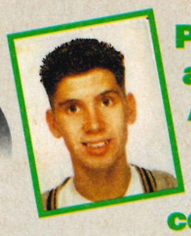
TRIAL OF THE OLYMPIAN GODS



First disembodied voice: "Putting a rug on a newly polished floor is like setting a mantrap..." Sorry, wrong ad. Second disembodied voice: "Never pour water into a hot chip pan!" For many more handy hints call me during office hours.

For: SNES (One player) **From:** Imagineer **Price:** £50





Populous, it's not big and it's not clever. Actually it's both. Atko explores why all good things must come to a sequel.



This close-up of the TOTAL bird bath illustrates how much it needs a good clean.

Populous is the original and undisputed champion of the 'God Squad' genre that spawned numerous clones. If you're familiar with original, hard luck, here's the plot anyway.

You play God, The Almighty, The Supreme Being, The author of all things, The All-Holy, The... well not quite God actually. You see the problem is that you are neither a mortal nor a real God. You're in a state of limbo. The only way that you may obtain your rightful place amongst the Gods is to prove your worthiness by defeating the 32 divine opponents who rule the 48 worlds of Populous II.

MIFFS
You need a mouse to get the most out of this game



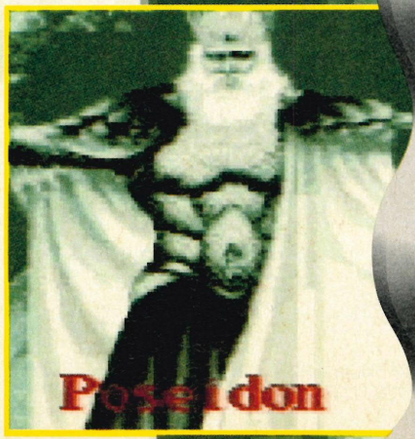


As the Elton John concert came to an end the candles were lit and balanced on palms.

In each world your aim is to protect your little people against an evil God. With control over the elements you must flatten the land so that your tribe can begin their very own urban renewal program. The more land you flatten, the more settlements they'll build and the more they'll reproduce. This gives you divine powers (manna). The more worshippers you have the greater your manna. When your manna is high enough you can unleash a whole host of natural disasters on the opposing tribe and defeat their evil God.

MYTHS
Improves on the original and will last you an eternity





The graphics are certainly an improvement on the original. The 3D landscapes are more detailed, the scrolling a lot smoother and the effects more varied and convincing. The sprite animation is pretty average but you'll be too busy to notice.

Populous is a PC conversion, and thus the gameplay is point-and-click. The joypad controls are clumsy, slow and put a bit of a crimp in an otherwise smart game. However, for those of you out there with a Nintendo Mouse, slap another 10% onto the final score below, put down this mag, run out and buy the game.

Imagineer appear to have spent a great deal of time and effort on genuine improvements rather than merely cashing in as is common with sequels. The tone of the game seems to have changed somehow. There are now 29 godly effects as opposed to the original six. These range from whirlwinds to fire columns to deadly plagues. But that's not the main difference between the two. Now you can tailor make your own God so that once you have gained experience you can begin to specialise your powers. For instance, you could become the God of water and become a complete demon at drenching everyone on all 48 worlds.

Populous II is a far more engrossing game than its predecessor, but if you hated then we can hardly expect you to become a born-again fanatic. It's a shame that the control system is the only flaw in an otherwise engrossing and timeless game.

ATKO

Populous II

Looks
- Meticulous 3D graphics with detailed sprites and a good variety of settings

Sounds
- Not many to speak of really. A few decent effects and ditties

Gameplay
- Timeless, intuitive and addictive but a bit clumsy with the joypad. Get a mouse!

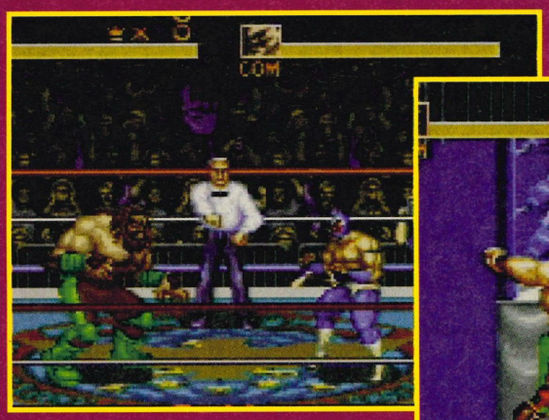
Lifespan
- A far greater shelf-life than its predecessor. In danger of becoming a bit tedious

The bottom line

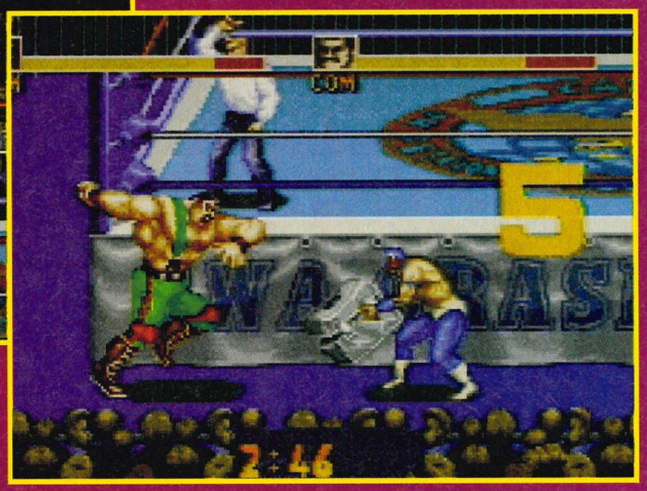
"You don't need to be a 'Holy Joe' to enjoy this great God game. If you haven't got the original, Populous II should definitely be in your collection"

- Levels 48
- Difficulty ..... Hard!
- Continues ..... Password
- Release date ..... TBA

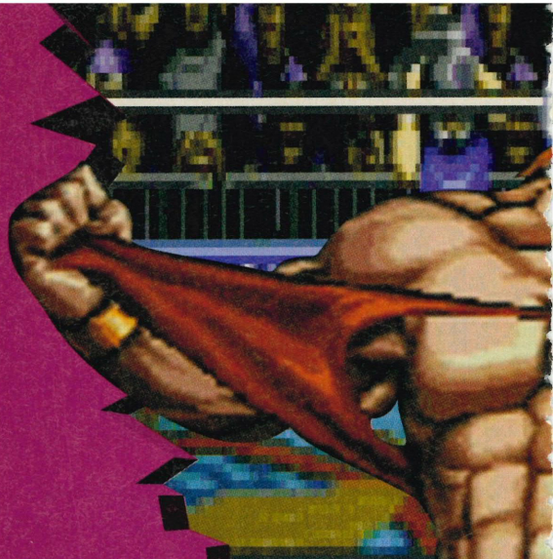
Final score 83%



The bloke on the left is going to have to rip the other geezer's mask off, cos that's what they do in wrestling. I know, y'see!

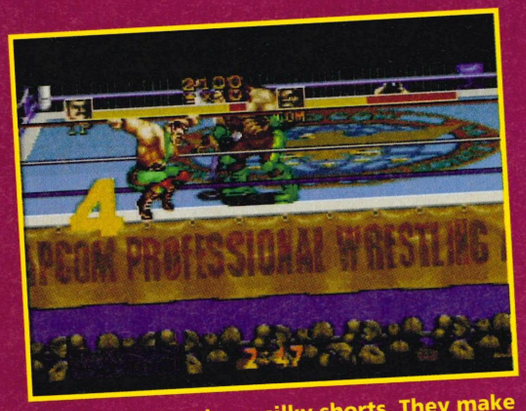


Get back in the ring! It's dangerous out there, those grannies are armed!

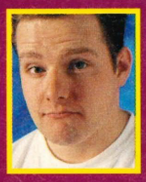


MUSCLE BOMBERS

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



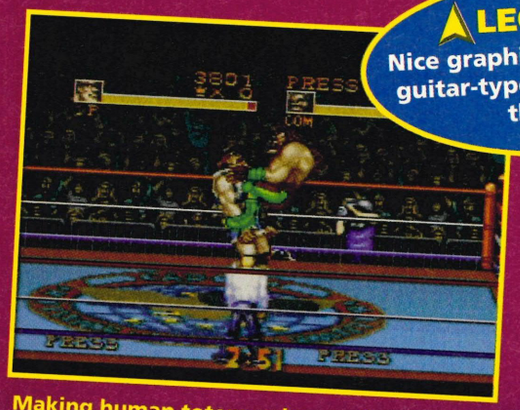
Wrestlers must have silky shorts. They make a good juxtaposition with that hard flesh.



Frank O'Connor slips his unshapely, but unbroken legs into his leotard, and all the grannies in the audience gasp...

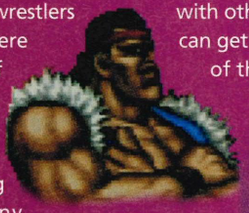
I really can't begin to understand the appeal of wrestling. It's not real, it's badly acted and it's too silly to be funny. The thought of sweaty men banging each other off canvas floors and using their thighs to strangle opponents would have Mary Whitehouse swinging from the ceiling in better times. The WWF phenomenon seems to have worn off almost completely now, so it seems strange that Capcom waited this long to release a wrestling game.

LEOTARDS
Nice graphics and rather jolly guitar-type soundtracks suit the action



Making human totem poles used to be de rigeur amongst Neanderthal man.

Of course the sport is still huge in Japan. As a matter of fact, a Japanese firm offered disgraced skating star Tonya Harding in excess of one million dollars to appear in a wrestling match. Sadly, the other girl wrestlers were unable to appear as their legs were mysteriously broken with lengths of two-by-four shortly before the bout *(Approximately half of this paragraph is actually true - Ed.)*



This takes the sport of wrestling not a single step further than any previous grappling games. You choose from a range of (fictional) wrestlers, all looking strangely similar to The Fist Of The North Star, and wrestle with other fictional beefcakes. Up to four players can get sweaty in and out of the ring. The object of the game is the same as usual. Punch and kick rivals until they fall, then jump on them until they submit.

You can use the ropes to propel yourself at great speeds, or climb out of the ring and use articles of furni-



Walk this way. No, not that way! This way!





Put him down! You don't know where he's been, do you?



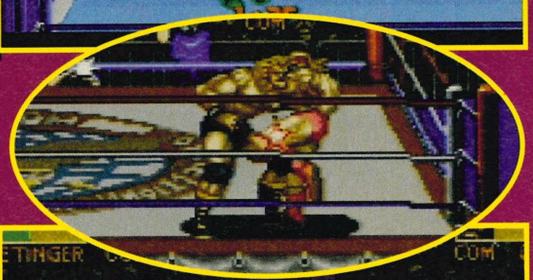
Why do grown men act this way? Is it for the money? It is? Will they give me a job, eh?



CLE BER

Now there's three of 'em in the ring — it's a right royal rumble, and no mistake, missus.







RETARDS
Just as sweaty and pathetic as the real sport, but without the smell

Proof at last that ramraiders are getting a bit desperate in Britain's inner cities.

ture to brain your friends. This is hardly going to test your strategic mettle. It seems to be a very simplistic exercise in timing and frantic button pressing. As a game, it fails miserably. You might as well thrash your Super NES joypads with the power off.

Graphically, most of this is stunning. Great presentation, smart intro screens and some nice sprites. We did have a problem with this though. Why didn't Capcom simply invest the time and resources this wasted, in making Super Street Fighter II better, or getting it out quicker?

Music and sound effects are also smart, but they're not enough to save this one from being hidden away in the dusty Super NES software vaults, never to be played again in the TOTAL office.



Come to think of it, this is actually true of all the wrestling games we have ever had, and yes, it's true of this. There just isn't enough variety to maintain any kind of lasting interest.

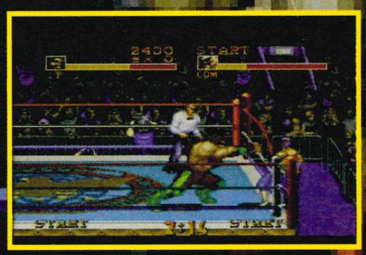
Old ladies with Super Nintendo machines are few and far between which is actually quite a shame, because in sufficient numbers they might be able to help Capcom shift an awful lot of Muscle Bombers.

FRANK

T!

TEN REASONS WHY WRESTLING IS RUBBISH

1. It's rubbish.
2. It doesn't look very convincing.
3. You can't go down to the bookies and bet on it.
4. Even the fittest wrestlers still look a bit fat.
5. A full-face mask does not a personality make.
6. It's not actually dangerous, unless a sprained ankle counts.
7. Old ladies like it, and they're not exactly fashionable.
8. Big Daddy isn't on the telly any more.
9. Neither is Giant Haystacks.
10. Kendo Nagasaki sometimes comes on the telly though.
11. Sorry, that's eleven reasons. Never mind. That just goes to show you how rubbish wrestling is



Get back in the ring, loser! Are you a man or a Take That fan?



The chap on the floor is about to become the recipient of a feet first slammer. Mmm!

Muscle Bomber

Looks
- Stunning intro sequences let down a tad by the ordinary sprites and backdrops

Sounds
- Good tunes, plenty of speech and great grunting and slapping sound effects

Gameplay
- Shallow and ultimately pointless, with little or no variety between characters

Lifespan
- The problems that affect the gameplay are even worse when it comes to lifespan

The bottom line

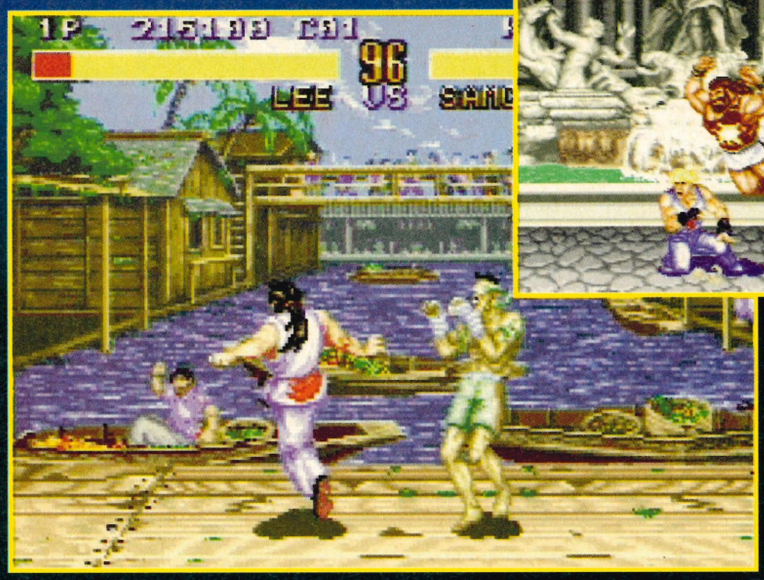
"Quite how Capcom can produce greats like Super Street Fighter and then tat like this remains a mystery. This is one for wrestling fans only. Possibly superior to WWF, but still a bit sad when all is said and done"

- Levels ..... N/A
- Difficulty ..... Easy
- Continues..... Unlimited
- Release date..... now

Final score

71%

What am I to you? A clown? I amuse you? Is that it? I amuse you? Funny how?

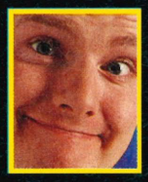






A London bobby in the background does little to quell the rising tide of violence.

After a diet of cakes which has lasted nearly four thousand years, our Zangief look-a-like is finally ready to put his belly to the test in battle. Fat git!



Frank's history of fighting consists of getting beaten up at school, fighting off chicks with a big stick and having the occasional fracas with Atko.

FIGHTER'S HISTORY

For: Super NES (1-2 players)
From: Data East
Price: £60
Import

FIGHTS
Great graphics, smart sounds and decent playability. Rather nice pants too

Spot the difference

We can see why Capcom finally lost the rag and decided to sue Data East. Just check out the following gallery of rogues and see if you can spot any of the "purely coincidental" similarities. Hmn.



MARSTORIUS - FIGHTER'S HISTORY
A huge eastern European wrestler. Slow, but very strong. Mighty punches and dangerous low kicks. Not much in the way of special moves, but plenty of raw power and aggression.

VS



ZANGIEF - STREET FIGHTER II
A huge eastern European wrestler. Slow, but very strong. Mighty punches and dangerous low kicks. Not much in the way of special moves, but plenty of raw power and aggression. Ahem.



RAY - FIGHTER'S HISTORY
A cocky American fighter whose skill in the martial arts is matched only by his ferocious temper. His favourite moves are a fireball, a spinning kick and a big multiple punch.

VS



KEN - STREET FIGHTER II
A cocky American fighter whose skill in the martial arts is matched only by his ferocious temper. His favourite moves are a fireball, a spinning kick and a big multiple punch. M-hmm.



Get off me. Leave me alone. I'll get my brother on you.



If you make another move, I shall pull it right off. I shall!





Trouble erupted when they couldn't decide who should lead. Oh dear...

Here, wait a minute. This looks a bit familiar. What's going on? This is a Street Fighter II clone. And how. Data East have shamelessly copied every character, every special move and every gameplay technique from Capcom's mighty fight-fest. As a matter of fact, Capcom tried to sue Data East recently, but to no avail. The judge felt that there were simply too many fighting games, past and present. If the jury had been made up of gamesplayers, things might have gone differently.

As it is, Fighter's History is just a little too close for comfort. The only thing that saves it from being a move for move clone is the fact that all the characters seem to have the same set of moves as Ryu and Ken. They all fight differently, but most seem to have a fireball, hurricane kick or dragon punch of some sort.

BLIGHTS

Not quite as good as the game it tries so hard to imitate. Shame!

The range of characters is impressive, (in a Street Fighter II kind of a way) but this is a hefty sixteen meg cart. Like Street Fighter II, the country of origin dictates the martial art used. There's even a British character. This big punk named Matlok fights dirty and has a mohican haircut. A policeman stands around in the background doing nothing while you get your head kicked in, so ten out of ten for accuracy to Data East.

There are three main modes of play. CPU Battle pits a single player against the computer, fighting the characters in a set order. Survival mode simply sets your selection of five characters against the computer's. It's a simple elimination contest. Versus mode is the most fun. Two players kick the living daylights out of each other, choosing from nine characters.

There are other characters to be discovered at the end of the game, most notably, the mighty Karnov who used to be a cutesy platform hero. Here he reappears as the final boss character, not quite as cute as he used to be either.

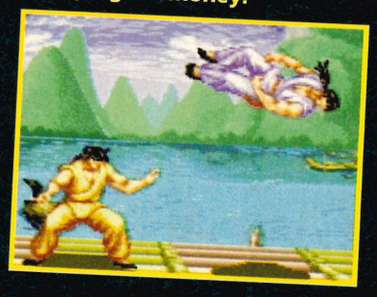
The gameplay is fast, addictive and curiously different to other fighting games. It is possible to put together some very nice combos and this is actually one of the better Street Fighter II clones. Of course this one is strictly for complete fight freaks, but it's not nearly as bad as we expected.

You can begin to see why Capcom spent so much money in court, and frankly, the decision was made by a doddering old fart who wouldn't know Pac Man from Virtua Racing. Perhaps in the future, all court cases will be decided by a giant robot with a human brain, and we'll all float around on anti-gravity bowls, with laser sights fused to our retinae. The future is a weird place. Probably.

FRANK



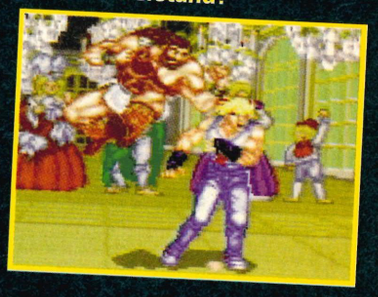
When you fight, you fight like a girl. You probably wear make-up and carry a hand-bag too.



A fighter catches forty winks in mid-air, tired after a hard day's scrapping for money.



The age of chivalry officially ends with a well-timed uppercut to the jaw. Hurrah!



For the last time, I'll lead and you follow. Is it that so hard for you to understand?



FEI-LIN - FIGHTER'S HISTORY

A gorgeous Chinese girl whose modern fighting skills, great speed and agility in the air are what give her the advantage over slow male opponents.

VS

CHUN-LI - STREET FIGHTER II



A gorgeous Chinese girl whose modern fighting skills, great speed and agility in the air are what give her the advantage over slow male opponents. Hmn. D'you think we've made the point yet?

Fighter's History

Looks

- Crisp and sharp, if a little lacking in the imagination department

Sounds

- Reasonable tunes, great sound effects and smart sampled speech

Gameplay

- Far too easy to complete, even on hard setting, but a lot of fun for two players

Lifespan

- Due to the gameplay flaws, this won't last as long as any Street Fighter games

The bottom line

"Fighter's History is an almost perfect Street Fighter clone, which would be a good thing, but is let down by some tragic gameplay flaws and a low difficulty level. Not a bad game, but really rather pointless"

- Levels .....Twelve
- Difficulty.....Easy
- Continues.....Unlimited
- Release date.....Import

Final score

79%

MONKEY BUSINESS IN CHIC



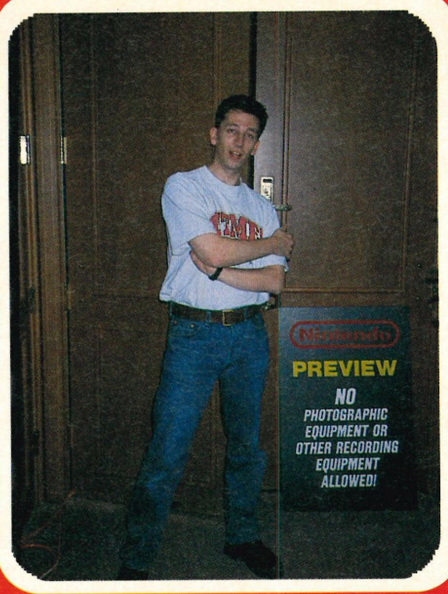


Roving reporter Frank re-appeared in the office jet-lagged and unshaven. Josse nagged him to write his report. He did. Here it is.

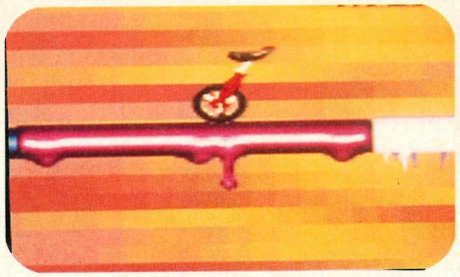


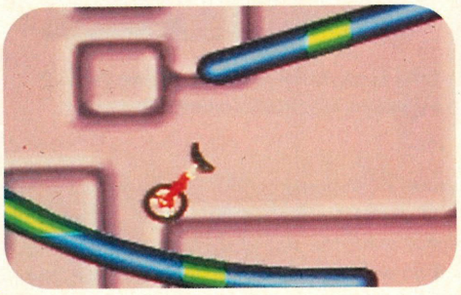
The CES is the world's largest consumer electronics show, a venue for the great and the good to show their electronic wares. A huge part of this show is dedicated to video games. This is the last time it will be in Chicago. Next year, it moves to Philadelphia. This was a show of endings and new beginnings. Apt as it turns out, because Nintendo seem to have been reborn.

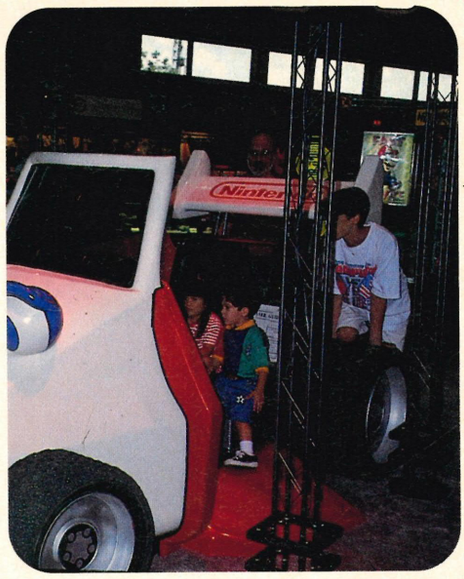
Sega didn't turn up at the show. For a number of reasons, they felt that Chicago was not the show for them. More cynical pundits observed that Sega didn't have anything to show. Sony were expected to turn up with an announcement about PSX, but instead of a full blown launch, the machine was shown behind closed doors to a select and somewhat irrelevant group.



"No admittance. Authorised personnel only. No cameras. Keep out. Bugger off." Tim Tucker takes no notice. Well 'ard.







Uniracers was Nintendo's weirdo announcement. Great animation, bland backgrounds, but the kind of ace gameplay that made DMA (Lemmings) famous.

AGO



Donkey Kong was putting it about with chicks at the CES, as was Dominik Diamond, pictured with Woody out of Virgin.

The press were not allowed to see the PlayStation. According to Sony, it's to early for the public to see it. Hmm. Of course you'd all simply roll over and die, wouldn't you? One source who saw the PlayStation at the show indicated that the machine itself was complete, but software was limited to a dull, albeit impressive dinosaur animation.

Now forgive me if I missed the point, but surely Sega and Sony have been the loudest critics of Nintendo's Project Reality plans. Why then didn't they show their (self-proclaimed) complete systems? The only company to show brand new finished hardware and software were Nintendo. Project Reality was unveiled and the video games market has been changed forever.

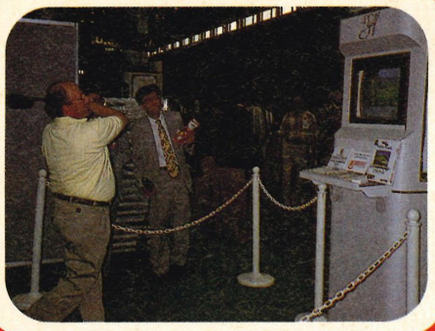
Myself and Tim Tucker (Editor of TOTAL's sister magazine GamesMaster) were invited to a special screening of the new system at a hotel some distance from the show itself. Nintendo had already announced the name change (see TOTAL's news story on page 6) at the start of the show, but that was virtually all we knew. The machine and the games themselves were still a mystery.

So what was it like? Is Project Reality, or rather, Ultra 64, just more pie in the sky, or is it truly the leap forward we had all been hoping for? Well, having seen PSX, Saturn and Mega 32 in action, I can honestly say that the Project Reality software was amongst the most impressive I've ever seen.

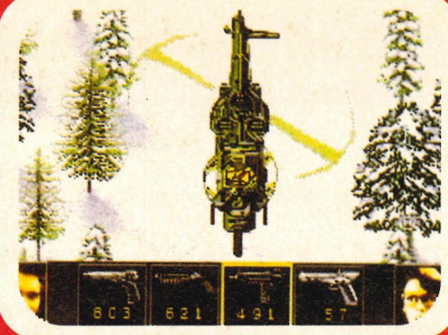
Rare and Williams are the first to complete games for the Ultra 64 system – Rare with Killer Instinct and Williams with Cruis'n USA. Killer Instinct was the first game we tried, and possibly the most impressive. The game was played using standard SNES controllers, and can best be described as a logical progression from Street Fighter. Imagine the Capcom classic, but with incredible 3D sprites and backgrounds – you'd be on the right lines.

What we can't begin to describe (or indeed get photographs of) is the incredible depth of field the 64 bit technology provides. Objects in the background move in utterly convincing 3D, with correct perspective and everything! One scene shows a grotty boxing gym, but when you hoof your opponent oot the window, the 'camera' follows the action as the players tumble into a street where the action continues. The graphics are miles better than anything else we've seen and Virtua Fighters looks very old and tired by comparison. It's no surprise to learn that the game is a Street Fighter clone, but it's actually far more playable than the original. Some achievement!

Cruis'n USA is something of a revelation. This coin-op is produced by Williams, makers of Mortal Kombat and it too uses the Ultra 64 hardware. A conventional driving game it may be, but only



A fat bloke has a go at some virtual golf, with a virtual golf club.



True Lies, Arnie's latest action flick, is all set to hit SNES screens this year.

Namco's Ridge Racer approaches it in terms of graphic splendour. The object of the game is to race your car from Los Angeles to Washington, taking in much of the USA as you progress. The graphics are all fully texture mapped polygons and the result is a strange hybrid of cartoon and realism. The game itself is stunning.

Cruis'n USA was the most complete of the two games, and will be appearing in arcades over the next couple of months. The version we played was housed in a massive hydraulic cabinet, swaying and juddering as you race round corners. The car (a Ferrari) is a joy to control, with a choice of gears or automatic. The track movement, background buildings and other cars are flawless. This is actually better looking than Ridge Racer.

After the demonstration (which was hosted by a bloke who can best be described as a hologram of God) myself and Tim Tucker were asked to wait behind. Filling our pants in terror, Tim and I reckoned we were going to be punished for some as yet unknown offence. Instead, a top fella by the name of Ken Lobb asked us to look behind the Killer Instinct machine. Rumours abounded at the show that Ultra 64 was in fact a smokescreen and that the games were being run on an Indigo workstation. Well, we have actually seen the box of tricks and it's about twice the size of a Super NES, whereas the Indigo workstation is about the size of a fridge!

Nintendo stole the show in a number of ways, but publicly, Donkey Kong Country was the star. Nintendo's stand was an enormous and frighteningly realistic jungle mountain, with Donkey Kong's shack at the top. Although it obviously can't compete with Ultra 64, the new Super NES incarnation of Donkey Kong looked more like 32 than 16 bit. This is thanks to a new process developed by Rare, one of Nintendo's close software partners. The process is called ACM (Advanced Computer Modelling) but it isn't actually new at all. The sprites are rendered first on a big smart Silicon Graphics machine using Alias software. Those sprites are then shrunk and saved in a format that can be understood by the Super NES. The result is a host of exceptionally detailed and well animated sprites. I mean, stunning!

They also showed Uniracers, a strange looking race game with split-screen horizontal scrolling. It looked very bland but gameplay was smart. Uniracers has been designed by DMA, the top dreamy Scottish blokes wot invented Lemmings. It too features spectacular animation, but was a little bland as far as general appearance is concerned.

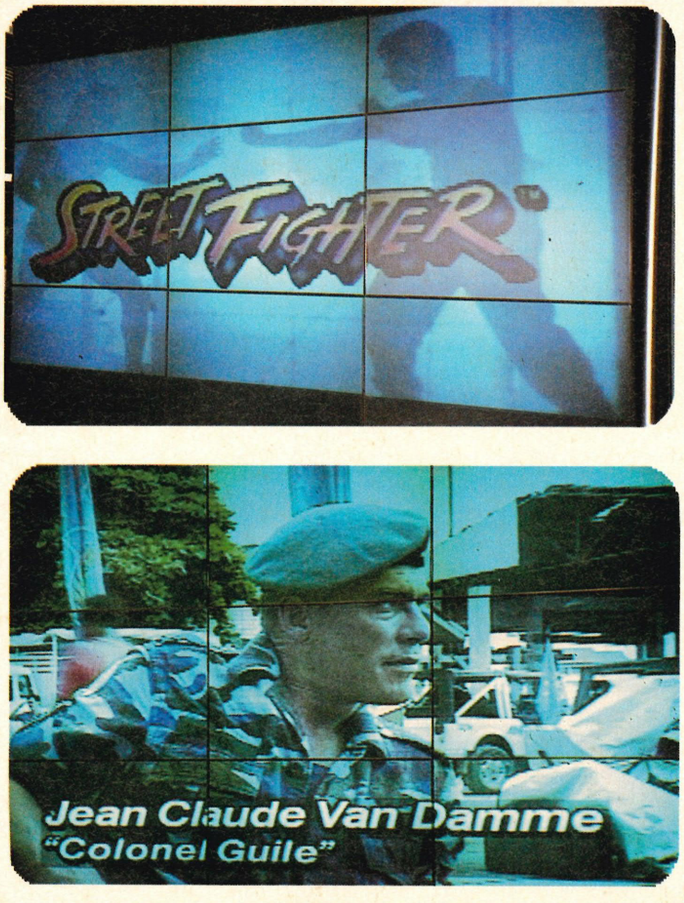
Third party support was nowhere near as frenetic as last year, but most of the biggies were displaying their wares. Acclaim had the best range, with Mortal Kombat 2, the Probe developed Stargate and some rather decent looking sports sims. Capcom too were having a groovy time, very pleased with their Super Street Fighter conversion and rightfully so. They also showed off some new titles, including the long-awaited Demon's Crest and the rather cheesy-looking Captain Commando.

The strangely titled Mandingo soft had a politically correct, if small range of games. All the games featured African-American heroes, including Bebe's Kids, based on the cartoon movie about a now deceased comedian. A bit morbid, but the software was good quality. Their basketball sim features controversial rapper Snoop Doggy Dog. I wonder what the sampled speech is like...

The usual range of useless hardware was there. You could wear a vibrating back-pack, swing with a virtual golf club, or get yourself a signed photo from a Penthouse Pet. Grrrrr. So the upshot was, Nintendo stole the show and Sega didn't. Nintendo are back in a big way and next year, the real battle begins. Next generation hardware has arrived, and the gloves are off.



Stargate! It's going to be the best game ever, and the game, designed by Probe software, should follow suit!



Jean Claude will have a lot to prove if he wants to follow in Guile's footsteps. And he looks nowt like him either.

A NEW COMEDY FROM ROB REINER

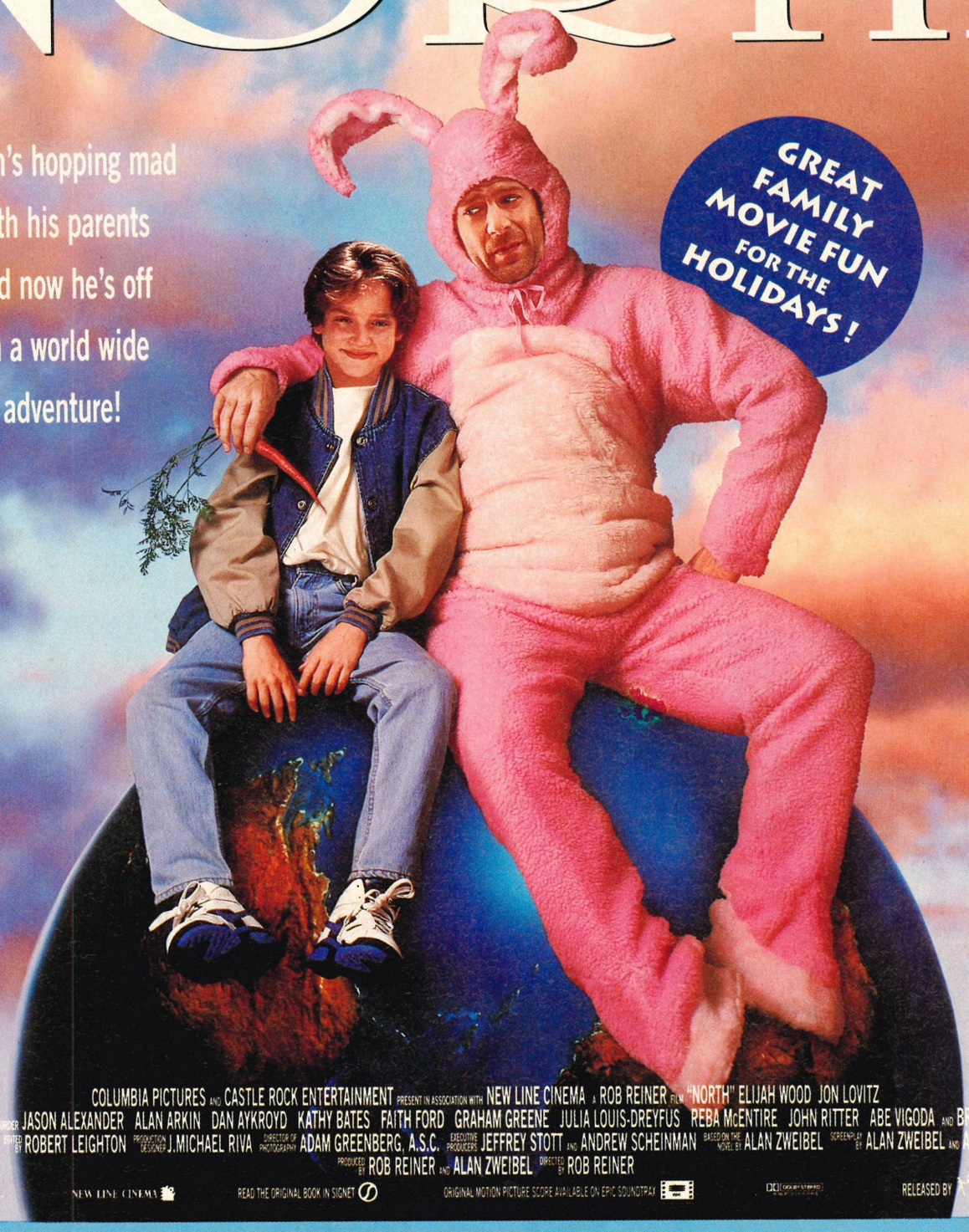
THE DIRECTOR OF 'WHEN HARRY MET SALLY'

NORTH

PG

North's hopping mad with his parents and now he's off on a world wide adventure!

GREAT FAMILY MOVIE FUN FOR THE HOLIDAYS!



COLUMBIA PICTURES AND CASTLE ROCK ENTERTAINMENT PRESENT IN ASSOCIATION WITH NEW LINE CINEMA A ROB REINER FILM "NORTH" ELIJAH WOOD JON LOVITZ

AND IN ALPHABETICAL ORDER JASON ALEXANDER ALAN ARKIN DAN AYKROYD KATHY BATES FAITH FORD GRAHAM GREENE JULIA LOUIS-DREYFUS REBA McENTIRE JOHN RITTER ABE VIGODA AND BRUCE WILLIS

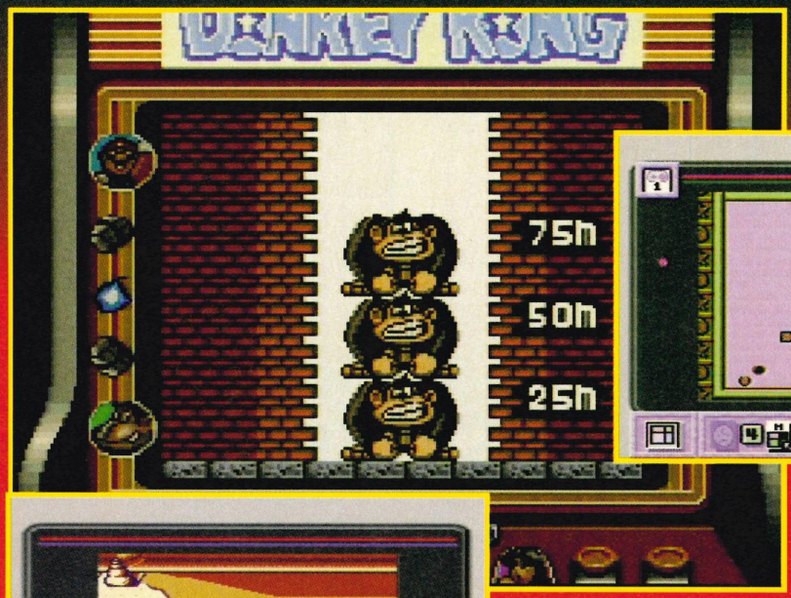
MUSIC BY MARC SHAIMAN EDITED BY ROBERT LEIGHTON PRODUCTION DESIGNER J.MICHAEL RIVA DIRECTOR OF PHOTOGRAPHY ADAM GREENBERG, A.S.C. EXECUTIVE PRODUCERS JEFFREY STOTT AND ANDREW SCHEINMAN BASED ON THE NOVEL BY ALAN ZWEIBEL SCREENPLAY BY ALAN ZWEIBEL AND ANDREW SCHEINMAN

PRODUCED BY ROB REINER AND ALAN ZWEIBEL DIRECTED BY ROB REINER

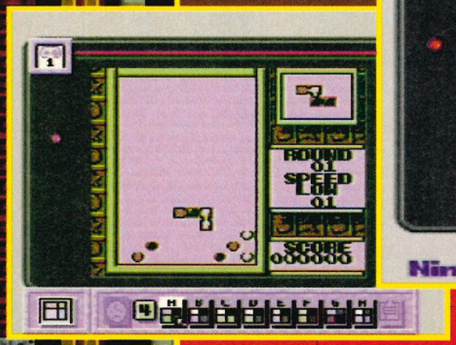
CASTLE ROCK ENTERTAINMENT NEW LINE CINEMA READ THE ORIGINAL BOOK IN SIGNET ORIGINAL MOTION PICTURE SCORE AVAILABLE ON EPIC SOUNDTRAX DOLBY STEREO RELEASED BY RANK FILM DISTRIBUTORS

IN THE WEST END AND CINEMAS EVERYWHERE ACROSS THE COUNTRY FROM FRIDAY JULY 29

(SEE YOUR LOCAL NEWSPAPER FOR CINEMA DETAILS)



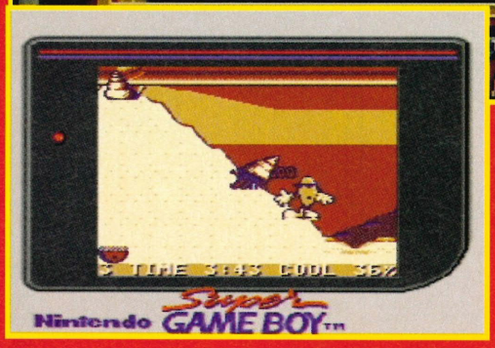
Phwoar! Eh? It's all in full colour and everything!



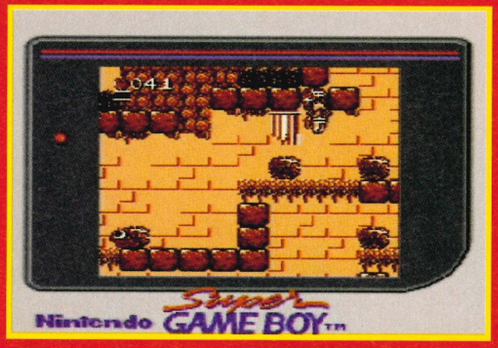
Tetris 2 was the first colour Game Boy title.



Those tricky Game Boy platform games are much easier on the big screen.



It may be a coincidence, but the Virgin logo on Cool Spot is in colour! Spook!



Kid Icarus was okay to begin with, but on large screen, it's a dream.



Our very own in-house self-confessed technophobe Josse overcomes his fear and checks out the alarmingly simple, yet brilliant invention they call the Super Game Boy.

This has been alternatively described as a brilliant invention and Nintendo's greatest folly. It's the Super Game Boy and it's very strange indeed. This is a Game Boy convertor for the Super NES. This is not as has been reported in some lesser magazines you might have seen but wouldn't have bought, a colour Game Boy.

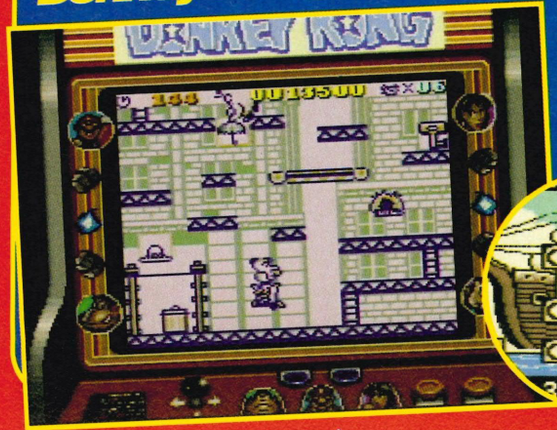
This rather tall cart has a Game Boy cart slot at the top, into which you can plug every single Game Boy game ever made. It is 100% compatible with every cart ever released, giving Super NES owners the opportunity to play a vast range of new (to their system at least) games. Better still, these games can be played on a normal TV screen, big, bold and a lot easier to play.

The Super Game Boy has a couple of rather interesting new features, not least of which is a Mario Paint-style colouring facility. This allows you to customise



GAMES WOT ARE ESPECIALLY SKILL ON THE BIG TELLY...

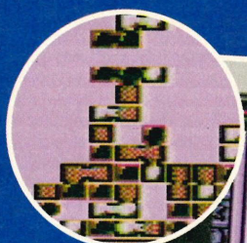
Donkey Kong '94

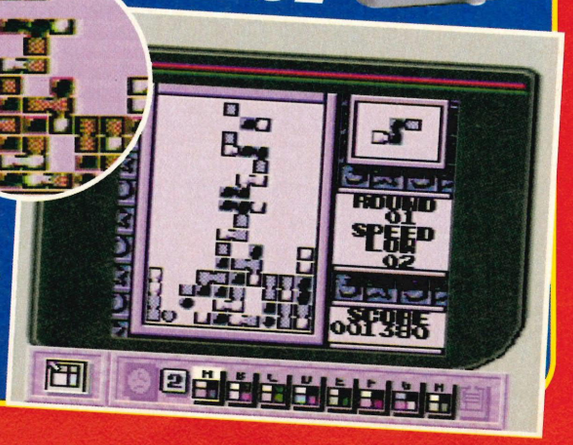


The top game Donkey Kong '94 (see the review on page 50) is specifically designed for, and utterly ace with the Super Game Boy.

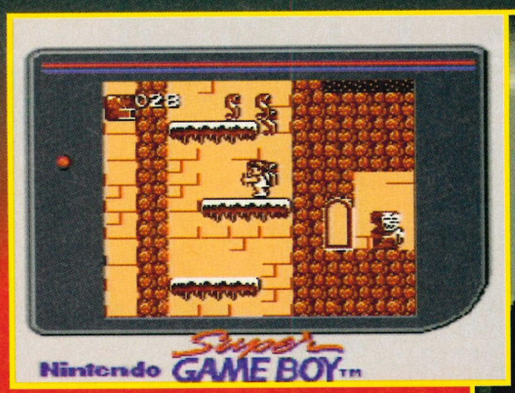


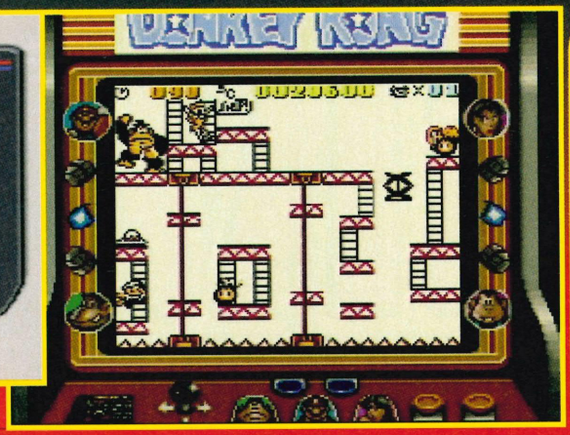
Tetris 2





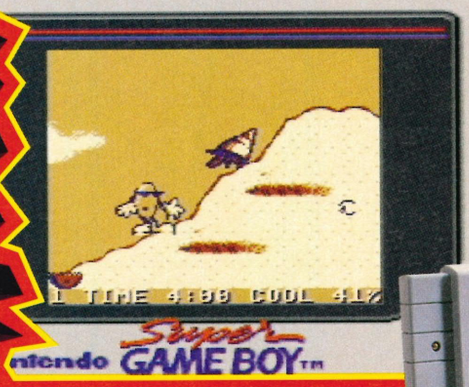
Again, this one's designed for the Super Game Boy and is loads better on the big screen.





Details, previously invisible, show up on Super Game Boy screens.





Cool Spot looks very good indeed on the big screen.



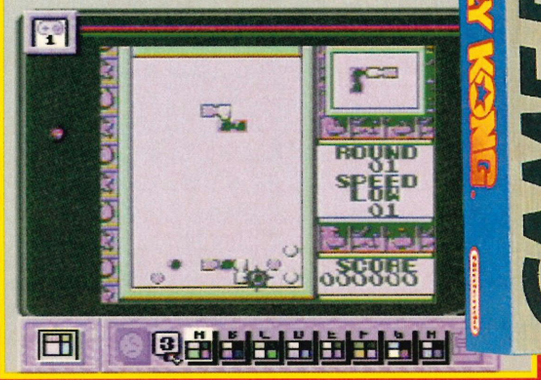


the colours displayed on screen by whatever game you happen to be playing. There are limits. Although you can choose your colours from a palette of 256, you can only really display four of them in the game window. It's certainly better than nowt though.

The "paint package" (our name, not Nintendo's) can be accessed at any time during the game by pausing and pressing the Left and Right keys together. This also allows you to change the backdrop, with a selection of ten at your disposal. If you can be bothered, you may also design your own.

The Super Game Boy also cleans up the quality of sound a little, but no more than listening to a Game Boy through decent headphones would. The price is our main concern. Super Game Boy costs a penny under fifty quid. For thirty five English pounds *(That's Sterling – Frank)*, you could buy a real Game Boy, with free batteries thrown in. Frankly, a real Game Boy would be a lot more useful, but real game-freaks may feel the need to play the likes of Wario Land on the big screen.





Tetris, although colour, is a little bland in appearance.

The greatest game so far on the Super Game Boy and reviewed on the next page!

Hardware

Technologically speaking, the Super Game Boy is pretty much a Game Boy without a screen. Game Boy technology is based around a rather primitive Z80 processor *(D'you remember Sinclair's ZX80 and ZX81? Right then, primitive. Frank)*. This same technology sits happily in the Super Game Boy, albeit in a slightly customised form.

The Super Game Boy contains an almost exact replica of the Game Boy, but without the video processor used to run the built-in screen. Super Game Boy simply interfaces with the Super NES and uses the Super NES video processor to output the display to a TV set. One of the pay-offs is access to the Super NES's 256 colours.

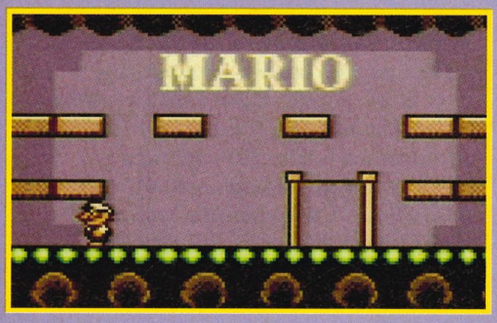
The Super Game Boy can only display four colours actually on the game screen at any one time, but a bit of techie trickery enables programmers to use more colours in the border area.

It's very easy to convert mono Game Boy games to colour, and only a few lines of code need to be changed to achieve the new-look colour screens. This enhances the proceedings no end as you can see, and bearing that in mind, you might well be asking why Nintendo didn't get round to the Super Game Boy earlier! In future, most new Game Boy games will take advantage of the enhanced colour. At the moment however, only Donkey Kong '94 and Tetris 2 have extra colours. This, no doubt, will change.



DONKEY KONG 94

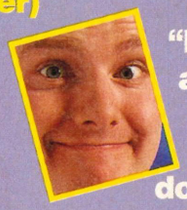
For: Super Game Boy (One player) **From: Nintendo** **Price: £25**



Ladies and Gentlemen, please would you be so kind as to take your seats.



Holmes, old chap, from the words *new* and *stage*, I deduce that this is a new stage.



"If anyone draws any similarities between me and an enormous donkey, I'll have to get out my great big..."

Yahoo! Donkey Kong is back! Arguably the most influential video game of all time finally gets a true sequel, as well as introducing a whole new type of Game Boy game. Donkey Kong 94 is the brainchild of multi-talented top bloke Mario creator Shigeru Miyamoto. This is the game he has wanted to create since he first put the finishing touches to the original Super Mario Bros. And what a game it is!

Mario is once more pitted against the might of the evil Donkey Kong as he sets out to rescue Daisy from the monkey king's fiendish clutches. Donkey Kong has fancied Daisy for years now and even though they are physically less than perfectly suited, he's still trying to win her heart. Mario is understandably less than amused at these semi-romantic antics, and decides to use all his plumbing and jumping skills to rescue his bird.

The game starts off with the first four levels from the original Donkey Kong arcade machine, lovingly reproduced on the Game Boy's tiny screen. These are pretty easy and are only really a teaser for what's to come. Once you've completed the first four screens, Donkey Kong starts to get really angry and climbs off screen with Daisy.

What follows is an initially simplistic platform adventure, which becomes more complex and more difficult the further you progress into the game. The standard Donkey Kong features, like hammers, ladders, ramps and lifts, are all here. There are some new additions though, like temporary bridges, ladder-building icons and clothes-lines. All these help enhance the super-groovy platform shenanigans.

FUNKIES
Colour, size, gameplay, characters, sounds... They're all great!

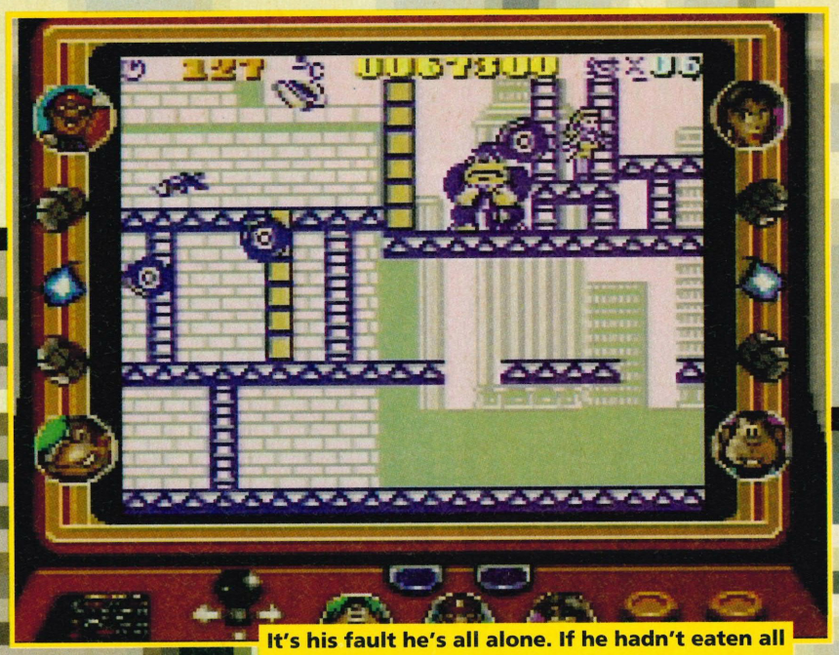
The gameplay in this title is paramount. Shigeru Miyamoto had an awful lot to do in order to re-create the Donkey Kong experience for the nineties. He seems to have succeeded admirably. This not only takes the Game Boy to new limits, it also proves that you don't have to be complex to be fun (just ask Marilyn Monroe).



Finding the keys to get off each level is only half the battle. Expert players won't be satisfied until they've collected every single bonus item and played each of the bonus rounds to perfection. As you get deeper into the



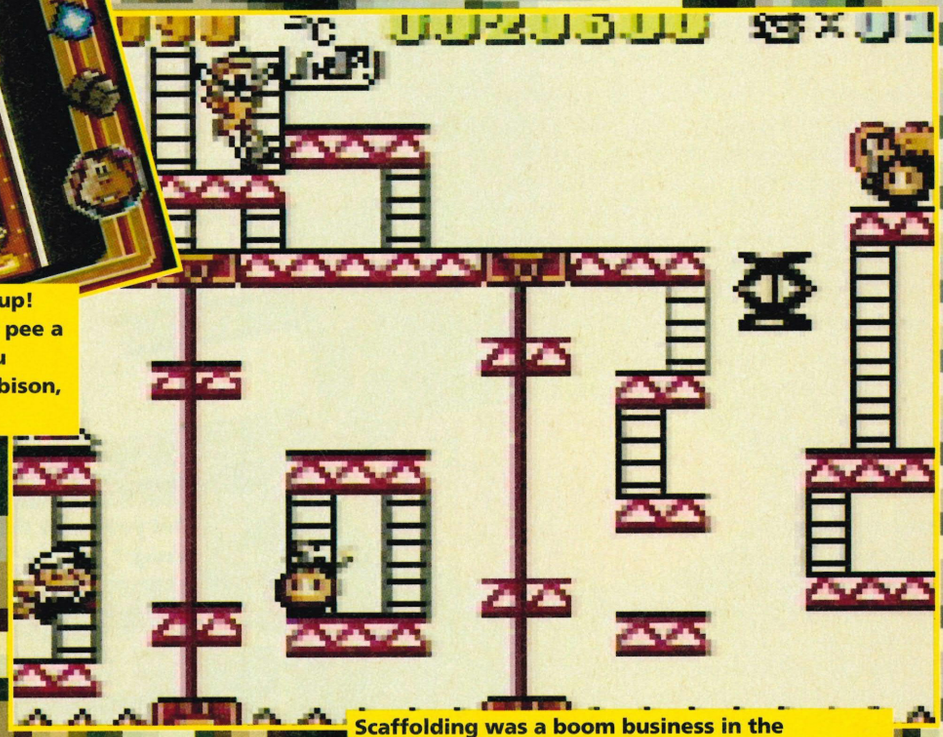
It's all a matter of balance, y'know? The whole universe is teetering.



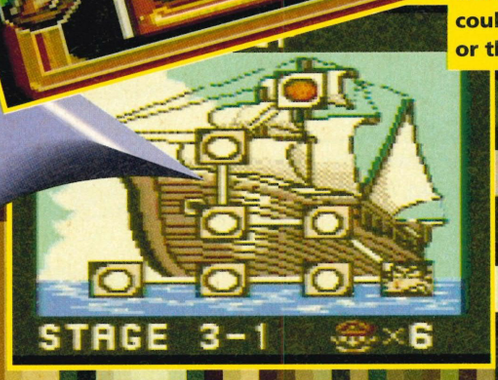
It's his fault he's all alone. If he hadn't eaten all those koi carp we'd still be speaking to him.

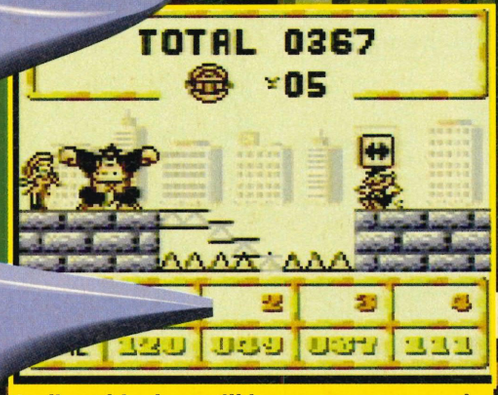


Roll up, roll up! Only twenty pee a shot and you could win a bison, or three.



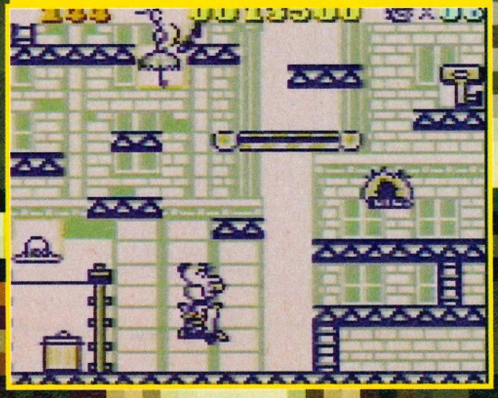
Scaffolding was a boom business in the 'eighties. There's not much call for it now.

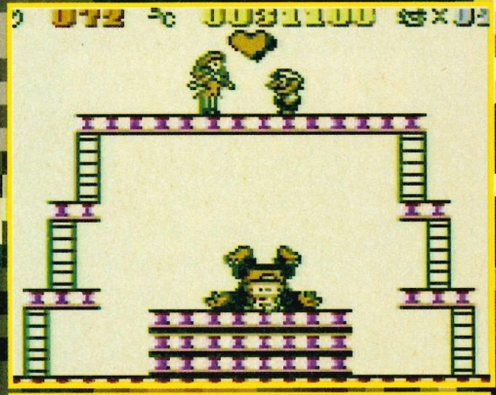




Ladies, this chap will keep you warm, and he's a dab hand in the kitchen too.

Anyone lived in an anyhow town, well that's what I was told.





For the new victors, the weeks ahead promised to be truly sporting.

DONKEY KONG '94



He's off to seek his fame and fortune in the big city. It'll end in the tears, y'know?

game, you'll discover more and more fiendish puzzles, and more and more new devices to help you complete the levels. Everything a platform fan could possibly need!

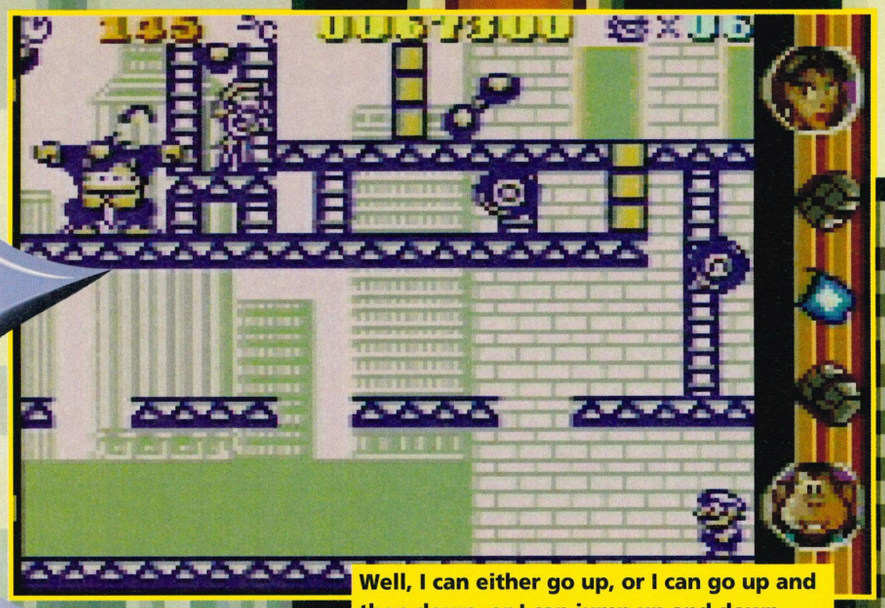
The graphics do their job the best they can. Clean sprites, amusing animation and perfect characterisation. The Mario sprite is a masterpiece of miniaturisation. Music and sound effects are admirably catered for and while this might be based on an ancient coin-op, it all looks remarkably modern. Super Game Boy owner will get the most from this. On a standard Game Boy some of the levels are damned near impossible and of course the colour graphics help. Otherwise, this simply steals the thunder from Wario Land.

MONKEYS
Erm, it's *another* platformer, and we had to wait too long. Erm...

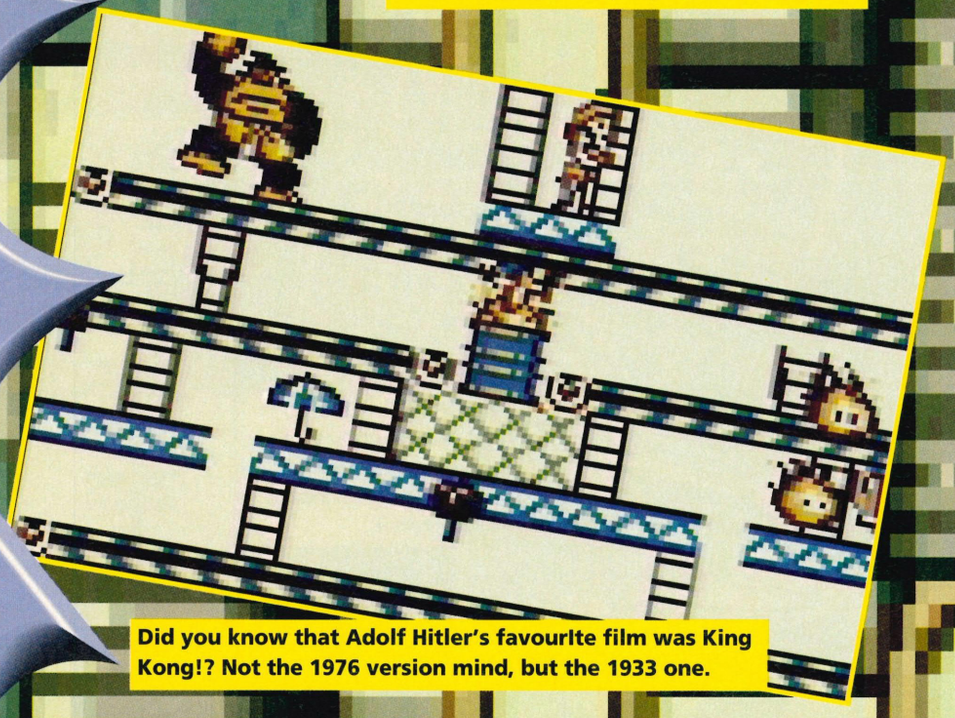
There's little left to say (and, by the looks of it, not much space left to say it in!) except for Donkey Kong '94 is a classic piece of software, proving once and for all that Shigeru Miyamoto is a god-like genius! **FRANK**



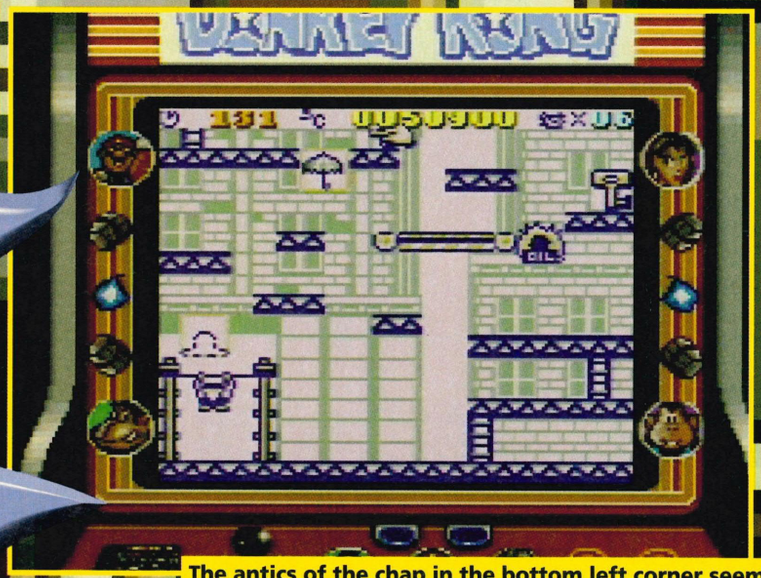
Attention, all citizens. A strange cuboid pox has fallen on our cities. Run! Scarper! Scat!



Well, I can either go up, or I can go up and then down, or I can jump up and down...



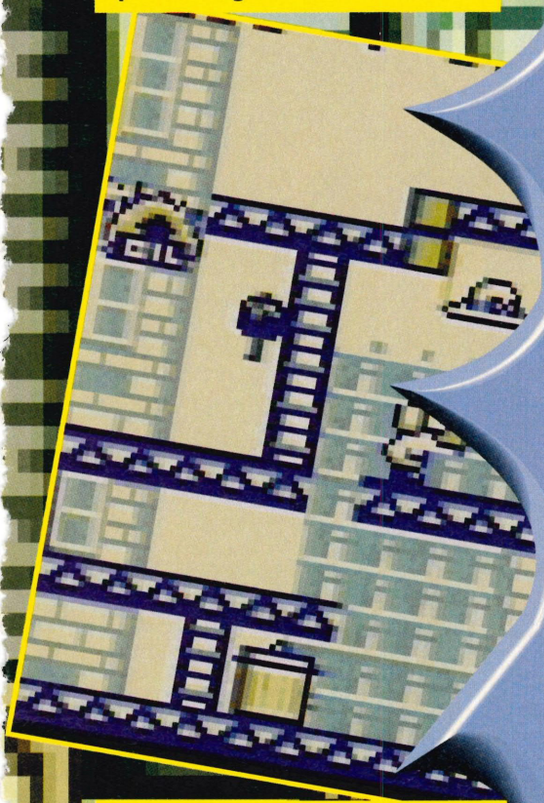
Did you know that Adolf Hitler's favourite film was King Kong!? Not the 1976 version mind, but the 1933 one.



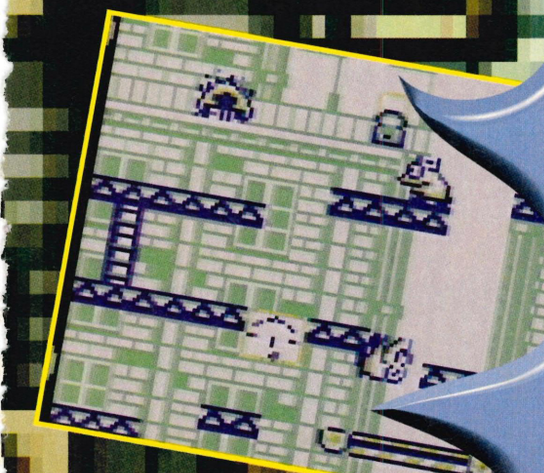
The antics of the chap in the bottom left corner seemed to be based on the famous victorian toy of a wooden gymnast suspended between two sticks. Probably.



This screen shot was originally the cover for Desmond Morris's book Apewatching.



Mario contemplates a universe where the nescesities of life are to be found in gravity defying icons randomly scattered throughout life.



Pigs, Monkeys, Italian plumbers, but erm, nope, no donkeys.

SHIGERU'S LADDER

Mario, Donkey Kong and all the games that followed were the creation of Mr Shigeru Miyamoto. And here are some of the bonkers things he's put in them.

NEW BITS!

Yes, there are rolling barrels. Yes, there are moving elevators. There are conveyor belts aplenty and those ladders and ramps just won't go away. There are however a few new additions which may catch old-time Donkey Kong experts unaware.

CLOTHES LINES!

These rather innocuous looking bits of string are one of Mario's greatest assets. He can sue these to gain extra height, speed and distance in jumps. Using the line like and expert gymnast, Mario will gain speed as he spins around simply by pressing and holding the up key. At the fastest point, press jump to let go and soar (hopefully) to victory.

SPRINGS

These appeared briefly in Donkey Kong Jnr and were actually more trouble than help. The slightest miscalculation sent Donkey Kong Jnr hurtling to his death. In Donkey Kong 94, these have been tamed a little and simply help Mario with those slightly higher jumps. They're also useful for easing big falls.

WATER!

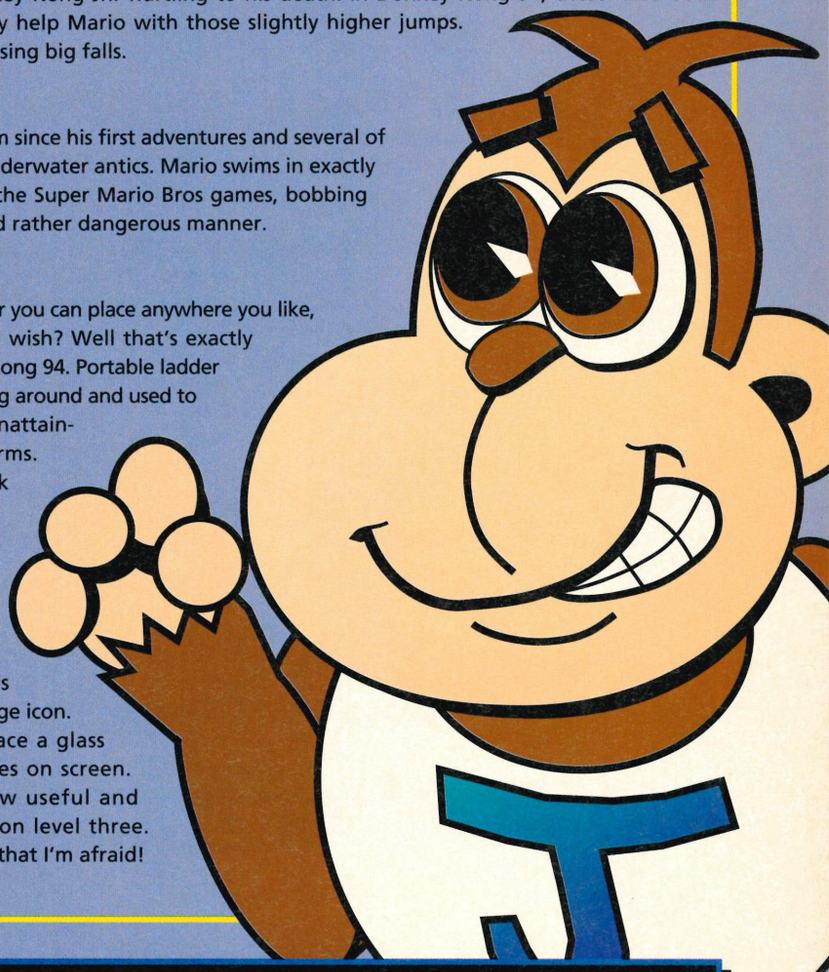
Mario has learned to swim since his first adventures and several of the new levels feature underwater antics. Mario swims in exactly the same way he did in the Super Mario Bros games, bobbing along in a haphazard and rather dangerous manner.

PORTABLE LADDERS!

How do you fancy a ladder you can place anywhere you like, as tall or as short as you wish? Well that's exactly what you get in Donkey Kong 94. Portable ladder icons can be found floating around and used to reach those previously unattainable objects and platforms. You have to be quick though, they only last for ten seconds.

TEMPORARY BRIDGES!

You can also bridge gaps for up to ten seconds using the temporary bridge icon. This allows Mario to place a glass bridge anywhere he likes on screen. You'll find out just how useful and annoying these can be on level three. Can't say any more than that I'm afraid!



Donkey Kong '94

Looks

- Among the best seen on the Game Boy and in colour, quite a revelation

Sounds

- Spot on Donkey Kong themes old and new. Decent sampled speech too!

Gameplay

- Brilliant new additions to the already classic Donkey Kong gameplay

Lifespan

- Over a hundred tricky levels with a few secret rounds and bonus games thrown in

The bottom line

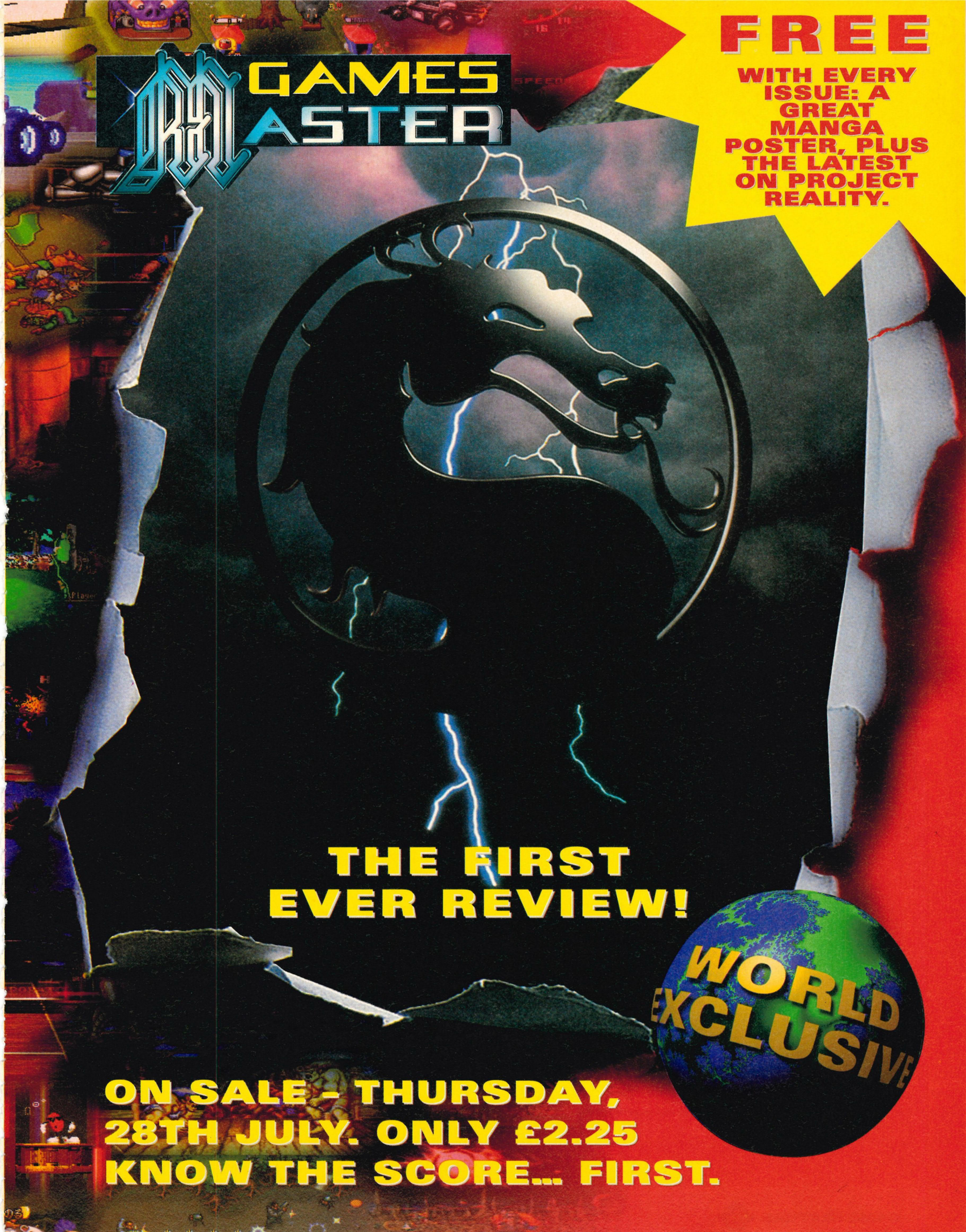
"Donkey Kong '94 is more than adequate in every department. It's quite simply one of the best platform games ever made, and a worthy sequel to the original Donkey Kong. About time too!"

- **Levels** ..... 100+
- **Difficulty**..... Tough
- **Continues**..... None
- **Release date** ...Out July

Final score

92%


SUB
Excellent
GAMES MASTER
Mortal Kombat 2, Super Street Fighter 2, Stunt Race FX, Shockwave, Donkey Kong '94, TIE Fighter, Super Sidekick 2, Benefactor, Monster Max, Bump and Burn, Mario Andretti Racing....
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SHAQ FU



"My word, this man looks in need of help. I must assist." If only every passing stranger in the woods thought like this.

Anybody remember the top early 80s band Shakatak? No, well Josse does. But fortunately this has got nothing to do with them.



You know when Shaq's coming. "Kapie-yaaa" roars the giant sports phenomenon as he slams home yet another basket for his team the Orlando Magic. "Boooo-ya!" barks the colossal man, as he all but shatters the backboard in an awesome display of power. You're witnessing the Shaq Attaq in full effect, and there's nothing anyone can do to stop him. And at 7' 3" and weighing 301 pounds, you really would be rather stupid to try.

At just 21 years of age, Shaquille O'Neal is the world's latest sports sensation. Widely regarded as the most inspired basketball player in years, he was named Rookie of the Year during his first season in professional basketball, and has gone on to become the biggest star in American sport.

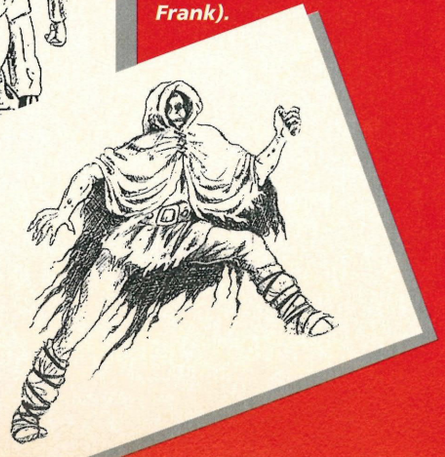
A recent poll in the US Sports magazine Sports Illustrated saw him elected the readers' favourite athlete, above Michael Jordan, and as if that wasn't enough, he's now gone on to produce a platinum selling rap record, and star in a major Hollywood

SHADY CHARACTERS



The members of the tournament take time out from kicking each other's brains in, and settle down to pose for a group portrait. It wasn't easy to get them standing still for so long, I can tell you.

Oh no! It's the Caped Shadow. Or is it the Dark Shawl? No wait, it's the Mysterious Outer Garment. ***(Actually, his name's Dave, and he's not at all mysterious. He just wears a silly cloak Frank).***



movie with Nick Nolte. What can this superstar do next? Why, a million-selling game of course!

At least that's what Electronic Arts had in mind when they picked up the licence to use his name. You'd expect the resulting project to be a basketball-orientated experience, but EA have different plans. "We originally signed Shaq with the idea of doing a basketball game," says Don Treager, Vice President of Creative Development at EA, "With one idea being Shaq Vs Jordan, but eventually we came round to thinking about a fighting game. At first we weren't sure whether he'd go for it, but he loved the idea. He's a huge games fans - he's got a SNES and a Mega Drive, and at the moment he loves NBA Jam and Mortal Kombat 2. He's also a big fan of Kung Fu movies, and he does Karate himself, so it was perfect for him."

"We originally signed Shaq with the idea of doing a basketball game... one idea being Shaq Vs Jordan, but eventually we came round to thinking about a fighting game. At first we weren't sure wether he'd go for it, but he loved the idea."
Don Treager

NBA Jam and Mortal Kombat 2, eh? I think we're all beginning to get a better insight into the way this man approaches his sport!

Putting Shaq into a combat fantasy plot situation entails a slightly spurious story line. Shaq is on a tour of Japan with his basketball team (hmn), when he enters a shady looking bookshop owned by some sort of mysterious guru geezer (uh-huh!). On opening a book on martial arts (one with lots of pictures in, you might imagine), Shaq is dragged magically into another dimension (oh for goodness' sake), where he is forced to fight seven rock hard opponents with special magical abilities, all servants of an evil warlord trapped in this other worldly dimension (oh go on, then. I suppose it's only a game after all). Now that's the sort of thing that really ruins your Japanese tour!



In a mysterious and totally un-basketball related situation, Shaq finds himself face to face with a giant banana skin. With metal bits sticking out of it. Oh dear, sorry about this.

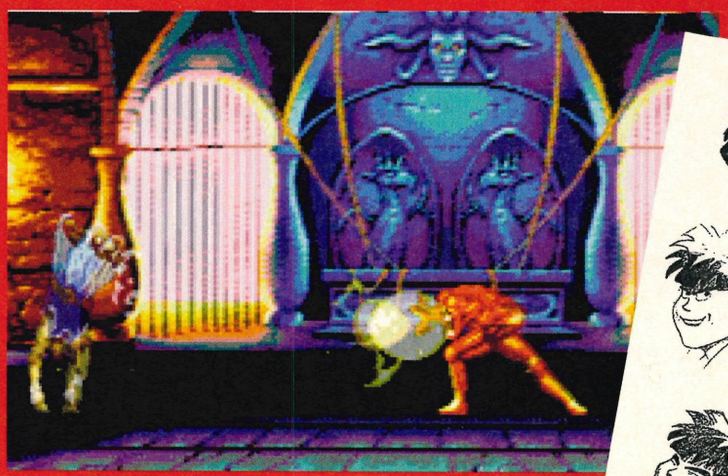
The game is being produced by our fabulous Gallic chums, Delphine Software, who are most well known for Another World and the fabulous Flashback.

Danny Boulack of Delphine told us what they have to offer the beat-'em-up genre. "We decided early on that it's no use fighting Street Fighter II (everyone in the industry knows that SFII is rock 'ard) on its own terms. It's such a well balanced game, and they have a great style, with big sprites and lots of colour. What we have to offer, with all our games, is improved animation.

"To get such a high quality we used real martial artist and stunt men to create the animations"
Don Treager

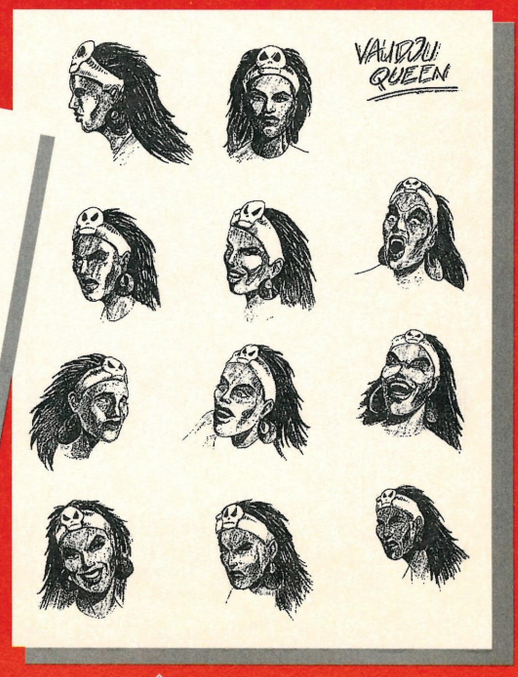
We've used more than 7000 frames of animation in Shaq Fu, with 500 frames for each character. All fighters in the game have 60 to 90 moves each, and 30% of them are offensive moves.

"To get such a high quality we used real martial artists and stunt men to create the animations. We did this by filming the real fighters going through their moves, and then transferring the video images directly to computer. The result is a very accurate animation style, which is much better than any other fighting game around." And very stunning it



A new and different type of special move - the bubble gum hit. By twisting the joypad in an anti-clockwise motion, and pressing fierce punch, you chew and then literally "blow". I'm lying, of course.





SHAQ FU



Alright, they say that your enemy comes in many guises, but this one's pretty unmistakable. It's a giant long armed red demon with horrible breath. So kill him.

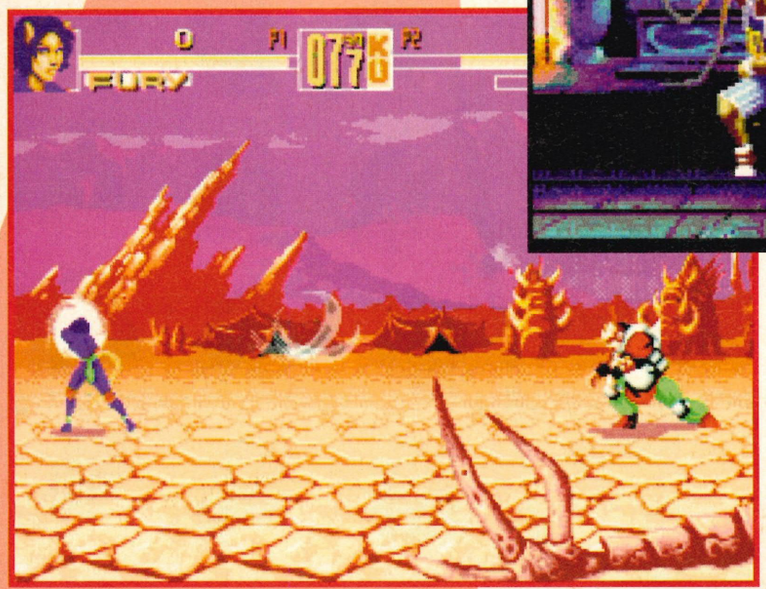
is too, as TOTAL can testify from seeing the game in action. The sprites are slightly smaller than those you find in other fighting games (about 70 pixels high, compared to Street Fighter II's 80 pixels), but the movements are fast and very fluid. This could be the most realistic looking fighting game yet.

It doesn't suffer in the looks stakes either. There are plenty of background animations being worked on, and the full 256 colour palette will be used

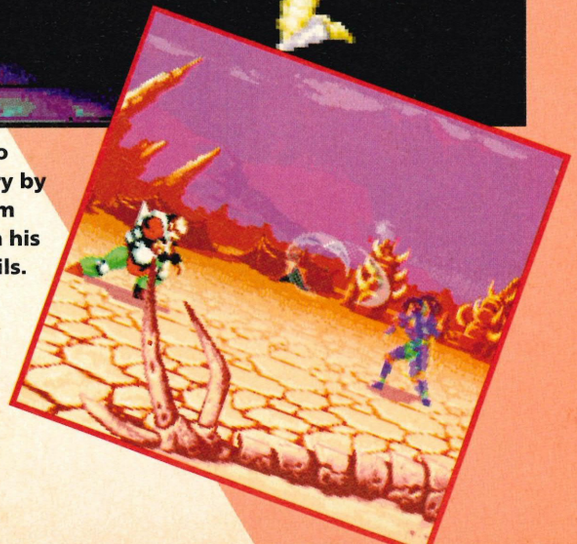
"The main part of our goal is to be as good as, or better than Street Fighter II and Mortal Kombat 2"
Don Treager

throughout the game. But as we all know, gameplay is all, and happily Delphine are in no frame of mind to leave this behind. "The gameplay is the first consideration, and the main part of our goal is to be as good, or better than, Street Fighter II and Mortal Kombat 2. It's going to be a large cart, so there's room for plenty of secret special moves, funny moves, taunting moves, Ali shuffles, and all sorts of things. There are three different modes you can play the game in, too. The Story Mode is a one-player game, and the plot gives you more of an actual reason to fight. The Duel Mode is a head to head, where you can choose to play any of the eight characters against a friend or the computer, and there's a more expanded Tournament Mode ."

Phew, this certainly looks like being a bit of a scorcher. In a world where it's hard to make a beat-''em-up stand head and shoulders above the rest, Shaq's certainly got the tallness factor. And with Delphine putting this much work into the game's development, (TOTAL admire their concentration on the gameplay) everybody should take note - Shaq's on his way!







(Above) Shaq tries to impress his adversary by spinning his platinum selling rap record on his index finger. And fails.

(Right) Look at the animation on that. Oh you can't, can you? Well shake it around a little and imagine it.

ATTACK OF THE HYPER ZOANOID - TEAM 5

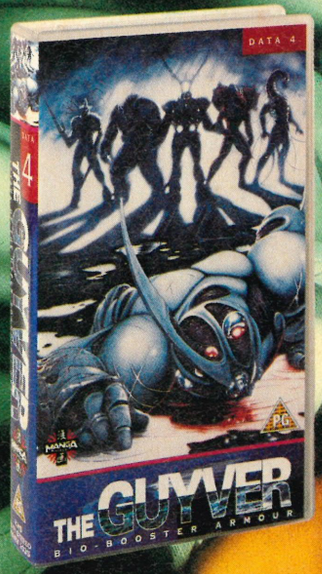
DATA 4

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PG

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ATTACK OF THE HYPER ZOANOID - TEAM 5

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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
I am writing to tell you about my mate. His name is Greg and he bought a Mega Drive because it went with his new bedroom.
Neil Jones

Dear Neil,
Bloody idiot! I've got a mate called Greg. He drives a Ferrari cos it goes with his sunglasses. To be honest, my mate's much cooler.
Frank

Dear TOTAL
Does NBA Jam on the Super NES have more or less teams than on the Mega Drive? TOTAL is ace and I really like your covers.
Karl Berry

Dear Karl,
It's exactly the same and thanks.
Frank

Dear FRANK
I would like to say that I think you're very funny and at the same time very sad. I've come to the conclusion that from the pictures of your face, the rest of your body is a tub of lard.
What do you think?
Stuart Banfield, Milton Keynes

Dear Stuart,
Correct on all counts.
Frank

Dear TOTAL
I don't own any consoles, I have a PC. I want to know why there is the conflict between Sega and Nintendo owners. What is all this nonsense about?
Matthew Horne, Scotland

Dear Matthew,
It's just a case of "my system's better than your system". It's silly, it's pointless, but it seems to afford some strange people enjoyment. And anyway, the SNES is far superior to those filthy Sega Mega Drive load of old...
Frank

Dear TOTAL
The fuse has blown on my SNES and the warranty has run out, what's the best thing to do?
Mark Skinner, Devon

Dear Mark,
Take your Super NES to a good electrician and instruct him to replace the 1.5 amp fast blow fuse. It should only cost you a few quid. It's a lot cheaper than paying Nintendo £40 to do the same thing, but whatever you do, don't tell them we told you!
Frank

Dear TOTAL
Will Nintendo ever bring out a Game

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

Questions Galore!

Dear TOTAL
All I can say is 'WOW' to your fabbo mag. Now I can relax cos I've finished grovelling so let's get down to business. I've got a question or two, well maybe more than two actually, anyway here goes...

1 Being a huge fan of the fat guy with pink and yellow spots (no not Frank) Mr Blobby, will there be a Mr Blobby game on any Nintendo format?

2 Whatever possessed you to put Mowgli and the rest of the Jungle Book crew on the front cover of (Issue 30) the best mag in the universe? Don't get me wrong, the rest of the mag was up to the usual standard, I just think this kind of behaviour is inexcusable.

3 Am I waffling?

4 Any idea when Star Fox 2 is coming out?

5 I want to subscribe to TOTAL and I want to open a bank account but I've only got £50. What do you think I should do?
Steven Jones, Great Sutton

Dear Steve,

1 Of course not, Nintendo have style. Leave the tacky games to Sega.

2 Much as you would like us to, we can't put Street Fighter characters on the front of every issue. Anyway, what's wrong with flaunting yet another exclusive?

3 Yes, like a sweet fluffy, syrup-laden bread related confectionery item.

4 Early next year.

5 Okay, how about this? Spend £27 on subscription and bung the remaining £23 in the bank. It's as easy as that.
Frank

True or False?

Dear TOTAL
I've heard that if you take carts apart you can change something inside 'em that enables you to play the cart on all systems. I've also heard that it completely changes some games. For example, Starwing becomes Sonic the Hedgehog. Is this true? Because I could do with some new games.
Smiffy, Newquay

WIN! WIN! WIN! WIN! WIN!



Write to TOTAL and win a fabbobrill Konami game!

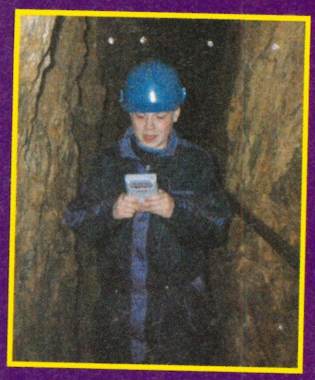
Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

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 28)

NAME Paul Cadman
AGE You didn't tell us, Paul!
FROM Manchester

Win a GAME BOY cart!

Does anyone remember Captain Caveman? Well he's back in the form of Paul Cadman from Manchester. This piccie was taken in the bronze age copper mine at Llandudno. Obviously the copper mine wasn't much cop but at least Paul had the guts to get out his Game Boy rather than politely pretend to be interested. Congratulations to him for looking spooky!

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).

Dear Smiffy,
Nah! Somebody's been pulling your leg. If you even attempt to muck about with your carts you'll just end up breaking them. If you want another game, you're going to have to buy, steal, beg or swap them.
Atko

Why oh why oh why?

Dear TOTAL,
Why are there so many adults out there who think that video games are the root of all evil? I overheard two elderly ladies in the street talking about a young bloke who was smoking, "I blame it all on those video games" moaned one old dear to the other. What?!!

How come you don't hear these people complaining about kids playing cowboys and indians? Or war games? And what about cartoons? Bugs Bunny and Tom & Jerry are full of premeditated violence (which is far worse than mindless violence, I think). Sorry, do you think I'm moaning.
Sam Wilkes, Wales

Dear Sam,
Hear! Hear!
Linda

Criminal behaviour

Dear TOTAL
My Mum keeps nicking my TOTAL and reading it, but I pay for it!!! What should I do? P.S. Is there going to be a new Mario game for the Hyper Nintendo?
Kevin Lapper



Dear Kevin,
Thanks for the photographic evidence of the 'crime'! What you should do is either:
(A) Relax a bit, and let your Mum read TOTAL whenever she likes.
(B) Suggest that she pays half towards it.
(C) Insist that she buys her own, after all, it's only two pounds fifty!
Oh yeah, what's a Hyper Nintendo? Maybe you're thinking of the Ultra 64? Have a look at the news section or Frank's CES report. Okay?
Linda

A small annoyance

Dear TOTAL
First off, congratulations on an excellent mag, I really enjoy reading it, and having read the competition (NMS, etc) I'm glad to report that you're right on the ball with all the exclusive reviews.

There's just one thing that annoys me, though: all those letters worrying that other companies might put out something before Nintendo. Why worry? Nintendo will always come out tops, cos even though their hardware and software might come out later than other peoples' stuff, their stuff's better. Simple, huh?
Chris Hunter, Lower Westhouse

Dear Chris,
Don't worry, be happy.
Atko

Boring

Dear TOTAL
I know that they must be boring for you to type out, but could you please bring back the competition results for us readers who enter them. I've entered loads and often wonder if I've won something!
Richard Beckett, Wigginton

Dear Richard,
Yes, in fact prepare yourself for a regular double page competition spread in TOTAL in the very near future.
Frank

Boy converter for the NES?
Moses Pettigrew, Nottingham.

Dear Moses,
I very much doubt it. Sadly it seems like the NES is hanging up its boots. But then again so did Diego Maradona.
Frank



We get far too many letters about Super Street Fighter.

Dear TOTAL
Do you know when will Super Street Fighter be released?
Vicky Botfield, Brighton

Dear Vicky,
According to Nintendo there is no planned release date for Super Street Fighter. What could this mean? Either you're going to have to wait for a long time or you'll be waiting for ever.
Frank

Dear FRANK
Have you ever been to Hay Tor?
The Wurzels, Devon

Dear Wurzels,
I've been all over Dartmoor and may well have been to Hay Tor but lumps of granite don't tend to have sign posts on them so I don't know. Anyway, what on earth has it got to do with you?
Frank

Dear TOTAL
Will the Action Replay for the Game Boy work on the Super Game Boy or will they be bringing out a new one?
Dylan Channon, Taunton

Dear Dylan,
The Action Replay works fine on the Super Game Boy.
Frank

Dear TOTAL
What's happened to the NES? There don't seem to have been any major releases since Christmas. Are Nintendo phasing it out completely?
Stuart Newman, London

Dear Stuart,
It does seem as though things are slowing down for you NES owners. However, Nintendo are only releasing top quality selective titles (fingers crossed: we should be previewing Aladdin next month) and with their huge back catalogue the NES is still a very sound investment.
Frank

Dear TOTAL
What has happened to Lemmings 2 on the SNES? Please tell us in the news, give it a preview or run a feature. Do

something, I'm hungry for information.
Richard Morris, Chester

Dear Richard,
Lemmings 2 will be released late this year on the SNES. As soon as it surfaces you can rely on us to be first with the news.
Frank

Dear FRANK
Who's your favourite cartoon character?
Emma Smart, West Indies

Dear Emma,
Homer Simpson.
Frank

Dear TOTAL
Why don't you have a retro review section as new NES games seem to be a bit thin on the ground lately? There must be loads of games that haven't been given the TOTAL treatment yet.
Lee Mayors, California

Dear Lee,
Not a bad idea that. If a few more people write in with the same request we'll give it a go. Okay?
Frank

Dear TOTAL
You seem to use the word *pants* an awful lot in your reviews. Why don't you give away TOTAL pants with subscriptions instead of that boring T-shirt and Game Boy holster?
Mick Beauty, Dorset

Dear Mick,
Everybody likes special pants and no one more than me, however I don't think the rest of the TOTAL readers have the same curious fetish. Or do they?
Frank



Dear TOTAL
I bet you wish you hadn't given Mario All Stars 99%. Where can you go from there?
Tara Raboomdeeyay, Bolton

Dear Tara,
Erm, 100%.
Frank

Dear TOTAL
Why can't console mags have cover mounted demo cartridges in the same way that Amiga mags have disks?
Neville Brody, London

Dear Neville,
Much as I'd love to cover mount carts, at the moment the costs make this impossible. It would be great though wouldn't it?
Frank

Beginning to see the light!

Dear TOTAL
I want a Super NES but I have a Mega Drive and a Game Boy already, my parents aren't keen on me selling these machines. But I'd still like a SNES. Any suggestions on how I can persuade them that I should have one?

Keep up the good work! I will continue to buy your magazine: I have seen the light!
James Farley, Dartford

Dear James
Give your parents a go on your Mega Drive and then take them into Dixons and make them play the SNES. You'll be walking out with a SNES and a bundle of top games. Maybe.
Atko

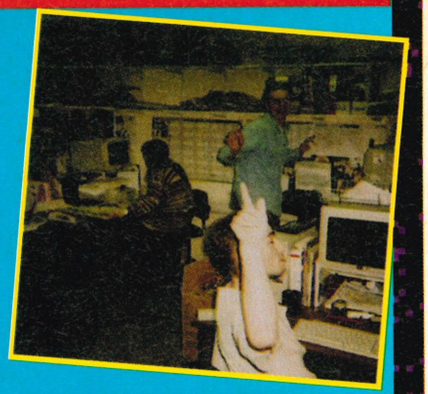
Money to be made

Dear TOTAL
Congratulations on a great and informative mag! But now to the point. While on holiday in Brisbane, Australia, last year I was surprised to find that there were hardly any shops which stocked Nintendo hardware and software. What software there was was overpriced and out of date. I know that Australia is a very large country and that distribution would be far more complicated than it is in the UK but surely there's some money to be made in importing large amounts of Nintendo equipment to major cities such as Sydney, Perth, Melbourne and Brisbane. The few shops that had stuff seemed to be constantly packed out.
Justin Weare, Llandevaud

Dear Justin,
Only ten people live in Australia and they all appear in soaps by day and surf at night (*Surfing at night? Frank*). As a result there's not a lot of call for video game antics. I should know, I used to raffle tickets for charities when I lived in Perth.
Atko

Good mothering

Dear TOTAL
Could you please print a photograph of the TOTAL office as I'd love to see what kind of a place the best mag in the world is produced in. If possible I'd like to see Josse's desk because he's lovely and cuddly looking. I think he could do with a good mothering!
Sarah Cowley, Bournemouth



Dear Sarah,
Your obsession with our Josse is unhealthy. Oh well, here for your pleasure is Josse acting the fool in the TOTAL office.
Frank

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.

Oi! Christian!

Dear TOTAL
A while ago you reviewed Spy Vs Spy for the NES, and I really want this game but can't find it anywhere! Can I buy your copy of the game? I will pay £12 Sterling for it. Please write back.
Christian, Stillorgan, Ireland

Dear Christian,
What, this copy of Spy Vs Spy that I'm holding? You want this one? Well, we're not going to take your money from you, but if you write in and tell us either: Which one of the current TOTAL team would make the best spy, and why? OR What's Frank saying (he's on the other end of the phone, even though he only sits across the office) to our Art Editor, Jon, that makes him look so disinterested? Write back, and if I reckon the letter's good enough, you can have the game for free! You can't say fairer than that!
Josse



The TOTAL team in full
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Production Editor
Josse Stick Bilson
Senior Staff Writer
Linda Happy-Flowers Barker
Staff Writer
Sean Pineapple Atkins
US Correspondent
Neil Spawny West
Top Art Bloke
Jon Dey-Do-Do-Dat-Do-Don't-Dey? Billington
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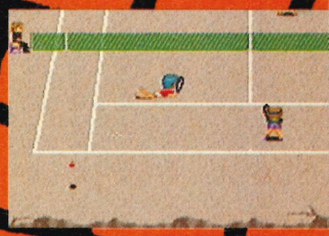
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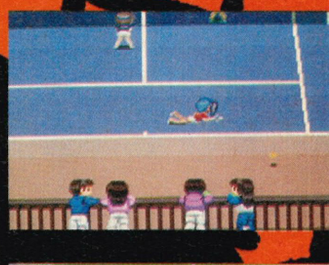
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SMASH TENNIS™









The adrenalin's pumping, and the crowd is on the edge of its' seat, waiting for you to play Smash Tennis. Jam packed with options and features, with 9 gloriously realistic courts, including grass, indoor, clay, and even a mountain top! Choose Tournament option and play up to four of your friends using the multi tap system, or sweat it out against up to 21 computer opponents, if you dare.

- Super Gamer, Gamer Gold 94% "...its the most fun you can have with a ball!"
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An in-depth, exclusive look at the biggest game on the SNES!

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Super PLAY

TOTAL! TACTIX

Calling all tricky tipsters! So you reckon you're better than the Total team do you? Prove it then! Just send all your tips, codes 'n' cheaty morsels to: TOTAL TACTIX, 30 Monmouth St, Bath, Avon, BA1 2BW.

NBA JAM

SNES TACTIX

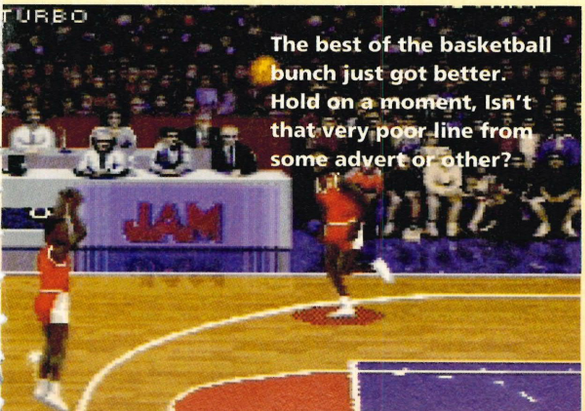
Ever wanted to be president of the good old US of A? Imagine trouncing small countries, mastering the saxophone and slam-dunking like a demon. Make your dream come true and more with these secret player codes.





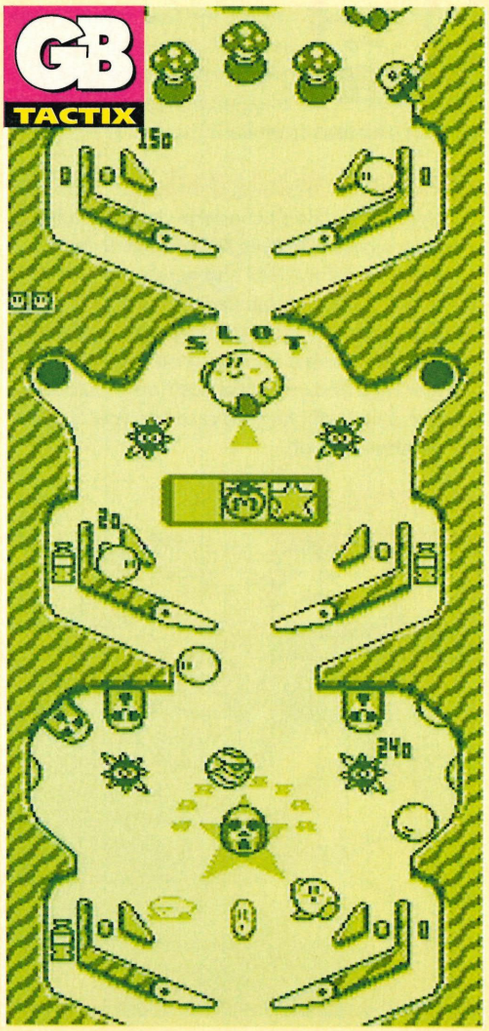
Bill Clinton	Enter **A R,** highlight **K** and hold **L, R START** and **X**
Al Gore	Enter **N E,** highlight **T** and hold **L, R, START** and **A**
Air Dog	Enter **A I,** highlight **R** and hold **L, R, START** and **X**
Turmell	Enter **M J,** highlight **T** and hold **L, R, START** and **A**
Divita	Enter **S A,** highlight **L** and hold **L, R, START** and **X**
Rivett	Enter **R J,** highlight **L** and hold **L, R, START** and **X**
Chow-Chow	Enter **C A,** highlight **R** and hold **L, R, START** and **X**

Thanks to the president of Hendon, **Ben Chajet**.



KIRBY'S PINBALL LAND

GB TACTIX



He's a pinball wizard there has be a twist, pinball wizard got such a supple wri-i-ist.

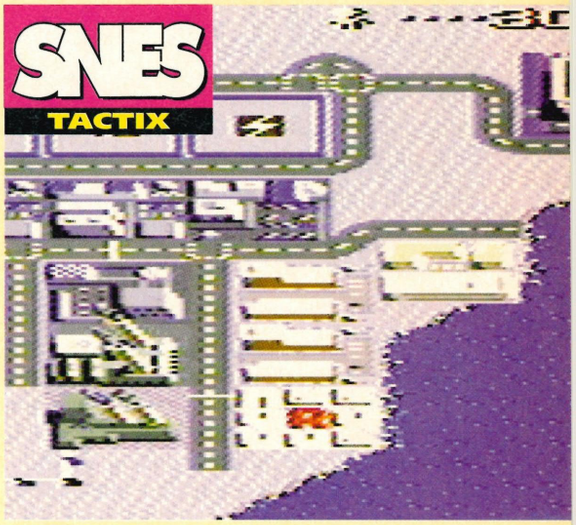
Make no mistake, **Ian Court** of Tamworth is a pinball wizard. Here he presents a couple of flippin' great cheats.

To access the bonus games straight away, hold down **LEFT** and **SELECT** on the title screen and press **B.** A white cat should now walk along the bottom of the high score chart. Press **START** and hey-presto you're there.

As if that tip wasn't enough, to get straight to the bosses, repeat the above but press **LEFT** instead of right. Cheers Ian.

SIM CITY

SNES TACTIX



Sim City? Whatever next? Maybe Sim Teapot where the tea has to made to the correct strength and poured daintily.

Are you lost in the city? Fear not, those city slickers **Philip Peck** and **Tom Whatley** from Loughborough have more maps than they know what to do with. You to can join them in their map frenzy by following these three simple steps. Select Start New City, choose any map and select Go To Menu icon. Instead of saving your map select **START** New City. You now have 1998 maps. Hoorah!

FLASHBACK

SNES TACTIX



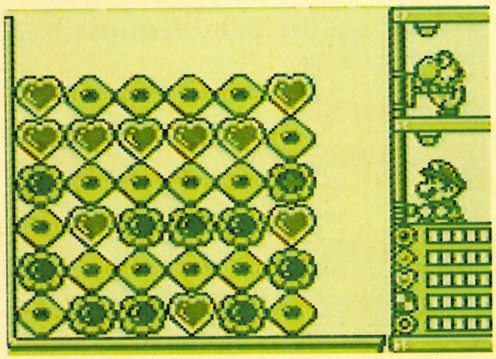
Our hero Conrad Hart loses his memory, gets stuck in the jungle and discovers the power of levitation.

No, Flashback completion does not involve pulling a moonie out of a moving car. Here are the codes for an altogether different kind of Flashback.

Level 2 GSFM Level 3 PRHG
Level 4 WNPQVX Level 5 NMRYL
Level 6 SNTHN Level 7 KLZHT

Many thanks to top tipster and all-round good geezer **Timothy Steer** from Exeter.

TOTAL! TACTIX



What's going on? We don't live in America. This should be called Yoshi's Biscuit.

YOSHI'S COOKIE

GB TACTIX

Kooky **Damian Hall** from Hackney has a smart cheat for Yoshi's Cookie on the Game Boy. Set the music to off, set speed to high and set round to 10. Now press **UP** and **SELECT** and keep the two buttons pressed down to advance to any level between 11 and 99. Not bad eh? Cheers.



Does anybody know where we can get hold of 6 pairs of Aladdin's special pants?

ALADDIN

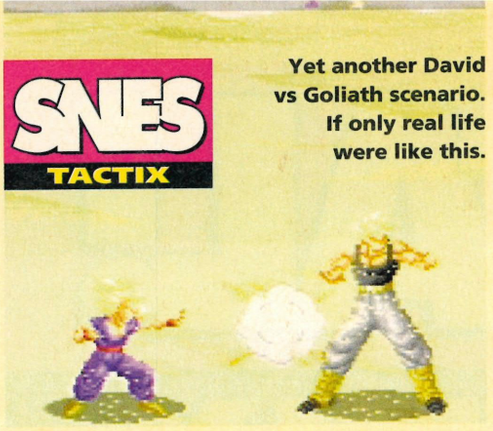
SNES TACTIX

We found this divine platformer a little too easy but for those less hardened gamesters out there **Matthew Ward** from Kidderminster has made it even easier. Press **PAUSE** and then type **A, A, B, B, A, A, B, B, A, A,** you should hear a ringing sound and be taken to the next level. Repeat as desired.



SNES TACTIX

Yet another David vs Goliath scenario. If only real life were like this.



DRAGON BALL Z

If like me you drive a 2CV you'll be no stranger to turbo speed. For the rest of you here's your chance to emulate that sensation on Dragon Ball Z. On the startup screen press and hold all six buttons **(A, B, X, Y, L, R)** on both joypads before you hear the speech. The intro-music should now have changed, if so welcome to Turbo Mode. A great tip there by **Irfran Metin** (made up name ?) all the way from Amsterdam.



MISSION IMPOSSIBLE

NES TACTIX

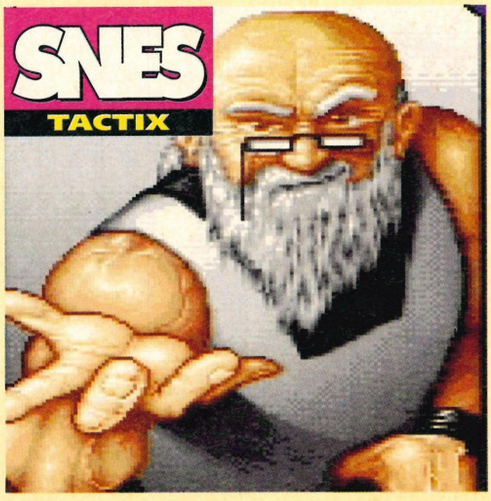
Mission Impossible? Not any more! The final mission code is **QBYZ.** When you get to the computer type **MTKN.** Impossible no more thanks to **Jeffrey Thomas** from Basingstoke.

NIGEL MANSELL

Surely Nigel wouldn't condone cheating for grid position would he? **Pete O'Sullivan** from Liverpool certainly does and here's how he does it. On the qualifying lap keep driving off the road and into the crash barriers until the time and position screen appears. You should receive a super time and your grid position should now be first. You'll still have to race like you're out for revenge though.

BATTLECARS

SNES TACTIX



With a white vest, new specs and an upside-down head, Frank was a new man about the office and make no mistake.



Wahoo! Look at me, I can drive fast, aren't I cool! There's a bend,I don't care, I'm cool, I'm clever, out of my way... WAAAAGHH!!

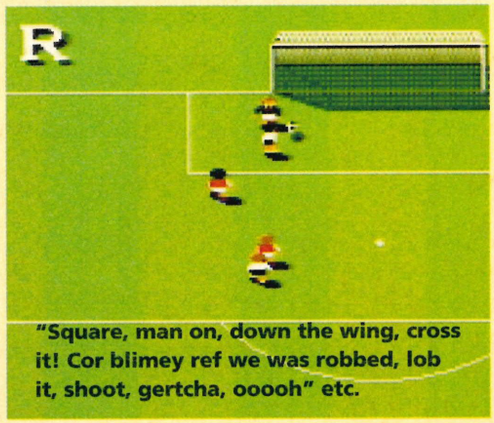


Here's a smart little tip to transform this all action Mode 7 racing game into just an all action racing game. On the title screen press **UP, DOWN, LEFT, RIGHT, SELECT** and you should hear a small explosion. Now go to options and select the new option at the bottom of the screen. You can now play the game from an overhead perspective just like Micro Machines. Easy as that. **Geoffrey Able** of Tarvin found that. Cheers Geoff.

SENSIBLE SOCCER

SNES TACTIX

So far it still rates as arguably the best football sim on the SNES. Now you can add to those features galore with this if-at-first-you-don't-succeed cheat. When playing any league or cup competition, close the match and switch the SNES off just after the final whistle whilst the score is still on the pitch screen. You can now play the match again. If you lose again repeat the procedure. If you lose several times, phone up some mates, meet in the park and play some real footy. Kev Whadcoat is indeed football crazy, he's football mad...



"Square, man on, down the wing, cross it! Cor blimey ref we was robbed, lob it, shoot, gertcha, ooooh" etc.

SUPER STAR WARS

SNES TACTIX

Duncan Smith of Leeds used a cunning Jedi mind trick to overcome those tricky later levels.
All you have to do is simply press **START** on joypad 2

and hey presto! Before you know it, you've completed the level.

You can do this throughout the game but really, what's the fun in that? You're all just wishing your lives away.

SPEEDY GONZALES

GB TACTIX

According to his girlfriend **Jonathon Taylor-Hoorne** is very speedy. For the rest of you unfortunate speedsters he's sent these useful level codes all the way from Bethnal Green. What a legend!

Level 2	**Mexico Town**	**500999**
Level 3	**Sherrywood Forrest**	**343003**
Level 4	**Sandy Desert**	**830637**
Level 5	**The Country**	**812171**
Level 6	**Cheese Island**	**522472**

OUT OF THIS WORLD

SNES TACTIX

Here for you pleasure are some little known codes for this little known game.

Level 2	**KFLB**	**Level 3**	**DDRX**
Level 4	**HRTB**	**Level 5**	**BRTD**
Level 6	**TFBB**	**Level 7**	**TXHF**
Level 8	**CKJL**	**Level 9**	**LFCK**

Those lovely, cuddly, kissable level codes were brought to you by **Daniel Nelson** from Slough. Nice one, Daniel.

FARIA

NES TACTIX

Need a different identity? Better get ready to change your name then. Enter your name as **GAOGAO** and you'll become invincible, have loads of gold and manna, etc. Thanks to **Darren Burwood** from Sussex.

MARIO GOLF

GB TACTIX

I don't like golf, I've never played golf and I never intend to try golf. However, if I was to have a lash at surely the most bland of sports I wouldn't mind taking this cheat along with me. If the ball is about to land where you don't want it to just **RESET** the game before the ball stops. You will now be at the beginning of the hole again. Good old **Richard Bevins** of Dorchester. He sure knows how to liven up a dull sport.

TURTLES TOURNAMENT FIGHTERS

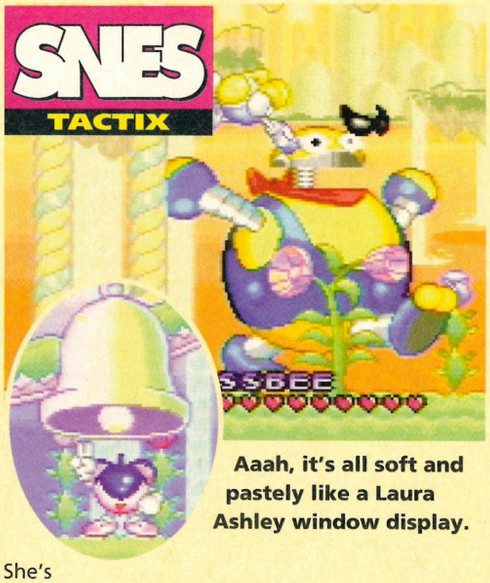
SNES TACTIX



A cat may have nine lives but turtles can have ten. At least they can if you follow **Karen Sampat** absolutely spiffing cheat. On the title screen press **B, B, B, A, A, A, X, X, X, X, X, X** using Joypad 2. This will give you ten lives in story mode. Excellent!

POP 'N' TWINBEE 2

SNES TACTIX



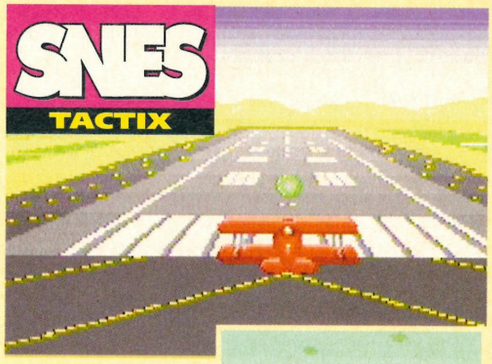
Aaah, it's all soft and pastely like a Laura Ashley window display.

She's at it again. Not one but two awesome tips this month by **Karen Sampat** of Kent. Is she invincible? You certainly can be by pressing **L, R, L, R, A, B, X, Y, L, R, L, R, A, B, X, Y.** We love you Karen.



PILOTWINGS

SNES TACTIX



Sunday drivers. Don't you just hate them!



If you're up for a real challenge stop messing about and enter the code **882943** on the password screen. You'll be treated to some rather different aerial antics according to **Annette German** of Exeter.

ALIEN 3

SNES TACTIX



Sigourney Weaver stars in the latest British Gas advert. It's good to be in control.

The ugly space monster himself, **Daniel Harrison** doesn't bother with the tedium of playing games, he simply enters the following password and watches the end sequence. Go to the password screen and type in **OVERGAME.** That should save you all a bit of time and effort, thanks Daniel.

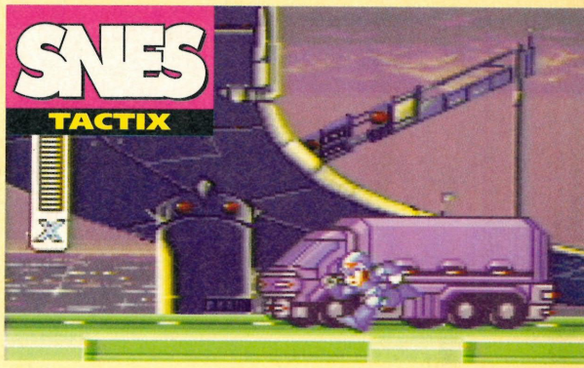
LOW G MAN

NES TACTIX

Have you found that secret level on Low G Man yet? **Owen Twomey** of Cork has. In chapter one, scene two get the walker and move backwards until you get to one of the holes that the robots fall out of. Now perform a super jump and you should land on a ledge with a door. Prepare to enter the Sober Express level. Thanks a lot Owen.

MEGA MAN X

SNES TACTIX

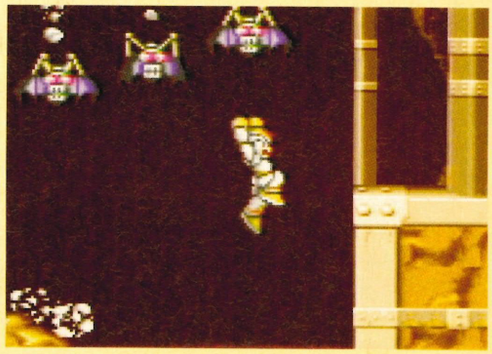


The dustmen refuse to take Mega Man's old mattress unless he can beat them in a race.

To get to the final stage with every weapon including Zero's cannon is simple. Just enter the following code...

4786 6352 2758

Thanks to **David Tutin** from Nr Reading for that.



SUPER METROID

For: Super NES (One player) **From: Nintendo** **Final score:94%**

SNES TACTIX

Frank had such a good time when he reviewed this storming game, that if we'd let him do the players' guide too, he'd never get any work done. Never mind, the lad Josse volunteered, and found out just how damn big Super Metroid really is. Anyway, here's part one of Josse's definitive guide...

GENERAL TIPS

* **Learning to control Samus is vital to success. Practice at adjusting the elevation of your gun while jumping and running and get used to the inertia in the game. Also, every time you collect a new ability, it's best to take some time out to practise using it and understand its full uses and limitations.**

* **Pay attention to the stuff which destroyed nasties leave behind. If, for example, they leave a power bomb, then chances are that nearby there's a secret hidden section which can only be revealed by *using* a power bomb.**

* **Super Metroid has more secrets packed into its 24 megs than Frank has in his closet (and that's saying something) so it's imperative that you search *every* nook and cranny to seek out the craftily-hidden items tucked away in there.**

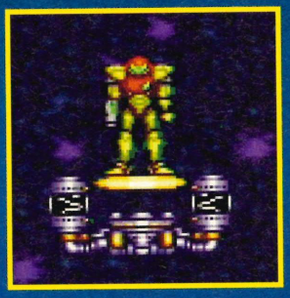
* **Finally, as obvious as it may sound, you really must save as often as possible. And if you're in the vicinity of your ship be sure to make full use of its replenishment facility.**

THE GUIDE

We'll assume that you've already collected the morphing ball, the bomb, and ten missiles. We'll pick up it up, then, from the main cave in Crateria where you bomb through the left-hand wall and begin moving down the slope. Collect the energy tank and enter the next room where you'll find *alien*-esque creatures which are tougher than anything you'll have yet encountered. Prime up your missiles to take them out with one shot (don't worry about wasting missiles - the nasties usually leave extras behind when they die). At the bottom, ignore the right hand door for the moment and go left. The two plump veggie-looking things which throw out tiny insects are handy to use for replenishment. Stop and pump laser fire into them and they'll leave behind plenty of lovely energy and missiles.



The lift in the next room will take you to Brinstar. Blow the first door on the left and bomb the far wall in this room to reach the Brinstar map data terminal. Get back to the main shaft by killing all of the monsters in the previous room thus reactivating the door a la Zelda. Now enter the room opposite and jump up onto the green platform whereupon it'll disintegrate allowing you to collect the missiles below. Don't worry about the closing steel door - we'll come back here later when we're properly kitted out. Bomb back through the wall and use the critters popping out of the green pipe to replenish any energy/ammunition you've lost .



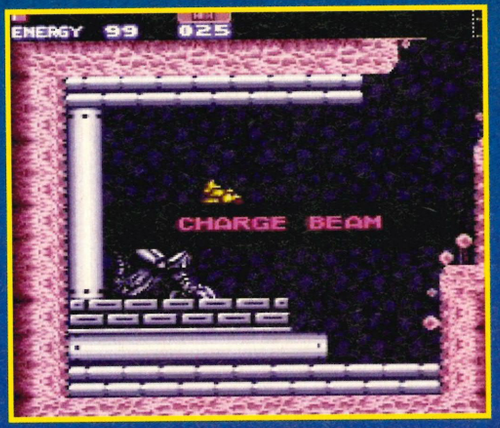
Back in the main shaft there's a save point in the room on the left and a missile reload terminal





beyond the room down at the bottom-left. If you need to use it, don't shoot the flying nasties in there; they're providing the light source for the area! Go right from the main shaft and bomb through the thick wall which blocks the cavern corridor. Head to the bottom-left of the large room which follows to collect missiles, and bomb through the floor down there to get the charge beam.

Now head back up and to the top-right using the door to enter a shallow room which is home to four winged beasts. Smoke them all to activate the



door in the ceiling and it's on to the first boss's lair. As an item of foliage this guy looks a bit rock, but he's no real problem: simply watch for the falling spores - blast them for extra energy/missiles - and go down onto one knee to avoid his swinging head . Wait for him to stop swinging and open his mouth before loosing off as many missiles as possible. If you run out of missiles use a charged-up



beam blast. He won't take long to toast and when he's gone go upwards into the now-wizened section and head right.

Jump into the false pipe and drop down to get the super missile . Leave via the only exit available and use the super missile to open the green door in the next room and on the block in the next to open



up a morphing ball-sized opening . Head downwards and out through the green door on the right and keep heading right until you reach the metal door which is opened by blasting the blue switch . In the next room jump up onto the green platform and dash right to reach a











deep vertical shaft. Go down, bomb through the floor at the bottom and go down again to recharge your energy.

Head back up to the shaft and go right into a room part-filled with water. Samus' suit can't yet counteract the effects

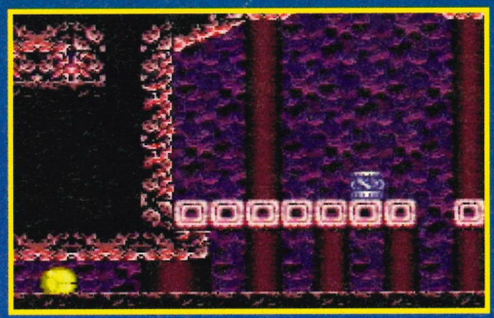




of water on movement so be sure to stay on solid ground. Head right and into another watery room, being especially aware of the snapping snakes along the bottom. If they do grab you, the most (important thing is not to panic - let them have a squeeze and they'll soon let go, at which point use the temporary invulnerability to jump out of their way. Run through the next rooms in Maridia and take the lift down to Norfair. Go left when you get to the bottom for an energy pod, allow yourself to fall through the collapsing floor section and roll to your left.



In the next room shoot away the metal barrier to get



to the hi-jump boots , then return to the previous room and jump up to get the missiles. Again, the exit door won't open until you've killed the orange fluffy crawler so blow his little head off.

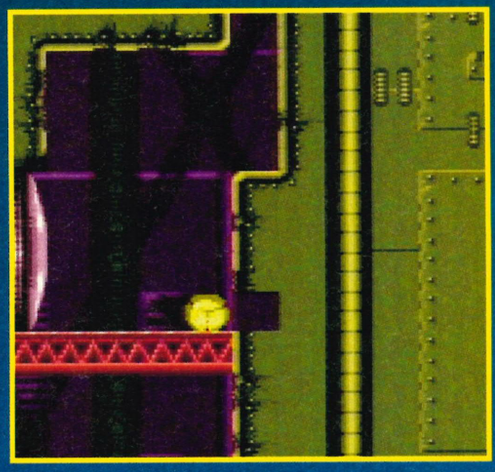
Return to Brinstar and go back to the snake room where you can blast the ceiling at the far left and use your new super jumping capabilities to reach the spazer weapon. Go back the way you



came because the tempting short cut will drop you into the jaws of an awaiting snake! Now make it back to the Norfair lift room and use a super missile on the bottom block on



the right hand side to create a passage into the adjoining section. Jump up and through the demon's mouth and enter the next room where you'll need to bomb or blast through the floor to go down. Bomb the area on the right where the wall meets the floor, roll through and jump up through



the door. Run to the far right and bomb in the niche to reveal a way through to a secret save game point - use it.

Now return and bomb the rusty section (of floor and head downwards , taking you into a long room infested with aliens and flying spikes. Use a missile or charged spazer attack to kill the aliens then select the super missile for use on the fat little green geezer at the end of the passage. In the next room blast the ceiling to get to the power-up terminal , then go back down and head (right again where you'll find an ominous alien eye covering the door. Move in close to awaken it, then pump it with missiles. Now for the hardest bit so far: the fat little green geezer's







dad (or mum - it's hard to tell with aliens) . Use all of your missiles (normal and super) to hit him in his open mouth while watching for small claws from behind and large from the front. The important thing is to keep jumping between platforms and to be prepared to retreat out of his reach. When you're out of missiles finish him off with charged blasts and leave via the new door on the right. Collect the varia suit and return to the lift to take you to Norfair.



In Norfair, enter the first door on the right, blow through the floor and run straight through to the red door at the other side of the cavern. Stay at the top of the screen in the next area (the bottom is lined with lava, you see) and leave via the green door at the bottom right. Don't bother stopping to shoot anything in the next section - just dash and jump and you'll be fine. In the bubbly area go over to the right and bomb through the floor to collect extra missiles, then go back to the centre of the screen and blow the area between the two small alien head statues. Use the morphing ball to roll and bomb through to reach the exit at the bottom-right. In the next chamber the first door on the right leads to an alien-generating room so stop there if you need to replenish supplies, otherwise just head down and through the blue door.



Take the next section at speed in order to stop the lava pillars forming fully and exit the next section *right*. It's time to show a clean pair of heels again as the following bit fills with lava! Have a super missile ready to take out the toothy fellow adorning the wall at the end, then use the morphing ball to get through the gap to the section going upwards. Don't bother wasting any of the toothies here, just move on up and out.

The lava-ridden area which follows will test your timing, so be especially careful. Fall down onto the hovering platforms and get ready to use the morph ball to get under the spikes. No probs. Have missiles ready for the fiery sea horses which pop up out of the ground in the next vertical cavern and use the first door on the right if you're running low on anything – there's an insect-generator in there. Otherwise go through the red door to take you across the top of the same screen using the moving platforms.



Try to make your jumping as swift and as smooth as possible and shoot the blue switch to open the door revealing more missiles. Go back the way you came and leave via the door at the top. Take the green door (which you'll see on the top-right) in the next bubbly room and shoot the aliens down from the ceiling. Now shoot up, go through the (hole which you make and into the next room on the right.

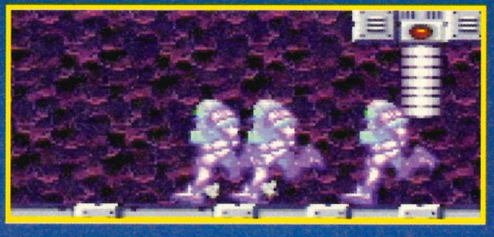


Dash through the whole level , go through the red door at the end and collect the speed booster . The level will fill will lava so this is a good time to test your new boots' worth by dashing back to whence you came.

Leave the bubbly room by the door at the bottom-left, blow the floor between the head statues again, then go left and left again. Now







dash through this entire corridor, smashing the rocks and aliens as you go. You'll find yourself back in Norfair's main shaft. Go up and into the blue door on the left. Now – wait for it – dash through and underneath the barriers, exit the room and keep going left. Run quickly past the toothies and turn into the morphing ball to get into the thin section running down the right side of the cavern. Now it's simply through the next door to collect the ice beam. Leave via the top-right door to enter



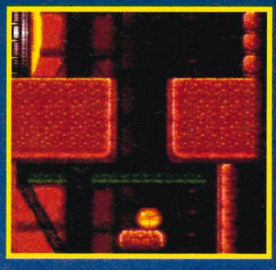
another fiery section where you must freeze the yellow amoebas to turn them into temporary stepping stones.

Do the same to the shell-backed nasty, go right, down, blow the block and roll right to leave the section. Head back to the main shaft in Brinstar and freeze the bugs to use them as stepping stones, and make your way to the very top.

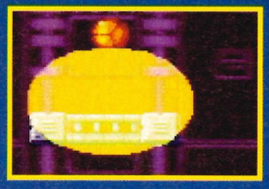
Head right and blow the floor in the large room next to it, and blow the floor below that to get to a door at the bottom left. Freeze the blobs in the next room on your way to collect the power bomb. Now go out and to the top of this section to take the lift back to Crateria where you'll need to use the power bomb to open the orange door.







Okay then ladies and gentlemen, boys and girls. I hope I'm not going to embarrass any of you if I assume that by now you've collected the following items: new weapons, one of the two suits, three of the five beam weapons, two of the three types of boots and two of the four possible miscellaneous items. So it's about time you headed back to the ship on the planet's surface to put your weary speed boots up until next month when we'll finish this thing Super Metroid in style.



Check out these pages next month. Josse will show you more of the phenomenon that is: Super Metroid

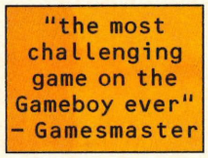
you'll never REACH THE END

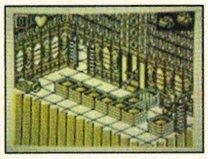


MONSTER MAX

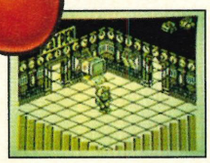
S G G A N T I C E X T E N

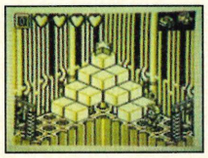


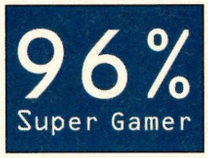


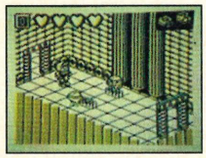


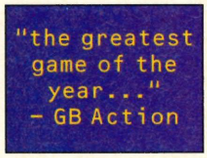
I V E L A R G E E N O R M O U S



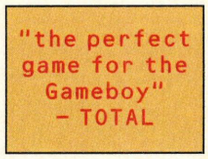


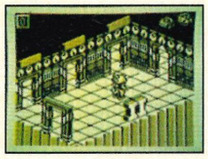


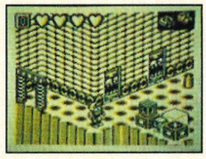


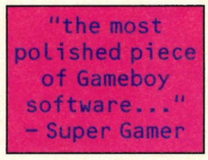


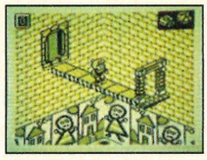
C O L O S S A L I M M E N S E H U



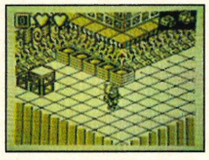


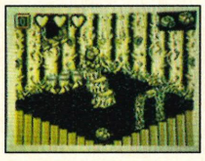


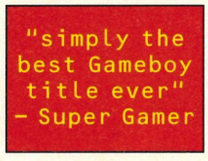




M O N G O U S M A M M O T H U G



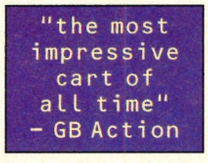


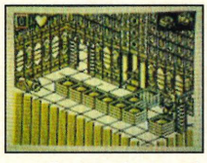




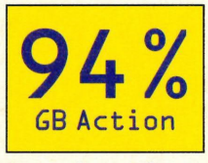


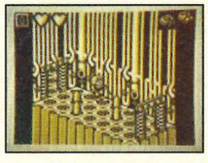
E T R E M E N D O U S M A S S I V E



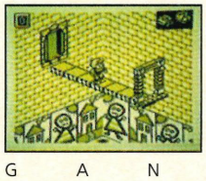




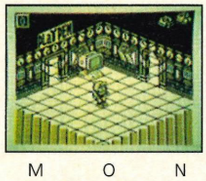


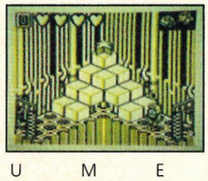


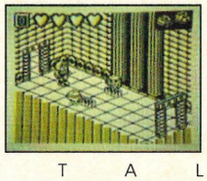
E V A S T G R A N D I O S E G A R





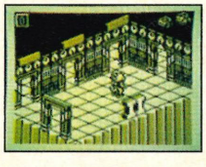


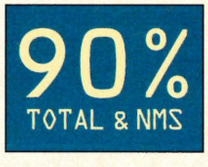


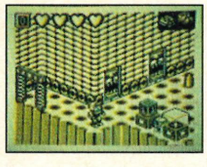


G A N T U A N M O N U M E N T A L











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MYSTIC QUEST

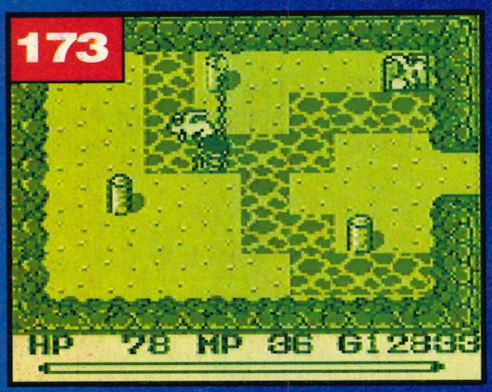
PART THREE

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

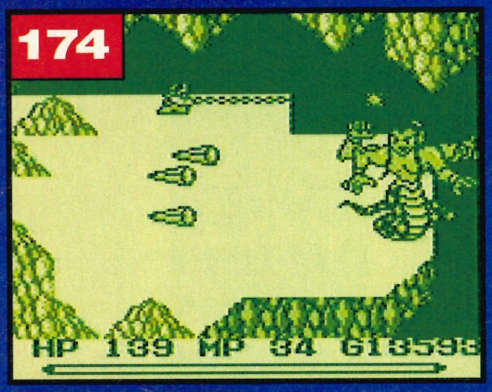
The conclusion to our man from the valley Paul Weaver's mighty impressive guide to this massive RPG.

GB TACTIX

final score **89%**



Use the chain to get across the rivers and traverse the plateaux. Then go up the stairs and head right.



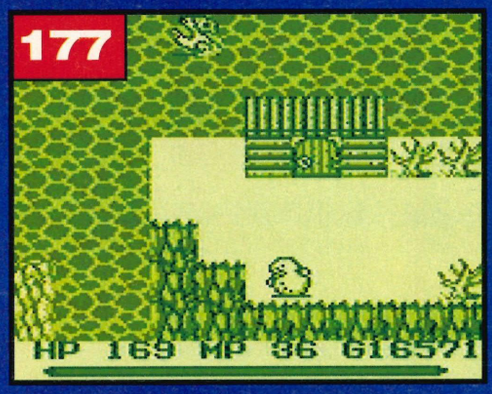
To defeat Kary, use the flame chain and aim at his head. It's tough, but with cures you should outlast it.



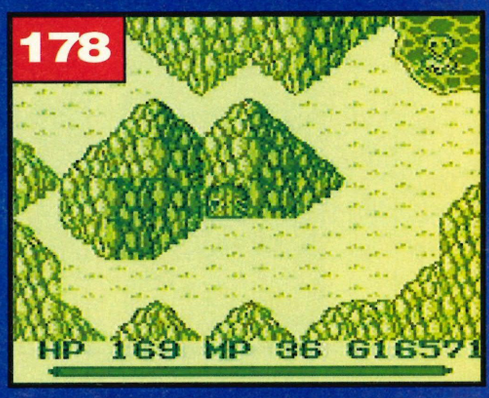
With your newly acquired Ice Sword in your hand, head all the way back to Lorim and visit the king.



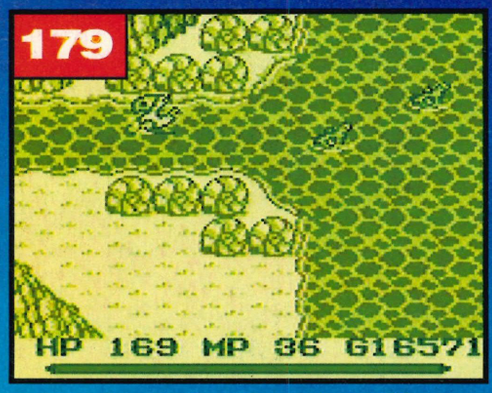
Go down, right and up to speak to Cibba. He gives you the Bone key and points you in the right direction.



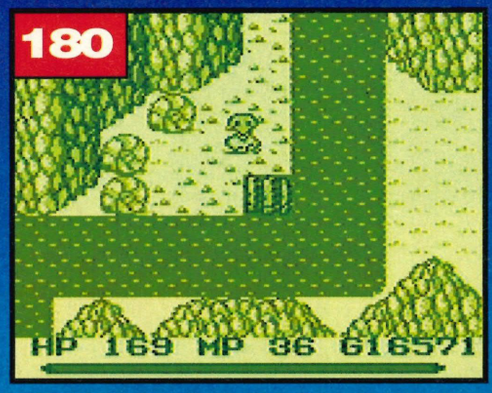
Now take your Chocobo and head back into the sea. Head straight up the estuary until you get here, then stop.



Now head directly left and eventually you'll get to here, from where you can see the secret cave (in the middle).



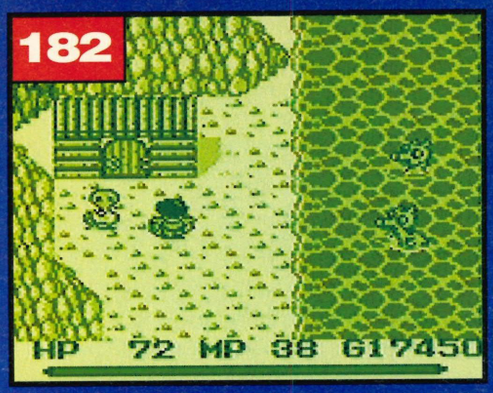
Getting there isn't quite as straightforward as it may sound, however, as firstly you have to head straight up to here.



Follow the river around to here, where you can get back onto dry land. Now head up and around.



The path takes you down and right to the coastline. Follow the coastline, using the chain to cross the lagoon.



Use the chain where needed to get to here. Enter the hut to buy the Ice Armour and Shield. It's important.



Head back down to the corner of the small but impassable river and use the chain on the pole to cross it.



Follow the land down until you reach the floating rocks. Use your trusty Star weapon to get past them.



Head down and left to find this handy corner shop. Stock up on bags of much needed equipment and head left.



From the shop, keep heading right and down until you reach the coastline, then head down to here.



Go left, up and over the river. Head down and left to here to find this shop where you can buy the Thunder Spear.



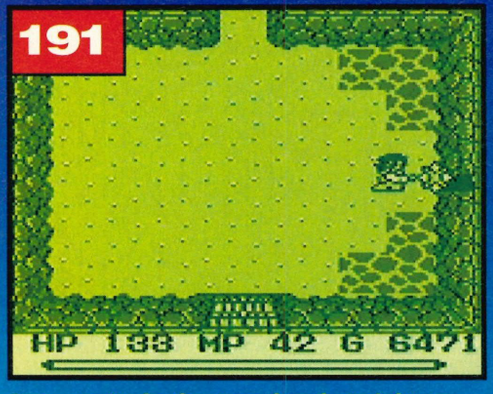
From the shop, keep heading down and right until you get to this large crossroads where you then go...



Straight up to find yet another hut which sells the rather dandy X-Ether which you should purchase.



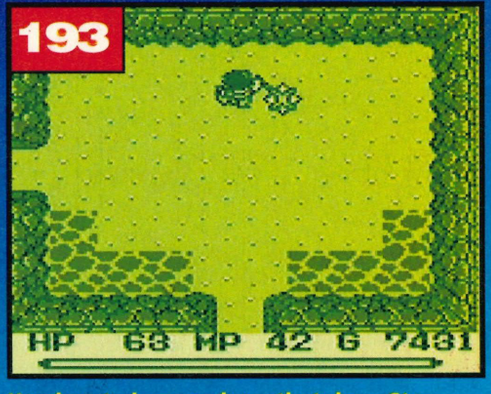
From the shop, head all the way left to here and activate the bone key to enter the now not-so-secret cave.



Once you're in the cave, head straight up. It's best to use the Star weapon to create a clear way ahead.



Head right and use the Star weapon on the rocks. Step on both pads to continue right through the door.



Head up to here and use that dang Star weapon again. It gets a lot of use, but it's a bit handy that weapon, eh?



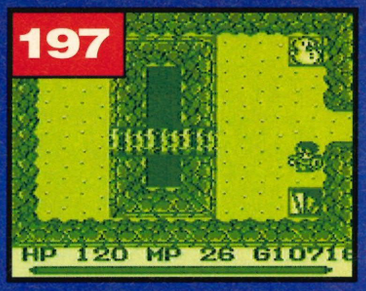
Go down the stairs and right to here. To defeat the Kraken, use the fire spell.



With Kraken destroyed, go through the new exit created and circle around to here.



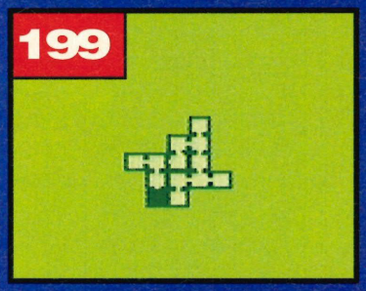
In this new area, head left and up to here. Use the Star weapon (once again) on the wall.



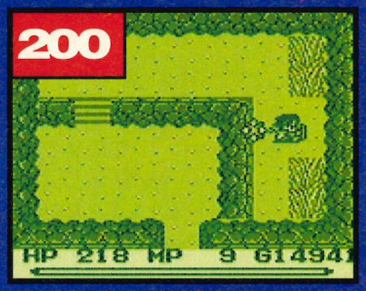
In this room, use the axe on the wizards, ice the guards and use the sickle on the plants. GEAR!



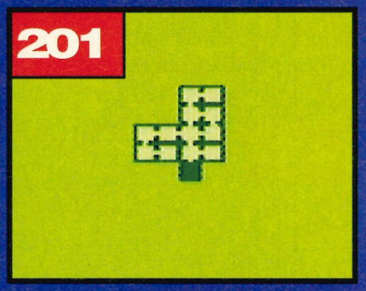
In the next dungeon, make sure you have plenty of cure magic and cross this acid pool.



Using the step and cure trick, head to here and kill all the monsters to get the Zeus Axe.



With the axe yours, head back up and right to here and use the Star weapon again.



Enter the next dungeon (shown) and head to here to replenish your energy.



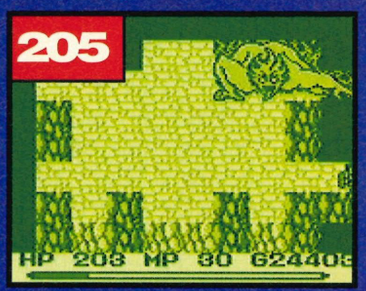
Now go up and right, using a key. Uncover this stone in the bottom right to continue.



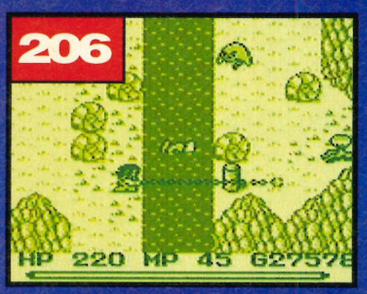
Once you've gone down the stairs you're faced with this difficult choice. Which door?



Er, the right hand one actually. Now use the ice magic on the monsters to cover the pads.



Save your game and head left to fight Iflyte. Use the cure and ice sword on full power.



The rusty sword now yours, head back up past floating rocks and cross here.



Head back to Lorim and talk to Cibba. As before he'll point you in the right direction.



Head back to the sea, and go directly left from the estuary outlet to take you to here.



When you get to Dr. Bowow, you'll find that you need a vital magic spell to continue. DOH!



From the landing point, go up to here and head left along the beach through the trees.



Go left and circle the cliffs and you'll eventually find the entrance to the Lich's cave.



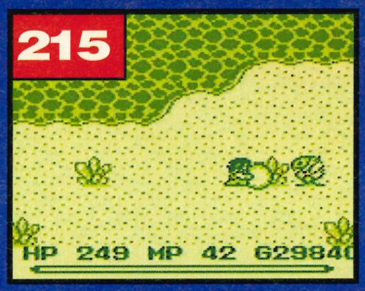
Make your way into the depths, and when you get to here, save your game to be safe.



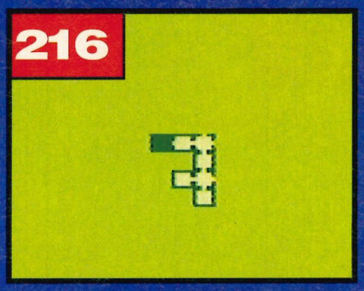
To defeat the lich, use a combination of fire and cure magic to constantly harass it.



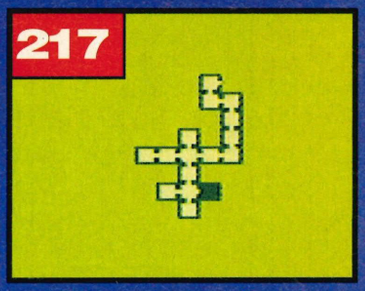
Go back to Bowow. He informs you that your Nuke spell will destroy a certain crystal...



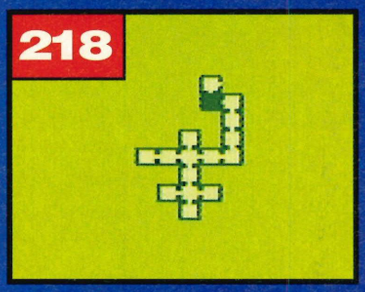
Which just happens to be this one, lying North of Ish, minding its own business.



Once you enter the dungeon proper, kit yourself up with the Dragon Sword.



Now head to here and get the Dragon Shield, curiously with absolutely no resistance at all.



Now head all the way up to here, where you should again save your game for safety sake.



To defeat the Mantis Ant, stand here and use fire magic. You'll be able to kill it easily.



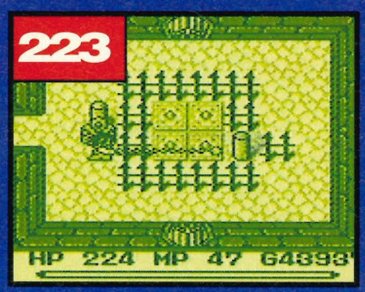
With the ant defeated, head right and step on the pad with the Rusty Sword in hand.



Get four sets of keys from ish, then head down, down, right, down and left to find the tower.



In the tower you are greeted by the rock-hard robot known as Marcie. What?!



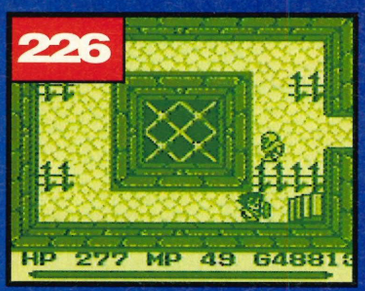
Wander through the first level to here and use the chain to get in, and then back out again.



Go all the way up the ladders to the next level, then head all of the way down and left to here.



Go up and through the locked door on the next level, then right to get the Dragon Armour.



Now go left and use the Star weapon on the left wall. Go through and up the stairs.



If low on energy on the next level, go down and into this bed for some kip. Not bad!



Up the next set of stairs,chop the trees, and follow up with an ice spell on the guards.



Continue through the dungeon, saving your game here before continuing ever upwards.



Go up the tower to fight Garuda. Stand still and use fire magic. Dead easy!



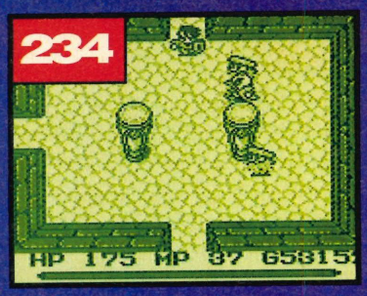
Head left and jump the gap with Marcie's help, who then makes the ultimate sacrifice.



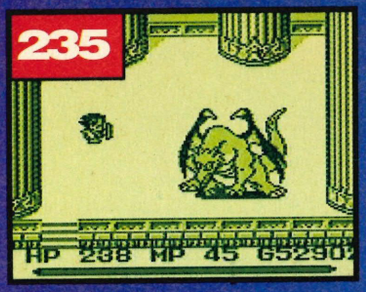
Hopefully you took all the keys, otherwise you'll have to go in here and get some.



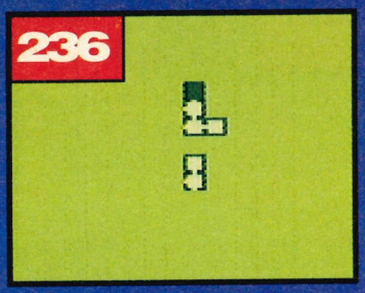
Otherwise, head left and you'll enter the waterfall, eventually finding yourself deposited here.



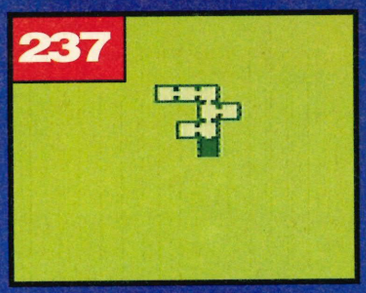
Go through the first level of the temple, and use a key here to continue onwards.



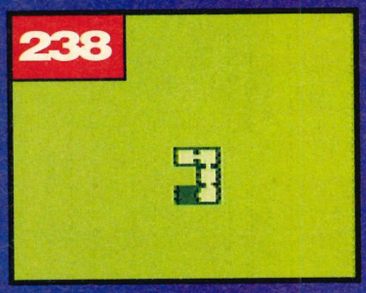
Go up and fight the Dragon with, sensibly enough your Dragon sword. Aim for its head.



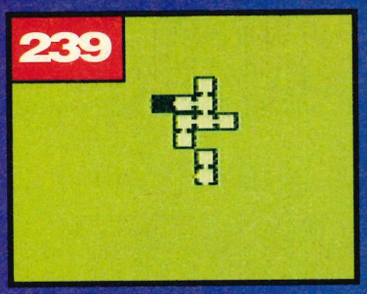
Step on the pad to get to the next area, head left up to this room. Step on the pentagram.



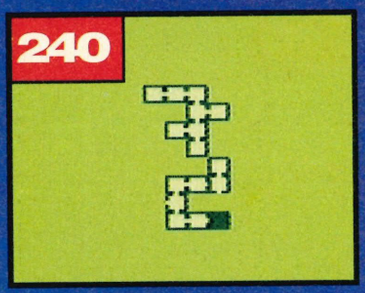
Go across the open area to this level. Head left and down to find another pentagram...



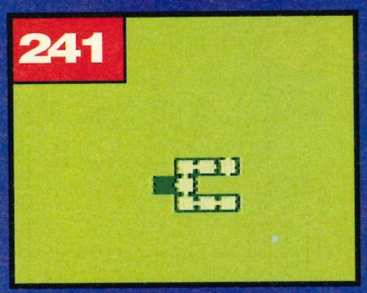
Which in turn takes you to this area! Go to the room marked on the map and step on the pad.



Yet more map related high jinks. Go up and around to here and step on another pentagram.



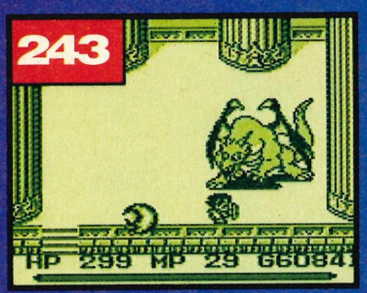
This one takes you to a new area. Kill the demon to get yourself a samurai helm.



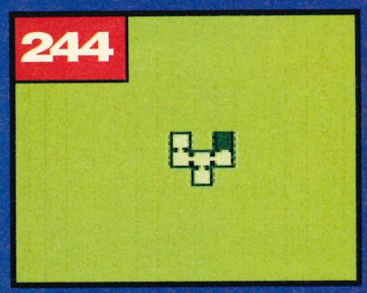
Now head to this room which is just left and up and step on yet another pentagram.



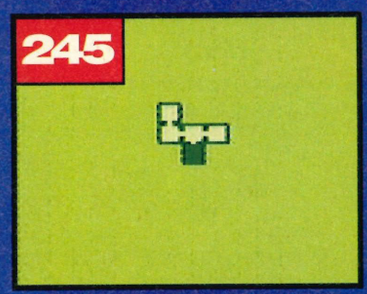
Continue through the new area to here and use the ice spell, guiding it through the maze.



Dragon fight part two! This time it's red. Use the same tactics to kill it.



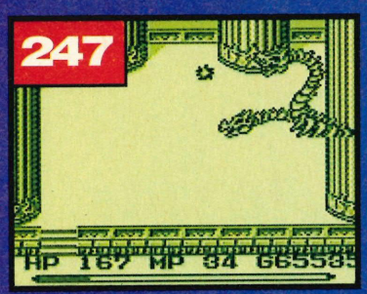
In the next area, head up, right and up to find another one of those ungodly pentagrams.



Go up onto the next level and head to here. For the last time (thankfully), use the pentagram.



Step on the pads to eventually get to here. Use the Ice spell again and push the snowman.



Continue up to here. Stand as shown and use the fire spell to destroy the Dragon Zombie.



Step on the new pad created and head up to here. Talk to the woman and the Excalibur's yours.



Once you get to here, save your game, for the fight of your life is about to begin.



Finale1 Whack each mirror image in turn with the Excalibur. Don't worry about the noise the sword makes.



Finale 2 Julius takes on a more demonic form. Charge your sword up to full power in the bottom corners and let loose.



Finale 3 Stay away from Julius's moving hands. You've got five seconds to hit him with your sword before getting out the way.



Finale 4 With Julius destroyed, the world is safe once again, and you go back to being a painter/decorator in Skegness.

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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 Please could you tell me where I can find the Power Bomb in Super Metroid? I'm desperate please help me.
Ramon Simpson, Holland.

A To find the Power Bomb you head to the top of Meridia head for the wrecked ship. You should find the bomb at the bottom of it.

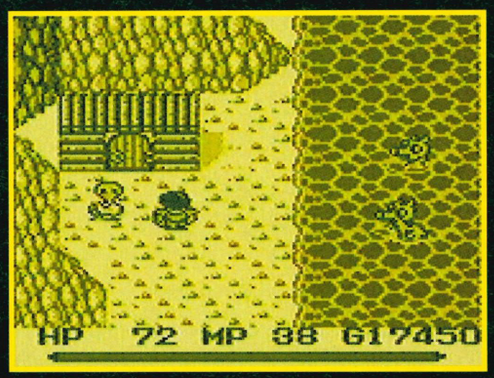
Q On Super Empire Strikes Back I can't hurt the Swamp Creature Habogah. I can get all the force power-ups but no matter where I shoot him or strike him, his energy bar doesn't deteriorate. I know he's hitting the right place because he goes bright orange when I hit him. Please could you help me?
Paul Cato, Sherborne.

A Spin jump from side to side using your light sabre and this will remove his armour panels. Continue doing this and he will eventually die.

Q On Castlevania 2 on the NES I can find all of Dracula's body parts and all the special weapons listed in the instruction booklet, however I cannot find Dracula's mansion. I'm so close to completing the game that I cry myself to sleep every night. Please help stop my blubbering.
Steven Lee, Walton

A Once you have all the parts of Dracula and the cross, you need to go right from Doina, downstairs, past the town of Yomi, keep going right and you will come across a bridge that can't be crossed. Fire bomb the bridge using the Holy water. Next stop Castlevania and Dracula's mansion. So stop crying yourself to sleep and for goodness sake start being a man.

Q I'm stuck on Mystic Quest for the Game Boy. I can get to the bit where Lester says "Palm trees" but I'm not sure how to get to the cave to see Medusa. What am I gonna do?
James, Luton



We've just finished a massive three part tips guide to Mystic Quest. What on earth d'you want this for?

A When you get the clue "Palm Trees and Eight" you have to head to the bottom of the left oasis and walk in a figure of eight around the two palm trees there. Now the cave of Medusa will appear.

Q I hope you can help me I have now become desperate! For six months now I have been playing Solistice on the NES. I have got as far as the 164th room

Cheat cart codes

Action Replay codes

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best for your game, try calling 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

Ren & Stimpy

7E080705	Unlimited energy
7E080603	Unlimited lives for Ren
7E08302F	Unlimited lives for Stimpy
7E05D0E2	Unlimited time

Aero The Acrobat

7E3F5IFF	No Clown Baddies
7E0CC055	Unlimited Time

Back To The Future

7E009B03	Unlimited lives
7E009A03	Unlimited Energy

Bart's Nightmare

7E00D100	Invincible Bart
7E0964FF	Power Jump
7E0C4A2D	Moonwalking Bart
7E008E1D	Maggie loses her dummie

Mickey's Magical Quest

7E04ADC7	Hover jump
7E04A001	Skyhopping Mickey
7E04BF66	Mickey the Weirdo
7E04BCFF	New colours for Mickey

Zombies

7E1CCC99	Infinite squirt gun for player one
7E1CEC99	Infinite squirt gun for player two
7E1CCE99	Gives you infinite fire extin guisher for player one
7E1CEE99	Gives you infinite fire extin guisher for player two
7E1CD099	Gives you infinite martian bubble gum for player one
7E1CF099	Gives you infinite martian bubble gum for player two
7E1D0E99	Gives you infinite speed shoes for player one
7E1D2E99	Gives you infinite speed shoes for player two

Parodius

020397DD	Infinite lives

GB TACTIX

Kirby's Dreamland

020589D0	Infinite lives
010686D0	Infinite Energy

Tiny Toons

020508C1	Weird effect one
02052AC1	Weird effect two

Teenage Mutant Hero Turtles

NES TACTIX

000077C8	Unlimited energy for Leonardo
0000A809	Unlimited weapons for Leonardo
00007880	Unlimited energy for Raphael
0000A909	Unlimited weapons for Raphael
00007980	Unlimited energy for Mike
0000AA09	Unlimited weapons for Mike
00007A80	Unlimited energy for Donatelo
0000AB09	Unlimited weapons for Donatelo

but I can't get to any more. I'm mad as hell and I'm not going to take this any more. Please help me. Save me!
T. Horton, Surrey

A We can't find anything to help you on the 164th room, but we can give you this cheat: At any time in a normal game, press select to get a new menu. Now press:
B, START, START, B, B, START, START, B, B START, START, START, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, START, B, B, START, B, START
The screen will flash and you will have unlimited wizards and potions. It's as easy as that.

Q One of my friends told me that there is a super fast juice-mode on NBA Jam. Is this true? If so, how?
Jes Bevan, London



How can this brilliant game be made even better? Juice Mode, And we know how to access it. Read on...

A Yes, there is indeed a juice mode on NBA Jam and it goes a little like this. On Tonight's Match-Up screen press any button 13 times, then hold B and X until the court appears. The word Juice should now appear on screen. Away you go.

Q Have you got any cheats for Kevin Keegan's Player Manager on the SNES? Any tips would be gratefully received, thank you.
Daniel Brown, Doncaster.

A There are no cheats but on the difficulty setting have the letter H in the ball. This will give you about 14 star players. Other tips are: change your name to Exeter city, play in red and white and you won't go far wrong. *(Erm, Sean wrote that one, didn't he? Frank)*

Q On Zelda for the NES I have completed level three but need a raft to cross the river on level four. Can you please tell me where I can find that raft.
Peter McDonald, Dundee



We won the build-your-own-raft competition at our local pub. But that won't get you to level four in Zelda.

A No problems, Peter. The raft is in the bottom left hand corner of level three. The route from the start is simply: left, up, up, up, left, left, down, down.

Q I've recently purchased Snakes Revenge for my NES and I can't pass the No-One Can Avoid Our Attack stage. Please can you help me? It's driving me mad. Cheers.
Paul Parsons, Somerset

Don't ask us – we just work here!

Calling all top SNES, NES and Game Boy gamers out there! Wanna prove that you're better than the TOTAL team and win a top prize into the bargain? Then all you have to do is write in with some answers to the following questions wot we can't (be bothered to) answer:

Q Are there any cheats knocking about for Sunset Riders on the SNES? If so I would gladly kill to know about them!
James Lucker, somewhere or other.

Q Do you have any cheats for Harley's Humongous Adventure? Also, do you happen to have any Game Genie codes for Turtles on the NES?
Gavin Renwicks, Manchester.

Q With the Action Replay 2 are there any cheats for Mario Kart or Populous on the SNES? I can't find any!
George Morgan, Bristol.

Q Aaaarrgghh! Help! Is there any cheat or tip, maybe even a Game Genie code for McDonald Land on the NES? I really need to get to level four and beyond.
Brian Ovens, Babbacombe

Q Please could you answer my problem on Spiderman 2 for the Game Boy. On the second level, the lab, I don't know what to do. I would be eternally grateful if any of you lot out there could help me.
Sam York, Bristol

Game Genie codes

This is the secttion that takes so long. Weeks of painstaking work culminate in one of us sitting down and type in a load of codes.

Pugsley's Scavenger Hunt

SNES TACTIX

DDEDD76D	Start with one heart
DFEDD76D	Start with two hearts
D0EDD76D	Start with five hearts
C9CC44AD	Infinite hearts
DBEDD40D	Start with 16 lives
7DEDD40D	Start with a massive 64 lives
DB61FA7	Infinite lives
D9C9476D	Each dollar is worth 5
49C9476D	Each dollar is worth 25
DDB0C767	100 dollars brings no reward
D4B0C767	100 dollars gives two extra lives
3BA537D4 + D9A53704	Jump higher
3BA537D4 + D5A53704	Jump a lot higher
3BA537D4 + DBA53704	Jump *really* high

Gods

1DE731E8	Shield lasts until end of level
C269C1EB	Infinite lives
A28435EC	Items you can afford in shop are all free!
D93C4073	Start with six lives
DB3C4073	Start with ten lives

Toys

C2613D7B	Infinite lives
DF2D37AC	Start with one life
DB2D37AC	Start with nine lives
C2B63F5C + C2A43F8C	Protection from most hazards
79854D34 + EEB5440F	More toys gained from floor boxes
1E69CF47	More toys gained from carousel

Wayne's World

C28F0704	Infinite lives
C2BCD728	Infinite Worthiness
C2690DBB	Infinite Schwing

Barbie

GB TACTIX

FAAA5C4C1	Infinite hit points
0877ADF7E	Eight hit points
0277ADF7E	Start with two hit points
0477ADF7E	Start with four hit points
087ADDE66	Start with eight continues
FAB9594C1	Start with infinite continues

Humans

06D609D5A	Start with six humans
0FD609D5A	Start with 15 humans
FA3E9F4C1	Infinite humans

Krusty's Fun House

NES TACTIX

AEXIUPPA	Infinite lives
GXKZPKVK	Infinite custard pies
AEOXSLPA	Pick up Super Balls instead of custard pies
PAKATALA	Start with one life
PAKATALE	Start with nine lives
AEXIUPPA	Infinite lives

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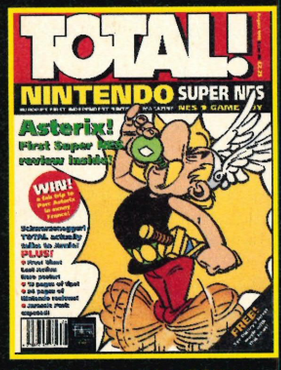
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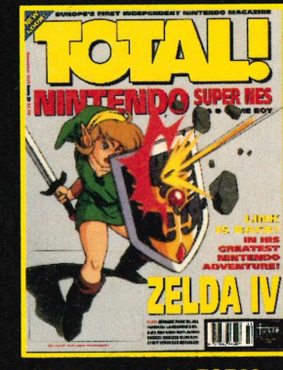
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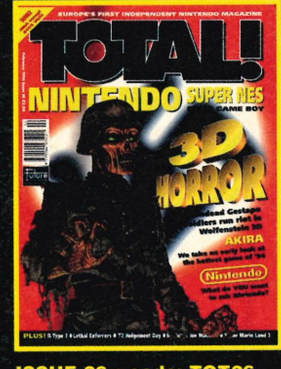
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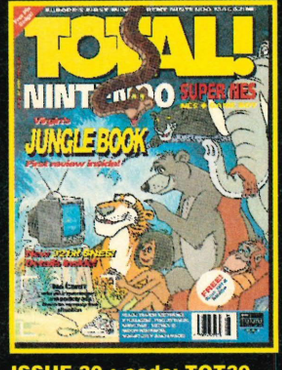
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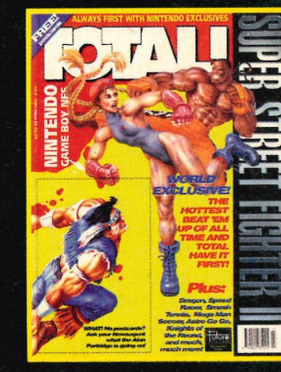
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ISSUE 31 • code: TOT31

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● Game Boy for sale £20. No games, £45 2 games and Game Boy ono. Games are Mortal Kombat, Gremlins 2. Games are £15 each.
Tel: 081 449 4054

● Boxed NES, excellent condition, nine games, two pads, light gun, includes Mario 1 and 3, Duck Hunt, Probotector etc. Only £100.
Tel: New Malden, Surrey 395 6487

● SNES with 12 games + Pro Universal adaptor. Games include SFII Turbo, Bomber Man etc. All boxed, mint condition. Also issues 1-17 of Super Play. SNES £300, Super Play £25 the lot.
Tel: 0253 760540

● NES for sale, excellent condition, 12 games good condition, worth £395 sell for £200. Ask for Ben, and please only ring after 6.30pm ono.
Tel: 0793 750677

● SNES games for sale. Mario All-Stars, SMB4, SFII, Star Wars, Probotector, Desert Strike, Sim City and many more. I will also consider swapping.
Tel: 0473 788570

● SNES for sale with 8 games including Street Fighter II Turbo, plus two controllers and US adaptor. Only £200. Ask for William.
Tel: 031 339 4928

● Amazing value SNES for sale, eight games, converter and two controllers all for £130, ask for Stephen.
Tel: 0636 702460

● Game Boy & seven games including Batman, Sensible Soccer, Contra, S Kick Off, Duck Tales, K O Boxing & Tetris. Sell for £115. In vgc. Ask for Paul.
Tel: 0443 491492

● NES for sale. 19 games including Dragon's Lair, Tetris 2 etc. Two control pads, light gun, Game Genie, 6 books (NES related), £185 ono.
Tel: 0346 541402

● **Game Boy & six games & 4-player adaptor & case. Games include F1 Race, Golf, Super Mario Land, Paperboy 2, Nintendo World Cup, Tetris. Will split, £80.**
Tel: 0276 63663

● Amiga 600, 2nd drive, J/S, £100 & games. Seven months old. Cost £400+ new, will sell for £200 ono. Ring Monday-Friday 6-8pm.
Tel: 081 986 5171

● SNES, two pads, seven games including: Star Wars, Mario All-Stars, Street Fighter Turbo. Sell for £150 ono. Ring Monday-Friday 6-8pm.
Tel: 081 986 5171

● NES for sale – 13 games including Mega Man 4, SMB 3, Boulder Dash and Tiny Toons. £125 ono. Ring evenings/weekends, ask for Ben.
Tel: 0372 378298

● NES for sale with two control pads. One joystick, one light gun plus 11 games. Games include Low G Man, Battletoads and Star Wars. All for £110. Phone Ian after 6pm.
Tel: 071 639 4575

● SNES for sale, four games including Mortal Kombat, with Scope 6, four joypads, one turbo. Excellent condition for £200 ovno!
Tel: 0708 737614

● NES for sale! ten games, zapper and two control pads. Games include: SMB1, SMB3, Elite, NES Golf etc. £90. Call this number and ask for Tim.
Tel: 0279 658874

● **UK SNES games for sale: Super Star Wars £35, Zelda £30 ono. Ask for Tom. Box, instructions, good condition.**
Tel: 0234 825445

● SNES games (UK). Star Wing (£25), Super Ghouls and Ghosts (£20), Wing Commander (£20). All boxed with instructions and in vgc.
Tel: 0932 787598

● Lemmings – £22 and Robocop 3 – £18 for Game Boy, fully boxed. Send your cash/P O to my address.
Write to: Neil Harland, 219 Garrymore, Craigavon, Co Armagh, BT65 5RF

● Two SNES games for sale: Sim City and Parodius. Vgc, both complete. £60 for both or will separate.
Tel: 0296 714100

● SFII Turbo, limited edition (not available in shops now), as new (inc badge). Was £70, sell for £50. Mortal Kombat, as new, £30. GamesMaster issues 1-6, £4 each or £20 for the lot.
Tel: 0302 350375

● NES with seven games, light gun, Laserscope Advantage joystick. Inc: SMB1, Mega Man 2, Duck Tales, TMHT Blackmanta, Battle of Olympus & Duck Hunt, £75 ono.
Tel: 0525 382250

● SNES games: Lemmings and Loony Tunes, Road Runner. As new condition (excellent), £40 each ono.
Tel: 0566 775865

● For sale: Game Boy with Tetris and four AA batteries. Good condition, £45.
Tel: 0793 752280

● Magazines for sale. I have got TOTAL magazines nos: 3-7, 9, 12-23, 25-30. Phone and ask for John.
Tel: 0727 839717

● NES for sale: seven games including Star Wars, Maniac Mansion, Mario, Probotector 1&2. Plus issues 1, 2, 23, 24, 25, 26, 27, 28 of TOTAL. Issues 1, 2, 4, 5 Super XS. Issues 14, 15, 16 GamesMaster. All for £125!!
Tel: 061 798 5188

● SNES games for sale. Up to 30 games all in excellent condition, includes All-Stars. Ring John after 4.30pm.
Tel: 0473 788570

● NES games and mags. Batman – £5, SMB1, Duck Hunt & zapper – £5. Mags: TOTAL 8-25, NMS 9-18, CVG 126-145. Contact Stephen, mags £1.50 each.
Write to: 149 Wynyard, Chester-Le-Street, Co Durham, DH2 2TJ

● Game Gear for sale with nine games inc Sonic 1 and 2, Fantastic Dizzy + Donald Duck 1. Everything boxed, £175 ono. Call after 6pm.
Tel: 0690 760320

● NES games. Robocop, Turtles, Captain Planet and Pit Fighter for SNES. Want £10 NES games, £25 for all.
Tel: 0245 258846

● PC Engine games and hardware for sale and wanted, call for prices.
Tel: 071 731 1849

● I would like to sell Game Boy & Tetris, Mortal Kombat, J Park, Chase HQ, Castlevania, Kung Fu Master, game light and case, £120 ono.
Tel: 0793 488392

● Game Boy games for sale, Krusty's Fun House £9 (no box), Paperboy £10, Kirby's Dream Land £10, Final Fantasy Adventure £10 (no instructions).
Tel: 0734 883778

● NES games for sale, Smash TV, North and South, Little Nemo, Low G Man, Mega Man 3, each £15. Battletoads vs Double Dragon £20, Zappers £5, Max joypad £5, Quick Shot joystick £5. All in perfect condition.
Tel: 0494 722147

● SNES games: Alien^3 £30, Super NBA Basketball, King Arthur's World, Jurassic Park £25 each. Super Tennis, Street Fighter II. £20 each.
Tel: 0437 767868

● TOTAL complete collection ish 1-28, good condition. Worth £60.35, will accept £50 ono, would cost over £80 through TOTAL. Call Danny.
Tel: 0472 699304

● SNES (UK) & three games & Action Replay with case & Game Commander. Excellent condition. £200.
Tel: 0483 760006

● SNES for sale with four games: WWF, Super Aleste, Desert Strike and Super Star Wars. Comes with two controllers, one turbo, £120 ono.
Tel: 0707 326420

● For sale: NES with controllers, Advantage joystick, Super Mario Bros 1, 2, 3, Duck Tales, Chip 'n' Dale, Teenage Mutant Hero Turtles, Double Dragon, Punch Out and Kung Fu. Will sell for £150. Will not sell separately.
Tel: 0291 690771

● Please will someone take Chessmaster for the UK SNES away from me. I am giving it away totally free, no catches or anything. Just send your name and address to me and I will send the game to the first person who wants it, free of charge, you do not have to give me any money at all. If you own an Amiga can you say so with your address and I will send you something for that as well, absolutely free!
Write to: 37 Sunnyvale, Raglan, Gwent, NP5 2EF

● For sale: four thrilling NES games and four exciting Game Boy games, all each £10. Phone now to enquire on the number below.
Tel: 031 332 9704

● Sensible Soccer, Starwing, Zelda 3, F1 Exhaust Heat, Smash TV, Zombies, Desert Strike, Striker, Lemmings, Mickey, Sim City, F-Zero, Pilotwings, Madden '93, Super Soccer. £15 each, all boxed.
Tel: 0926 640997

● Striker for sale (UK) £25 with box and instruction booklet. Also Competition Pro joypad with box. Brand new, only £5. What an offer! Call Bob now.
Tel: 081 530 7232

● SNES for sale with two control pads and 10 games, SFII, Mario Kart, Bomber Man, All-Stars, Top Gear, Zombies, Smash TV, Probotector, Super Tennis, converter with Wrestlemania. £300.
Tel: 0483 726980

● GB & magnifier, bum bag, batt. pack, five games & Amiga 520, three joysticks & many games. £200 ono or swap for SNES with games.
Tel: 071 267 3065

● A Game Boy Game Genie and light magnifier for sale, both for £30 or £15 each. Ask for Luke.
Tel: 0279 842872

● Two SNES games for sale, or swap for GB games. Super Star Wars £25 or swap for any two GB games over 80%. Super Mario £15 or any GB game.
Tel: 047 042231

● Game Boy for sale, with eight games, carry case, light amplifier & Game Genie. £200 ono. Bargain, eh?
Tel: 08907 71354

● TOTAL issues for sale, 1-27. All good condition, will sell for £100 ono.
Tel: 0428 606623

● I will swap Jurassic Park, Super Soccer,

Swaps

Sim City or Mortal Kombat, all games considered. Ask for Josh.
Tel: 0291 623560

● Mortal Kombat, SFII, NHLPA Hockey, Alien^3, Super Tennis all for swap or sale (Hockey is US).
Tel: 0473 788570

● Hi there everyone, it's me, Eloise. I want to swap Turtles or Defender of the Crown for either Dizzy, Bubble Bobble, Tetris or any good game.
Write to: Eloise Carter, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP

● I will swap my Zelda 3 (93%) or Sim City (94%) for your Sensible Soccer or PGA Tour Golf.
Tel: 0792 579218

● Mortal Kombat! Will swap for Kirby's Pinball, or will sell for £25. Call after 4.30pm. See ya!
Tel: 0243 829459

● NES swap. I'll give my McDonaldland,

SMB3, Powerblock, Wizzard & Warriors for your Blades of Steel, WWF, Nintendo World Cup or Zelda 2, Mega Man 2, 3 or 4 or Hyper Soccer.
Tel: Magherafelt, Co Derry 43587

● I will swap Turtles or Defender of the Crown or both for two good games. I really want Dizzy, Bubble Bobble, Mario Is Missing or a good game, but please not a fighting game.
Write to: Eloise Carter, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP

● I will swap Mario All-Stars for Super Mario World or Final Fight or Alien^3. Must be in a safe(!) condition. Yo, yo, yo, take it easy man.
Tel: 0453 547231

● SNES. My UK Zombies, Jurassic Park, Cool Spot, Super Aleste for any game eg Pop 'n' Twinbee, Plok. Also Jap UN Squadron, Axelay for any good game or £30 ono. GB Battletoads, Atomic Punk, Tiny Toons, Hunchback, Action Replay, Krusty's, Yoshi's Cookie, Mario all for swap for anything. Phone Charles.
Tel: 0737 844738

● I will swap Bart's Night (for SNES) for Skyblazer or Ultraman. Call after 5pm and ask for Simon.
Tel: 0329 314970

● SNES SFII Turbo for Lethal Enforcers or Empire Strikes Back and another game, or Dynablaster and another game. Phone Adrian.
Tel: 0946 64992

● SNES games for swap: Aladdin (UK) Starwing (US) Tiny Toons (US) Mickey's Quest (US) Mario All-Stars (UK), for any game. Ask for Ben!
Tel: 0707 873898

● I will swap TOTAL issues 6, 19, 20, 21, 22, 23, 24, 26, 27, 28 for either issues 1, 2, 9, 12, 14, 15, 16. 1 for 1. I will also sell.
Tel: 021 443 4717

● I will swap King of the Monsters (US), WWF (UK) or Starwing (UK) on the SNES for Striker (UK or US), or I will sell for £30 each. Please phone after 4pm, ask for Robin.
Tel: 081 898 7316

● For swap (SNES) Action Replay, SFII Turbo, Super James Pond, Super Ghouls and Ghosts, Lawnmower Man, Flashback and Mario Kart. Ring Eliot any time!
Tel: 0925 445816

● I will swap SNES game (UK) Pit Fighter for any good game (must be UK).
Tel: 0236 736459

● Will swap Aladdin (with box, SNES) for any decent game, preferably Claymates, Mr Nutz, Plok, Prince of Persia, Super Probotector or Clayfighter. (Phone and ask for Robin.)
Tel: 0325 354386

● I wish to swap Duck Tales (NES) for either Jurassic Park, Hook, Crash Dummies, Mega Man 2 or Bucky O'Hare. In good condition.
Tel: 0932 352372

● SNES! I will swap my Pop 'n' Twinbee for your boxed Mario Kart, Bulls vs Blazers or NBA Jam. Tayside swaps only.
Tel: 0382 456137

● I will swap my Zelda 3 (UK), All-Stars (UK, unboxed) for Ranma 1/2 or Dragon Ball Z 1/2 or Cybernator.
Tel: 0484 541052

● I will swap Bart's Nightmare for the SNES for almost any other game.
Tel: 0737 224361

● Yo, GB swaps here. James Pond and Gargoyle's Quest, not boxed but have instructions, for any good game.
Tel: 0985 846292

● I will swap Super Mario All-Stars UK (no box), excellent condition, for Jurassic Park, Legend of the Mystical Ninja, Secret of Mana or any other top UK title.
Tel: 0782 316356

● Swap my Mario 4 & Street Fighter II, Jurassic Park for Pilotwings or Star Wars. Must be UK.
Tel: 0252 376584

● Hi. I have WWF for SNES and would like to swap it for Dennis, Super Tennis or Brett Hull Hockey, other games considered. Ask for Andrew.
Tel: 0252 723589

● I have SFII (SNES) and I would like to swap it for Clayfighter, World Class Rugby, Space Ace or Turtles in Time. Other games considered. Phone and ask for Andrew.
Tel: 0252 723589

● Multi games hunter for use with UK SNES. Lowest price paid, phone Adrian.

Wanted

Tel: 0946 64992

● SNES games wanted: Pugsley's Scavenger Hunt or Tiny Toons – will pay up to £28. Phone and ask for Janette. Phone after 5pm.
Tel: 0305 264085

● Wanted badly! Final Fight (UK) for SNES. Will swap for King Arthur's World or Street Fighter II (both UK).
Tel: 0225 767999

● SNES games wanted: Mickey's MQ, Zelda 4, Aladdin, Mario Kart or Cool Spot. Around £25. (Must live near Chester.)

● Willing to pay £3.50 for TOTAL issues 23 and 24. Call Farah after 9pm.
Tel: 071 289 2688

Tel: 051 339 9410

● SNES games wanted. All games considered, willing to pay a good price for recent games.
Tel: 0527 832230

● Wanted – Mario Paint (UK), price negotiable. Also want – Zelda, Link's Awakening (UK) for Game Boy, price negotiable.
Tel: 0543 677052

● I desparately need a box for Mario All-Stars. It must be in perfect condition, and I'm willing to pay up to£2.
Tel: 0993 843270

Pen Pals

● Hi! I'm Joanne. I'm looking for a pen pal, male or female, between the age of 13-16, I am 14. Must like computers and football.
Write to: Joanne, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP

● I'm looking for a male or female pen pal who likes the NBA, American football or SNES. Photos if possible. Will reply to all letters.
Write to: James Barnett, 65 Abbotsweld, Harlow, Essex CM18 6TG

● Hi, I'm David Taylor. I'm looking for a male pen pal between 10-13 who likes Nintendo, tennis, running. Please send pictures ifit's at all possible. I promise to reply to all letters.
Write to:David Taylor, 49 Broadfields Avenue, Edgware, Middlesex, HA8 8PF

● Hi, Marco here. I want a female pen pal who has blonde hair, a good sense of humour and loves music, any age.
Write to: Mark Buchanan, 8 Buchanan Street, Milngavice, Glasgow, G62 8DD

● I am 14 years old and am looking for a pen pal, female and good looking. Same age or older. Answer all letters. I like watching telly and playing on my SNES. Please send recent photo.
Write to: Jamie McCaghrey, 23 Felday Houses, Holmbury St Mary, Nr Dorking, Surrey, RH5 6NJ

● Hi there, it's Joe here. I would like a pen pal aged 9-12, male. Will answer all letters I receive. Write, someone! Write someone please!
Write to: Joseph Wyan, 9A Barby Road, Rugby, Warks, CV22 5DZ

● I am looking for a pen pal aged 9-14. Must like SNES. Will give plenty of cheats and take 'em.
Write to: John, 77 Stone Hills, Brownsover, Rugby, CV21 1NB

● I am looking for a pen pal, male or female, aged 11-13. Must like SNES. I will reply to all letters.
Write to: Robert France, 277 Yardley Road, Yardley, Birmingham, B2S 8NA

● I'm interested in dancing and the stage and would like a male pen pal aged 14+ with similar interests. Please send photo if poss.
Write to: Debbie Graham, 80 Lupton Avenue, Leeds, LS9 6EE

Messages

● Amiga owners! Public Domain at low prices here! MEPD offers you a wide selection of utilities, games, demos etc, all at low prices. Try us out for your PD needs by sending a cheque or postal order for 65p made out to Matthew Easton for a catalogue disk. MEPD, 37 Sunnyvale, Raglan, Gwent, NP5 2EF. Remember, this is a great PD offer at great prices!

● Michael D, Millwall are crap, have some taste like me and Simon, support Charlton from Sean D.

● Hello Daarrr! I'm back, I told you I'd get in TOTAL (again), from Sean D.

● To that Warhammer 40,000 mad Billy Sparks from guess who? Craig.

● Who says I'm not famous? I am now. Oh and Take That suck Maria and Michelle.

● Hi, I want to say hello to Mickey Russell, Jimmy, Liam and Big Al from Jamie M from Tottenham. THFC!

● Hello Dominic Pettifer, you're in the world's best Nintendo mag, TOTAL. From your pen pal Michael Andrews!

● Hi, I want to sing a song that Michael Amen sings Jim Jim Jimmy, Jim Jimmy... Jim (Geofrey Wright).

Fanzines

● PC Engine games and hardware, info including AC-card and 32-bit FX NEC system. Send £1.25 cheque or p/o.
Write to: Peter Mellow, 4 Tristram Close, London E17 3SR

● Covert, featuring the original and authentic Nazi zombies. Art work and story for just £1 including p+p.
Write to: Keith Roberts, 24 Ferndale Cresc, Kidderminster, Worcs, DY11 5LL

● The latest GB fanzine is here and it includes cheats, reviews, compos, a chance to win a GB game plus lots, lots more. Send just 50p, this includes p+p.
Write to: C Ewens, 43 Mingay Road, Thetford, Norfolk, 1P24 3JJ

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 **September** *issue of TOTAL (out Thursday 18th August), try to get it to us by Friday 22nd July).*

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 .....

.....

.....

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" SNES games! (Oh! I'm sorry)

SUPER ADVENTURE ISLAND (TOTAL 11: 40%) Has a super soundtrack..

SUPER AIR DIVER (TOTAL 22: 49%) Super-fast, but repetitive.

SUPER ALESTE (TOTAL 12: 85%) Super vertical-scrolling shooters. Hoorah!

SUPER BACK TO THE FUTURE 2 (NOT REVIEWED) Good looking but uncontrolable Japanese import.

SUPER BASEBALL SIM 1000 (NOT REVIEWED) BSuper gameplay, crap graphics. Japanese import.

SUPER BASES LOADED (NOT REVIEWED) Jerky. Bonkers. Japanese.

SUPER BASKET-BALL (NOT REVIEWED) Very good import.

SUPER BATTER UP (TOTAL 18: 49%) Bonkers-barmy baseball-'em-up.

SUPER BATTLE-TANK (TOTAL 14: 50%) Tanky tanky Deserst Strike clone. But not very super.

SUPER BELLY BUTTON FEAR (NOT REVIEWED) Japanese foray into the workings of a para-noid mind in a minute spaceship. Microcosm rip-off.

SUPER BIRDIE RUSH (TOTAL 21: 48%) Simple, slow golf cack.

SUPER BIRKURI MAN (TOTAL 19: 24%) Dreadful SFII rip-off.

SUPER BLACK BASS (NOT REVIEWED) Very sad fishing sim. Needless to say it's Japanese.

SUPER BOMBERMAN (NOT REVIEWED) Super super super bonkers four player puzzle chase.

SUPER BOWLING (NOT REVIEWED) Bowling's too dull for video games.

SUPER BUSTER BROTHERS (TOTAL 14: 57%) Shooty bubble splitting Pang clone that doesn't work.

SUPER CASTLE-VANIA IV (NOT REVIEWED) Simply super atmospheric platformer.

SUPER CHASE HQ (NOT REVIEWED) Poor driving game. Leave it in the importer's

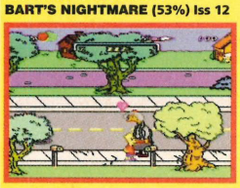
SUPER CONFLICT (TOTAL 18: 69%) Limited but

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 game-play. The best SNES film licence ever!
ALL AMERICAN FOOTBALL (70%) Iss 31 A potentially greatAmerican footy game ruined by shoddy scrolling.
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. This isbsolute rubbish.
ANOTHER WORLD (74%) Iss 12
Technically stunning and a potential classic, but it's far too easy.
AN AMERICAN TAIL (72%) Iss 31
Fievel goes west in a good looking formulaic cartoon-licensed plodder. Hmn. Kids' stuff.
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.
ASTRO GO! GO! (80%) Iss 32
Bonkers colours, crazy ships and fast action illuminate an imperfect racer.
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 plat-former, but it's too easy.
BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30 Great characters in a platformer aimed at younger players.
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. Can't be bad.
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.
CHAMPIONS WORLD CLASS 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.
CHARLES BARKLEY: SHUT UP AND JAM (80%) Iss 31
Entertaining and playable basketball-'em-up that is unfortunately utterly overshadowed by NBA Jam.
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



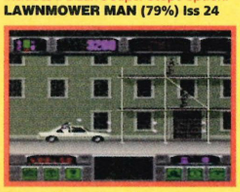
Wonderful to look at and wonderful to play – wonderful Cool Spot.
COSMO GANG (69%) Iss 19
Basic-looking puzzler. Fun for two, but extremely boring for one.
CRAZY SPORTS (54%) Iss 21
A kind of James Pond 'sport' sim with primitive graphics and no challenge.
CYBERNATOR (83%) Iss 19
Get used to the cumbersome 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 (91%) Iss 31
The story of the film of the bloke who was exceptionally good at hitting and kicking people. A massively enter-taining and playable beat-'em-up.
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 atmos-pheric 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 plat-former which is far too easy and basic.
EQUINOX (91%) Iss 29



Brilliant and beautiful Mode 7 plat-form 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 game-play 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.
FIFA INTERNATIONALSOCCER (90%) Iss 30 One of the best footy games around. Great control, masses of options and banging animation.
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.
FLINTSTONES (70%) Iss 31
Great looking cavey cartoon romp with funky tunes. A bit easy and very basic. Good for kids and big kids alike.
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. Avoid this!
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.
JIMMY 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.
JOE 'N' MAC 2 (73%) Iss 31
More, and slightly better caveman ninja antics.
JOHN MADDEN '93 (86%) Iss 13
A brilliant game, but if you have the choice, get Madden NFL '94 instead.
JUNGLE BOOK (85%) Iss 30
Pretty musical romp with bucketloads of gameplay.
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.
KICK OFF 3 (89%) Iss 30
Gorgeous scrolling animation that's fun to play and will last for ever in two-player mode.
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 DRAGONS (60%) Iss 30
Scrolling beat-'em-up turkey.
KING OF THE MONSTERS (41%) Iss 10 Dire cross between Godzilla and WWF. Eurgh!
KNIGHTS OF THE ROUND (51%) Iss 31 Pointless swordy beat-'em-up. Even worse than King of Dragons.
KRUSTY'S SUPER FUN HOUSE (80%) Iss 8 Gloomy, but atmospheric puzzler. Worth a look.
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%)Iss 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. Very good.
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.
MAGIC BOY (33%) Iss 30
Dull, annoying platformer. Avoid.
MAJOR TITLE (86%) Iss 26
The best golf sim on the SNES. It's basi-cally the UK version of Irem Skims.
MARIO ALL-STARS (99%) Iss 21
Four Mario games on one cart – defi-nitely 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!
MECHWARRIOR (85%) Iss 30
Flying around with adventure, strategy and combat simulation. Great fun!
MEGA-LO-MANIA (85%) Iss 27
Slick, well-polished god sim. Wage wars and conquer islands. What fun!
MEGA MAN SOCCER (71%) Iss 31
What could have been one of the best soccer games to date is too slow and too much effort.
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
METROID (94%) Iss 30
Absolutely massive scrolling, platform shooter with plenty to do, a varied soundtrack and attractive graphics.
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.
NINJA WARRIORS (75%) Iss 31
Arcade-derived scrolling beat-'em-up. Looks good enough, plays well but feels decidedly average.
NOLAN RYAN'S BASEBALL (68%) Iss 18 Fairly playable but full of niggly flaws. Not recommended.
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.

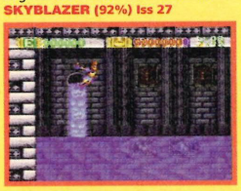
PAC ATTACK (60%) Iss 30
Fantastically addictive, professional-looking but absolutely pointless.
PACMAN (60%) Iss 30
Eat the dots on all, erm, one level.nd addictive. Honest.
PARODIUS (87%) Iss 9
A fun shoot-'em-up with plenty to get your teeth into. Too easy, though.
PGA TOUR GOLF (69%) Iss 11
A nice 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. For fans only.
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 this game!
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



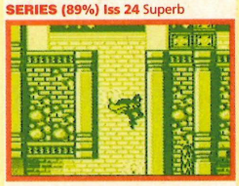
Dazzling platform beat-'em-up, packed with variety and action.
SIM CITY (94%) Iss 7
Possibly the best-value game ever! A simple concept, but a huge game.
SMASH TENNIS (94%) Iss 31
A stonking and understandably popular tennis sim. The only real alternative to Smash Tennis.
SOCCER KID (64%) Iss 28
Awful 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.
SPECTRE (81%) Iss 30
A beautiful retro tanky shooty classic.
SPEED RACER (66%) Iss 31
A racing/platform combination a la Batman Returns, based on the classic cartoon. Neither sections match up to the image, though.
SPIDER-MAN AND THE X-MEN (67%) Iss 13 Very average Marvel action. The comics are more fun.
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 game-play 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. Surprisingly good!
SUPER FIRE PRO WRESTLING 2 (54%) Iss 18 Tons of wrestlers, but not enough moves. Limited.
SUPER FORMATION SOCCER (44%) Iss 22 Four-player Super Soccer. A bit crap. Go for FIFA instead.
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 METROID (91%) Iss 30
Huge, complex and very playable futuristic adventure. Brilliant.
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. And we're not!
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 CUP STRIKER (92%) Iss 30 Quick, slick footy game without the dullness such games usually have.
WORLD CUP USA (88%) Iss 30
Solid, playable footy game with a licence and a silly mascot.
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. We did!
XARDION (27%) Iss 9
Everything about this platform shoot-'em-up is naff. Avoid it like the plague.
X-KALIBER 2097 (71%) Iss 30
Acceptable but unremarkable scrolling slash-'em-up. For fans only.
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. The licence doesn't help.
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. Eat my shorts!
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. Plenty of scope.
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.
BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30 A good one for the younger gamesplayer. It's fun, sounds addictive strategy game.
SUPER CUP SOCCER (NOT REVIEWED) Shows what the Japanese know about football!
SUPER DOUBLE DRAGON (TOTAL 12: 61%) Super graphics. Pointless and dull gameplay.
SUPER DUNKSHOT (NOT REVIEWED) Highly capable, but slghtly confusing basketball sim with interesting 3D graphics.
SUPER EDF (NOT REVIEWED) Pretty but dull shoot-'em-up.
SUPER EMPIRE STRIKES BACK (TOTAL 24: 79%) Re-run of Star Wars, which, we all agree was a rather super film.
SUPER F1 CIRCUS (NOT REVIEWED) DLimited edition import with real drivers names. Otherwise fairly uspectacular.
SUPER F1 HERO (TOTAL 19: 51%) Dodgy looking, but fairly playable racing game.
SUPER F1 GRAND PRIX (TOTAL 19: 56%) Noooh! Sub-standard racer with Mode 7 and little else.
SUPER F1 GRAND PRIX 2 (TOTAL 19: 53%) Noooooooooh! It's just the same, but they did a super job of making it even worse.
SUPER FIRE PRO WRESTLING (NOT REVIEWED) Dull looking but fun with two p;layers. The sequel is multitap compatible and is better.
SUPER FAMILY TENNIS (TOTAL 22: 75%) It's all rather jolly. It's all rather jolly. It's all rather jolly. But not that jolly.
SUPER FIRE PRO WRESTLING 2 (TOTAL 18: 54%) Lots of wrestlers, but not much wrestling.
SUPER FORMATION SOCCER (TOTAL 22: 44%) One of the first four player soccer games, but not very good. Go for something super like FIFA instead.
SUPER GOAL (TOTAL 18: 33%) Crap. Avoid.
SUPER GHOULS 'N' GHOSTS (TOTAL 11: 87%) Super super super super super. And ghosts 'n' ghouls.
SUPER HIGH IMPACT (NOT REVIEWED) Basic, but fun American footy game.
SUPER JAMES BOND (TOTAL 17: 55%) I'd always thought of Bond as suave rather than super. But hey, this game is neither.
SUPER KICK OFF (TOTAL 14: 49%) Big, fast and wild, but altogether not

all that playable.

SUPER LANDSCAPE GARDNER (NOT REVIEWED) First ever real time gardening sim.

SUPER MARIO ALL STARS (NOT REVIEWED) Four super Mario games on one cart. Super.

SUPER METROID (TOTAL 30: 91%) Now this is more like it. An utterly super game incorporating all manner of adventure.

SUPER MARIO KART (TOTAL 11: 82%) Wahey! The original racing collect-'em-up. We love it. It's bloody super!

SUPER MARIO WORLD (TOTAL 4: 98%) Super super super super super. And it's super!

SUPER NBA BASKET-BALL (TOTAL 18: 74%) Basketball is only really super when it's NBA Jam. And this certainly isn't.

SUPER NUGGET MUNCHER (NOT REVIEWED) How silly can the Japanese be? Munching nuggets and all! Bless 'em.

SUPER OFF ROAD (TOTAL 7: 53%) Nah! Nah! Nah! Rather boring and flimsy. And repetitive. But then driving games often are.

SUPER PANG (NOT REVIEWED) Good looking, but needs a two player mode.

SUPER PARODIUS (NOT REVIEWED) Brilliant graphics put smiles on faces. Yes, it is super.

SUPER PINBALL: BEHIND THE MASK (NOT REVIEWED) Dull game-play. Fails to inspire.

SUPER PLAY ACTION FOOTBALL (TOTAL 11: 53%) Hard to get into, and not that much fun once you're there. But enough about Super Play. Oh no, hang on a minute.

SUPER PROBOT-ECTOR (TOTAL 9: 88%) Super graphics and super gameplay. And a super bloke with a super gun.

SUPER PUTTY (TOTAL 23: 80%) A jolly good plat-former, despite the controls being a tad tricky.

SUPER PUYO PUYO (NOT REVIEWED) Super super super super super super drop-'em-down puzzle. Super super super super...

SUPER RADJE BAMPOT (NOT REVIEWED) Scottish import sim where you try to control a crazed fool in a tiny little bar.

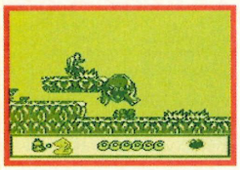
SUPER R-TYPE (TOTAL 6: 71%) Not quite a super shoot-'em-up. Well, it *is* a shoot-'em-up. But...

SUPER SCOPE (TOTAL 8: 43%) Guns! Guns! Guns!

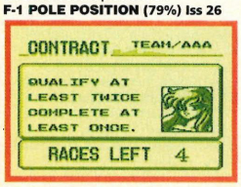
great and is easily picked up.
BURAI FIGHTER (84%) Iss 4
A long-lasting, beautifully structured eight-way scrolling, shoot-'em-up.
BURGER TIME DELUXE (71%) Iss 8
A bit simplistic for some, but this is still an addictive, if rather odd, platformer.
CASTELIAN (75%) Iss 8
Simple, frustrating and addictive. Could annoy rather than enthrall.
CASTLE QUEST (68%) Iss 26



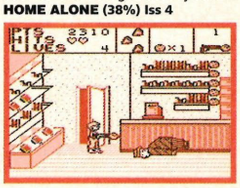
It's a bit like chess, except there're loads of bizarre pieces and funny moves.
CASTLEVANIA (89%) Iss 1
Lovely animation and detailed back-drops make this a real treat.
CASTLEVANIA II (90%) Iss 5
Not brilliantly original, but the massive levels make this great fun.
CAESAR'S PALACE (60%) Iss 6
None of 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



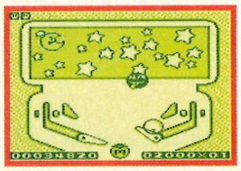
Fairly tedious platformer where you play a fat neanderthal.
CLIFFHANGER (38%) Iss 25
Highly disappointing and very dodgy platform beat-'em-up.
COOL WORLD (39%) Iss 19
Like the movie before it, this bizarre platform-puzzler is destined to flop.
COOL SPOT (92%) Iss 31
Bloody wonderful, funky, groovy scrolly platformer stormer. Bostin' crackin' COOL!
DAEDALIAN OPUS (45%) Iss 5
Challenging, but if you don't like puzz-lers, 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 basket-ball sim. Don't bother.
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 addic-tion 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 enjoy-able 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 this average game 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... How about '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
At first this ice hockey sim seems okay, but after a while it gets deathly dull.
HOME ALONE (38%) Iss 4



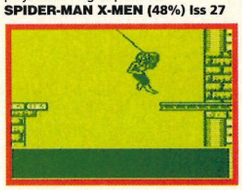
Wander around an empty house and bash a burglar every half hour. Dull.
HOME ALONE 2 (57%) Iss 16
Slightly better than the Super NES game, but far too easy.
HOOK (88%) Iss 6
Fast, smooth graphics and excellent gameplay. Loads of fun.
HUDSON HAWK (35%) Iss 10
Looks nice, but the boring gameplay won't last 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, no Sean Connery and no match for 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 DRAGONS (60%) Iss 30
Sad, short-lived slash-'em-up Avoid.
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



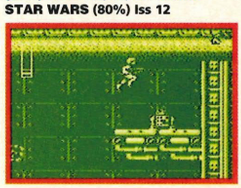
The best pinball game on the Game Boy. Three big tables of flip-screen fun.
KONAMI GOLF (84%) Iss 29
An accurate and highly playable sim
KRUSTY'S FUN HOUSE (84%) Iss 13
A well-crafted puzzler with a simple design and tons of gameplay.
KWIRK (78%) Iss 1
This is a fiendishly hard, but incredibly playable 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.
MS PACMAN (60%) Iss 30
Like pac-Man, ie. lots of mazes with little variety. Yawn!
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 plat-former. Disney should be sick!
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 adven-ture. 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 good looker 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 REAL GHOSTBUSTERS (31%) Iss 31 Huge but unimaginative, repetitive outdated platform nonsense. Dull. Avoid it.
THE REN AND STIMPY SHOW (30%) Iss 19 You'd have to be really stupid to buy this. We're warning you!
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. Get hold of it!
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 orig-inal 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 it's a bit 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

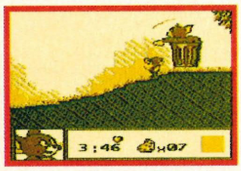


A masterpiece of annoying gameplay and irritating quirks.
SPLITZ (83%) Iss 20
Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.
SPOT: THE COOL ADVENTURE (66%) Iss 18 Very average McDonaldland-style game.
STARHAWK (65%) Iss 19
Same blasting formula as Nemesis, but with 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 avail-able 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 tire-some 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 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.
TETRIS 2 (92%) Iss 30
The best version yet. Buy it!
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.
WORLD CUP STRIKER (87%) Iss 30
Exciting matches with plenty of goals, but it's a tad too fast.
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.Ho hum.
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 get fairly 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. Not impressed.
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. Avoid this game.
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 thrown together. 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. Ho-hum.
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, unfortunately, 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. Okay.
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
Quite a laugh, if you like that sort of thing.
SUPER SHANGHAI (TOTAL 20: 49%) Bonkers Japanese puzzler. For bonkers people the world over.
SUPER SLAP SHOT (NOT REVIEWED) Awkward ice hockey sim.
SUPER SMASH TV (TOTAL 8: 93%) Nnnnyahh!!! Super smashing luvly blaster. Buy this super game!
SUPER SOCCER (TOTAL 6: 80%) Unrealistic but still a fairly top-notch footy game.
SUPER STAR WARS (TOTAL 15: 87%) This is one of the few instances where the use of the word super is acceptable as an adjective.
SUPER STRIKE EAGLE (TOTAL 19: 38%) Poor flight sim type thing.
SUPER SUMO (TOTAL 20: 36%) Big lardy fellers wobbling and pushing each other about. Just like the geezers on Channel Four.
SUPER SUPER SUPER SUPER AIEEE CHEESEBOMBER! (NOT REVIEWED) Silly Japanese import that's sadly nowhere near as exciting as its title.
SUPER SWIV (TOTAL 16: 83%) Tough top down blaster.
SUPER TENNIS (TOTAL 5: 96%) Super flippin' super smashin' tennis super brilliant super super aieee!
SUPER TETRIS 2 + BOMBLISS (NOT REVIEWED) A great conversion of this wonderful game. Only on Japanese import.
SUPER TOM & JERRY (NOT REVIEWED) A poor platformer. The worst thing people can do to brilliant (super) cartoons. Criminals.
SUPER TROLL ISLAND (TOTAL 29: 90%) Our unfortunate art editor Jon Billinton thinks this is super. But he's mad all over his face. And he's a troll. Bless 'im.
SUPER TURRICAN (TOTAL 25: 75%) Sad, slashy, and not at all super slaughter-'em-up. Sorry.
SUPER VOLLEY 2 (TOTAL 19: 26%) Some badly animated futuristic robots play volleyball. Slowly.
SUPER WAGAN ISLAND (NOT REVIEWED) Cutesy manga-esque platformer with text windows. Not very playable.
SUPER WIDGET (NOT REVIEWED) Boring cartoon-derived platformer that should stay in Japan.
SUPER WWF (TOTAL 6: 81%) Now this one really is super. Brilliant to play even if you don't like wrestling.

WIN SUPER VOUCHERS!

Enter our fantastic compo and win yourself a £5 Superdrug voucher. All you have to do is spot the five super games that we made up for a laugh. Oh, we 'ave a laugh, don't we! Anyway, fill in and cut out the coupon below, and send it to us. Good luck

Your name _____

Your address

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Your five answers

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TOTAL solutions

The TOTAL team are a sadistic bunch of evil and talentless ne'er-do-wells. So much so, in fact, we've taken all the fun out of playing these games by providing solutions. Ha!

Alfred Chicken .....GB 19-23
Alien 3.....GB.....18
Bart Vs the Space Mutants .....NES.....12
Batman.....NES.....6
Battle Of Olympus .....NES.....9
Battle Of Olympus .....GB.....22
Castlevania II.....NES.....10
Cybernator .....SNES.....22
Defender of the Crown.....NES.....4
Digger T Rock .....NES.....6-7
Dizzy .....NES.....19&22
Dragon's Lair.....NES.....10
Dr Franken.....GB.....15
Duck Tails .....GB.....7
Faxanadu .....NES.....17
Flashback .....SNES 27-28
Fortified Zone .....GB.....5
Gargoyle's Quest .....GB 13-14
Little Nemo .....NES 11-12
Maniac Mansion .....NES.....4&7
Mega Man III .....NES.....22
Mortal Kombat.....SNES.....21
Mystic Quest.....GB 30-31
Prince of Persia .....GB 10-12
Probotector.....GB.....16
Probotector.....NES.....16
Probotector II.....NES.....20
Rad Gravity .....NES.....18
Rainbow Island.....NES 13-15
Rescue of Princes Blobette.....GB 4
Robocop .....NES.....3
R-Type.....GB 3
Shadowgate.....NES.....4
Skyblazer .....SNES.....29
Solstice .....NES.....3
Star Wars.....NES.....6-9
Star Wing.....SNES.....19
Street Fighter II Turbo .....SNES.....21
Super Mario Bros.....NES.....23
Super Mario Bros.....SNES.....23
Super Mario Bros 2.....NES 4-5,24
Super Mario Bros 3.....NES.....2-3
Super Mario Bros 3.....SNES.....25
Super Mario – The Lost Levels.....SNES.....26
Super Mario Land .....GB.....1-2
Super Mario Land 2 .....GB.....17
Super MaroWorld.....SNES 7-12
Super Smash TV.....SNES.....13
Super Probotector .....SES.....16
Super Star Wars .....SNES.....20
Teenage Mutant Hero Turtles.....NES.....1-2
Terminator 2 .....GB 6
Wolfenstein .....GB 30-31
Zelda.....NES.....8
Zelda.....SNES 14-17
Zelda II .....NES.....9
Zelda IV .....GB 24-29

If there's a game listed here that you need the solution to, you can order the relevant back issues of TOTAL. Turn to page 81.

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.

MAGIC BOY (33%) Iss 30
Dull and annoying. A waste of money when there's loads of good plat-formers around.

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.

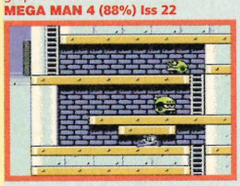
MECH WARRIOR (85%) Iss 30
Ace animation and sizzling sonics. It's good fun and the difficulty level's set just right.

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.

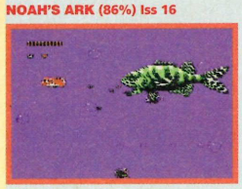
MISSION IMPOSSIBLE (79%) Iss 4
There's lots of fun to be had with this spy sim, if you persevere.

MONSTER IN MY POCKET (69%) Iss 15
It's got the looks, and gameplay, 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 irri-tating as well as boring.

PACMAN (60%) Iss 30
Lots of fun in this dated, but classic ghost-eating maze.

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 ulti-mately 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.

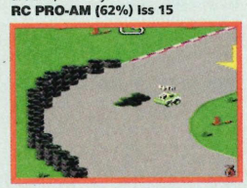
RAD GRAVITY (74%) Iss 14
Looks a bit drab, but it's an intriguing platformer with loads of variety.

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.

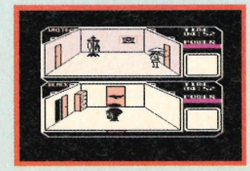
SOLOMON'S KEY (89%) Iss 21
Classic platform puzzler with detailed, colourful graphics and 50 screens.

SOLSTICE (90%) Iss 1
Great graphics and gameplay make this 3D adventure well worth playing.

SPECTRE (81%) Iss 30
It looks basic, but it's got playability oozing out of every pore.

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, this is the most stunning platform game your NES will ever see! Platform-tastic!

SUPER SPORTS CHALLENGE (63%) Iss 17
Good-value four-in-one sports game. A basic game, 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-trav-elling 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.

WORLD CUP '94 (88%) Iss 30
Not one for the purists, go for some-thing with more depth.

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. It may well have been worth buying 10 years ago, but not now.

X-KALIBER (71%) Iss 30
Top notch looks, good sound effects and enough action make this slash-'em-up worth a look at least

ZELDA II: THE ADVENTURES OF LINK (82%) Iss 2
The graphics could be better, but there's plenty of action in Zelda II to keep you going.

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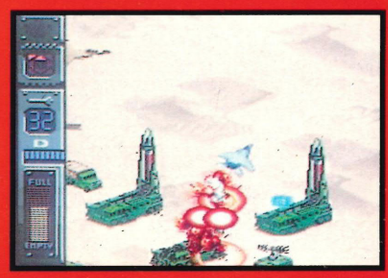
"Command HQ to Attack 1.
You ready for the next mission?"

"Hey Captain,
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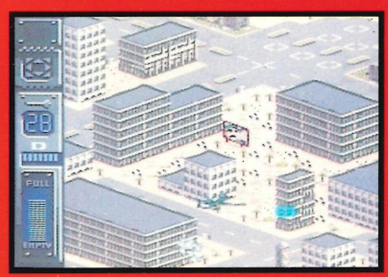
"Roger that Attack 1.
Best of luck, you'll need it"

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