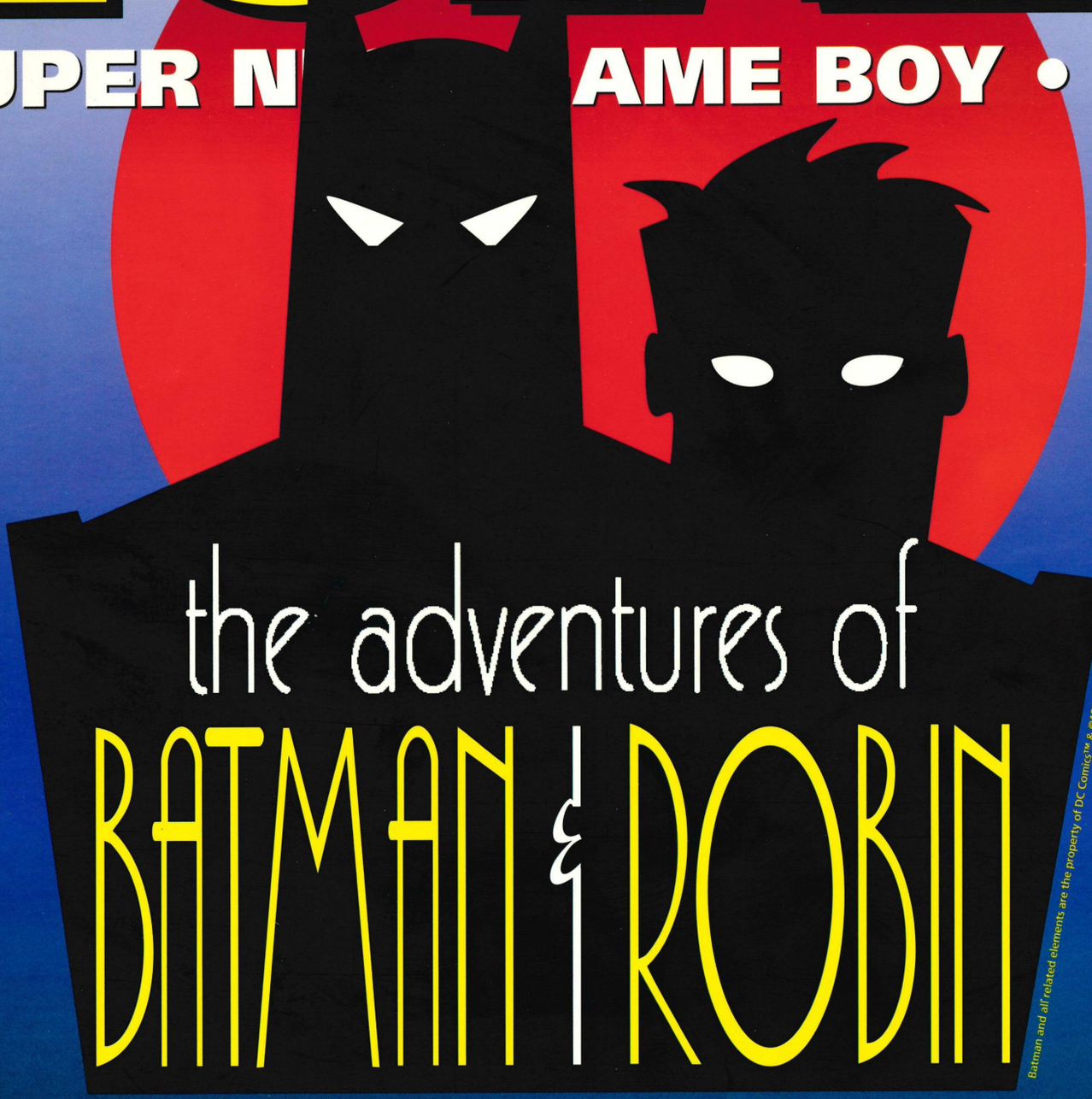
ALWAYS FIRST WITH NINTENDO EXCLUSIVES

TOTAL!

October 1994 Issue 34 £2.50

SUPER N AME BOY • NES



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the adventures of BATMAN & ROBIN

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HOLY EXCLUSIVES! WE UNMASK KONAMI'S SUPERB NEW BATMAN GAME! BATTY FOUR-PAGE SPECIAL INSIDE!

PLUS! Literally billions of reviews including The Smurfs, Jelly Boy, The Hulk and Probotector II... Blimey! Then there's our exclusive look at Mickey Mania... Jings almighty! And what about our three player's guides on Super Street Fighter II, Smash Tennis and Super Metroid? Eh? It's enough to make you go a bit wobbly!





Disney SOFTWARE

Virgin

It's a dream come true-hoo-hoo.

Disney's

The Jungle Book

VIDEOGAME

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TOTAL! G

Issue 34 October 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

THE ADVENTURES OF Batman & Robin

EXCLUSIVE PREVIEW!

16 You lucky, lucky people! Konami's new platform blockbuster gets an in-depth probing in our frighteningly informative exclusive preview feature! Find out about Antipercussionist Asbestos Batflax on page 16!



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44 The Game Boy version gets the same.

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53 Game Boy double whammy! Cor!

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PROBOTECTOR II

46 If you want to see one of the most impressive Game Boy shoot-'em-ups of all time, you'd better get flicking them pages!

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

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Super Metroid

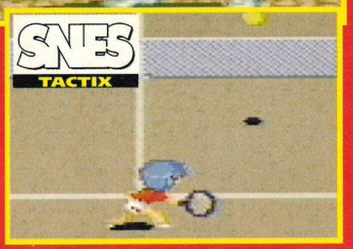
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68 Arguably the most addictive sports game of all time is tipped do death. By Atko.

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CONTACTS

Editorial, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Telephone (0225) 442244
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The Old Barn, Somerton, Somerset TA11 7BR
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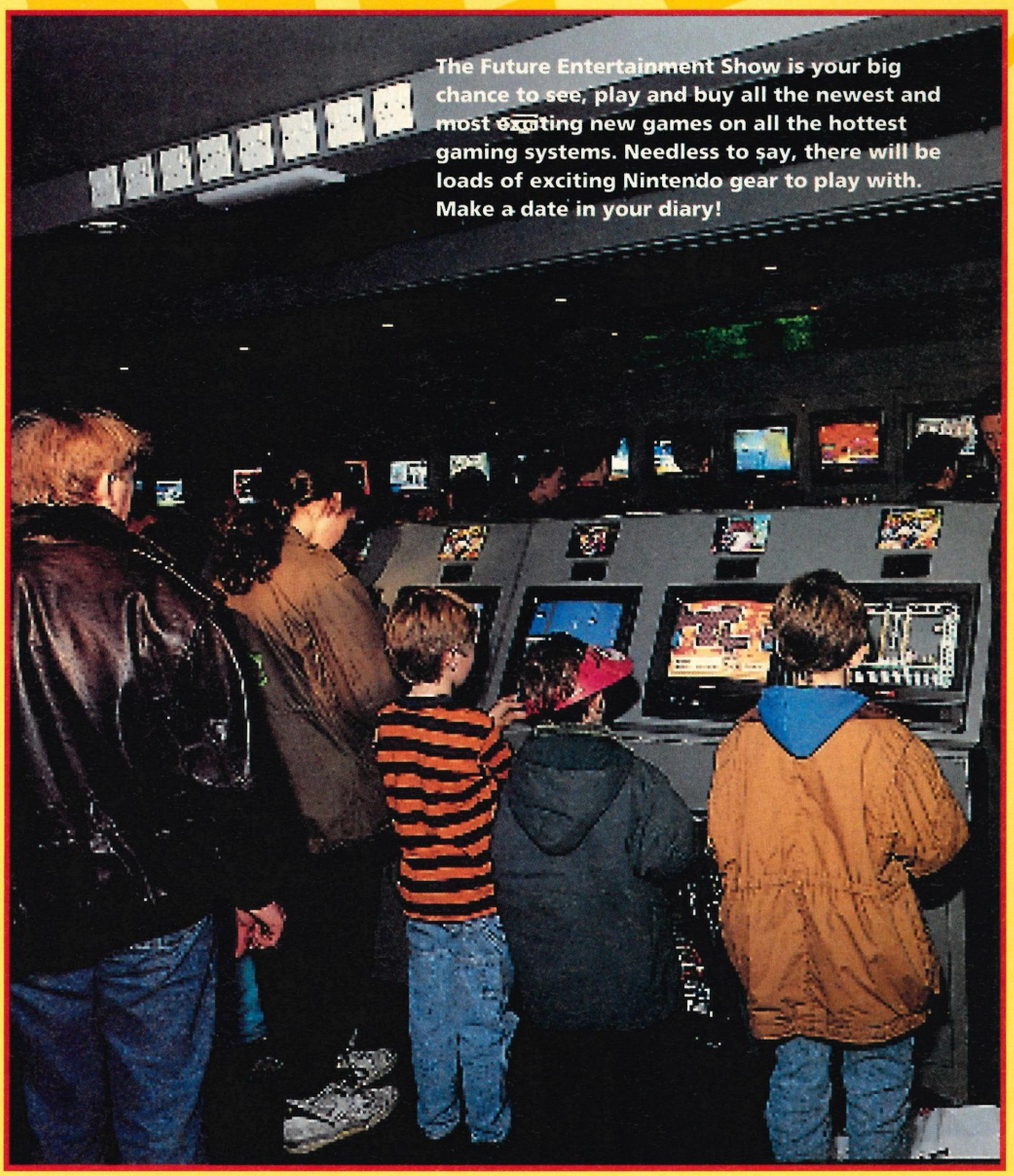
War has never been so much fun! Turn to page 8 for a special preview of this stunning game!

TOTAL! NINT

Look, it's like this. You like games, we like games. You want to know about the latest

THAT'S ENTE

Big, big, big news for anyone who's ever played a game, ever wanted to know about the cutting edge of technology and generally have a good time hob-nobbing with top industry geezers. The Future Entertainment Show '94!



The Future Entertainment Show is your big chance to see, play and buy all the newest and most exciting new games on all the hottest gaming systems. Needless to say, there will be loads of exciting Nintendo gear to play with. Make a date in your diary!

Autumn, season of mists and mellow fruitfulness, is almost upon us once more which means that it's time for the – *dum dum dum!* – great cavalcade that we here on earth call the Future Entertainment Show. Hurrah!

The Future Entertainment Show has established itself as one of the highlights of the gamesplayer's year. A ticket to the Future Entertainment Show is a passport to pleasure, and make no mistake about it! And at just £6, in advance, this level of intense, cutting-edge gamer's entertainment has never been such a bargain!. It's only £7 on the door, and if you want to bring ten or more friends, you can all get in for the value-rific price of a meagre £5 each. (Is there no end to our munificence?) *(Our what? Andy)* Our generosity. *(Oh, in that case, the answer's no! Andy)*

Credit card bookings are being taken over the phone as you read this! To make sure you get in on the act, call the Credit Card Hotline on 0369 4235 now, if not sooner! There's a friendly and helpful lady on the other end of the line, so there's an added bonus. (If you haven't got a credit card, then perhaps an easily manipulated friend or parent would oblige?)

The show takes place at the Earls Court Exhibition Centre Hall, 2, Warwick Road, London from Wednesday the 26th to Sunday the 30th of October. It's an all day affair, the action kicks off at 9.30 and you don't get kicked out 'til 5.30 pm. (5pm on the Sunday.) The nearest underground stations are West Brompton (which is closed on a Sunday) and Earls Court. If you're coming by BR, you want to jump off at Kensington Olympia; there are plenty of buses that drop off outside too – numbers 74, 31, 249, 349 and C3. For those of you with bulging pockets *(Bulging with money of*

Book your ticket NOW on the phone: FES HOTLINE NUMBER: 0369 4235

ENDO NEWS

and hottest software and hardware. So get your mincies round this important news!

RTAINMENT!

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD–Rom ○ Amiga ○ Mac ○ PC ○ CD–i ○ Consoles



There were huge crowds last year. Get in there this time!

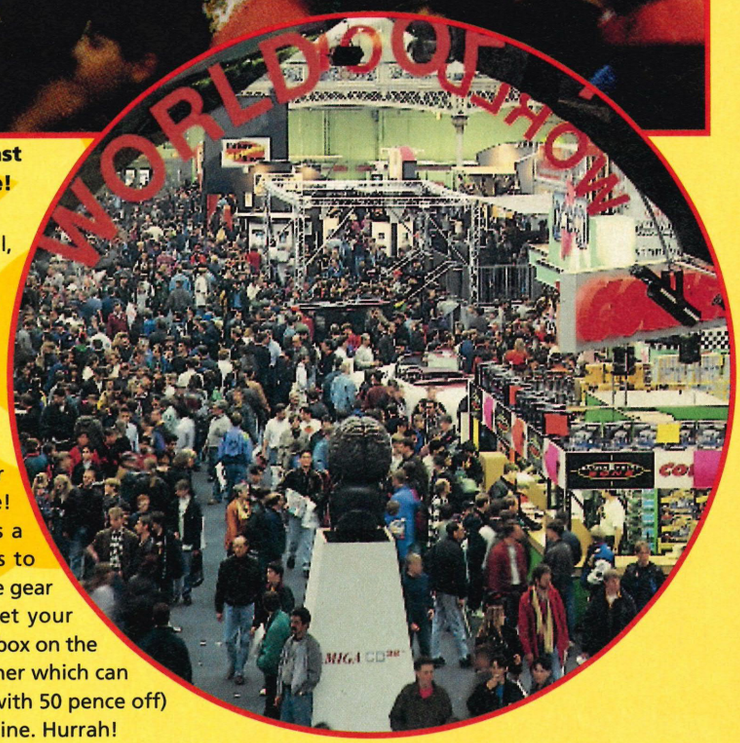
course! Andy) there's a taxi rank too! The Exhibition Centre has full facilities for wheelchairs too.

Okay, imagine the scene! You have arrived at Earls Court, you've shown/bought your ticket and you've entered the hallowed hall! All around you are thousands of people, as far as the eye can see there are stalls selling all manner of computer hardware and software.

A whole load of big names catch your eye: Nintendo, Ocean, Virgin, Sony and Konami; your hard-earned cash begins to burn a hole in your pocket, you start to eye up a few new games, the latest games machines are laid out all sleek and shiny just waiting for you to go and have a go! Is this heaven? It's close! There are tonnes of boxes full of the latest games, then there are even bigger boxes carefully packed with the most modern, hippest hardware to roll off the assembly lines! This is your chance to check out the newest names on the cutting edge of technology before most other people know how to pronounce them!

But (but! But!) the Future Entertainment Show's not just about looking at new machines. Oh no, missus! It's a great chance to talk to the people who put TOTAL together. There'll be a wide variety of games seminars discussing such gaming subjects as the lack of originality in games and whether or not Japanese games are better than all the others! Catch some of the TOTAL team waxing lyrical about the lack of originality in games or 3D Technology! Our Atko will be present and (maybe even) correct at the Juke Box Jury cart show. You can play a part too! Dress up as a game character on the Saturday and you could be famous, well, a bit famous for a while!

As you can see, everybody who's there will be in the FES Showguide. For just £2 you'll be able to suss out exactly where the 3DO stall is and at what time to catch our near God-like editor Andy Dyer talking to important people! The Showguide also contains a fair few money-off vouchers to make all that up-to-the-minute gear a tad more affordable. To get your very own Showguide, tick the box on the FES coupon (you'll get a voucher which can be exchanged for said guide with 50 pence off) or order one through the hotline. Hurrah!







Each of the missions has its own little intro screen and 'amusing' title. It's alright flying about the place, but what about when you get there?

SENSIBLE SQUADDIES ON THE SNES

Sensible Software, who are previously only known to Nintendo owners as the people who produced a football game with tiny little men, are just about to unleash a completely different type of game on the market. The little men are still here, as tiny as ever, the supersmooth scrolling should be present and correct and there's still no referee, but this time around the little men have changed their football shirts for uniforms and seem to have got hold of all manner of military hardware with which to blow their way through 24 sets of missions. Luckily, considering the fact that people are also shooting at them, there's a total of 350 of the little blighters. That's probably why it's called Cannon Fodder.

Basically, it goes a bit like this. At the start of each of the 24 phases you get some men and with a group of up to six of them you have to get through a mission. If they all die you take another squad from the stockpile and start the mission again but if all your men are killed then that's it. Game over.



Three hundred and fifty men through 24 phases might sound easy enough, but not only do you get through the men at an unfeasible rate, with experience they become that much quicker and deadlier than their colleagues which makes losing a squad much more of a blow.

The missions themselves promise plenty of challenge, with lots of thought needed to complete some of them, and variety, with four different landscapes (desert, jungle, arctic and underground) to contend with. There are lots of different vehicles to zoom around in and various different pieces of equipment to utilise on the way, and if the Amiga version which appeared last year is anything to go by we could be looking at one of the most addictive titles yet.

The point of having a squad should also be clear by the time you reach the later levels. At several points you'll need to split the squad into two or three groups, each of which you'll have to keep an eye on and use for a different task. So; variety, challenge, blood, guts and tiny little men. Sounds good to us!



In most of the early missions, blowing up buildings is your prime objective. Oh, and killing all the people in them.



Bundle of fun for under a ton!

Nintendo, being the incredibly nice and caring types that they are have just released two new 'competitively priced, aggressively targeted' hardware bundles. The first is a Super NES pack featuring the machine itself, the indescribably wondrous Super Mario All Stars and the brilliant Super Mario World for a ludicrous £99. For hand held fans, there's a bundle including a Game Boy plus a free copy of Kirby's Dreamland for only £39.99. Wowzer!



There was a little girl in the news today who actually did this to escape from a fire and alert the rest of the house. Amazingly, it worked.

COMPETITION!

Sand Relief!





If you should see the man on the right in the street it's best not to approach him. He's quite clearly a bit odd and wears no pants. And lives with our Josse. He's called Barnesy.

Have you ever been playing your Game Boy in the Gobi desert when a sand storm has suddenly whipped up and buggered up all the internals of your favourite little hand-held? No? Er, well, in that case, have you ever been on a beach when a tidal wave has engulfed you and deposited salt all over yer Game Boy? No again? Oh dear. Look, the point is, sometimes, you need to protect your Game Boy from all manner of holiday-related hazards and a new product from Stickleback Designs could be the answer to the problem.

The Beach Boy is basically a waterproof sheath with a screen-sized window in it and you pop your Game Boy inside and batten down the hatches. Voila! Your Game Boy is now resistant to water/sand/great clouds of radioactive snot and all sorts of other unpleasantries. It costs just £9.99 but for more information on this ingenious device we suggest that you ring the manufacturers, Stickleback Designs on 0784 439675.

In the meantime, you can win one of ten Beach Boys which we managed to get our grubby mitts on. Simply jot the answer to the following question on a postcard and send it to:

"Dear TOTAL, I Live In a Big Vat Of Liquid And Can't Play My Game Boy. What Am I Going To Do?" Compo, TOTAL!, 30 Monmouth Street, Bath, AVON, BA1 2BW.

Q. How many grains of sand are there on the surface of the entire planet?

(Answers to the nearest 100 win. Failing that, the ten funniest reasons for wanting a Beach Boy will get the goodies. That's a bit more likely, really.)

Rejoice the welcome return of The Charts!

SNES Chart

1	NE	FIFA International Soccer
2	NE	World Cup USA '94
3	1	Rock 'n' Roll Racing
4	8	World Cup Striker
5	2	Clayfighter
6	6	Sim City
7	3	NBA Jam
8	4	Star Wing
9	9	Kevin Keegan's Player Manager
10	10	Super Mario Kart

GB Chart

1	1	Super Mario Land 3
2	2	Kirby's Pinball Land
3	5	Zelda – Link's Awakening
4	3	Super Mario Land 2
5	6	Super Mario Land
6	4	Kirby's Dream Land
7	7	Sensible Soccer
8	11	Konami Golf
9	9	Zen Intergalactic Ninja
10	10	Mortal Kombat

NES Chart

1	NE	Roller Games
2	6	High Speed
3	7	Adventure In Magic Kingdom
4	RE	Double Dragon
5	RE	Black Manta
6	RE	Rescue
7	NE	Snake's Revenge
8	1	Super Mario Bros 2
9	4	Tom & Jerry
10	NE	Gremlins 2

TOTAL! NEWS



A big bloke with a gun in front of some stuff, on a jeep and in a jeep.



Systems? Check. Mouth? Check. Standby... Cue initiation. Begin chopper joke. Launch. Three... Two... One. Oi, missus! Look at the size of my chopper!

Jurassic Park 2





There won't be another film until Steven Spielberg gets around to it, which, given his heavy money-making schedule could be several years. But when it does arrive there'll already be an old game called Jurassic Park 2. When the film comes out and the licence is sold what's the game based on that one going to be called? Jurassic Park 3? Jurassic Park: The Game of the Sequel? Well, don't worry about that too much, because it's not your problem. Just sit back and wait for the forthcoming game from Sony, complete with big dinosaurs, guns and, er, that. We can't wait, ourselves, what with the quality of some of these screenshots. But we've got to, ain't we?

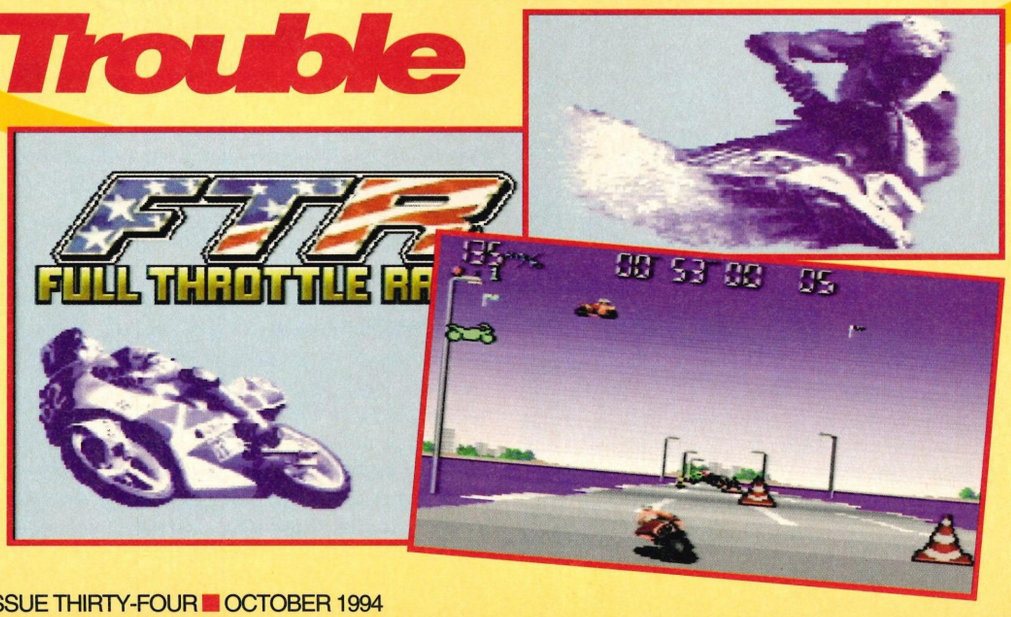


Double Trouble

Think of it this way. It's not what you're spending, it's what you're saving. This seems to be Gametek's marketing policy at the moment and hoorah for them. Their latest offering Full Throttle Racing features two brand new split-screen racing games on one cart. Now that's value! The first is a fast-moving Jetski splash-fest, the second a motorbike beat-'em-up not too dissimilar to the classic Road Rash.

They're putting the finishing touches to it even as you read, so expect loads more info on these very pages dead soon.

Play two-up sparky knee-down without danger of real grazing of chaffing.



LITTLE BIG MAN!

It's irony, you see, because Mighty Max is actually tiny. It's funny, you see. Like Monty Python, or Newman and Baddeil. Or stubbing your toe. Oh no, that's not funny is it? Anyway, Mighty Max. Having been shrunk for some reason, his task is to battle through various levels collecting bits and, um, putting them in a certain place. A bit of a platformer by the looks of it. The game also offers a versus mode, which is just what we quite like on the Super NES.

Spawned from the highly successful, but strangely cack, series of 'action figures' and vehicles, the game is being developed in sunny Yorkshire and an early in-development version we saw promised plenty of speedy, puzzly platform-a-go-go action, with non-linear collecting a-plenty. You'll probably get a full review as soon as any of us can be bothered.



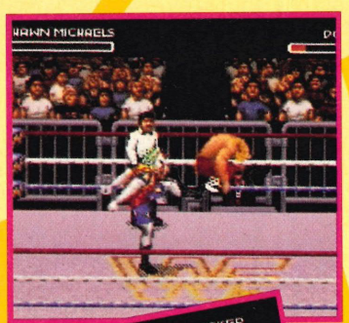


Each of the levels is actually contained in one room of this rickety house, for some reason. I don't know, alright!



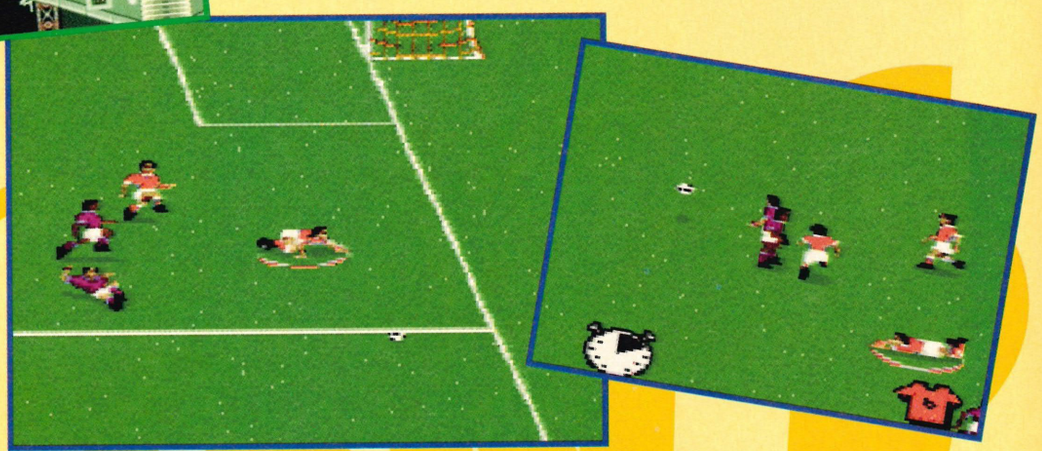
MORE PRETEND VIOLENCE!

Yes, it's more tights and grunting from the biggest and most successful travelling pantomime in the world today. Yes, that's got to be painful, even if it is choreographed. It cannot be fun fighting the Undertaker or Mr Perfect. I mean, could you look yourself in the eye? Anyway, we'll be having a look at the new Super NES game before too long.



"Ooh, you've laddered my tights, you bitch!" "Serves you right, deary."





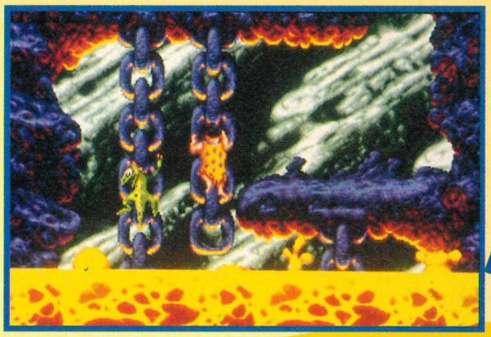
HIGHLY ORIGINAL FOOTBALL GAME

Yes, it does seem that you can't move for footy games lately and yes, there's another one on the way. Kick Off 3, however, comes from a distinguished line of quality games and from the early version Vic Tokai showed us, looks set to provide yet another realistic alternative to the FIFAs and Sensibles of this world. We'll keep you posted on developments, as they occur.



The keeper's limp-wristed run from his goal proved completely ineffective against the Brazilians.

TOTAL! NEWS







YABBA-DABBA-DOH!

Back in the 50s it was an all-American family values based cartoon sitcom, and a pretty useless one at that. Then it was an all-American family values based 'comedy' motion picture with the fat bloke out of fat people spectacular Roseanne which was perhaps even less useful than the original. Now it's going to be – surprise, surprise – a Super NES game, hopefully with a bit more depth and quality than the first two airings.

International giants Sony are producing the game of one of the most successful blockbusters this Summer and it features a spookily un-Fred-like, but extremely John Goodman-ish sprite as the main character in the battle against various comically prehistoric foes. Yep, it's time for more hoppity skippety platform antics, but in a kitsch prehistoric setting. There's sure to be plenty of dinosaur crane, bird record player, elephant vacuum fun, not to mention the odd hilarious catch phrase. Who could ever forget the legendary side splitter 'Will-mAAA!' And what about Barney, eh? Cor blimey, he's a bit thick and no mistake! How we all laughed when they got in the car and THEY MADE IT GO WITH THEIR FEET!!!!!!! Side-splitting stuff, eh?

Um, anyway, we'll be giving the game the once over as soon as possible and we'll let you know what we think of it. When we know.



'It's just not realistic though, is it?' – Boring person. 'Oh don't be such a git. It's funny' – Wrong person. 'Talking Ital-ee-unn!' – Banarama.

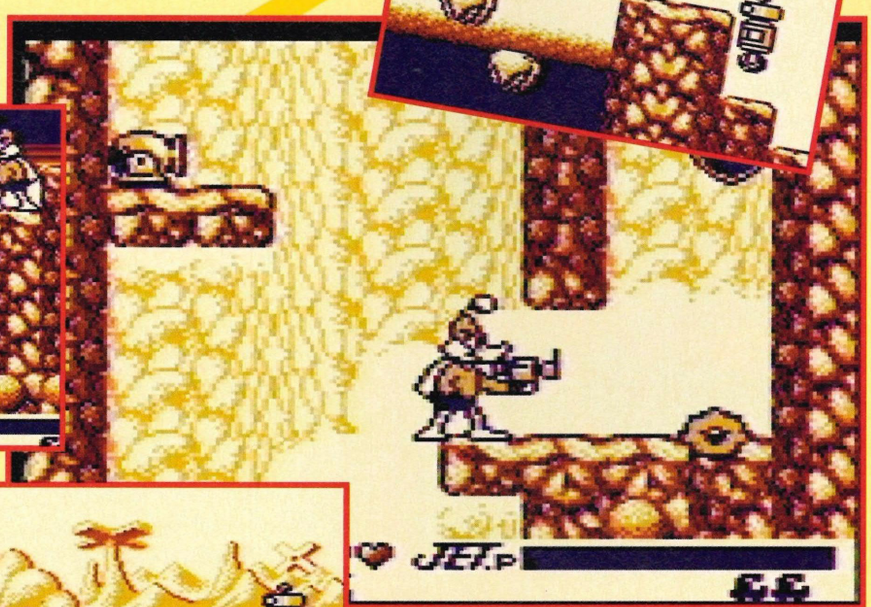
DUCK-BILLED PLATFORMY-PUS (OH DEAR)

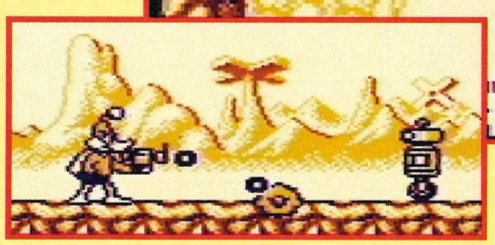
He's a duck, right, but he's not a normal duck. He's Daffy! Wacky! Crazy! He is, in fact, bonkers. He's also, as you know, both a cartoon and prone to violent and amusing accidents. Although we never laughed when he bounced off across the water screaming and shouting. That bit scared us. We sort of liked the slick but ultimately unsatsifyingly insubstantial Super NES version of the game (reviewed, fact fans, in issue 25 of TOTAL) and never fear! We'll be there, in our anything-that-gets-released-for-a-Nintendo capacity to tell you how it scales down to the Game Boy.

Will he still have the full range of weapons? Will the levels be similar? Will there be lots of top animation? Will you be able to see what's going on on the little screen? All this and more will be revealed next issue. Probably.









The game features Daffy in his space period, when he went off the rails a bit.

Plug your Game Boy games into a SUPER GAME BOY and there'll always be SOMETHING ROTTEN ON TV



Sick of seeing the same old faces on TV all the time? Well, have we got news for you. With a Super Game Boy from Nintendo, you can play all your Game Boy games in colour, on your TV.

You can play all your old games and a whole load of new ones too, like Donkey Kong with enhanced colour features.

Just slot any Game Boy game into the Super Game Boy cartridge, slot the lot into your SNES and Bang! there you have it: instant big screen Game Boy action.

You've got really wicked graphics. You've got really kicking sound.

You've got 256 colours to choose from.

You've even got nine pre-set screen frames, or you can create your own with the Super Game Boy paintbox feature.

What's more, you've got the lot for only £49.99.

So if you want to see all your favourite Game Boy rotters showing their true colours, you know what to get plugged into.



Much more than a handful

Nintendo®

TOTAL! NEWS

GO STREET RACER!

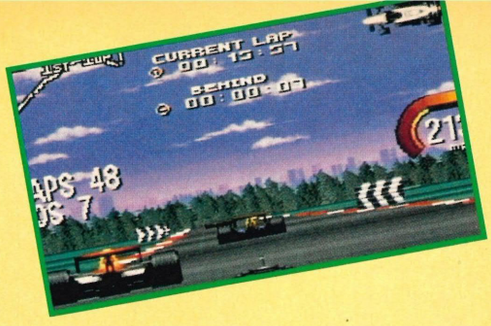


Burn up time. Just one more month until our full review. Don't wet yourself...

Following last month's excitement about Street Racer, not only have we now seen a near-as-damn-it finished version, we can report that it's great and will get a full review next month. The sounds are superb and there're some new special bits that we didn't tell you about. Excited? Good! Four more weeks to go...

DYNAMIC MANSELL BLOKE





Being one of the world's most successful racing drivers. Travelling around the globe and constantly risking his life throwing one of the fastest machines on the planet around hairpin bends isn't enough to stop people calling Nigel boring. Maybe the latest Mansell-licensed game will rehabilitate his reputation. Here's a hint, Nige. It's the 'tache, mate.

Sorry Nige, you're still boring.

STARGATE

Blasting its way through post-production as we speak, StarGate the movie is tipped to be either the best thing since Star Wars or the biggest flop since Mr Fosberry went all limp and fell over one day. Either way, there's an awful lot of talk about it.

With a big promotion budget StarGate the game looks like an exciting prospect. With loads of dosh chucked at it, it isn't going to be ignored. Not around here, anyway.





So, what's this BBC Big Bash thing all about then? Sounds rather exciting doesn't it? And the best part is, that the BBC's Big Bash will be attended by the TOTAL team (see, it's going to be such a good bash that even *we* are dragging ourselves away from our favourite office and going along to it).

Better still is the news that we have ten family tickets to give away. So if you fancy taking a trip to Birmingham's NEC to have a wild and whacky day as well as meeting the TOTAL troops, you could do worse than to jot the answer to the following question on a postcard and post it to us. You'd better be quick though, the event takes place on 6-9 October, so don't dilly dally with those piffling, boring things like school, work or college! Get going!. Ensure that you get your entries to us by 30 September.

We'll draw the compo on that day and get your tickets to you by return of post. Good Luck!

Q. What year was the first ever BBC television broadcast?

Send your entries to:
"Quick! I Need To Go To Birmingham" Compo, TOTAL!, 30 Monmouth Street, Bath, AVON, BA1 2BW.

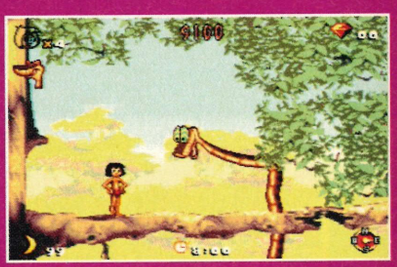
TURN TO PAGE 50 NOW!!!











"A magical and highly polished piece of software that undoubtedly remain as timeless as the film."
"A magnificent game."
"The whole game exudes quality."
SUPER GAMER 90%

"It's got great graphics, top tunes and challenging levels."
"The platform game of '94." SUPER ACTION 93%
TOTAL 90%

Disney SOFTWARE

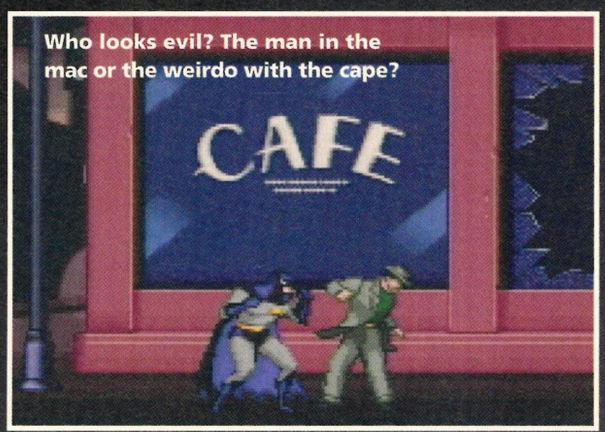
Disney's
The Jungle Book
VIDEOGAME

Virgin

MEGA DRIVE · SEGA GAME GEAR · SEGA Master System™ · Nintendo · SUPER NINTENDO ENTERTAINMENT SYSTEM · GAME BOY

Screen shots may be taken from a different format.

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The Jungle Book © Disney Published in 1994. Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.



Who looks evil? The man in the mac or the weirdo with the cape?



Batman puffs out his chest in a bid to impress any chicks that might be wandering the apparently deserted night-time streets of Gotham City.

THE ADVENTURES OF BATMAN AND ROBIN

For: SNES (One player) **From:** Konami **Release:** Autumn

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You can't accuse Batman of being slow to change with the times. He's been around for about half a century, and, with the sort of evolutionary dexterity that completely foxed dinosaurs, had several complete character overhauls, from the original twisted vigilante to camp fistfighting dabbler to tiny man with huge strap-on chest and budget. He's been in three movies, two called Batman and one called Batman Returns, with another stupidly well-funded and publicised Hollywood epic and a full-length cartoon in the offing. He even copped off with Michelle Pfeiffer (and Kim Basinger, let's not forget her), which must be worth waiting fifty-odd years for and, inevitably given the massive merchandising success of the 1989 Tim Burton directed Batman (most commercial licences ever granted and $50 million extra revenue), he's been extensively computerised for the console market.

The latest, and quite possibly greatest Batman game is being produced by Konami, one of the most widely respected and proven developers for the SNES, and



The Joker's level (left) is a surreal world of building blocks and traps.



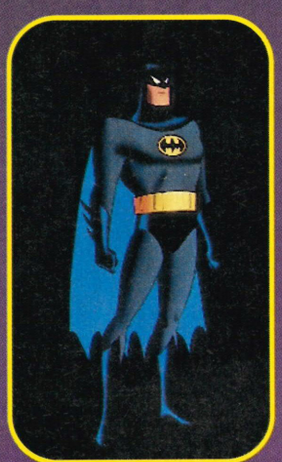


Holy Batfacts!

Remember the camp sixties TV series, the one where Adam West delivered outrageously straight-faced dialogue while walking up a wall, thanks to stupendous special effects and a camera turned on its side? Well I bet you don't remember all the Batgadgets he kept in his utility belt! Here for your pleasure and retrospective delight are the TOTAL team's all-time top 20 Batgadgets:

1. Antipercussionist Asbestos Batflax
2. Empty Alphabet Soup Batcontainer
3. False Inflatable Batmobile
4. Anti-thermal Bat-T-Shirts
5. Bathandkerchief
6. Batthermal Underwear
7. Home Dry Batcleaning Plant
8. Batprobe Negative Ion Attracter
9. Baticllin Lozenge
10. Shark-repellent Batspray
11. Manta-Ray-repellent Batspray
12. Barracuda-repellent Batspray
13. Whale-repellent Batspray
14. Batseismograph
15. Reverse Thermal Batlozenge
16. Precious Metals Batanalyser
17. Batpumps
18. Adhesive Batbombs
19. Batearplugs
20. Interdigital Batsorter





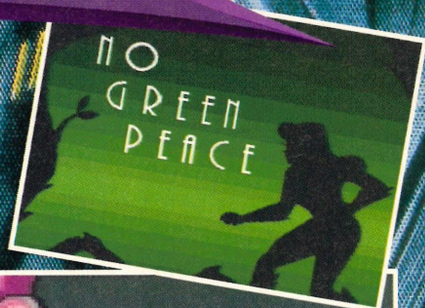
should be in the shops sometime this Autumn. This time it's based on the TV cartoon and its full blown animated feature film offspring, taking the sinister, shadowy look and gangsterish setting of the series and hardly surprisingly, it's a platform game built around nine levels, each of which features a familiar Bat-theme and thorny problems based on one of Batman's usual clinically insane adversaries.

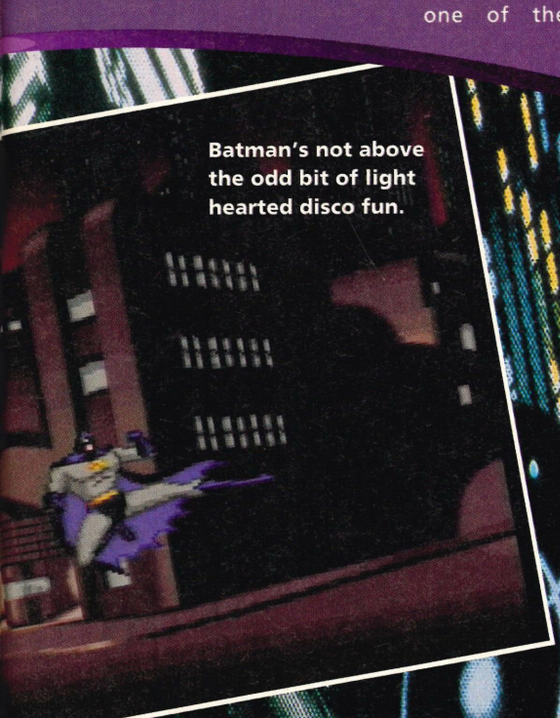
Luckily, Konami being the top bods that they are, the game isn't the run-of-the-mill hack 'n' slash platformer we've come to expect from most licensing deals. Batman looks like shaping up to be one of the high spec, lovely to look at, smooth, varied and well structured platformers that have been appearing occasionally since Disney animation and top programming techniques stunned us all with Aladdin and The Jungle Book. These days you need to at least *nearly* match this sort of quality to have any hope of making a reasonably spectac-



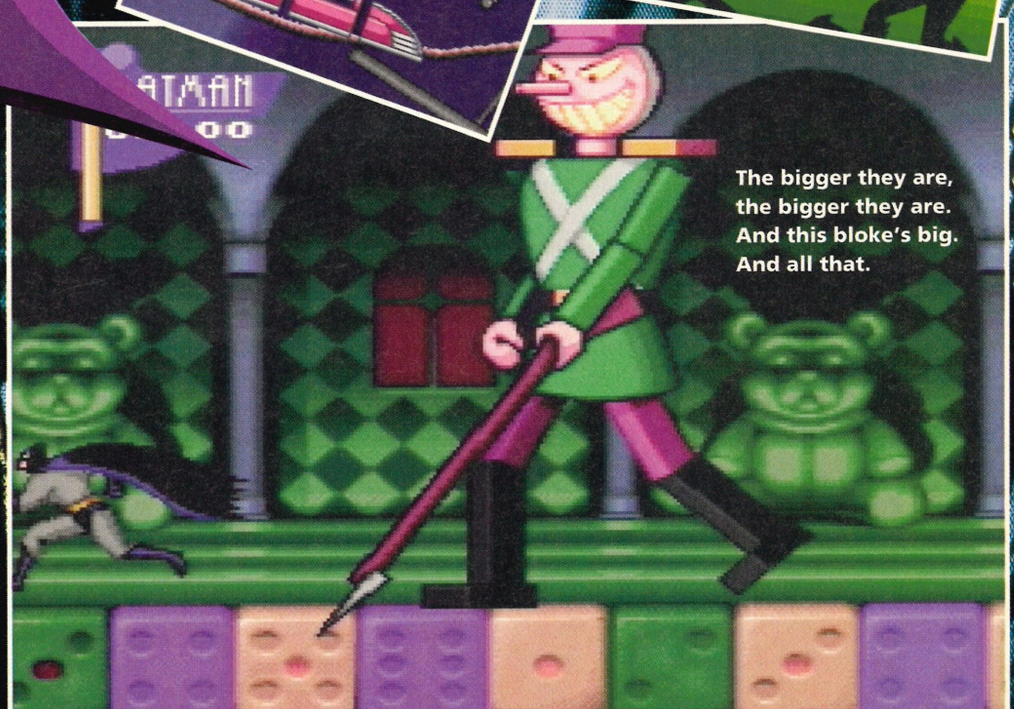






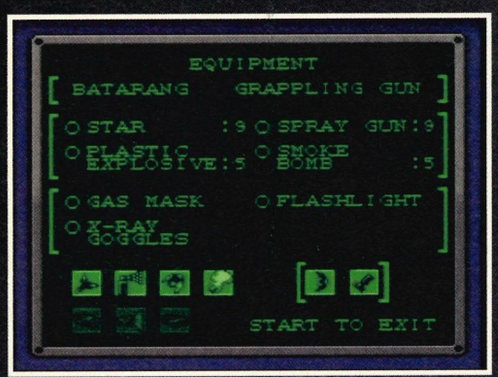


Batman's not above the odd bit of light hearted disco fun.



The bigger they are, the bigger they are. And this bloke's big. And all that.

THE ADVENTURES OF BATMAN AND ROBIN



Select your equipment in the Batcave and then zoom off to the Batlevel for some Batviolence.

ular dent in the market. With these expectations in mind, Konami have dedicated fully half of the cart's sizey memory chips solely to storing Batman's extensive repertoire of kicks, punches, throws, jumps, walks, rolls, climbs, shuffles, wiggles, and, for all we know, pouts. That's a massive eight megs out of the 16 available. From what we've seen the rest of the game doesn't suffer from this huge bias of resources in either looks (which are damn atmospheric) or, more importantly, in content.

Today's more sophisticated gamers (that's you, that is) expect a deal of depth to their gaming. Batman the game adds this with the Batcave and all the techy equipment he keeps tucked away there.



Before each level you choose which Bat-tackle to put in your suspiciously roomy belt. Should you forget to pack something which you specifically need to complete a level, you can return to the Batcave to get it but you'll have to restart at the very beginning of the level. There's plenty of variety in the action as well. Batman can't simply run and jump his way through the levels – no, he has to use all of his kit to get him through.



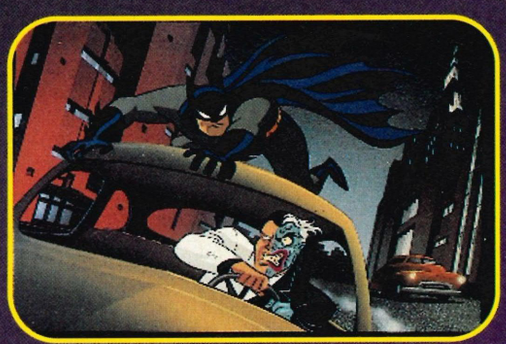
As well as the inevitable waves of nasties, some levels require plenty of tricky grappling hook shooting and swinging, while others involve plenty of Prince of Persia/Flashback acrobatics. There are also a couple of non-platform levels, including a Batcar driving level, an ingenious 3D Riddler maze level and a tough showdown with the Joker on a roller coaster.

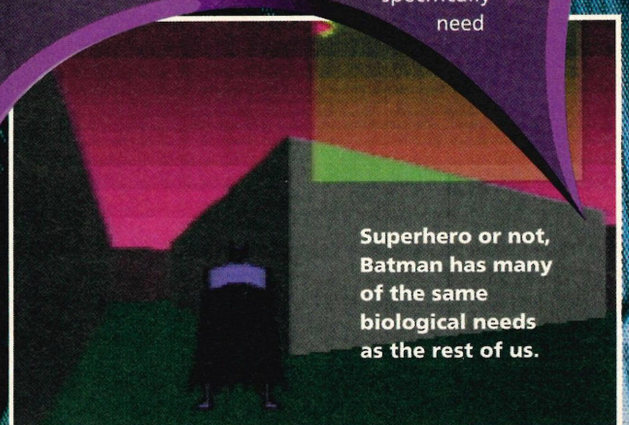
So far the game's only about 70 percent complete but is already looking frighteningly good. Barring any last minute cock-ups or compromises, we could be looking at a classic.

T!

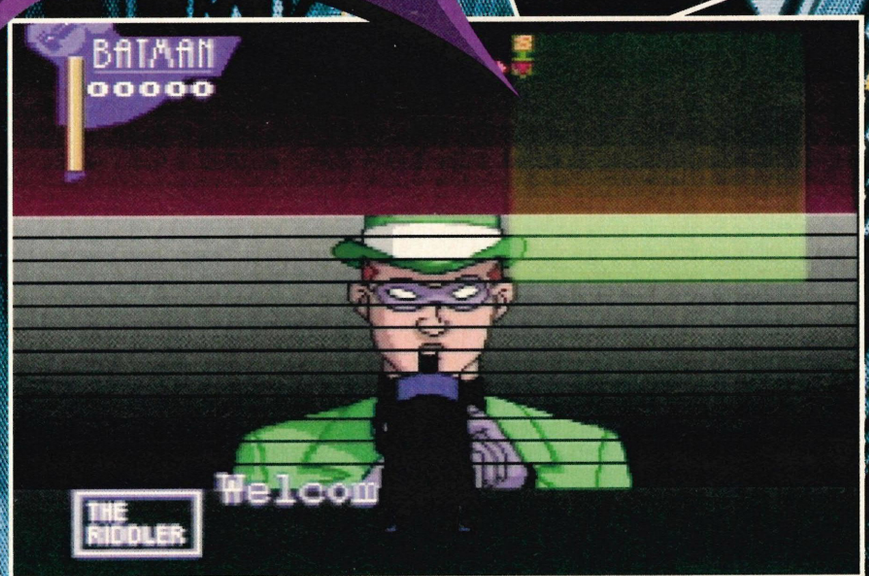


Even on the very gateway to the city, the doomy graphics capture Gotham's mood.





Superhero or not, Batman has many of the same biological needs as the rest of us.



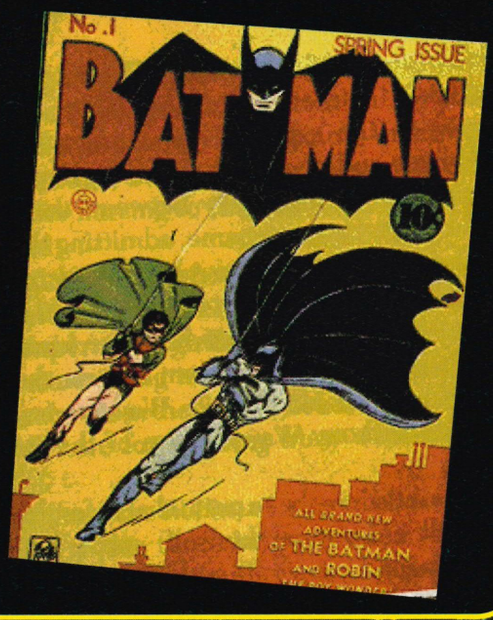
Not the prettiest, but certainly amongst the craziest of adversaries to be found in video games, The Riddler flashes across the Batscreen.

Bat To The Future: 1939-1994

Holy history! Batman has spanned virtually the entire history of the comic book medium. During his 55 years he's gone through some radical changes and recently come full circle to resemble the original mixed-up rich bloke in a cape. What follows are random Batfacts:

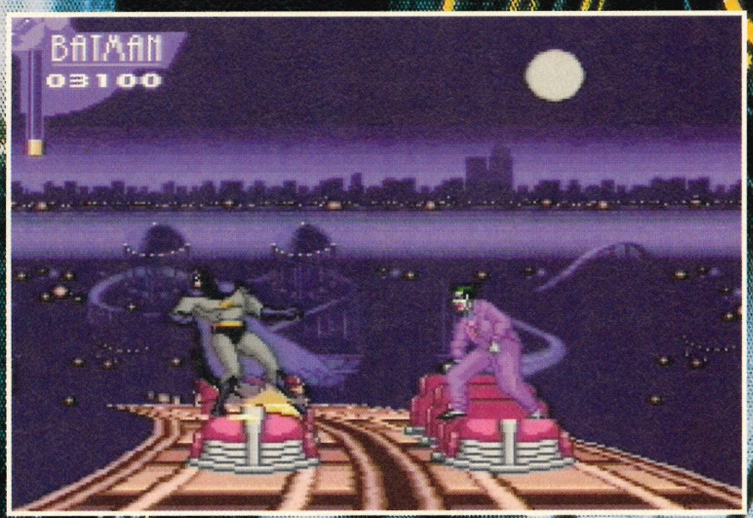
1939 Batman makes his cover debut on Detective Comics 27
1940 Robin appears in the comic
1940 The Joker commits his first crime
1941 Batman has his first snog
1943 Batman makes his film debut
1948 Columbia begin a Batman and Robin serial
1964 Alfred (the butler) gets killed
1966 Original Batman TV series begins
1977 Cartoon series debuts
1979 Two cack Batman TV specials flop spectacularly
1986 The Dark Knight Returns is published
1988 Batman movie breaks box office records
1991 Batman Returns is released
1992 Batman The Animated Series arrives on our screens
1994 Batman The Animated Movie premieres

Back in 1937, even before our art editor Jon was a mere twinkle in the milkman's eye, Batman and Robin were gracing the covers of Detective Comic.





We seem to have strayed into The Little Shop of Horrors here. It's not finished yet, but the graphics and animation look stunning.



This can't be safe, surely. Take care, Batty!

Batman Forever

The whole world's gone Batman crazy over the last few years what with books, comics, cartoons and those fabbo films, you can't turn a corner without seeing a bat silhouette in a yellow oval. Hoorah, we can't get enough! The good news is, there's another film on the way. Batman Forever has recently begun filming and shock, horror, scandal! There's going to be a new Batman. Rumour has is that Michael Keaton fell out with the new director and was replaced by Val Kilmer (Top Gun). Anyway Batman will be battling with his old foes The Riddler and Two Face so it should be brill regardless.



Access Show Features

Theatres

Coin-ops

Games Arcade

The Next Generation

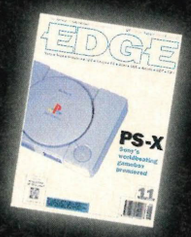
CD-ROM Today

The Future is almost here!



World Exclusive! Ultra 64 Revealed!

That's right. This year's FES will feature the World premiere of possibly the most eagerly awaited piece of new gaming technology for years. Nintendo's all-powerful Ultra 64 will be at the show in arcade-format. And you'll actually be able to play it!



Machines of the Future

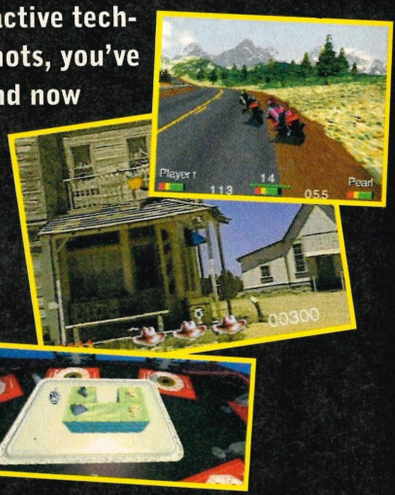
Only at the FES show will you be able to get your hands on the very latest in interactive entertainment. We've been working round the clock to assemble an all-star cast of new machines. And it's all gone rather well...



Leading the assault of the next generation of interactive technology is the 3DO. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself. We'll have machines available for you to use and there'll be plenty to buy for great prices!

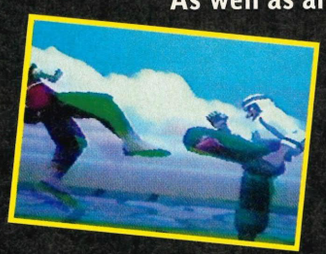


Philips will be unveiling their new CD-i machine and a radical line of new thrilling programs - come along and judge for yourself!



Coin-ops

As well as all this great stuff, there'll be a host of top-of-the-range coin-ops at the show for you to play. There will be Daytona, Virtua Fighter, Rad Mobile, all the new Streetfighter versions, Ridge Racer, a stack of Neo Geo hits and plenty more besides.





National Games Championship Final

Only at the FES can you see the very cream of Britain's gaming elite fighting for the title of National Games Champion. They've been battling it out in rigorous qualifying stages all through the summer at Future Zone stores. On Saturday 29th, you can see the final of this gladitorial contest.

National Games Championship

Theatre



The focal point of this year's FES will be the theatre areas, packed to bursting point with great items put together by the editors of your favourite magazines. There'll be top programmers debating hot issues and demoing their new games. There'll be exclusive previews of forthcoming Christmas hits. You'll also be able to come along and test your mettle against some of the best games players in the country.

See it first at...

Earls Court 2, London 26th-30th October

The Future Entertainment Show

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26th – 30th October 1994

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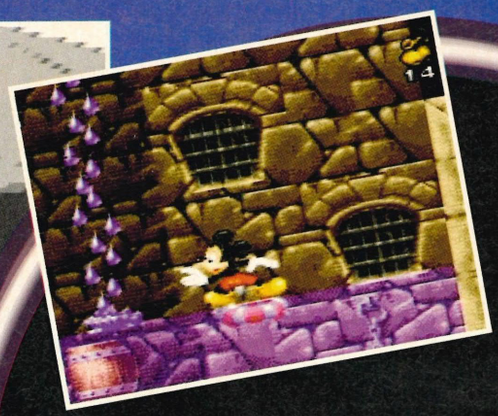
Please note that the tickets will be sent to you eight weeks before the Show. Please return this form and your payment to the address below

The Future Entertainment Show, PO Box 9, Dunoon, Argyll PA23 8QQ TOT 10

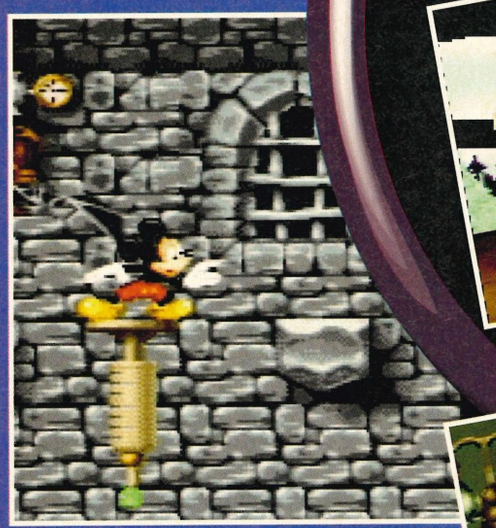
MIC MA



The game starts in Steamboat Willy – Mickey's first cartoon.







Here you have to mix the colours to get an explosive to get out of the level.





Being a cartoon legend, Mickey is more than happy to show how that tricky arm waving teeter totter should be done. What a pro.

For: SNES (One player)
From: Sony
Release: Autumn

Floppy black ears and a squeaky voice can't scare TOTAL away from a game.

What can we tell you about Mickey Mouse that you don't already know? Well, for starters we can let you know that we don't actually like him very much. We hate him in fact, with his spooky swivelling ears, obnoxious squeaking and sickening, whiter than white character. Just face it, he's boring. Still, we seem to be pretty much on our own on this one – Mickey's fiftieth birthday was at least a couple of years ago and even if he's not exactly going strong, he is going, not least at the merchandising end of things. Quite apart from all the dolls, posters, videos and god knows what else there's the video games, which is what you're into. Right?

This is your lucky day then because we're here to tell you about Mickey's latest console effort. Tracing Mickey from his black and white Steamboat Willy roots through all of his most famous outings, the game is an unashamedly nostalgic but slick trawl through all of his most familiar enemies,

CKEY MIA









Fast cart fun in the lab. Until you die, that is.



Yes, it's a sort of Spanish armoured weasel thing. And why not?

settings and (heartwarming) adventures. Even Pluto makes the odd appearance. Largely platform based, the game goes for the beautifully animated large sprites that are the least we expect from anything linked with Disney.

Mickey has the usual 'I'm a platform based character' moves, with, if we're not mistaken, the ability to not only jump but to actually land on evil thing's heads, plus a missile attack for those longer range pops. On his travels he comes up against the odd boss of whatever form. There's more though – any self-respecting platformer has to provide variety in one form or another and Mickey Mania opts for the slightly puzzlish route with switches, weights and objects galore. On top of this there's a 3D jumping section where the world's most famous mouse lopes out of the screen at you pursued by a familiar looking irate moose, a level where Mickey jumps from minecart to minecart, rapidly rising water levels and a beautifully done rotating tower, amongst other things.

The game's almost finished with only the title screens and suchlike left to be finalised and from what we've seen of it you can expect a high quality, challenging romp through a cute but extremely dangerous cartoon world of ghosts, beetles, musical goats, dancing skeletons, circular saws, pits of fire and lift shafts. Pretty much an average day in the TOTAL office!

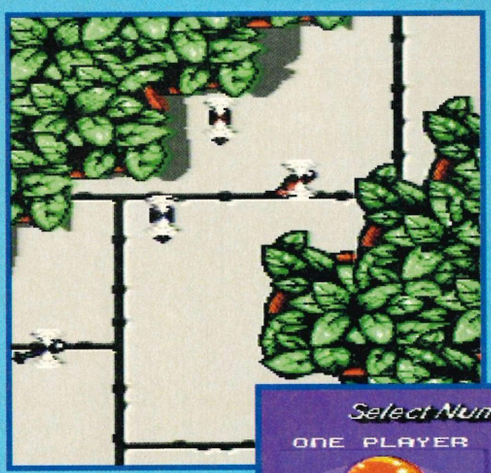


It's just typical. Lay the table with all your favourite holey cheeses and that for a picnic and the next thing you know it's a cartoon battleground for dozey beatles, butterflies and mice.

PREVIEWS

If you can get your breath back after the hot 'n' spicy multiple-page taste sensation of the Batman and Mickey Mania preview features, our chef recommends you relax and digest TOTAL's speciality, the previews section. Today's menu includes lightly grilled Micro Machines for starters, followed by Lemmings 2 fricassee and slightly bonkers Earthworms for main course. If you can stomach that lot, then take your pick from our deserts board. Bon appetit!

MICRO MACHINES



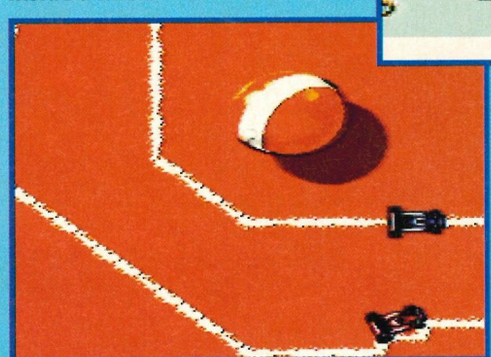
None of the characters are very pretty, but the game's an absolute stunna!







Imagine the kind of naughty things you could get up to if you were small enough to fit inside a Micro Machines car.



Yes well, all those Mode 7 racing games like F Zero and Mario Kart are all very lovely and even that Stunt Race FX thing with all those super-duper, la-di-da polygons is okay *(Erm, I think okay is perhaps an understatement. Andy)*, but to be honest, over the past year or two, there's one game that, over all the systems it's appeared on, has proved beyond a shadow of a doubt that sometimes, just sometimes, less is more.

The game in question is Micro Machines, and after initially wowing everyone on the NES, it went on to become obscenely successful on the Mega Drive and the Amiga. And now, at last, after what we and our top mates reckon has been an unbearable wait, it's coming to the Super NES. About bloody time too!

As far as we can tell, the game, even in these early stages is every bit as wonderful as the previous versions. The graphics may look like they've come from an old classic from about five years ago, but it's the gameplay that ultimately sorts the wheat out from the chaff (Not arf!) and Micro Machines is simply unbeatable in this department.

And what's more, just so that no Nintendo fans will get even the tiniest bit nobbed off by the delay in bringing the game to the Super NES (especially considering Micro Machines 2 is about to hit the Mega Drive) they've even souped it up by adding a four-player option. And the intriguing thing is, even if you don't own a four-player adapter, you can still play it by having two people using the same pad (one uses the D-pad and the other uses the buttons). Ingenious and brilliant. It looks like a stunner, so be here next month for the exclusive review!

For: Super NES **From:** Sony **Release:** November

LEMMINGS 2 : The Tribes

They're not really suicidal as such, more plain stupid than anything – the Lemmings are back! And this time they're thicker than ever! Thicketty, thick, thick, thick! Even thicker than Andy Dyer, and that's fairly thick!

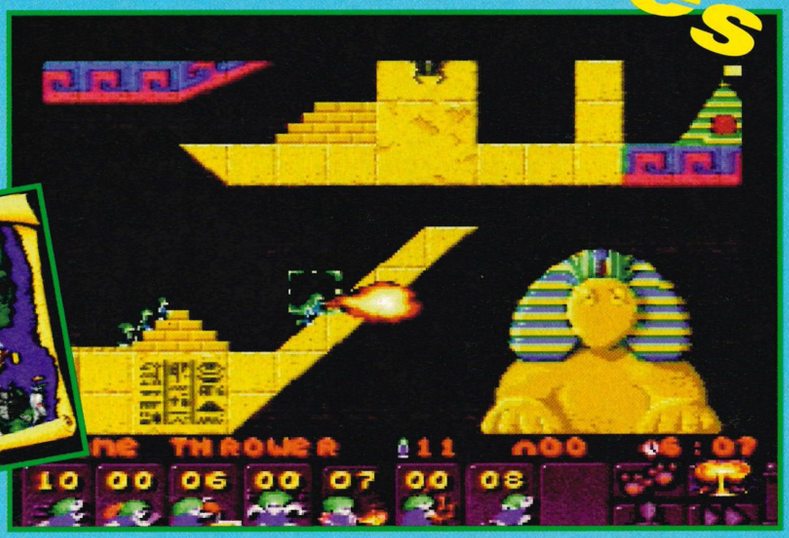
Anyway, one of the most addictive and original games about, is back on the Super NES. Lemmings 2: The Tribes keeps the basic display and aims of the first game (get streams of Lemmings across platforms, streams, volcanoes (that's a lie), and generally from one side of the screen to the other as intact as possible, as quickly as you can) but, being a sequel, The Tribes adds a whole hatfull of new twists. And as you can see from these screenshots, there are a whole new range of tricky situations for you to use your rodent-rescuing skills.

This time there are four tribes and lots of new abilities for the hapless green-haired dunces. (Did we mention how thick those Lemmings are?) Amongst other things the Lemmings can now throw spears, zoom about with jetpacks (Not bad, eh?), chuck ropes and explode. Actually they could explode in the first game, but it's the best bit by a long way.

Sony haven't fixed a UK release date yet, but with a medium-sized bribe and a sickly grin, we should be able to bring you a review next month.

The first game was a big hit, and just look at this. Loads more green-haired suicidal rodents. Hurrah for that!









For: Super NES **From: Sony** **Release: Autumn**

EARTHWORM JIM

Our American correspondent Neil West first told us about *it*, and we were jealous. Then Linda went to see the development team in California. And we were *very* jealous. Then a package arrived from Virgin. It was Earthworm Jim. And it looks bloody brill.

Comparisons have been made between Shiny Entertainment's debut platform bonanza, the utter gorgeousness of The Jungle Book and the playability of Cool Spot. No surprise then to hear that the brain behind this SNES beauty is none other than Dave Perry, the graphics genius who left Virgin to go it alone (albeit with his top game designer mates) to set up Shiny.

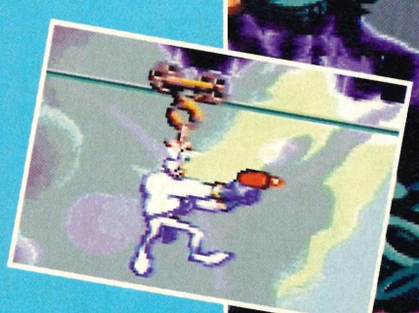
Earthworm Jim is their first product, and stone (or should that be *shoot*) the crows! It's a corker!

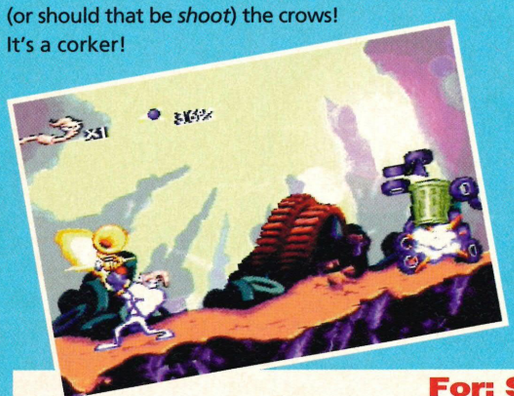
An everyday earthworm's existence is transformed when he happens across a space suit that's fallen to earth. And then he struts, skips and jumps from tree to tyre-mountain, fighting off the oddest foes in one of the slickest console games ever made. Feast your eyes on these screenshots for now, and eagerly await the full marks-out-of-a-hundred treatment we'll be giving it next month.



It's very easy to forget that it's the suit doing all the fancy stuff, and inside is just an earthworm.







For: Super NES **From: Sony** **Release: Autumn**

MARKO'S MAGIC FOOTBALL

A boy with a football that flies about the place, vanishes, reappears and then flies off again killing mad Italian scooter riders, roadsweepers, lager louts, sewer rats and whatever else it comes up against isn't the first thing you'd think of to liven up a platform game. Someone obviously did though, because along with Soccer Kid, Marko's Magic Football takes this exact concept and sticks it in your SNES.

So as well as the usual problems of jumping and dodging, Marko has to exhibit some silky football juggling skills to battle his way around the world in search of whatever it is he's so keen to find. It all sounds a bit tricky, really.









We decided it would be a bad idea to mention Soccer Kid in the preview because Marko's looks like being much better. Doh!

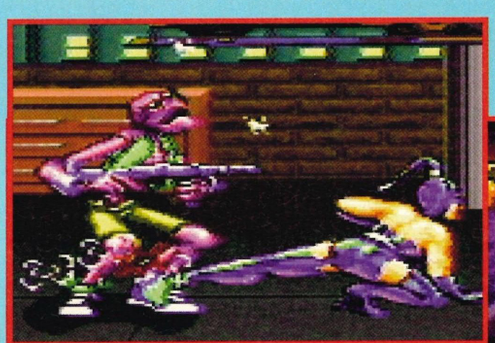
For: Super NES **From: Domark** **Release: TBA**

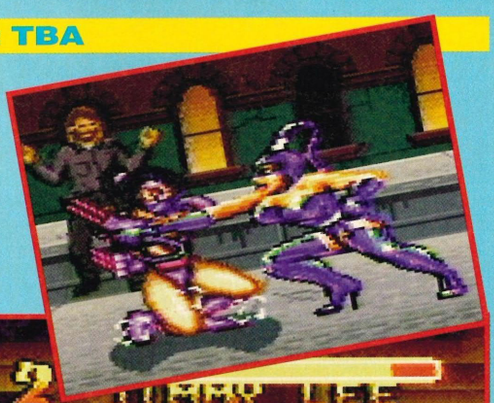
DOUBLE DRAGON 5

The original Double Dragon was at the forefront of gaming when it first appeared but was soon surpassed by superior copies. Finally after five (Blimey! Is it five already? Is that the time? I really must be going.) attempts, the game has been successfully updated.

This time it centres on one-on-one fighting action and includes 12 fighters, three fighting modes and, uniquely, the ability to tinker with the fighter's attributes.

The Double Dragon series hasn't always got favourable reviews, but we're hoping that this time, the finished product will sparkle. Well, you have to hope, don't you?









Please note that any cynical references to the rather turdy nature of the previous Double Dragon series of videogames is purely intentional. Fifth time lucky eh?

For: Super NES **From: Sony** **Release: TBA**

TROY AIKMAN

What sort of name is Troy? In fact, since we're on the subject, what sort of name is Aikman? Um, the name of a very famous and inordinately wealthy quarterback apparently. It's a fair bet then, that we're looking at another American football game, with more '25!'s, '32!'s and 'Hut!'s than your local Chinese takeaway. Yes, we know they don't say 'Hut!' in takeaways. Anyway, it's an American footy game, and we'll tell you more about it when we know more.





The sprites are big and clear, which is a good job because I've just lost a contact lens. As you can see, Troy and his mates are helping me look for it.

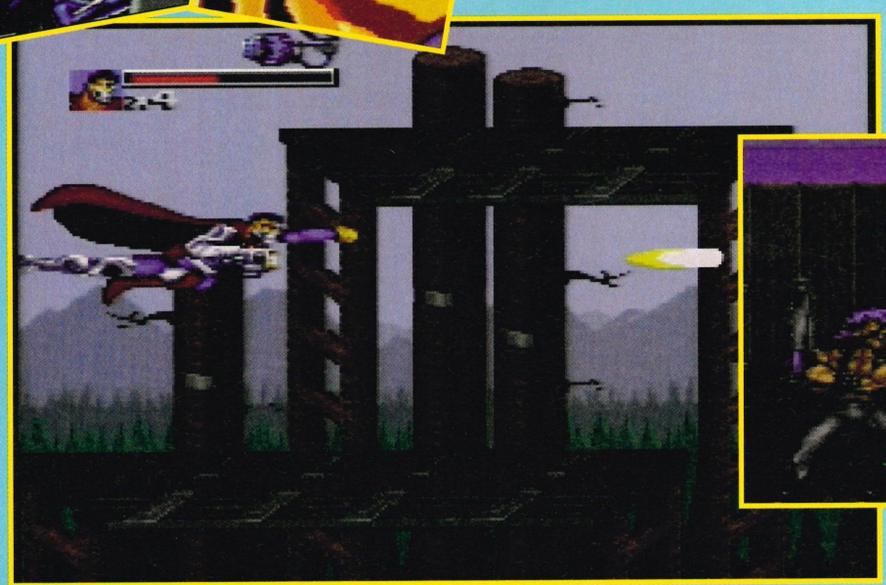
For: Super NES **From:** Sony **Release:** TBA

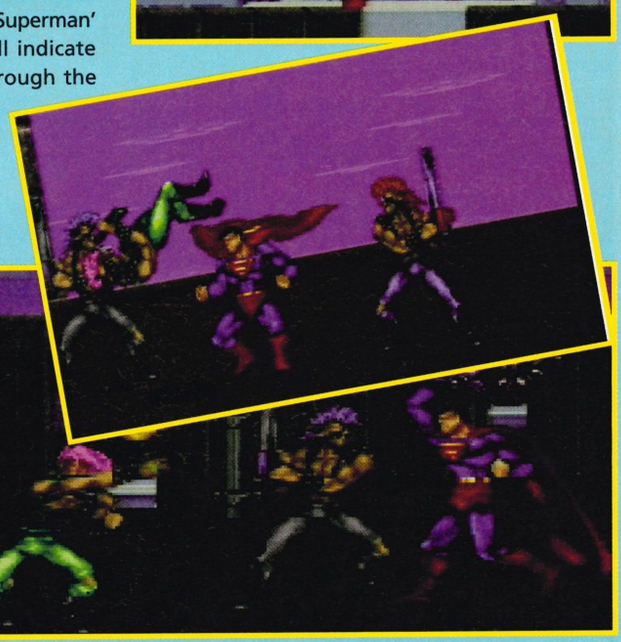
SUPERMAN



Huge sprites and 'interactive backgrounds' are only two of the proposed attractions of the forthcoming Superman game from Marubeni. Others include good old fashioned fist face combo fun, flying and red pants. The full title of the game is 'The Death and Return of Superman' which, for the brighter among you will indicate that the man himself dies half way through the game. Apparently.



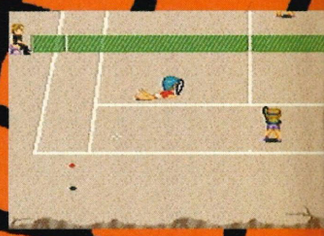




Sometimes, when a comic superhero is converted to a video game, the character is lost. Not here, though.

For: Super NES **From:** Marubeni **Release:** TBA

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!"
- Super Action, 95% "Smash Tennis has more options, more scenarios, more extra touches, and more playability than any other tennis game currently available on the SNES".

namco™ Virgin

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Virgin Interactive Entertainment (Europe) Ltd., 338A Ladbroke Grove, London W10 5AH.

Design & Artwork by Funhouse.

REVIEWS

The TOTAL review crew

Just when you thought it was safe to buy any game you damned well please... They're back and this time they're critical. Prepare to come face-to-face with the mighty TOTAL review crew. Be informed, be very informed!



Andy

Suave, but somewhat psychopathic new Editor bloke Andy took his big stick out and whacked the review crew into line this month. We've still got the scars to prove it!



Linda

She's been churning out reviews by the barrel full again this month. We're thinking of getting Norris McWhirter in to see if Linda's typing speed sets some kind of record.



Atko

Sick of being called pineapple head, Atko bought a real pineapple, held it up and said "Do I really look like this?" "Yes!" we all replied to the pineapple. Poor lad.



Josse

Our Josse has been a changed man this month. He's been skipping round the office, making everyone coffee and smiling constantly like an idiot. Nah! Only joking!

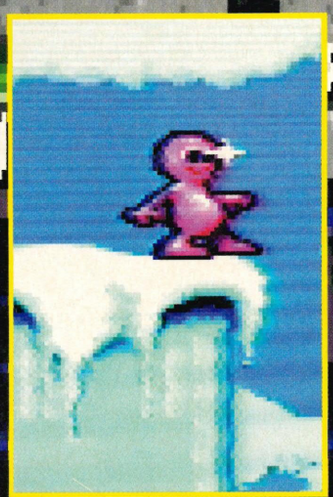
Super NES

The Smurfs 30
Hurrah! Here come the Smurfs on their Super NES debut, but there's no Father Abraham. Atko checks it out.

Jelly Boy 32
Travel to a wibbly wobbly world of your own in this utterly silly platformer. Check out Andy's gooey review on page 32.

The Incredible Hulk 34
He's mean, he's green, he lacks personal hygiene, but enough about Atko. The Hulk is here and he's not a happy chappy.

Breath Of Fire 36
Josse gets completely carried away with this role playing lark and joins the circus with his Breath of Fire, see page 36.





Super Ice Hockey 38
Linda skates herself up into a Mode 7 lather as she discovers whether or not Super Ice Hockey is indeed super.

Ballz 40
TOTAL just wouldn't be TOTAL without at least one beat-'em-up. It all looks very impressive but should the title be taken literally?

Hardball III 44
Andy covers his silly, girly hair with a silly hat and batters up to yet another American sports conversion. Home run or hum drum? Oh, hang on a minute...

Game Boy

The Smurfs 44
Andy Dyer gets to grips with the little fellers on the little screen platform antics.

Probotector II 46
This top blaster was a big hit on the SNES and could be an even bigger hit on the Game Boy.

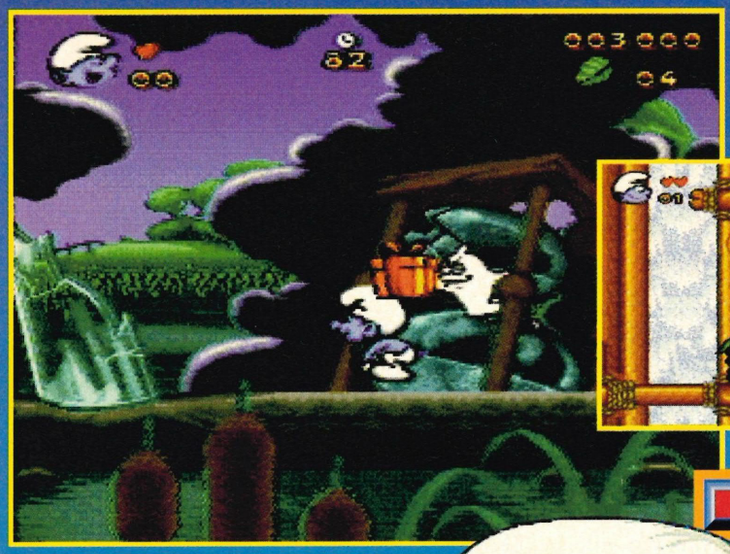
Milon's Secret Castle 48
Who's Milon, where's his castle and why's it such a big secret? Answers to all on page 48.

Jelly Boy 52
That silly sprite with his body changing properties makes his debut on the small screen causing Linda to chuckle a little too much.

Alien Olympics 54
Track and Field with out-of-this-world competitors, those boys from Ocean are mad in the face and make no mistake.

Race Days 55
Two games for the price of one? Sound too good to be true doesn't it? Race to page 55 for the verdict.





As with most platform, games simply jump on a baddie to kill it. Watch out for splinters!





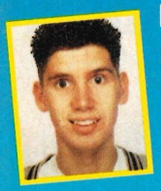
Wait a moment, isn't that the sprite from Beauty and the Beast chasing me?

I wouldn't run away if a ghost offered me a lovely gift wrapped pressie.



Aaarrgghhh! It's The Day Of The Triffids all over again. Or is it Little Shop Of Horrors? Either way this plant wants feeding soon.

THE SM



Let's go Smurfin' now, everybody's learning how, come on safari with Atko. Erm, or something.

For: Super NES (One player) **From: Infogrames** **Price: £50**

The first line of the ancient Smurf song that topped the charts way back in the 70s went a little like this... "Where are we all coming from?" Well exactly, where did the friendly little squeaky blue fellers in funny hats come from? Nobody really knows and nobody really cares because they're back with a vengeance and they're coming to a SNES near you.

As far as plot goes, here it is: Gargamel, the evil sorcerer, has decided that the time has come to Smurfnap all the Smurfs. Aaarrgghh! Four have already got gotten: Brainy Smurf, Jokey Smurf, Greedy Smurf and the gorgeous Smurfette. You play the role of the heroic Hefty Smurf who's volunteered to find all the missing Smurfs, defeat the evil Gargamel and save the world from prejudiced Smurf haters.

I know what you're all thinking, "Yeah, yeah, it's just another bleedin' cartoon related platform romp, slag it off with some cutting sarcasm, Atko, and we'll turn to the next review". Well hold it right there just one moment, this is a bit special actually.

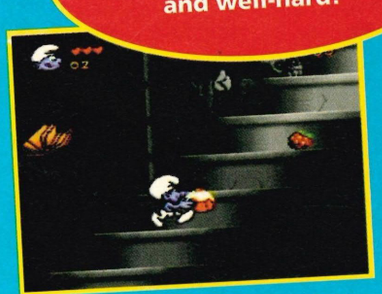
SMURFS
A good looker that's varied and well-hard!



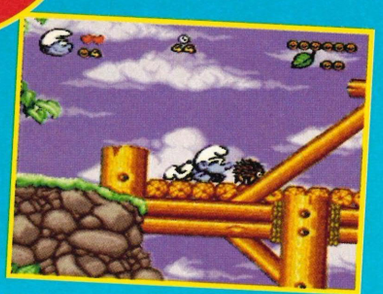
A level full of droplets and worms, sounds a bit rude to me.



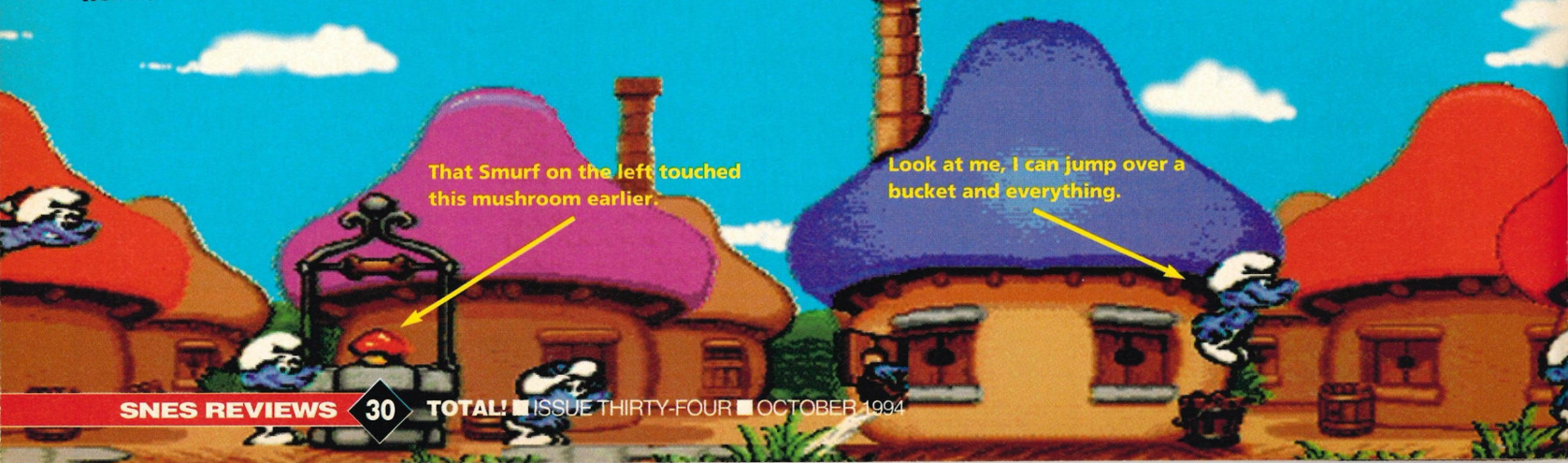
Yet another casualty of the Channel Tunnel link.



A diagonally scrolling level. Is there no end to the variety?



Hedgehog sniffing, a peculiar job but somebody has to do it.





Blimey! This caption is about to go up that cat's...



Haven't we seen that duck before in Batman Returns?

Now that's a big boss! This is the very last level and I reckon it's near impossible.



SMURFS

No prizes for guessing that The Smurfs is indeed a platform adventure. Set out over 20 levels the game is split into four sections, each with its own baddies, obstacles and end-of-level boss. These four sections represent the Smurf that you're trying to rescue and on completion you become that Smurf until the next section. Does that make sense? Oh well, you'll work it out. Your ultimate aim is to rescue the babetastic Smurfette and have a good old fashioned rumble with Gargamel. Not as easy as it sounds.

Graphically The Smurfs is outstanding. The sprites are smoothly animated, unusually large and packed with humorous touches. We especially enjoy watching them swing their pants when you leave them for a minute. What makes this game stand out from the crowd however is the attention to detail paid to the backgrounds and the variety of settings. It's all gorgeous and there's so much going on.

DEARTHS
Needlessly difficult in places, too many leaps of faith

The gameplay is mainly leap-about-collecting-stuff, but then so is every other platformer and no one seems to grumble. You do however gain other abilities as the game progresses such as throwing exploding presents and riding on large inflatable bathtime rubber ducks.

Overall this is surprisingly top stuff. The four sections really do work as differing components of the game rather than the same old thing separated by annoying bosses. The sounds create tension at crucial moments and it's bloody tough to complete. The only flaw lies in how easy it is to die but then that's better than wasting 45 quid on a game that's only going to last an hour.

With over 20 levels (including bonus stages), 50 different enemies, the choice of four languages *(That's useful! Andy)* and one heck of a challenge, The Smurfs is excellent value for money and a good laugh with it. Though not quite in the same league as the Cool Spots or Aladdins of this world, this is nowhere near as far off as some doubting Thomases would imagine, and it's certainly superior to the majority of uninspired platformers doing the rounds. Go on, Smurf yourself stupid! **ATKO**

T!

The Smurfs

Looks
- The sprites are colourful, big and bold like Yul Bryner. Oh no, that's bald isn't it?

Sounds
- Top Smurf tunes that become a little too dramatic when you're in any danger

Gameplay
- Easy to grasp and ever-changing as the game develops and you change Smurfs

Lifespan
- You'll shout, swear, and throw chairs but the addiction will keep you coming back

The bottom line

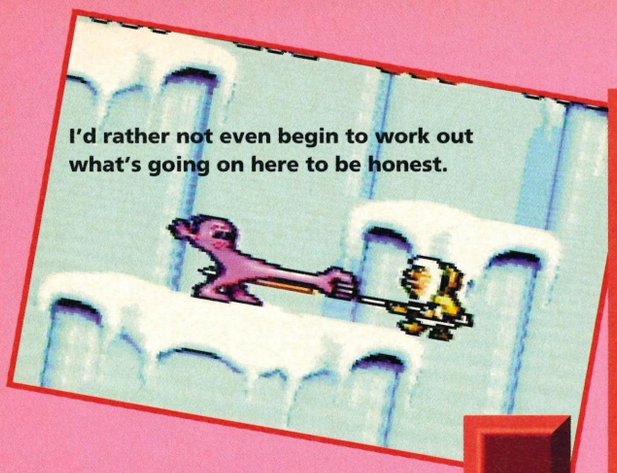
"Beautiful graphics combined with surprisingly intelligent gameplay and a certain *Je ne sais quoi* make The Smurfs a must-buy for all you platform junkies"

- **Levels** 20
- **Difficulty** . Three settings
- **Continues** ..... Passwords
- **Release date** ..... October

Final score
87%

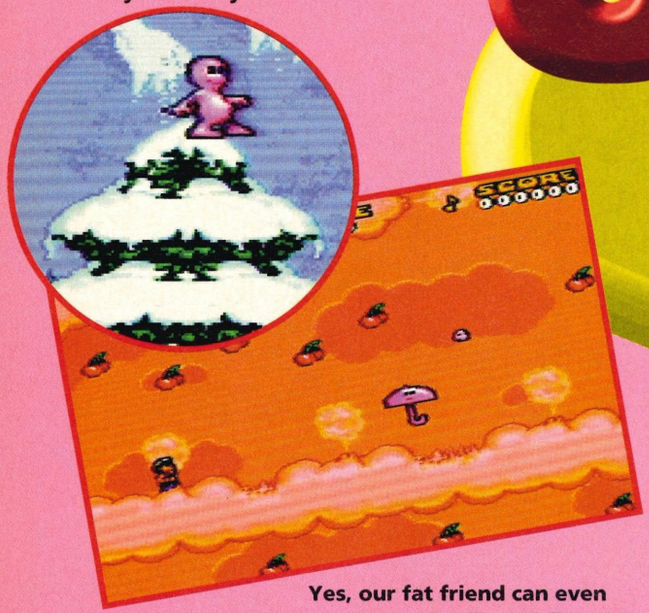
He's working out because chicks flip for big shoulders.

JELLY BOY

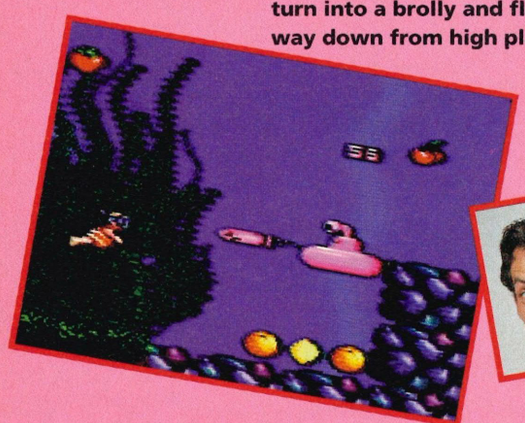


I'd rather not even begin to work out what's going on here to be honest.

Obviously despite his gargantuan gut, Jelly Boy isn't actually that heavy. Probably full of wind.



Yes, our fat friend can even turn into a brolly and float his way down from high places.





We suggested to Frank that this game would be somehow appropriate for him and he stormed right out, so the rather inappropriately lithe Andy Dyer did it instead.



This is the map screen. From here you can visit a multitude of challenging levels.

For: SNES (One player) **From: Ocean** **Price: £44.99**

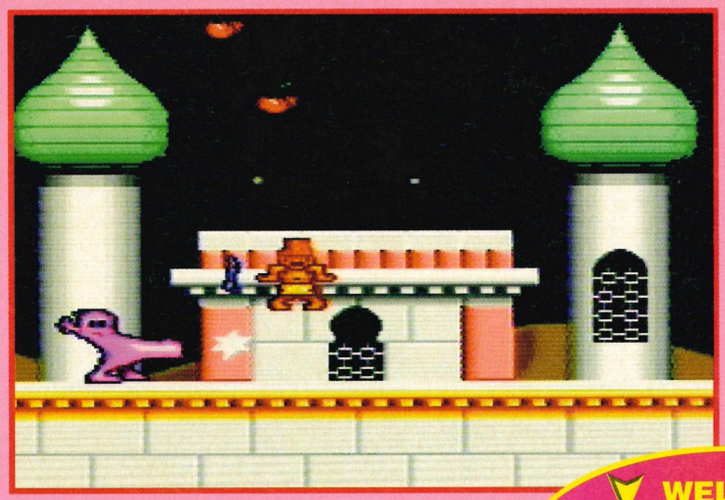
Just think of the possibilities for dessert-related follow-ups that this game creates. We could, conceivably, in six month's time be previewing Trifle Bloke, Cheesecake Girl, or even Captain Fromage Frais... Hmm, well, maybe not.

Playing Jelly Boy for the first time, it's tempting to dismiss it as a bit simplistic and crude as platform games go. After all, the main sprite can only walk, jump and punch (with his belly as it happens) and enemies seem a little sparse. It's not exactly Mario is it? But then, as you travel through level after level, you start to realise that not only is the game increasingly very challenging, but also hugely entertaining and incredibly varied. The thing is, although Jelly Boy can't do very much to start with, scattered throughout every single level are pick ups which transform the hero into a variety of different shapes with different characteristics. For example, it's possible to turn Jelly Boy into a pogo stick which enables him to leap big gaps, a balloon to float up to inaccessible places, a hammer to break blocks. In fact, there are heaps off different forms you can take.

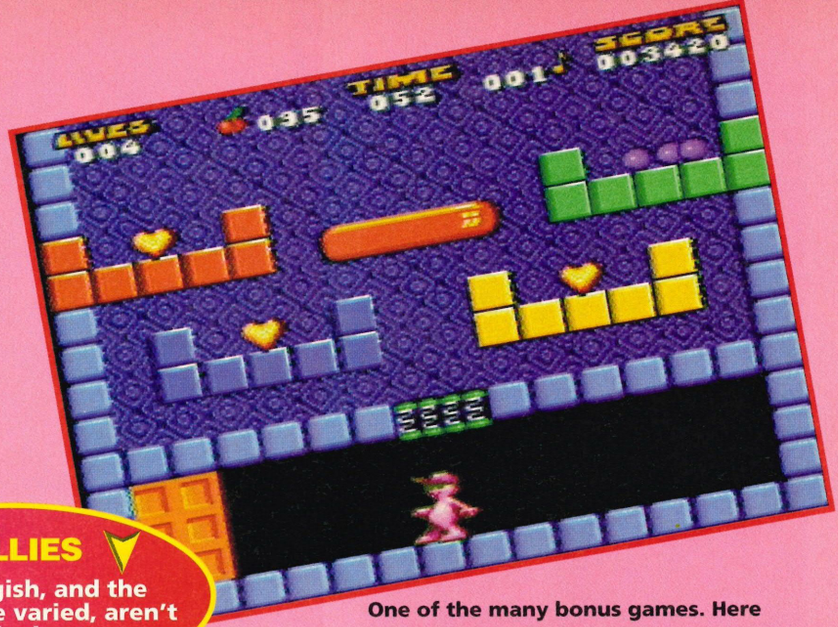
The challenges, as a result, are varied and very entertaining. While the game is only relatively fast moving, there's so much going on and there are so many little puzzley elements that you'll be hooked almost from the word go! Also, like all the best platformers, each time you die and try a level again, you'll find a new route, a secret passage, a bonus room, or a way to pick up some bonuses that you hadn't discovered before. There's a huge amount of neat little touches to be discovered.

JELLIES

A huge challenge. Plenty of variety and you discover more each time you play



There's something strangely satisfying about bellying an opponent into oblivion.



One of the many bonus games. Here you have to belly the balls around a bit.

WELLIES

A bit sluggish, and the sprites, while varied, aren't amongst the best seen

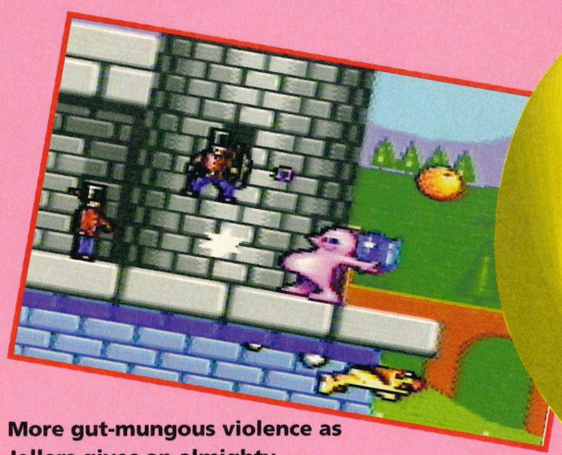
As for the size of the game, well, it's pretty big. The levels are accessed through a map (not unlike the Mario games) and while I didn't get right to the end (far from it in fact) I still managed to see far more levels than is healthy. Basically, it's bigger than, er, Frank's belly, or, um, Josse's nose, or, errrm... *(Shut up Dyer! Josse)*.

Anyway, the screenshots tell a better story than I ever could. The bottom line is that while this isn't exactly in the same league as Mario World (well, what is?) platformers anywhere near as challenging or entertaining as this are few and far between so, um, I guess you should, sort or, "check it out", like. **ANDY**





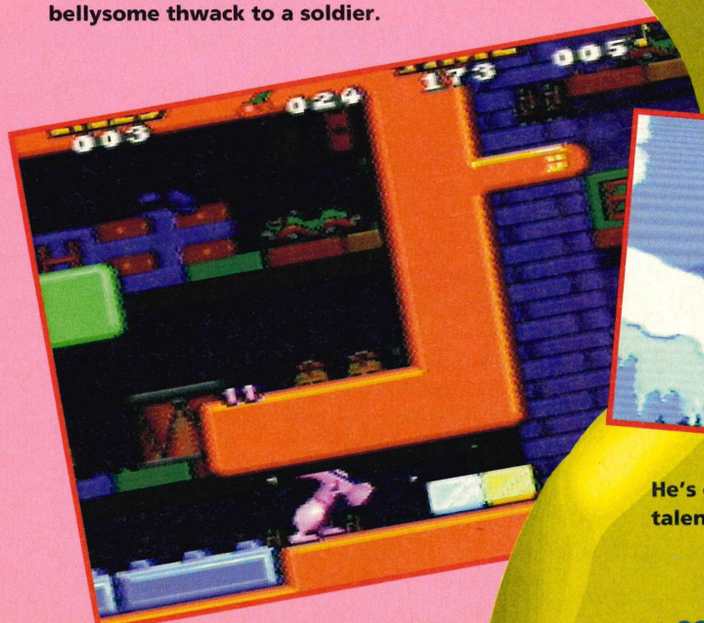
Wahay! Jelly Boy goes all little like he's got some wasting disease or other.

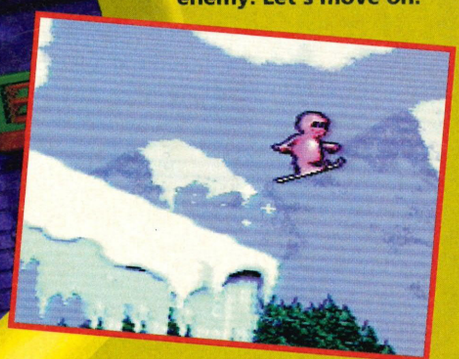


More gut-mungous violence as Jellers gives an almighty bellysome thwack to a soldier.



Oh dear, this screen-shot's a bit crap really. It's Jelly Boy plus winged enemy. Let's move on.





He's can ski-board too. What a talented little lard-ass he is.

Jelly Boy

Looks

- It's not the best-looking platformer of all time, but it is cute, and there's lots of it!

Sounds

- Fairly good but not brilliant. It doesn't make you sit up and take notice

Gameplay

- Excellent. Starts off simply but rapidly develops into challenge and intrigue

Lifespan

- Brilliant difficulty curve and heaps of tricky levels so it'll last a loooong time

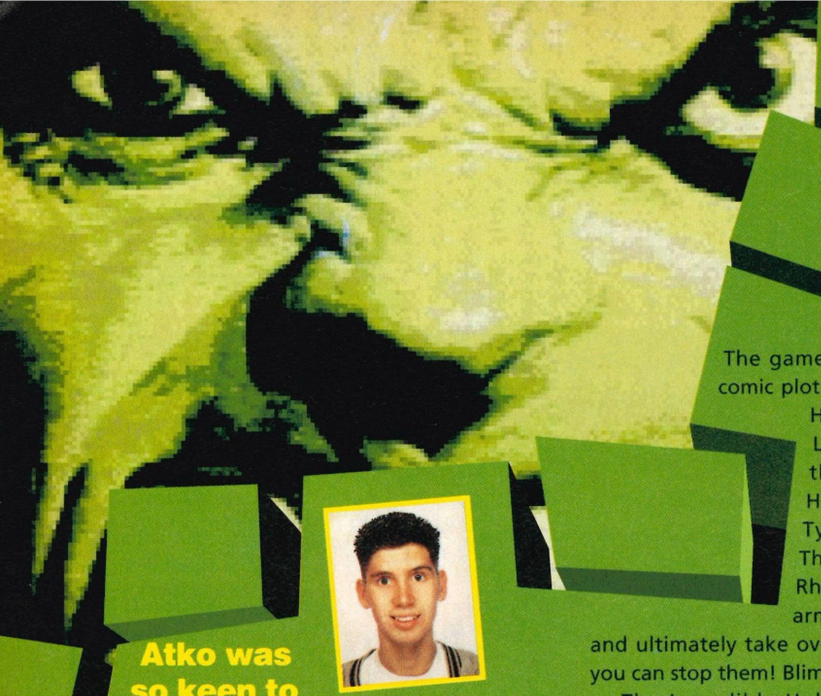
The bottom line

"It doesn't really have any major faults. Jelly Boy is basically just a well above average platformer, bordering on the brill"

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

Final score

90%





The Hulk is fooled by the old flame-throwing cement mixer routine.

Atko was so keen to review The Incredible Hulk that he stood on his desk, ripped open his shirt and proclaimed, "Don't make me angry! You wouldn't like me when I'm angry!"

Marvel comics have featured The Incredible Hulk since 1962, but most of us are more familiar with the seventies TV series. Here's the lowdown: Bruce Banner's marriage ended when he couldn't pry a two-ton heap of flaming metal off his wife. The trauma sent him deep into his scientific research and led to a bit of an incident with a gamma radiation machine. Driving home, Bruce got a flat tyre, the car fell on his arm and he turned green and trashed everything. Since then Bruce need only stub his toe and it's goodbye action slacks, lock up your daughters!

HULKS
Challenging puzzles, top soundtrack and impressive sprites make this better than you'd expect

The game follows the traditional comic plot and pits you against The Hulk's deadliest foe, The Leader. The Leader enlists the help of some of the Hulk's old adversaries: Tyranus, Absorbing Man, The Abomination and The Rhino. Their Robochemical armies aim to kill The Hulk and ultimately take over the world. Only you can stop them! Blimey!

The Incredible Hulk is a puzzle-solving-platform-beat-'em-up. You take on the dual roles of The Hulk and Bruce Banner, depending on your energy level. As The Hulk you slaughter robots and wreck the scenery in an effort to find the end-of-level boss. As Banner you crawl around helplessly waiting to get angry.

Graphically, The Incredible Hulk is a bit of a let down. The backgrounds are bland and lifeless and don't have much right to be on the Super NES. The sprites, however, are superb. Bruce's metamorphosis into the Hulk is smooth and impressive. The baddies and bosses are all detailed, well animated and on expert mode, utter swines to nail!

The sounds are great. The effects are few and far between but the soundtrack is marvellous – maybe a bit jolly for this type of game.

The gameplay is fine but a little limited. There are three types of punches and every now and again you get the chance to lift rocks and other thrilling stuff. That's about it really. This doesn't detract from the puzzley bits in the game though. It's probably for the better because when the game gets hard, it gets bloody hard and requires pin-point accuracy.

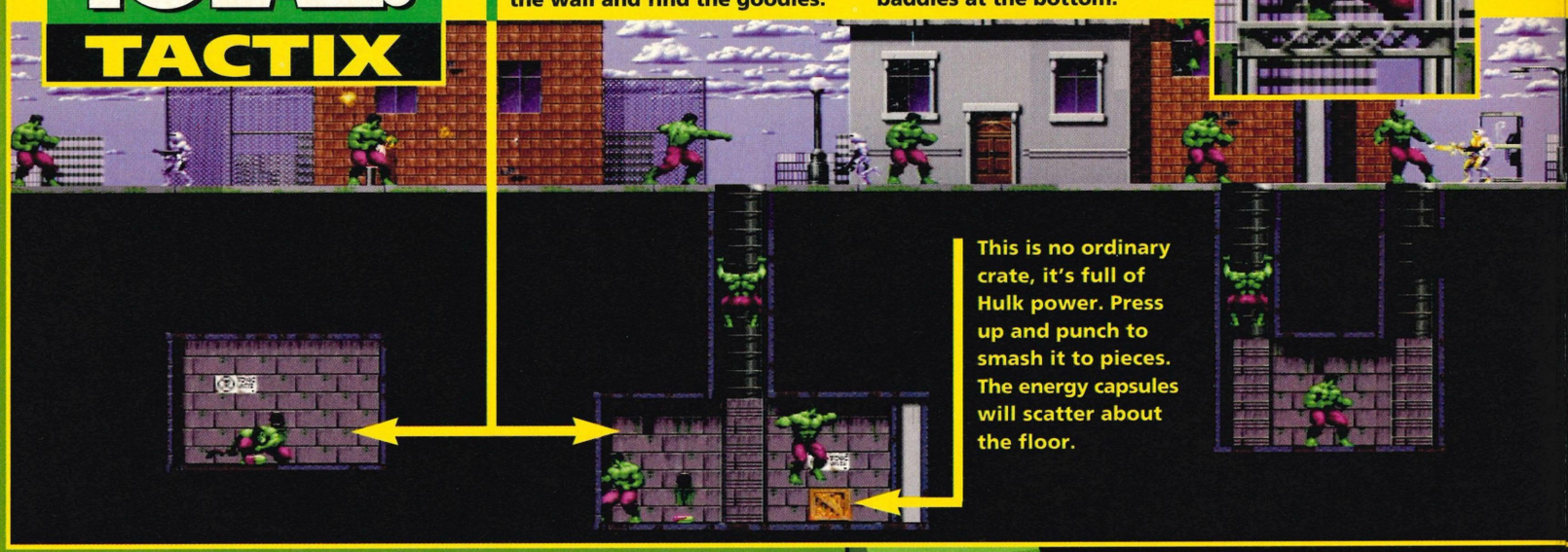
SULKS
Doesn't make the best of the dual characters. And the backgrounds aren't too hot either

I can't help feeling that the Bruce Banner character is a little wasted. There's a lot of scope to develop a more thoughtful angle rather than relying solely on brute force and anger. Don't be too put off though, it's a good game – it's just that with a little more imagination it could have been great.

What we've got on our hands is an above-average cartoon licence, but change the sprites and it could be *any* above-average cartoon licence. The Hulk has immense power and limited intelligence – not dissimilar to our Frank who recently left TOTAL to train for The World's Strongest Man competition. The Incredible Hulk, however, is more akin to our new editor Andy – surprisingly intelligent but certainly not very hard. **ATKO**

T!

TOTAL! TACTIX



Wahey! The first of many secret passages throughout the game. Jump up and left, go through the wall and find the goodies.

Press down to activate the lifts. Don't just stand there though, prepare for the baddies at the bottom.

This is no ordinary crate, it's full of Hulk power. Press up and punch to smash it to pieces. The energy capsules will scatter about the floor.

THE INCREDIBLE HULK





Hulk is stunned by the naked, turquoise end-of-level-boss.

The country dancing level: Swing to your left, swing to your right and a hoe-down with your partner.

For: SNES (One player) **From:** US Gold **Price:** £54.99



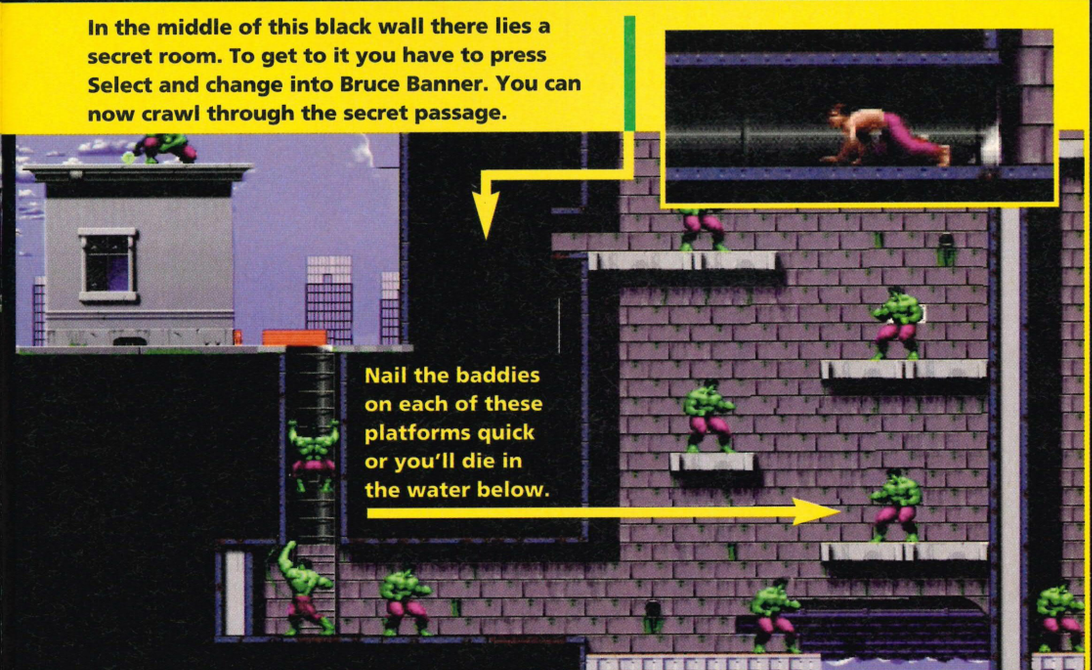
In the TV series Bruce Banner would metamorphose into the Hulk twice an episode tearing his clothes to shreds. Where does Bruce get this endless garment supply?





Come on, Vogue! Let your body move to the music, go with the flow. Oo-ooh!

In the middle of this black wall there lies a secret room. To get to it you have to press Select and change into Bruce Banner. You can now crawl through the secret passage.



Nail the baddies on each of these platforms quick or you'll die in the water below.

The Incredible Hulk

Looks

- The Hulk sprite's gorgeous but the background scrolling is v poor

Sounds

- The soundtrack's brilliant – all Hammond organ, hi-NRG-jazz, top stuff!

Gameplay

- Easy to grasp and responsive but the limited variety of moves gets tiresome

Lifespan

- Be prepared to spend many an hour with your lateral-thinking head on

The bottom line

"A top licence with some great action, infuriating puzzle sections but little atmosphere and too little imagination. We woz disappointed by the lack of scope with Banner's character"

- Levels ..... Five
- Difficulty ..... Average
- Continues ..... None
- Release ..... September

Final score

80%



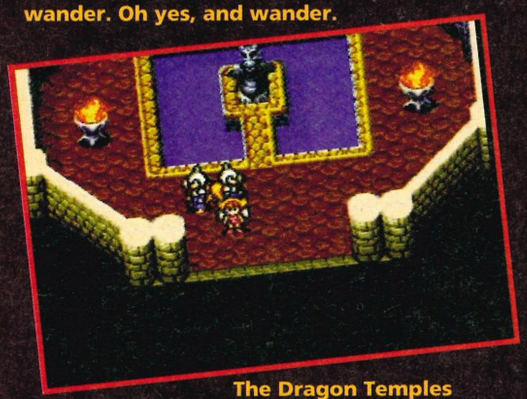
Wander, wander, wander, wander, wander, wander. Oh yes, and wander.



Here, three goodies take on three baddies.

Breath

For: Super NES **From:** Square **Soft Price** £54.99



The Dragon Temples allow you to save the game. That's handy!



Snort – zzzzzz... Huh?... What?... Uuurgh... Sorry ...just, er, dropped off for a second. Give me a moment. Where was I? Oh yeah, Breath of...

Sorry, dropped off again. Breath of Fire, right? A stats-based RPG. The (yawn) plot revolves around some sort of barney between White Dragons and Dark Dragons or something and you, plus some little friends are here to stop the dominance of the nasty ones by helping the nice ones, or something. Obviously, when the world's threatened in such a ridiculous way the only natural course of action is to sort of wander round talking very slowly to people who endlessly repeat themselves until you go away.

You can't just wander anywhere of course. No, you have to go into little towns and things, each with a stupid name and kill something, collect something or learn something before hitting the road again for a lot more serious wandering. Of course, outside the towns the usual hordes of nasties pop up with tedious frequency and when you beat any of them you get, ooh, HPs, EPs, GPs and all sorts of delightful things like that. Get enough of these little numbers and you'll... advance... another... lev... el... zzzzzz.

... Wha– Breath of what? *(Fire! Irate Andy).* Breath of Fire? Ah, where was I? Oh yes (stretch), baddies. When one pops up you can either take each of your turns individually or opt for the auto option, whereby the computer takes on the odious



Which is obviously quite a bad thing, really. Never mind, eh?



This is Sara, off to battle for the forces of good against the Dark Dragons. As you'd expect she hasn't much to say.



And this is Karma, a fortress of stairs, mazes, holes and unspeakable boredom.

That's alright then. As long as you don't give into them, everything should turn out fine. Especially with the full force of maths on your side. Hmn.





It's time for some three goodies against one baddie action.



One baddie and three goodies in a bit of a scuffle. Oh yes, there's variety, too.

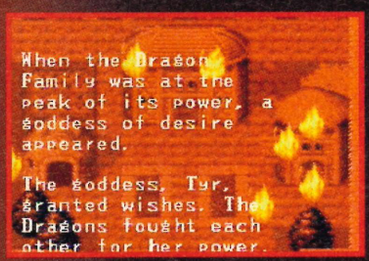
# of Fire



The King's palace. Where the King lives. Yesterday.

Typical! Drop off for a couple of seconds and disaster's struck.





Time for a bit of a plot update by the looks of things. Goodo.

Nina's vital stats are 5, 31, 45. Oh dear!



task for you. Either way, you'll get to watch little bars, crude animation and read such rivetting descriptions as 'Slam', 'Cntr' and the unforgettable 'Creep down 12.' Great stuff – really takes you out of yourself, doesn't it? What else? Oh, shopping. When you get enough GPs you can buy such exotic items as 'Herb x9', Suede GN', 'C.Stn' and, for the really flamboyant amongst you 'T.Drop x9' or 'StrawHT.' And, as I said, these shops aren't to be found just anywhere, either. Oh no. You have to go to exotic locations like Karma, Tuntar, Winlan and Ro. Oh yes, this really is tremendously tedious stuff. Of course, I know there's people out there who like this sort of thing, but really, WHAT'S WRONG WITH YOU? Eh? I've got nothing against a game like Zelda IV that offers the odd bit of hacking and structured, involving problems. All that Breath of Fire can offer the normal people among us is a completely un-addictive alternative to very, very strong tranquillisers. **JOSSE**

T!



Yes, I should imagine that she's met someone who isn't a little cartoon character with one line in a stats based role playing game (chortle chortle).

This is one of the many Item Shops, where you can squander all those GPs on various, um, Items. Captured your imagination yet? Somehow I thought not.



Breath of Fire

Looks

- You know the score. Cursory animation, dialogue boxes and lots of numbers

Sounds

- There's nothing very exciting soundwise, either. Strange that!

Gameplay

- Game? Play? I'm sorry, I'm not entirely sure what you mean

Lifespan

- The average person will tire of this quickly. The weirdos out there'll love it

The bottom line

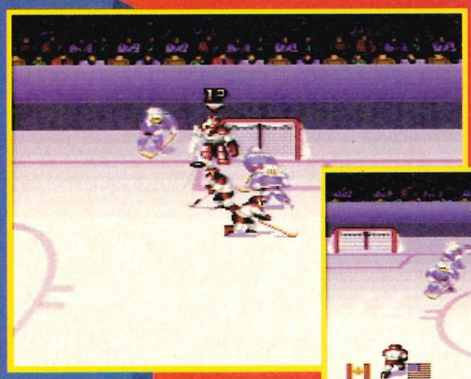
"Maybe I've been a but harsh. It's as good as a purely stats based RPG can get. The problem is that they can never get any good, as far as I'm concerned"

- Levels .....Huge world
- Difficulty .....Medium
- Continues .... Save points
- Release ... Now on import

Final score **55%**

SUPER ICE HOCKEY

For: Super NES (1-4 players) From: Sunsoft Price: £TBA



Right now, chaps! Ready, steady, go! Last one to kiss the ice is a sissy!



Come and 'ave a go, if you think you're 'ard enuff!

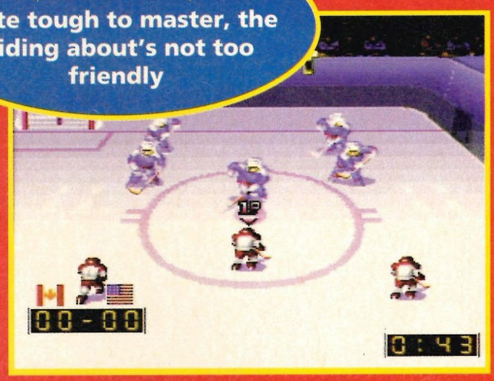


Who's been drawing silly faces on the ice? Own up now!



Slip-sliding like a peeled peach on polished ice, our Linda squares up for a pagga. But is it just handbags at twelve paces? Read on...

HICKS
Quite tough to master, the sliding about's not too friendly

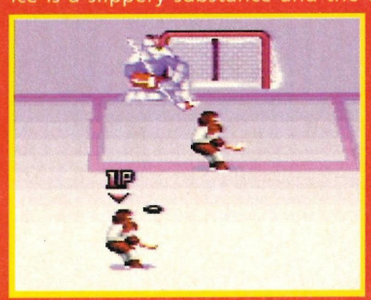


Crouch down and stare 'em out! It's the only language they understand!

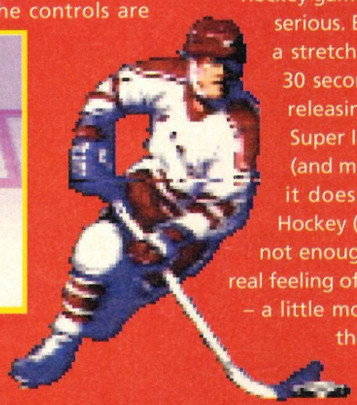
This is proper men's hockey! First off, you've got to choose your team (select your chaps from 16 teams); and the kind of game you want to play – there's a choice of a trial game, an Olympic game (choose a country and try for gold), and the tournament game where you select from sixteen teams. Whichever you choose, you can switch the game-viewing angle (toggle between quarter, top, zoom and half-views). We've never seen this choice of angles before and they make for a dandy set-up!

STICKS
Plenty of matches and teams to take your pick from

It takes a while to get to grips with moving, ice is a slippery substance and the controls are pretty difficult to master. Amazing but true, I managed to keep upright and keep up with the puck. I didn't, however, manage to stay out of trouble. Y'see, this is proper man's man's hockey and men, it seems, go the whole hog and punch each other's lights out! Fights seemed to break out with frightening regularity – a refreshing piece of realism, sadly missing from Electronic Arts' hockey games when the big licences got too serious. Eek! The penalty for scrapping is a stretch in the sin bin, but, as it's only 30 seconds, it's worth it for a tension-releasing spot of fisticuffs!



It's a puck! Give it a good thwack and it'll trouble you no more. Well...



Super Ice Hockey puts smiles on faces (and multitap compatibility helps), but it doesn't quite match up to NHLPA Hockey (even *with* the violence). There's not enough depth of gameplay, and that real feeling of skimming over the ice is missing – a little more polish would have put it up there with the very best. Still, this'll do for me for now. **LINDA**

T!

Super Ice Hockey

Looks
- Great little chaps, viewed from three different angles. Good stuff

Sounds
- Pained yelps and muffled swearing would have livened things up. But sadly, not!

Gameplay
- Pleasing but simple. Few controls and lots of slippy-slidin' about

Lifespan
- Plenty of different matches and options to try, but it's all the same stuff, really

The bottom line

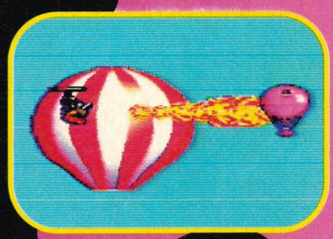
"Loadsaviolence! Hurrah! It is funny, and it does feel good! The actual gameplay is a little one-dimensional, and a tad tough to get to grips with, but the variety of views keep you hooked. For a while, at least"

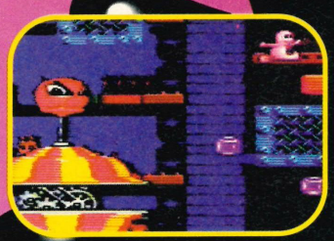
- Levels ..... N/A
- Difficulty..... Tough
- Continues ..... N/A
- Release date .....TBA

Final score
77%

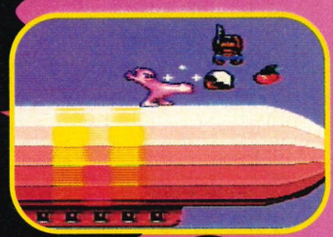
WOT-A-BOY!

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

SUPER NINTENDO ENTERTAINMENT SYSTEM

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T-Wrecks knocks seven shades out of his opponent with his tail. The opponent (who shall remain unnamed), falls, quite literally, to pieces.

For: SNES (1-2 players) **From:** Accolade **Price:** £44.99



Josse wonders if this new beat-'em-up will live up to its name. Let's go see, shall we...



Above: Kronk the caveman wields his mighty club, but...

Wow! This is a weird one! A fully texture-mapped Mode 7 scaling beat-'em-up sounds a darn good game – but whose idea was it to make the characters out of balls? I mean, TOTAL are all for originality and ingenuity in games, but oddity purely for the sake of oddity simply isn't a blessing. It needs backbone.

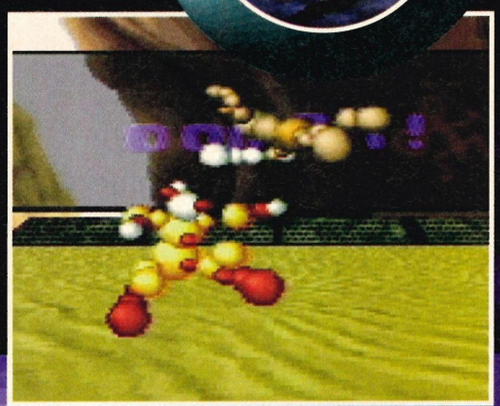
Playing this game will either make you feel sick or make you wee yourself with laughter – the scrolling is relentless. As you chase another character (yes, some of them try to run off when they're losing) across the apparently endless arena, every touch of the left and right buttons makes the whole scene spin round. We wouldn't recommend playing this after a double helping of trifle. Or a single helping for that matter.

BALLZ
It's humourous, novel, and, er, different, let's say

There are roughly speaking (believe me, I do speak quite roughly) ten characters, each with their own special moves and different fighting style. In true beat-'em-up tradition there's a girlie – Divine – who's special move seems to be to throw her opponent up in the air several times their own height, and squeak with laughter when they hit the deck and disintegrate, a big scary bloke – Bruiser – a lumbering great hulk of a wrestler who (very slowly) lifts other combatants above his head to crash them down (again, very slowly) onto his spherical knee. Plus there's an extremely silly selection of dinosaurs, gorillas, clowns, scorpions, a caveman with a club, and other rather bonkers characters that you fight in turn, tourna-



One character gets "Splattered" as they say.



... it doesn't do him much good. Boomer the clown's gone into his pick-'em-up-n-spin-'em-round special move. Very slowly.

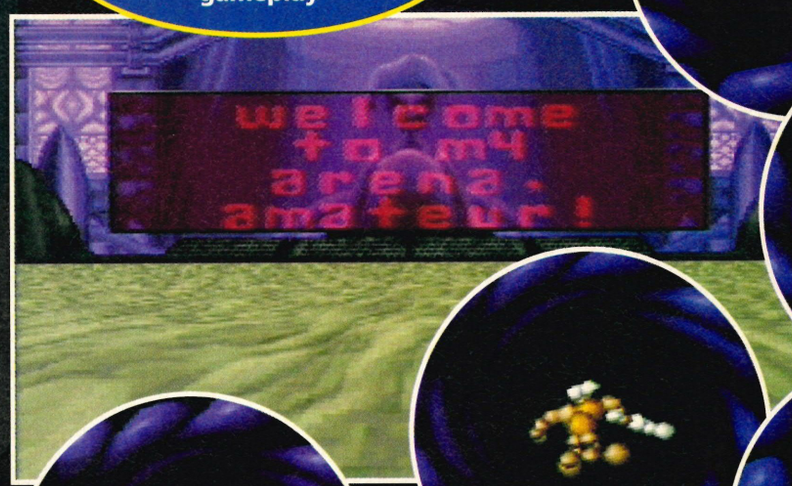




I am not prepared to make any grubby innuendo about that billboard hovering on screen. Make your own up.

BALLS

Poor collision detection, too slow, gruesomely thin gameplay





You don't really want me to list all the players do you? Well they're all a bit bonkers, believe me.

ment-style. All made out of balls! Oh dear, they are *very* silly.

Scrolling round in a Mode 7 overdose allows you to see Yoko the gorilla's jungle home-ground, Byte Viper the snake's sparsely-vegetated desertscape and Boomer the clown's cave (but why?) all decorated with big billboards commenting on the bout – "Nibble some knuckle!" it proclaims if you're doing well, or asks "Is this a fight or a dance session?" if you're poncing around. Actually they can't be billboards, because they flash up independently from the backgrounds. It'd be better if the yelps were replaced by an amusing sampled commentary, and the signs dropped completely.

Odd looks, Mode 7 and inventive characters can hardly make up for appaling, jelly-like collision detection and the frankly dire gameplay which is so painfully thin, and far too slow to keep you interested long after you've seen the first couple of characters "Splat on the mat!" It's interesting as a novelty game, and some of the moves (such as Kronk the caveman knocking a dinosaur into a lump of snot the size of a beachball) are genuinely amusing, but £45 for a cart with this little gameplay? I think not. **JOSSE**

Ballz

Looks
- Impressive Mode 7 complemented by detailed, bouncy sprites. Odd

Sounds
- Suitably bouncy music, but "Wwooar" sand "Diddle-iddle-iddle" are irritating

Gameplay
- So painfully thin that it makes Mandy Smith look like E Honda. Ahem.

Lifespan
- Fun, but the lack of moves and control mean it'll get boring

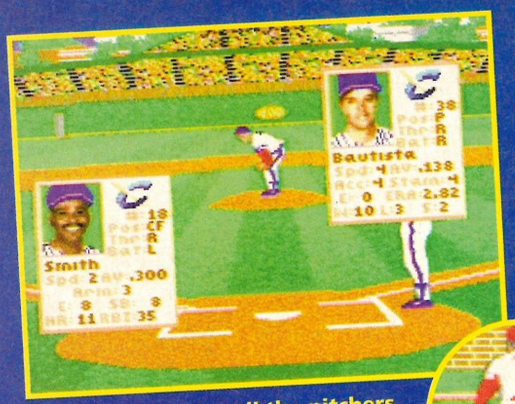
The bottom line

"An interesting novelty beat-'em-up, bolstered by (too much?) Mode 7 graphics and some humourous moves, but ultimately Ballz is well short of gameplay and yes, I'm afraid it does live up to its name"

- **Levels** ..... N/A
- **Difficulty** .....Average
- **Continues**..... Five
- **Release date** ...Out now

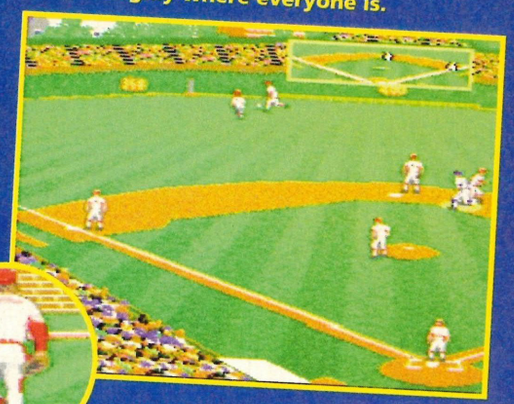
Final score

69%



In batting practice all the pitchers are nice and friendly.

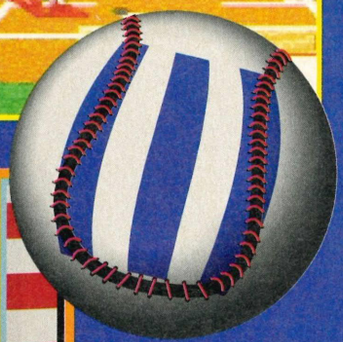
In each of the views a little window lets you know roughly where everyone is.







HARDBALL



It took me so long to grab the ball here that nearly all the fielders ended up in the corner.

For: Super NES (1-2 players) From: Accolade USA Price: £50



Andy doesn't like baseball much. But he does like playing his Super NES. Blimey!

Baseball's as close as most Americans (and Cubans and Japanese) get to Cricket and many of our oldest game's attributes are mirrored in it. There's the bat, the ball, the fielders, the running bit, the lengthy game and, of course, the crushing sense of futility. Baseball games on the SNES are nothing new, of course, and most follow a similar format.

When you're batting or pitching you get a close up view of the action which, in the unlikely event of you hitting the ball, switches quickly to a wider view of the whole field. If you're fielding, throw the ball into the bases and you'll be rewarded with a view that's somewhere between the two. HardBall III doesn't see fit to depart from this tried and tested approach, except to have three different long range views, depending on the ball's direction.

So, apart from format, what makes or breaks a baseball game? Well, there's really only pitching, batting and fielding. Sadly, HardBall III isn't particularly strong on any of these three activities. Batting is inordinately difficult. If you can control where the ball's going, you're a superbeing. Pitching, while not actually *difficult*, is really rather boring. Fielding, however, is a terrible strain. All your little men have the pace of a brick and the agility of another brick. The throwing's accurate – it just all takes a long, long time.

STRIKES
All the players are real, apparently

BALLS
Sluggish gameplay, dodgy graphics and *far* too many stats



HardBall III

Looks
- Fuzzy looking all round, with dodgy animation

Sounds
- Fairly good umpire samples and crowd noises. And an organ

Gameplay
- Batting and fielding are too tricky, while pitching is boring. Which leaves, um...

Lifespan
- In two-player mode you both have the same problems, which is a bit more fun

The bottom line

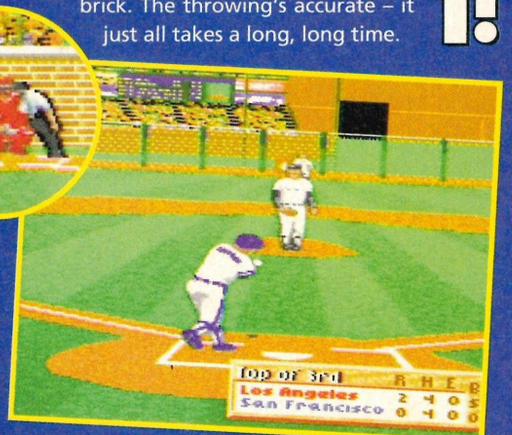
"As far as Baseball games go HardBall III is a bit poor really, with dodgy gameplay being the order of the day. With the extra import price, we can't recommend it"

- Levels ..... N/A
- Difficulty ..... Hard
- Continues ..... N/A
- Release date ..... Import

Final score
62%



The game is licensed to the American league so all the players are real.



Which is probably good for knowledgeable fans, but there aren't many round here.

Unbelievable graphics

Unstoppable power

Untouchable excitement

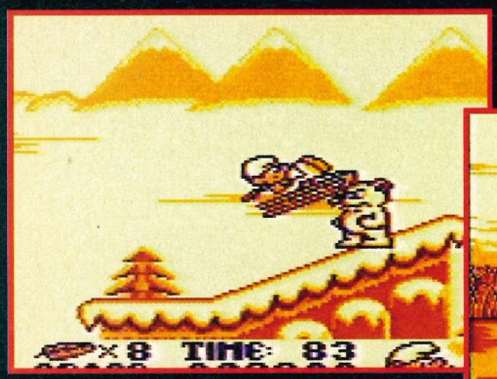


The next generation

The magazine

The 1st of November 1994





Not bad. Our Smurf is about to split that bear's head in twain with his sled.

The swamp is really tough. Especially when the frogs keep submerging.





When Ploppy Smurf said he was going logging I thought... well, never mind.

THE SMURFS

For: Super NES (One player)
From: Infogrames
Price: £25.99



The French were seduced by the Smurfs' charms, but will rock 'ard reviewer Andy Dyer fall under their Gallic spell?

The trouble is, whenever you think of the Smurfs, you can't help but think of the dismal song that entered the charts and that rather sinister old man Father Abrahms. And much as I'd like to show my utter disgust at the intolerable tweeness of the little blue Smurfs by slating this game, good gameplay and a decent level of difficulty prevents me from doing so. Damn!

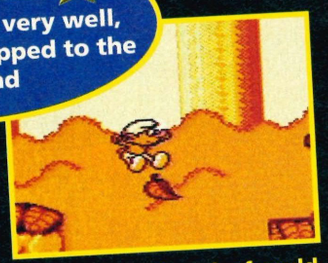
Let's get the negative stuff out of the way. The game's really difficult right? So difficult in fact, that even on Easy level that I must admit I did, on far more than one occasion, kick the filing cabinet and shout words that would not only make my mother turn in her grave but send her to it in the first place. But think about it – that's a good thing. Far too many games are far too easy.

GARGAMELS
Looks fine, plays very well, and keeps you gripped to the bitter end

The trouble is that there are only fifteen levels, and I reckon that after a good six hours play, you'll have cracked it. That still leaves Normal and Hard levels, but once you've done it once, the incentive won't be as great to keep at it. Also, there's a little bit of slidey ice hockey-style inertia on the main characters which at times is very annoying.

GARGASMELLS
Not really big enough, and the inertia gets on your nerves a bit

Those two things aside though, what we have here is a platformer of not inconsiderable merit. It's very hard to put your finger on exactly what makes it a heap of fun, but I guess the best I can come up with is that, it looks good, it's challenging, the difficulty curve is excellent (a few extra marks for that, then) and there's plenty of variety between levels (oh, and while we're heaping the praise on, here's another good thing, there's a load of special bonus sections thrown in for good measure). But most importantly, once I'd started, I simply couldn't leave it alone until I'd finished it. It might be slightly lacking in size, but I think that the fact it has that indefinable hook that many games lack is recommendation enough. So, I'm going back to kicking the filing cabinet. **ANDY**



Yeah right. Like a leaf could support a whole Smurf.



A hedgehog up the bottom is not recommended. Ouch!



Small world. Jumping birds is my favourite hobby too.



This is one of the many bonus games. Get that extra life or you're doomed old boy!

The Smurfs

Looks
- A good looking game improved by plenty of variety between the levels

Sounds
- All very well, but the sound track's a bit annoying. FX are fine though!

Gameplay
- Nice and difficult, and very, very compelling

Lifespan
- Not the biggest game we've ever seen. Still, it's quite tricky and rather great

The bottom line

"Disappointingly short, but it's difficult enough, and frankly, the curiously rivetting gameplay makes up for any downsides. Whether you like the Smurfs or not, there's no denying this game's got that magic X-factor"

- **Levels** 15
- **Difficulty** ..... Rock hard
- **Continues** ..... Nope
- **Release date** .... October

Final score
82%

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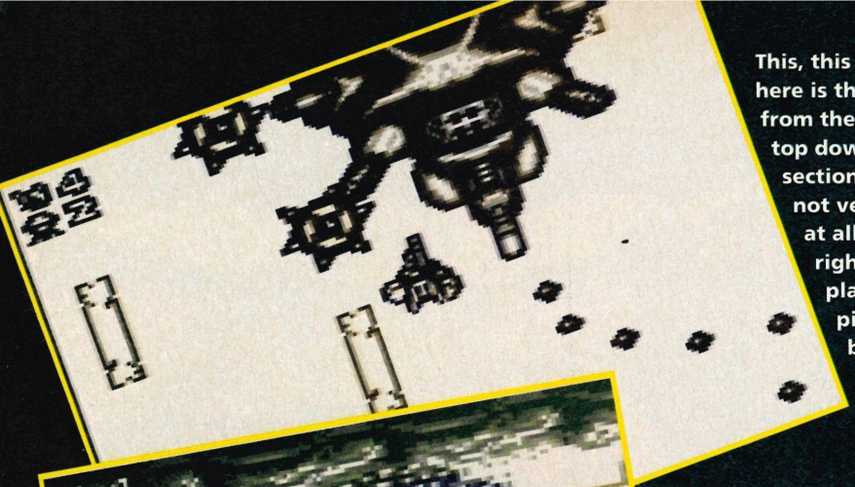


Expect something special

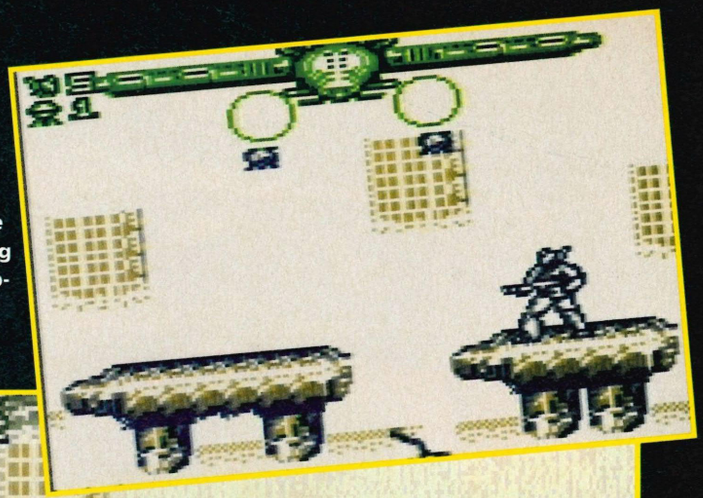
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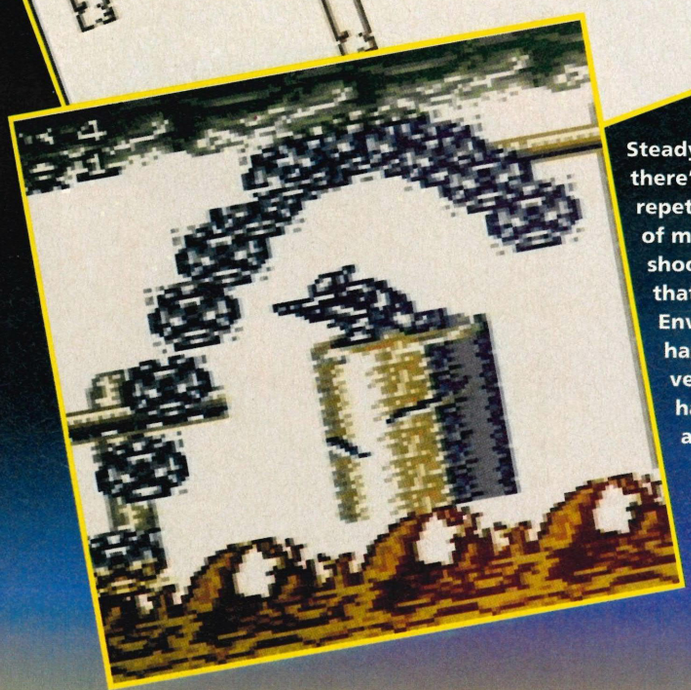
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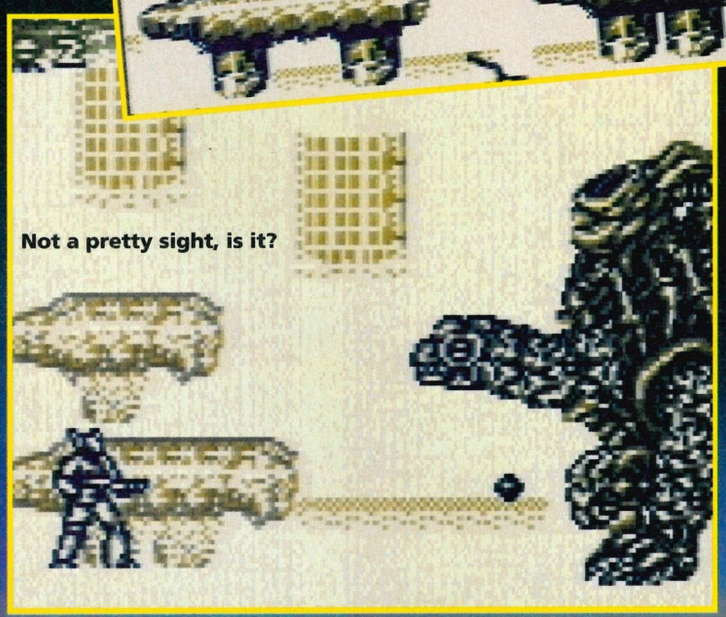


This, this *thing* here is the boss from the first top down section. He's not very nice at all. On the right is a big plane dropping big bombs.





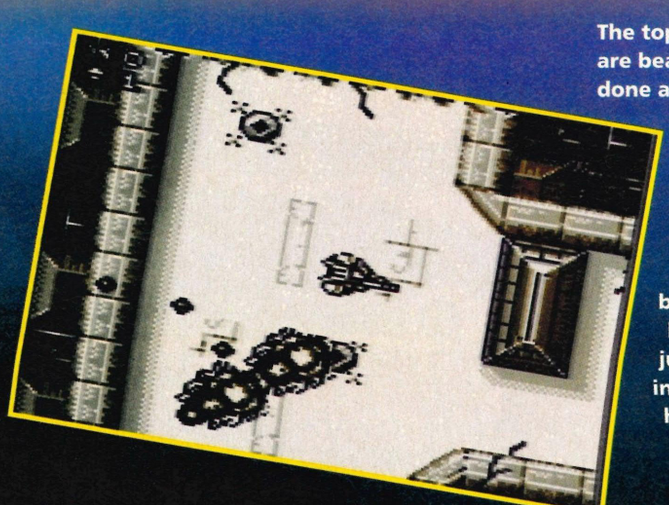
Steady, mind, there's a large repetitive stream of molten lava shooting over that column. Environmental hazards are very, um, hazardous around here.



Not a pretty sight, is it?

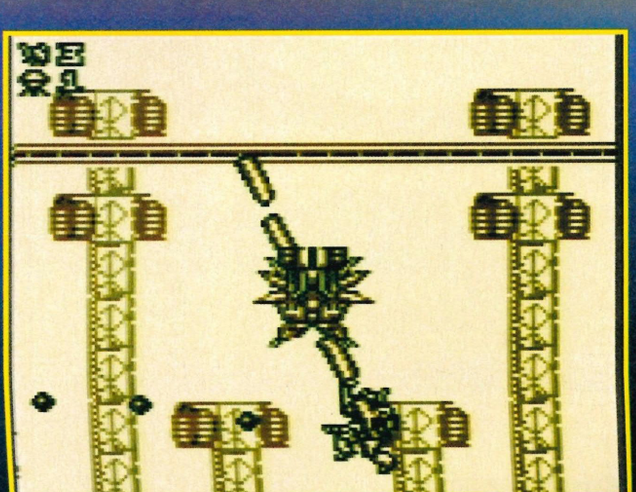
PROBOTECTOR

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



The top-down sections are beautiful, and as well done as everything else in Probotector II.

Maybe we got it all wrong. Here he is botecting, and if you look closely you can just see a little bloke in the corner offering him payment – he is, after all a professional botector.





Josse Bilson wonders why it doesn't Protect Bo's and it's certainly not paid to Botect. His conclusion? Read on...

No, probotecting seems to involve carrying an obscene amount of ridiculously powerful weaponry and using it in a mad solo dash through some sort of post-apocalypse industrial wasteland, fending off hideous alien gits with extreme violence. Business as usual, then.

The first game is still one of the best blasters available for your little monochrome pal and this latest edition has been enlarged and tweaked for yet more suicide mission fun. Konami have kept the original game's sideways shoot-'em-up format. On first inspection you'll find nothing particularly new. There are still the usual power-ups, including homing missiles, flamethrowers etc, and the backgrounds are pretty much identical.

GULLITS
Um, shame about the dodgy Game Boy sound and graphics

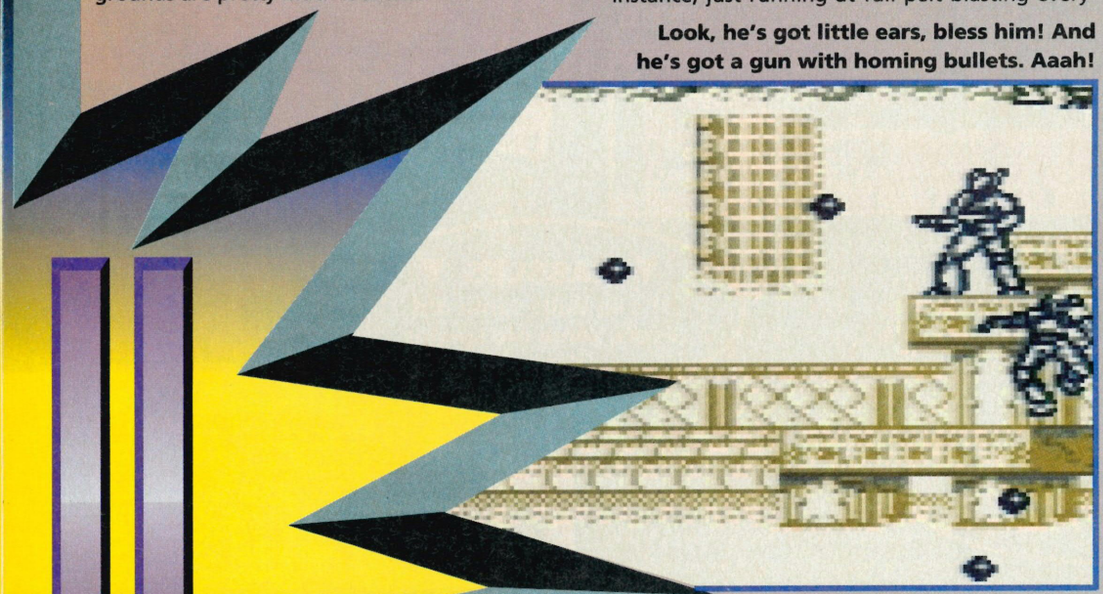
Play the game for more than a couple of minutes, however, and you'll find that elements of the gameplay that featured in the SNES original but were sacrificed on the Game Boy have now been included. This means that as well as the usual running, jumping and shooting, you're blessed with the hand-over-hand bits where you foolishly dangle over huge bubbling fiery pits, the upwards climbing parts where you hang onto a series of rotating arms and expanded and less linear versions of the Gauntlet-style multi-directional top-down collect 'n' blast sections. Fans of the SNES version should feel completely at home with the structure of the levels and the inevitable periodic bosses.

Anyone who hasn't played the original has missed out on some of the most gruesome, well structured blasting on any system and whilst this version is obviously less in-yer-face visually, it's all perfectly clear and the control mechanism (plenty of bullets in any direction) that was the making of the original has been kept.

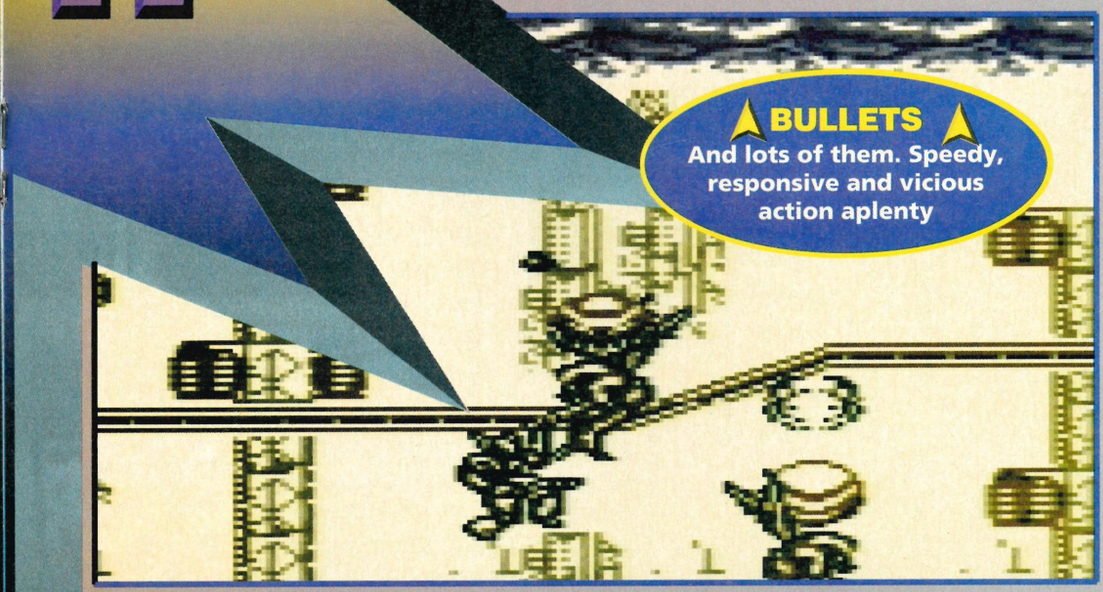
As slavishly tired as the format might be, there's plenty of imagination in the level design and deployment of the baddies. It's no good, for instance, just running at full pelt blasting everything that comes along. Fun it may be, but no good because you'll die before you get off of the first level. Not only are there too many of the gits, but the levels themselves are very dangerous places to be, alien population or no.

Probotector II's certainly not breaking any new ground but it does show just how far a smidgeon of variety and a soupçon of imagination can go. **JOSSE**

Look, he's got little ears, bless him! And he's got a gun with homing bullets. Aaah!



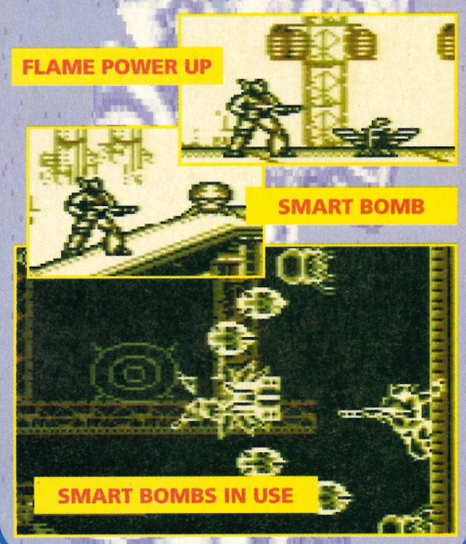
Below this little bit of writing here you'll see a picture. Smart or what?



BULLETS
And lots of them. Speedy, responsive and vicious action aplenty

TOOLED UP!

It's a bit of a rough area out there so you'll need something a bit more tasty than a flick knife. Luckily though, it's *such* a rough area that it's not unusual to find hi-tec, hi-spec, spectacularly effective and probably illegal weaponry just lying around...



Probotector II

Looks
- Konami have found the perfect balance between atmospheric detail and clarity

Sounds
- The usual beepy Game Boy rubbish but the smart bomb sounds a bit, um, smart

Gameplay
- Fast, responsive and more than a little bit violent. Not at all bad!

Lifespan
- Large and tough, but with plenty of variety to keep you going

The bottom line

"As big, tough and frantic a blaster as you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at, Probotector II's exactly what the psychos have been waiting for"

- Levels ..... Five
- Difficulty ..... Difficulty
- Continues ..... Three
- Release date ..... October

Final score 90%

MILON'S SECRET CASTLE



We can't pretend that this sort of thing is rivetting. We couldn't do that to you.



Admittedly it can get a little engrossing at times. But only a little.

For: Game Boy (One player) **From:** HudsonSoft **Price:** £TBA



Linda's not scared of spiders, but she seems a little nonplussed as to the reason for this platform puzzler.



This is basically a cross between a cute platformer/shoot-'em-up and a mild RPG. A very mild little RPG starring a very mild little bloke called Milon. He's actually a cute young chap in orange dungarees who lives in a secret castle full of big bees, spooky spiders and floating fish.

All the wee beasties can be cleared off the screen with a blast from your special gun – a weapon which looks like one of those giant Saturator water pistol things and shoots snowballs! And! Best of all, there's a tiny element of gameplay provided by the strangely pleasing but hardly original springy zebedees and floating umbrellas!

Along the way there are little RPG-style hints to guide you, like "The crystal has magic power."

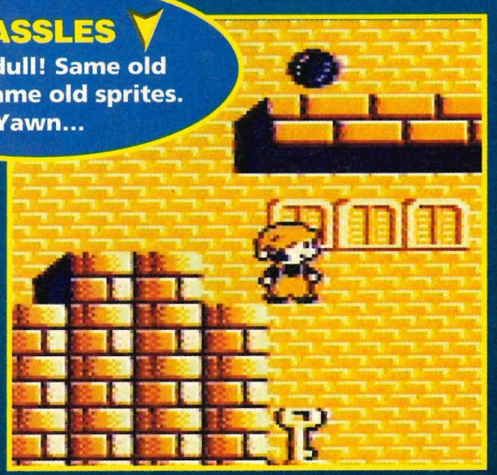
CASTLES
Gets reassuringly tougher. No major flaws

Add to this lot the jolly jingle jangle of fairground muzak, and you've got at least the bare bones of a complete and rounded game. But what do you actually do?

There's very little that you actually have to do, but the whole caboodle is so darn pretty that Atko and I were quite content to wander round the castle and effect narrow escapes from bonkers bumble bees! Milon's Secret Castle isn't the doddle you might think. Yeah, sure it looks like any other cute platform adventure, but some of the puzzles here require real lateral thinking.. It's not difficult, but there are a fair few fiddly bits here – the net sum is a pleasing, but never an exciting or awe-inspiring cart.

LINDA

HASSLES
It's so dull! Same old levels, same old sprites. Yawn...



Above: Can't get through the door. There must be a key around here somewhere!



It's not that we've deliberately taken repetitive screenshots. The game's just rather dull.

Milon's Secret Castle

Looks	• Sweet enough, but there's nothing out of the ordinary
Sounds	• Jolly ditties but nothing outstanding
Gameplay	• Tougher than you might think
Lifespan	• Not a game you'll rush through!

The bottom line

"A cute little role playing platformer that's tough in parts, but on the whole unremarkable. Milon's Secret Castle is in no way offensive, at least in no way other than its mediocrity"

- **Levels** . Seems endless
- **Difficulty** ..... Medium
- **Continues** ..... Yep
- **Release date** .....TBA

Final score
65%



















Follow the **NINTENDO** code.

The rules of the road have just been torn up and rewritten. Stunt Race FX takes the race game, speeds it up and bashes it about. No other cars look like this or drive like this. With four different viewpoints you can get behind, on top, or in front of the wheel. Or even outside the car. Whichever way you look at it, with the FX chip the action moves a damn sight quicker. Race against yourself, the computer or, with the split screen option, against a mate – loggerhead to loggerhead. With four vehicles, twelve courses and 3D graphics you'll have to go a long way to beat it.



Out on SNES. Price £49.99.

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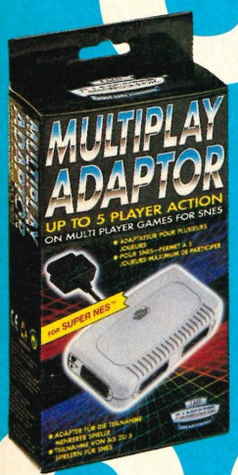
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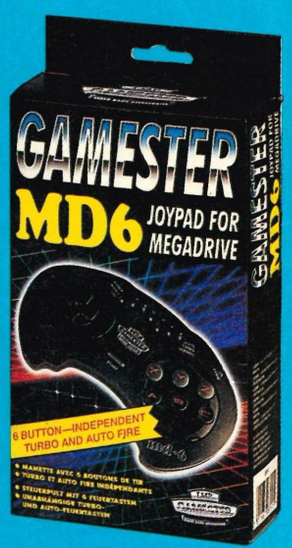
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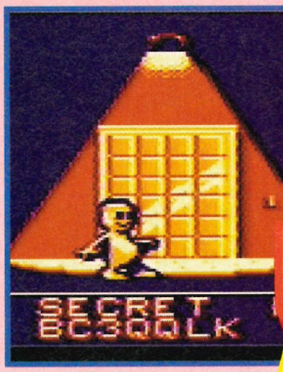
The Range of Video Game Accessories

Available from all good games stores:

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

Watch those spikes Mr Blobby! Erm, I mean Mr Jelly! Erm, Blobby Boy! Erm, oh dear!

JELLY BOY



A pen and paper would be handy for the secret passcodes that'll get you past the doors and into the many levels.



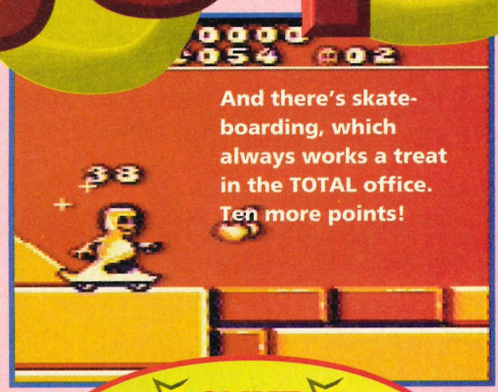


Jelly's not just good for kid's parties, y'know? Linda Barker took along some custard to check out the Game Boy's Jelly Boy!

We won't be making any duff references to Frank's incredible resemblance to the hero in this game. Oh no, we already did that in the review of the Super NES version over on page 32 and if we're perfectly honest, it wasn't a startlingly good jape then either. But while we're on the subject, you'll note that we thought the SNES game was a bit smart, and as far as we can tell, bar the lack of colour, the Game Boy version seems to be every bit as slick.

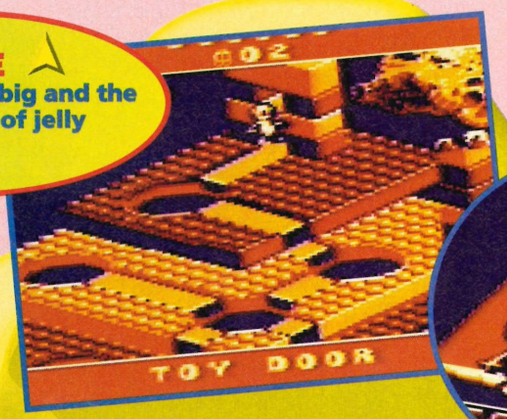
What we have here is a belly-an'-collect-'em-up with a series of worlds to be explored, accessible via a map screen thus setting the scene for a distinctly Mario-esque adventure *(Mario-esque? Ooh, very la-di-da aren't we? Josse)*. Initially you can only enter one level of the first world, but as you move further, new paths become available to you and the whole thing gets a lot less linear *(Linear, eh? Very posh, I'm sure! Josse)*. Structurally, it's a tried and tested formula. The levels themselves are also fairly standard for a platformer with a selection of platforms, moving blocks, spikes and, of course, enemies *(Oh, enemies is it? How very intellectu... oh hang on. Sorry. Josse)*. Initially it all seems a bit unoriginal, but half an hour's perseverance reaps big dividends. Soon you become aware that Jelly Boy is packed with ingenious puzzley bits, secrets and bonuses that manage to lift it above similar but decidedly average games. A large part of the attraction is that Jelly Boy can change into many different forms. Not from the outset you understand, but once in a while by picking up little icons that temporarily turn him into an umbrella, a hammer, a pogostick and the like which in turn gives him different abilities enabling him to get past tricky obstacles.

And beyond the superb playability, the game is enormous too, so there'll be none of those, finish-it-in-a-day type blues. In fact, I've completely fallen under the game's spell. Jelly Boy is not a complete classic, but certainly it's a meatier challenge than most we've seen of late on the Game Boy, and introduces just enough new and interesting features throughout to keep you chomping at the bit. **LINDA**



And there's skateboarding, which always works a treat in the TOTAL office. Ten more points!

LIME
It's fun, it's very big and the hero's made of jelly



This looks a bit like Snake, Rattle 'n' Roll. Which can only be a good thing!

SLIME
Nothing outstanding to make you go ooh! (Or ahh!)



Left: You can only access some doors when you've completed certain sections. Jelly Boy is a bit linear.



Perhaps he's not the most lovable of characters, but Jelly Boy is pretty cute.

Jelly Boy

Looks	• Looks like Mr Blobby in a standard scrolling platformer. Unfortunately
Sounds	• It goes a little like this: "Beep beep diddly doh doh" (Turn it down!)
Gameplay	• Initially a bit bland but soon turns into a laugh and a half
Lifespan	• Tonnes of worlds to get through, and a password system to help

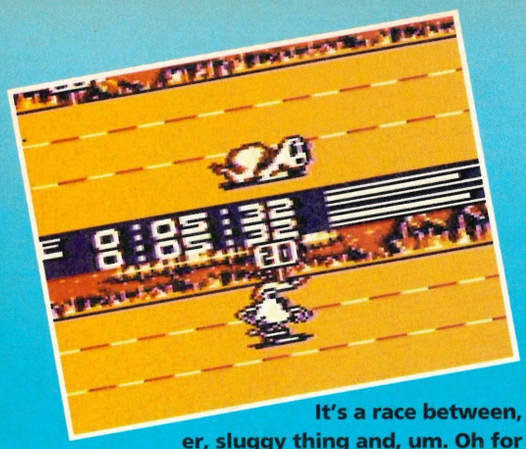
The bottom line

"There are absolutely tonnes of challenges to get through on this tasty platformer – and despite not having the world's best graphics, it's retained all the playability of the SNES version – it's loadsa fun too!"

- **Levels** ..... Oodles
- **Difficulty** ..... Tuff enuff
- **Continues** ..... Yep
- **Release date** ...Out now

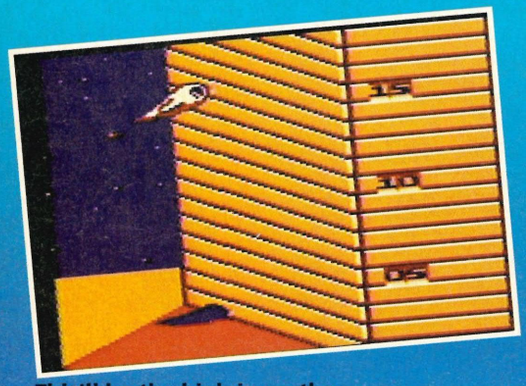
Final score
90%

ALIEN OLYMPICS



It's a race between, er, sluggy thing and, um. Oh for crying out loud, what's going on?

For: Game Boy (1-2 players) **From:** Ocean **Price:** £TBA



This'll be the high jump then. Although it's not like any high jump we've ever seen before.



Before each event this screen tells you which buttons to press. Very useful.

I don't know what this is all about. It's all a bit strange for me.



"What are these aliens doing in my Track 'n' Field?" asks Josse. "And what's that funny smell?"



Alien Olympics is Track 'n' Field with Aliens. If you stumble across the ancient coin-op, lurking in the smelliest, darkest corner of your smelliest, darkest local arcade, it's hard to believe what a stir it caused on its release.

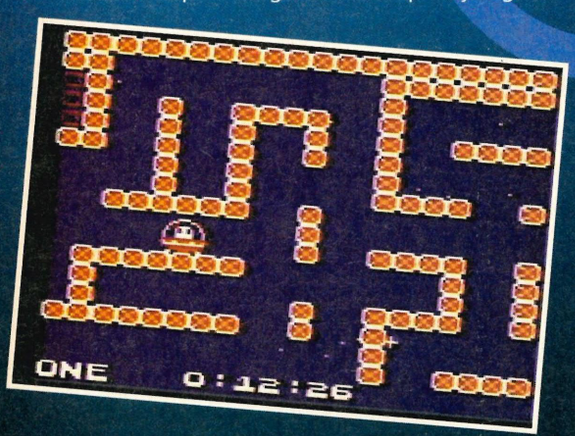
At the time, the now dodgy-looking graphics, including a little bloke who, as far as we're concerned, *is* Daley Thompson, were fairly impressive and the whole concept of the game was completely original.

ALIENS
Very silly and amusing. As addictive as anything!

Yes, it's true, the game attracted crowds of spotty youths whose only previous athletic endeavours probably involved a spot of burglary, each hell bent on beating that long jump record or this hurdles time. No, honestly. For those of you who don't (or don't want to) remember the game, here's a quick recap: Hit the buttons as quickly as you can to move your little bloke and occasionally hit another one to jump or throw, and release whatever projectile you're holding, in an attempt to set the all important angle of jump/throw. Simple enough, but furiously addictive. The urge to improve your times and beat your mates was, in retrospect, quite disturbingly intense. It's a few years on now, though, so what role is there for Alien Olympics? Well, strictly speaking, none. But, I suppose, if platform games can be endlessly rehashed, why can't track and field? The Alien bit does nothing to hide the game's origins and is a pretty half hearted and unnecessary apology for a perfectly respectable and proficient tribute.

JOSSE

ALIENS 3
Button bashing. Based on a worn-out decade-old plodder



Don't ask me. I haven't got a clue. Could be anything really couldn't it? Erm... tea anyone?

Alien Olympics

Looks
- It's little aliens and that. The graphics are unspectacularly efficient

Sounds
- Bleep, bleep, bleep. That sort of thing

Gameplay
- It's not original anymore, but it's still unusual enough to be a breath of fresh air

Lifespan
- Fifteen events and ever expanding finger muscles should keep you going a while

The bottom line

"As good a version of Track 'n' Field as I can imagine on the Game Boy, with all the events, a two-player game and, of course, some aliens. A lot of button-bashing, but not much real sweating"

- **Levels** ..... 15 Events
- **Difficulty** ..... Medium
- **Continues** ..... None
- **Release date** ..... TBA

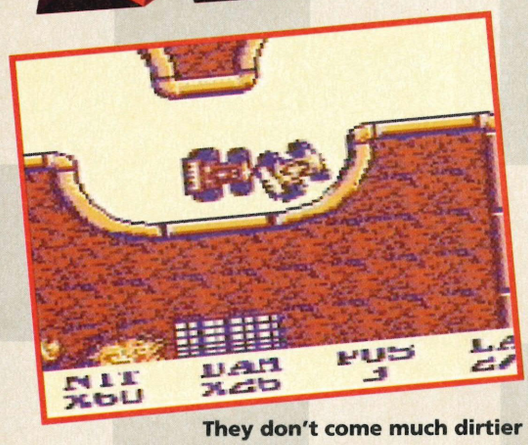
Final score
73%

RACE DAYS

For: Game Boy (1-2 players) **From:** Gametek **Price:** £24.99

Linda Barker examines a double-header with dirty bits. Oo-err!





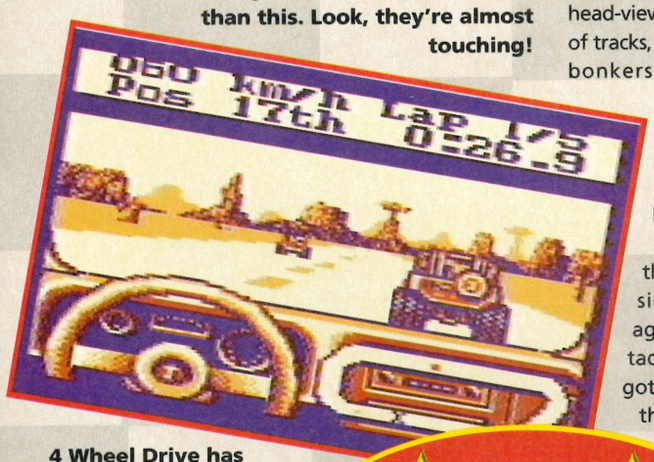
They don't come much dirtier than this. Look, they're almost touching!

Two racing games on one little cart. Not bad, eh? It's something of a budget re-release pack, as both games – Dirty Racing and 4 Wheel Drive – have been released independently before.

Choose either game and you'll find yourself controlling a car in a race, but that's pretty much where the similarities end. Dirty Racing is an overhead-viewed circuit race round a series of tracks, with your wide-wheeled bonkers racing car pitted against three of the most dastardly adversaries with such charming names as Sly Ratgash, Slug Wannabe and Dug Outscam!

WEEDIES
Neither game is particularly exciting or polished

But is it really *dirty?* Well, the picture of the 'top bird' (Sorry, that's Josse's expression, not mine.) lying 'invitingly' (Josse again.) across the results screen is maybe a tad rude, but hardly *dirty* – after all, 'she's got her kit on!' (Thank you Josse.) Erm, yes, the racing. Well it's not too dirty – there's not much more than a few Mansell/Senna-esque locked wheels, and a bit of bashing of the scenery. Dirty Racing's graphics are pretty basic, but that's a price worth paying for the decent pace and acceptably good controls. *Good* because they all work predictably and intuitively, but only *acceptable* because they're a bit jerky, like an RS2000 on hard tyres. Sort of.

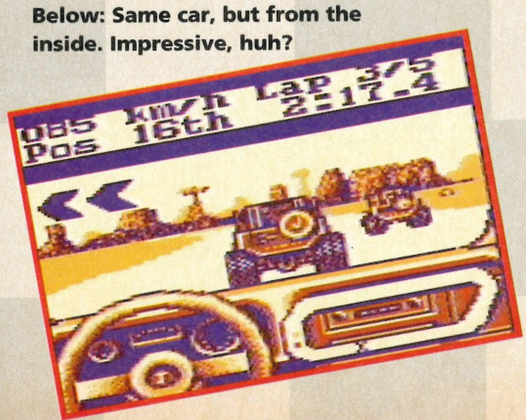


4 Wheel Drive has impressive (if a tad slow) graphics. Phwoar!

SPEEDIES
Excellent value for money. Two different and enjoyable games

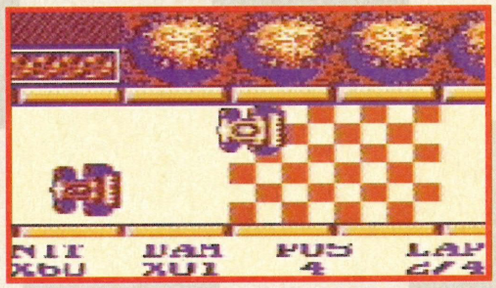


Above: A car from the outside. Below: Same car, but from the inside. Impressive, huh?



However, 4 Wheel Drive is a different kettle of fish. It's a first-person viewed ramble across some tracks and their grassy verges, behind the wheel of a dirty great off-roader. True to off-road racing, this feels squidgy, and is at a slower pace, so there's time for the graphics to look utterly splendid – passing trees, mountains, the other vehicles are all clear and well-detailed. The floating direction chevrons come in handy, too! The second game is certainly the more sophisticated in terms of gameplay, and a two-player link option adds appeal. And the graphics are better. So it's better, then.

Putting the two games together draws inevitably to their contrasts. And within the Game Boy racing genre, these two are in stark contrast, which, it must be said, is the cart's strength. Neither of the games are particularly brilliant in their own right, but the combination of two playable games mean that this represents top value for money for fans of racing games. **LINDA**



This is me languishing in fourth (erm, last) place in Dirty Racing. Never mind, eh?

Race Days

Looks
- Dull on Dirty Racing, much more detailed on 4 Wheel Drive

Sounds
- BUZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ and the occasional screech

Gameplay
- Simple and (halfway) exciting on one, complex and squidgy on t'other

Lifespan
- There are two games here, so there's more of a fun run for your money!

The bottom line

"Two rather different and playable games for the price of one can't be bad, especially as the 4 Wheel Drive game looks and plays extremely well – even if it's not exactly exciting as such"

- **Levels** ... Plenty of tracks
- **Difficulty** ..... Average
- **Continues** ..... N/A
- **Release date** ..... Out now

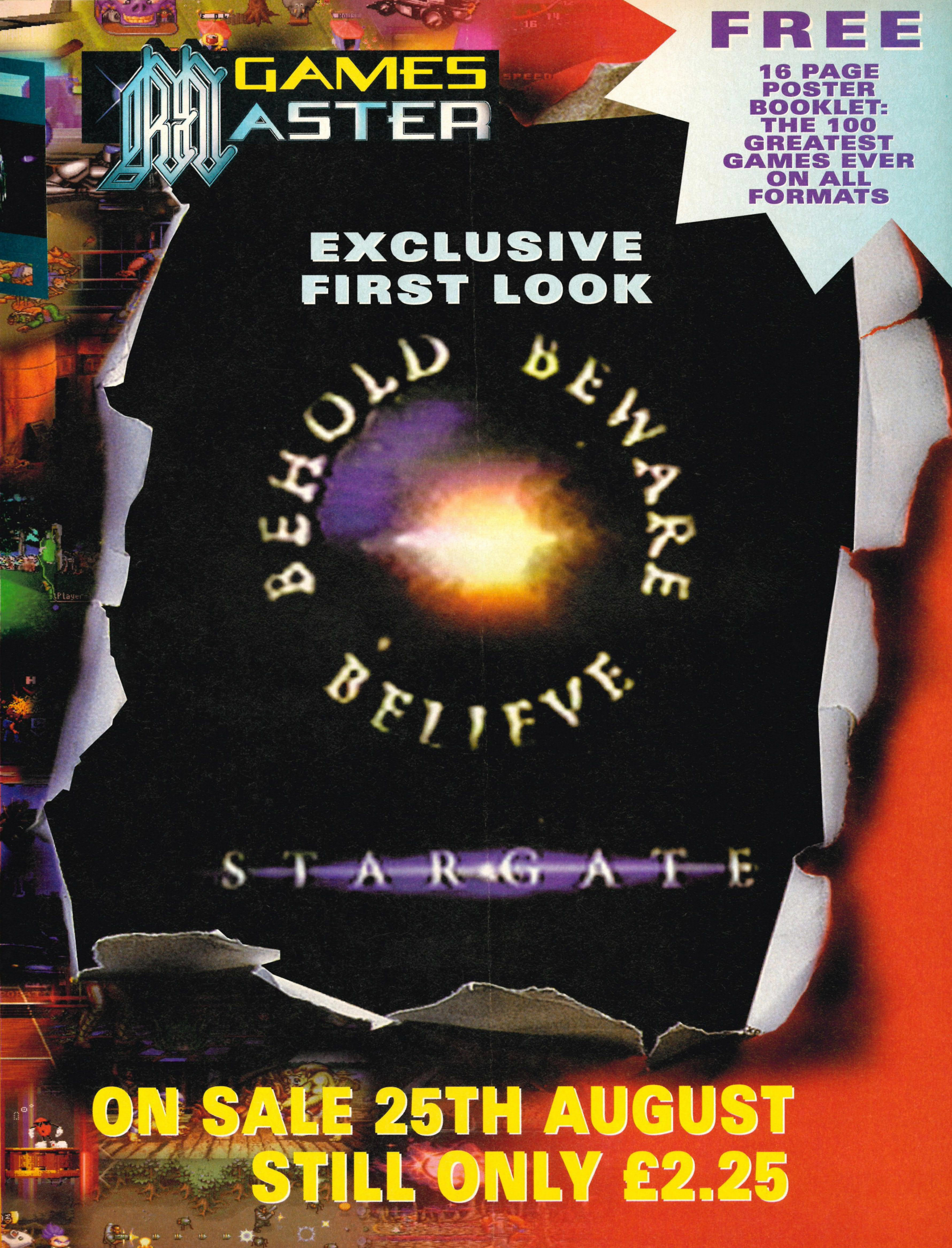
Final score
78%



GAMES MASTER

Alien Versus Predator, Zero Tolerance, Universe, Ballz, Mortal Kombat 2, Rebel Assault, Brutal, MLBPA Baseball, Banshee, Burning Soldier, Litil Divil, Yogi, Double Dragon and Battletoads...

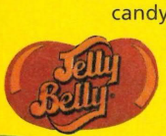
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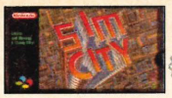
That's right, ludicrous though it may sound, the winner of this competition can win his or her body weight in Jelly Belly jelly beans. To tie-in with the reviews of the SNES and Game Boy versions of the rather brilliant Jelly Boy (over on pages 32 and 53) Ocean have decided to get all generous and provide us with this rather silly prize. To win the mountain of candy all you need to do is send us a jelly.





You heard us right. We're a bit strange and perverted here at TOTAL, and nothing would please us more than receiving dozens of wibbly-wobblesome jellies through the Royal Mail. The more exciting the shape the better, but we're not stupid, we know they'll fall apart so the ultimate winner will be the one whose jelly remains the most intact. So, get jellying and send your trembling entries to: "Those Jelly Mad TOTAL Chaps Have Finally Gone And Lost It" Compo, TOTAL!, 30 Monmouth Street, Bath, AVON, BA1 2BW. Entries must arrive no later than October 8 1994.





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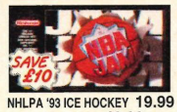


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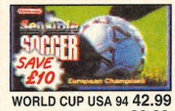












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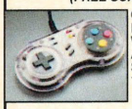
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ANDY'S BRIEFS

Dear TOTAL
Some time ago you had a feature about the Tristar and you mentioned Gradius 2. A couple of years ago, one of my friends had Gradius 2 and sold it, I've been looking for it ever since. Do you have it? Could I buy it?
Aaron Aldridge, Northampton



Dear Aaron
No. Basically. I've asked around the office and nobody remembers where it came from, or where it went. Sorry. All we can suggest is that you put an ad in TOTAL's Reader Ads section. Come on, it's only a quid.
Andy

Dear TOTAL
Alright then TOTAL, what are the green things on Zool's head?
Greg Symons, Berwickshire



Dear Greg
The TOTAL team came up with these suggestions...
Andy: Grasshoppers' privates
Atko: Alien vegetables
Josse: Antennae
Brad: Those ridiculous deelybopppers from the early '80s
Jon: Pop-up headlamps, like on my Lotus, did I remember to tell

LETTERS

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

Got a question about the world of Nintendo? Something you want to get off your chest? Wanna see your name in print? Here's Letters.

PLEASE, PLEASE, PLEASE STOP. NOW!

Dear TOTAL
This letter is to all those gamers who buy games at £40-£50 in the shops. STOP IT. NOW! Second-hand games are just as good! I bought Alien 3 for my SNES for only £10 at a car boot sale, the bloke also had Sensible Soccer for £10 and Lemmings for £15. All the games were in good condition and even had the instructions with them. Also, don't be afraid to use the second-hand sections in mags – most people are honest!

It's also possible to get new older games cheaply by shopping around. I've seen Sim City, Super Tennis and Starwing, brand new, for £20.

Instead of complaining about cart prices – buy them second-hand and get three times the number of games for the same amount of money.
Jonathan Edwards, Cambridge

Dear Jonathan
There are loads of places selling second-hand carts these day and it's always worth looking through your local paper's For Sale section, to say nothing of our own Reader Ads section. Shop around and you'll get more for your money.
Linda

PLENTY OF IDEAS

Dear TOTAL
I've thought of some ideas that would make your brill mag even more brill. Here goes!
1 You should have a joke section.
2 You should have a readers' drawings section.
3 You should have money-off vouchers for certain games.
4 You should have a 3D subliminal message compo.
5 The Timeboy would make a good cover gift.
6 You should have a readers' review section.
7 How about a page for all the really rubbish letters you get?
Debbie Graham, Leeds

Dear Debbie
There are lots of things we should do, but we're so incredibly big and clever that we're not going to do them. Ha! No, seriously, we do have a place for readers' drawing – a big board at the end of the office. If we get some good jokes sent in, we'll consider putting them in. Even if they don't get in the mag, they might make us laugh. And we like a laugh! A page of rubbish? Space is precious and wouldn't you rather have a game review in that space? I rest my case, m'lud.
Linda

THE FUTURE'S NOT SO BRIGHT?

Dear TOTAL
I was pretty upset when the SNES first hit the stores because I thought that it would mean the downfall of the NES. Now I own a SNES and wasn't too upset about the imminent demise of the NES; but now there's all this talk about the new 32-bit Hyper NES. According to your report, it looks like this new machine will overtake the SNES. So what does the future hold for all those who bought a SNES thinking that they'd have a state of the art machine and wouldn't have to upgrade for at least another five years? If the new machine spells trouble for the SNES, surely it means the end for the NES?
Ryan Metcalf, Bessacar, Doncaster

Dear Ryan
There will always be a new, better machine. That's the price you pay

for being interested in stuff that's at the cutting edge of technological advances. It's similar to the way big record companies have stopped producing records on vinyl.
Linda

WILL IT? WON'T IT?

Dear TOTAL
I desperately need information! Where, oh where, can I get issue one of TOTAL?
Kenneth Lauder, Forfar, Scotland

Dear Kenneth
I've got one, but Back Issues have absolutely no copies of the very first TOTAL. I'm particularly attached to mine (cos I'm in it, y'know!), so you can't have it. *(How about putting an ad in the wanted section? Linda)* Yeah, Linda's right, put an ad in the Reader Ads section.
Andy

TELL ME!

Dear TOTAL
Here are a few questions I'd love you to answer:
1 With the recent release of Virtua Racing on the Sega, I was surprised to see the £70 price tag. Sega say the high price is because of the chip inside, but Starwing, complete with FX chip, was only £50. Is the Sega chip more powerful or are they just ripping Mega Drive owners off?
2 Every time a new beat-'em-up comes out, everybody says it's just another SFII rip-off. Is this fair when some companies are just trying to add another dimension to the weary old beat-'em-up?
3 I'll be going to the FES in October. I usually take about £100 with me. Will this be enough to buy Mortal Kombat II and Stunt Race FX?
Jonathan Glashan, Hampshire

Dear Jonathan
1 No, it's not a rip-off – you pay for the development of a high quality product. The game is a blimmin' ace conversion of the arcade version and you don't have to buy it if you don't want to.
2 No. Next question.
3 Erm, probably, but we're not promising anything. You'd better take £102, just to be on the safe side. Or £110. Maybe.
Andy

I WANT TO PLAY WITH SOMEBODY ELSE

Dear TOTAL
Is there a two-player option on Final Fight 2? It's always much more fun to play with somebody else and I'd be far more tempted to buy a game with a two (or more)-player option? Also, what would you suggest as the best game for the Super Scope?
Jolyon Way, Weston, Bath

Dear Jolyon
A two-player option on Final Fight 2? I'm sorry, but there's no such thing. You obviously didn't read the review in TOTAL issue nine. The best game for the Super Scope is Yoshi's Safari. Of that, I am absolutely 100 percent sure.
Linda



Final Fight 2 is a solitary activity, but Yoshi's Safari is a rollicking good two-player Super Scope hoot.

IMPRESSIVE, HUH?

Dear TOTAL
Okay then, which SNES games have the most impressive graphics?
Paul Scurry, North Yorkshire

Dear Paul
Well, this is a bit of a subjective question! Trying to get the whole TOTAL team to agree on something as simple as the weather is hard enough. Let alone a question as probing and personal as this! But let's cut out the arguments and ask the art boys, after all – it's their job to know what looks good! Brad? "Ooh, I'd go for Axelay, Secret Of Mana." "Nah, it's gotta be Mortal Kombat II." reckons Jon. Thank you, art boys.
Linda

Dear TOTAL
I don't understand you British people. You complain about paying £50 for a game, in Norway we have to pay £90 for the same game.
Bjorn-Magne Stuestel, Langhus, Norway

Dear Bjorn-Magne
Yeah, but you earn about three times as much in Norway, and a pint of beer costs four quid. Anyway, complaining is a national pastime in the UK.
Andy

Dear TOTAL
Will an American Game Boy run on an English mains adaptor?
Ben Nicholas, Barry

Dear Ben
It most certainly will. Next!
Andy

Dear TOTAL
Sim City 2000 is out on the PC and I've heard that it's great. Is it out on the SNES yet? If not, when will it be?
Gary Philip Davies, Essex

Dear Gary
We haven't heard anything for certain as yet. As soon as we have the info we'll let you know.
Andy

Dear TOTAL
Is it illegal to rent SNES games?
James McGuigan, Middlesex

Dear James
Nah! All the big video chains do 'em; and they wouldn't if it was illegal, I'm sure.
Andy

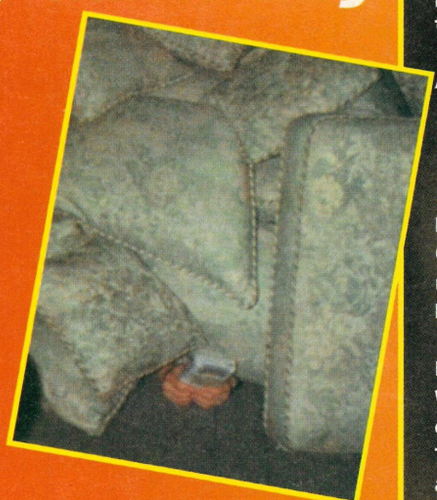
Dear TOTAL
Can I have a SSFII poster, as my walls are a bit bare?
Laura Robinson, Tyne and Wear

Dear Laura
I reckon all the TOTAL team have had bare walls at some point, cos there's no SSFII posters round these parts. There was a super Stunt Race FX poster last month.
Andy

Dear TOTAL
I have every intention of buying every issue of your utterly brilliant magazine until I am old, sick and ugly.
John Butterly, Liverpool

Weird places I've played my Game Boy (No 29)

NAME: Ben Woodward
AGE: Wouldn't say
FROM: Newark, Notts



Ben Woodcock of Newark, Nottinghamshire, likes to play his Game Boy undercover. Rumours that Ben hasn't seen the light of day for two years and has developed extra-sensitive, and extra-large, ears to make up for this are unsubstantiated.

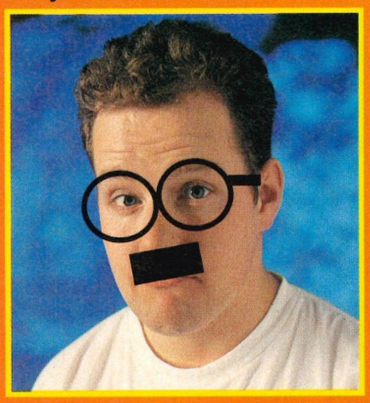
We want more piccies now! Send them this minute to: Weird Places I've played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. The best of the bunch receive a spanking new Game Boy cart. Not bad!

Win a GAME BOY cart!

Dear John
Well, that's a predicted circulation figure of exactly one for the next fifty years or so. Any other takers out there?
Andy

Dear Andy
If anyone's getting them in, make mine a TOTAL.
Craig Devlin, West Lothian

Dear Craig
Okay, whoever's getting them in, I'll have a pint of grenadine, peach schnapps and cream soda!
Andy



Dear Frank
I think you're good-looking, Frank.
Kim, Bristol

Dear Kim
What? Frank? Nah, you've got it all wrong, Kim. I'm the good-looking one, aren't I, team? Team? Oh. Well, I am.
Andy

Dear TOTAL
I reckon that Frank should be the next Prime Minister.
Andrew Wilkins, Isle Of Wight

Dear Andrew
Funny you should say that cos this new project of his seems to involve loads of trips to London, meetings at the Houses of Parliament and even an audience with the Queen. What did you say, Josse? Nobody's meant to know about that? Ohmigod, what have I said? My wife's going to kill me!
Andy

Dear Thicky
Ga za door. That's Dutch for keep up the good work.
Marco Van Den Boogaard, Eindhoven, Netherlands

Dear Marco
Ti amore, mama. That's Italian for I love you, mum.
Andy

WHAT SHALL I DO?

Dear TOTAL
1 I'm a massive SFII fan and I'd like to buy SFII Turbo, but is it worth it? Recently I played Super SFII Turbo and it had loads more moves and was tonnes faster. Shall I just wait for Nintendo to release this before I buy anything?
2 Is Stunt Race FX going to be four-player, or not? Different mags seem to have differing views!
3 Do you have a release date or price for the Super Game Boy? Is it worth buying if you don't own a Game Boy?
Luke Andruszewski, Eastleigh, Hampshire

Dear Luke
1 Well, you've played it; now go and have a go on SFII and see which one you prefer. It's your, no doubt, hard-earned cash and you're the best person to judge which game will keep you amused and engrossed the longest. I've never met you, how can I tell which one you'd most enjoy?
2 Er, no. Basically. We made an error. Sorry 'n' all, we can't apologise enough. *(Please forgive me. Sob! Atko)* As you can see, the lad Atko is very apologetic about all this – hey, Atko! It's alright, we forgive you! We still love you!
3 Out now and £39.99. It's worth getting if you want to save money in the long run. After all, Game Boy games are half the price of SNES games, aren't they?
Andy



OH, WISE ONE!

Dear TOTAL
Please help! I am in need of a pearl of your infinite wisdom. I'm very new to the Nintendo gaming world and I can't find an a/c adaptor for my American SNES. Do you have a mail order address? I really have looked absolutely everywhere.
Terence Gibbons, Lifford, Ireland

Dear Terence
First off, try all the high street electrical retailers as they often do them. Remember to ask someone, cos they might have them hidden away somewhere. If that doesn't work, try phoning Special Reserve on 0279 600204.
Linda

WHAT A CHAP!

Dear TOTAL
As a loyal SNES-owner, I think that Shigeru Miyamoto is the best games-producer in the world – Donkey Kong, the whole Mario series – is there no end to his incredible talent and bonkers imagination?. I hope he continues to make excellent games with Nintendo, but can you tell me if he's planning to make F-Zero 2, Pilotwings 2 or Zelda 5?
Peter Robinson, Donwell, Tyne and Wear

Dear Peter
I agree, our Shigeru is a bit of a chap and no mistake. Zelda 5 is pretty much on the cards (though there's not been an official announcement on that yet), but is something we're all dead chuffed about in this office. Should he decide to do any of the other games, we'd be so excited that we simply couldn't keep that kind of juicy information to ourselves. You will be told as soon as we are! In the mean time, see if you can get your mitts on a copy of the Game Boy's mighty Donkey Kong '94, his latest masterpiece!
Linda

SHIFT TONS

Dear TOTAL
I am writing to express my concern over Nintendo's Ultra 64. Undoubtedly it will be the best console yet and will shift tons of units, but will it kill off the Super NES? Will the SNES end up in a similar position to that currently held by the NES?
Is it still worth buying SNES games, or should I save my money for the next generation machine? Should I sell my SNES? It'd break my heart, but I couldn't afford a new machine any other way.
Tim Rea, Buckinghamshire

Dear Tim
Only you know what would make you happiest, Tim. You could always wait and see how the Ultra 64 takes off, or play a demonstration machine in a shop and make up your own mind.
Linda

STANDING PROUD

Dear TOTAL
I am the proud owner of a Super NES and I have a couple of questions for you lot.
1 Although I followed the instructions to Street Fighter II Turbo, I can't do any of the special moves. What am I doing wrong?
2 Ryu sometimes lets off an orange and yellow fireball. I've only seen it twice, what is it?
Patrick Ellison, Leicester

Dear Patrick
1 Try taking a look at our SSFII guide on page 76. The moves are pretty much the same. It's simply a case of practicing them!
2 Erm, what do you mean, "What is it?" It's just your everyday orange and yellow fireball, innit?
Linda

WHAT? WHERE? WHO? WHEN?

Dear TOTAL
Can you guys tell me exactly what games are compatible with the Multitap? And is it worth getting one?
Adam Winstanley, Essex

Dear Adam
Smash Tennis, John Madden '94, Super Bomberman, NBA Jam, FIFA International Soccer and probably lots more that I don't know about. But they're the top Multitap titles, and in our opinion multi-player games are much more fun. Second-hand you can pick a Multitap up for as little as a fiver.
Linda

THE SAME AGAIN

Dear TOTAL
Please answer my questions.
1 Will there be another Zelda game for the Super NES, or will Nintendo wait 'til the Ultra 64 comes out?
2 Are Capcom planning to release any Mega Man games for the Super NES?
3 What's the hardest game on the Super NES?
4 What happened to Game Zone? It was my fave mag and it just disappeared from the shelves!
Ryan O'Donnell, Gretna Green

Dear Ryan
1 Dunno, mate! We hope so.
2 If they are, they certainly haven't told us. Yet.
3 Populous 2 and Donkey '94 are hard. There are other harder games, but you'll probably fall asleep before you finish 'em. A lot of games now have difficulty settings, so you can make them that little bit tougher.
4 It was rather lovely, wasn't it – you might have seen both mine and Josse's faces in it over the years. Unfortunately, what with it being a bit bonkers and off-beat, the powers that be decided it'd run its race and must hang up its boots. Still, you've got TOTAL now.
Linda

I WANT TO KNOW

Dear TOTAL
I own a NES and I want to know if there are any plans to bring the NES back into fashion. Also, who do you think produce the best quality NES games – Konami or Nintendo?
I might sell my NES. I'd sell it with 24 games, a zapper, an NES advantage and two controllers. How much could I get for that lot?
Paul Ibbetson, Notts

Dear Paul
Nintendo. They've got Mario and the FX chip after all. To judge what price you'd get for your NES stuff is to see what kind of prices similar kits go for in the Reader Ads page.
Andy

Dear Whoever
I'm Bart Simpson. Who are you?
Bart, Springfield, USA

Andy Dyer, the new (and very proud) Editor of TOTAL.
Andy

Dear Andy
Can a Super Game Boy game be played on a normal Game Boy?
Allan Hargreaves, Basildon, Essex

Dear Allan
Yes. They are exactly the same thing – it's just the machines that change. Any game Boy cart you own, when played on the Super Game Boy, through the Super Nintendo, gives you a big piccy with loadsa colours straight outta your telly. Simple.
Andy

Dear TOTAL
Your mag is brill, now some questions.
1 Are Nintendo going to have an age classification on all violent games?
2 Any chance of some more posters?
3 Is it worth getting Stunt Race FX when I've already got Mario Kart?
4 Or Mortal Kombat II when I've got Mortal Kombat?
Jamie Renton, Berwickshire

Dear Jamie
Yes to all them questions.
Andy

Dear TOTAL
Lee Mayor's idea of having a retro review for the NES is a good idea, I reckon. When is Turtles Tournament Fighters out on the Super NES? What's a good game to buy?
John Grill, Southampton

Dear John
Retro reviews – we're thinking about it, keep your eyes peeled. Turtles Tournament Fighters Came out in January, where were you? It's bloody great. Erm, get Stunt Race FX, that's our favourite – that and Mortal Kombat II. Oh, and Smash Tennis. And... (Oh stop arguing!)
Andy

Here's that TOTAL team in full

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Saturn Reproductions, Bath, Avon

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West Midlands

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Future Publishing

Future Publishing Addresses
Editorial
TOTAL
30 Monmouth Street,
Bath, Avon, BA1 2BW
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Fax: 0225 446019

Subscriptions
TOTAL Subscriptions
The Old Barn,
Somerton, Somerset,
TA11 7BR
Tel: 0458 274011

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30 Monmouth St,
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 S.A.E. and a big bag of sweets.

TOTAL! TACTIX

The following five pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL hall of fame? Okay then, simply send your best tips, cheats, and codes to: TOTAL Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW. If you want to get the best out of your games, READ ON!

SNES TACTIX NBA Jam

Robert Hyland from Coventry has jotted down all the NBA Jam cheats he knows to add to those by Ben Chajet printed in issue 33. Top bloke eh? Anyway here they are: All of these must be entered onto the Tonight's Matchup screen.

Infinite Turbos
Tap any button five times, then hold **Y**, **B** and **A** until the tip-off.



Boomshakalaka! He's heating up! He's on fire! From Downtown! Jams it in! etc.,

Always on fire
Hold **Up**, and press **B** seven times. While still holding **UP**, press **B**, and **Y** until the tip-off.

Powered-up dunks
Rotate the D-pad **360 degrees** clockwise while pressing any button thirteen times. Hold down the button on the thirteenth press until the tip-off.

Powered-up defence
Tap any button five times, hold down the button on the fifth press until the tip-off.

Powered-up interception
Rotate the D-pad **360 degrees** clockwise, while holding down any button until the tip-off.

Shot percentage displayed
Tap any button once and press **DOWN**, **A** and **B** until the tip-off.

As if that wasn't enough, Robert has also supplied us with some additional characters. Fancy a job on TOTAL, Robert?

P. Funk	Enter **DIS** and on the S press **L**, **R**, **START** and **A**.
Warren Moon	Enter **UW** and on the **M** press **L**, **R**, **START** and **A**.
Kabuki	Enter **QB** and on the **B** press **L**, **R**, **START** and **X**.
Scruff	Enter **ROD** and on the **D** press **L**, **R**, **START** and **X**
Weasel	Enter **SAX** and on the **X** press **L**, **R**, **START** and **X**.

GB TACTIX Wario Land

You'll never lose a life again. Alright, that's a bit of a sweeping statement, let's try again. You'll never lose a life again on Wario Land. Better! When Wario gets killed press pause before Wario falls off the screen. Now turn the Game Boy off then on and when you begin again you won't have lost a life. Love and affection goes out to **Richard Clark** from West Glamorgan for that great cheat.

SNES TACTIX Super Street Fighter II

It's not even out in this country yet and we've got a cheat for the game that everybody wants. Well, **David Carnaghan** from Belfast has found a way of making it faster. On the Title Screen press the D-Pad **RIGHT** until you get three stars on screen, you now have something very similar to a Turbo Mode. Not bad, David!



Send all your questions, problems, codes and bags of money to: Q & A, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW

Q Could you please help me with Young Merlin on the SNES? I'm stuck in the caverns with the big spider. I've collected two wooden hearts and have the silver star and the comb, but can't get any further. Please help me continue before I smash the cartridge into my mum's head.
A. Major, Turkey

A Leave your mum's head alone and do the following: Get the third wooden heart from the caves just before you reach the spider. Now go and get the daisy from the centre of the maze. Trade these for the snowflake. You can now freeze the egg sack and hit it with the star.

Q On Maniac Mansion for the NES, how do you open the lab door in the dungeon? Also, how do you stick the stamps on the envelope, and how do you drain the pool? Please help me!
Neil Bains, Bournmoor

A Put the envelope, stamp and bowl of water into the microwave and switch it on. To drain

Tazmania



"And a blah blah blah yackety shmackety to you, too, Buster!" Allegedly.

Nick Roseveare from St Austell spun into the TOTAL office like a tornado to give us a couple of very useful cheats for Tazmania. On the Option Screen enter **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** to get 20 lives. If this still doesn't get you past the level enter **A, Y, A, Y, X, Y, B, A, R, L** for a level skip.

Metal Marines

This complex strategy game tends to induce thunderous headaches around the TOTAL office and no doubt across the country. Not any more, **Mac Moorf** has sent these level codes, surely the most effective headache cure around!



Karen Levell reviewed this game. And she liked it.

Level 3	PCRC	Level 4	NWTN	Level 50	ZTWX
Level 5	LSMD	Level 6	CLST	Level 52	TTPX
Level 7	JPTR	Level 8	NBLR	Level 54	ZYEX
Level 9	PRSC	Level 10	PHTN	Level 56	TY9X
Level 11	TRNS	Level 12	RNSN	Level 58	PTFX
Level 13	ZOCP	Level 14	FKDV	Level 60	YTKX
Level 15	TSHM	Level 16	CLDO		
Level 17	LNW	Level 18	JFMR		
Level 19	JCRY	Level 20	KNLB		

Good one, Mac!

Mickey Mouse

Everyone likes a good Disney platform romp and no one more than **Barry Burkett** from Walthamstow who's completed this vast Mickey quest. He's also sent us the codes which we're more than happy to print for you, our adoring public, or something.

Level 2	SZWS	Level 3	ZSZS	Level 51	T22X
Level 4	ZZPS	Level 5	SW3S	Level 53	ZP3X
Level 6	SXES	Level 7	ZW45	Level 55	TP4X
Level 8	ZX9S	Level 9	WSRS	Level 57	P2RX
Level 10	WZFS	Level 11	XSJ5	Level 59	Y2JX
Level 12	XZKS	Level13	WWMS		
Level 14	WXCS	Level 15	XMAS		
Level 16	XXOS	Level 17	S2SZ		
Level 18	STWZ	Level 19	Z22Z		
Level 20	ZTPZ	Level 21	SP32		
Level 22	SYEZ	Level 23	ZP42		
Level 24	ZY92	Level 25	WZRZ		
Level 26	WTFZ	Level 27	X2JZ		
Level 28	XTKZ	Level 29	WPMZ		
Level 30	WYCZ	Level 31	XPAZ		
Level 32	XZOZ	Level 33	25SW		
Level 34	2ZWW	Level 35	TS2W		
Level 36	TZPW	Level 37	ZW3W		
Level 38	ZXEW	Level 39	TW4W		
Level 40	TX9W	Level 41	PSRW		
Level 42	PZFW	Level 43	YSJW		
Level 44	YZKW	Level 45	PWMW		
Level 46	PXCW	Level 47	YWAW		
Level 48	YXOW	Level 49	ZZSW		

Super Star Wars



The Death Star's trench takes a darn good blasting from Luke and the boys. Again.

Everyone's looking forward to Super Return Of The Jedi – it really does look like being a heaving great trouser-expander of a game – so, whilst we're all waiting here's a cheat to add a bit of shelf life to a game that is so darn good it has surely been played to death by the whole world. On the Title Screen press **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B** and then press **START** and you will now have a choice of three characters. The dynamic duo **Richard Mills** and **David Hillis** from Ballybay are to thank for that gem of a cheat.

Rocky Rodent

In the sixth episode of his boxing saga, Sylvester Stallone transforms into a rat and trains in the sewers. Alright so that's a lie, but it would of livened up this less-than-sparkling platformer.

the swimming pool use the faucet underneath the swimming pool (through the grating). You will then find a key with which you can open the lab door.

Q I'm hopelessly stuck on Total Carnage for the SNES. On mission B, I can blow up the scud trucks but when I get to the square shaped area at the end of the road, I come to a dead-end. What do I do?
Tom Jenkins, Syderham

A Try this. When you get to the dead end, kill everything until a warp appears. As simple as that.

Q I'm having a spot of bother with Dungeon Master on the Super NES – I can't seem to open the treasure chests. I need the items inside to complete the game, how do I do it? Keep up the good work and thanks in advance.
Michael Harrop, Macclesfield



No need to throw your hands up in despair. Look below.

A Phone the Dungeon Master Hotline on 0891 669 971

Q I can't find the power glove or Titan's mitt on Zelda for the SNES. Do any of you lot know where it is?
Dermot Dooher, Newbold

A We certainly do. The power glove is in the top left corner of the desert pendant. The Titan's mitt can be found in the bottom left of the second basement of crystal four in Dark World. Try saying that with a mouthful of custard.

Q Is there a way to make Battletoads on the NES easier, for instance, infinite energy? Whilst I'm at it, the same goes for Batman on the NES. Any help would be appreciated.
Gordon Stevenson, Kinross

A For Battletoads on the NES press DOWN, B, A and START simultaneously on the title screen. This should leave you well satisfied Gordon. As for Batman, I'm afraid we can't help you there. Sorry!

Q Tiny Toons 2 on the Game Boy is just far too easy! Maybe you top gaming geezers at TOTAL would help me out and print a cheat to make it a bit more difficult?
Jonathan Steer, Exeter

A Maybe we will, maybe we won't. Oh, alright then. To make this game harder start the game by pressing **A** and **START** on the title screen , you'll be given fewer lives to play with.

TOTAL! TACTIX

As luck would have it, our old friend **Mat Miller** can liven it up no end with yet another cheat. Whilst Rocky runs across the Title Screen, enter the following code dead quickly: **Y, R, A, B, A**. You will see a new options screen. Change the continues option to '?' and hey presto, you've now got unlimited continues! A very rockin' Rocky Rodent for yer!

SNES TACTIX The First Samurai

The following tip was lovingly donated by **Mat Miller** from Oldham. On the Options Screen press and hold **L, R, X** and **A**. The doors will slide shut but before they do press one of the following:

UP	Stage 3-1
DOWN	Stage 2-1
RIGHT	Stage 1-2
LEFT	Stage 2-2

SNES TACTIX Jurassic Park

Someone claiming to be **A. Quigley** (we're guessing at Andrew) from Newcastle has a couple of cheats for the beautiful creation known as Jurassic Park that he'd like to share with you. Take it away Andy (or whoever you are)!

Loadsa Ammo

Enter the visitors' centre when the generator's on and proceed to the top floor. Kill the raptors and collect the ammo and first aid kit. Take the lift down a floor and without leaving the lift go straight back up and the ammo will reappear. Repeat as desired.

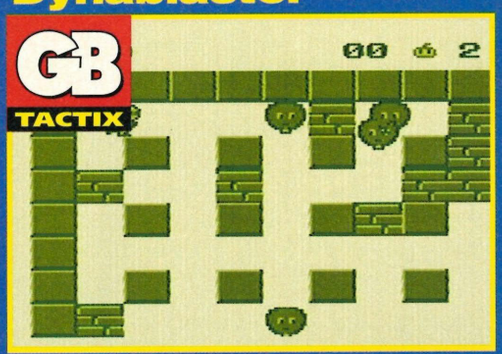
Extra Lives

In the visitors centre find the computer terminal that re-boots the system. Go through the door to the right and keep going till you see two doors. Enter the bottom door (you need night vision goggles) and collect the extra life. Leave the centre and go back for a life. Repeat as desired.

NES TACTIX Solstice

To get loads of lives and full potion jars enter the following code on the inventory screen: **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 legend that is **Gareth Gibson** from Rickmansworth sent that little beauty in. Cheers, Gareth.

Dynablaster



One of the most addictive games ever made has just got better, thanks to Charlie Wood.

On Game B enter the first level, make sure you collect the power up then get killed. On your next life you will still have the power-up. Wahoo! And you can do this as often as you like. When you're ready to continue simply hold down **A** and **SELECT**, the code will appear and you will continue with full power-ups. Thanks to **Charley Wood** from Huntly who sent that one in for us.

SNES TACTIX WWF Royal Rumble

Daniel Glenfield from Abingdon is the king of the super punch and we're not talking about the stuff that you find in a bowl at certain and makes you giggle like a three-year-old all night. To get a super punch, press **B** then **Y** when the Trademark Screen starts to fade. This will give you a punch that zaps half of your opponent's energy bar.

Gargoyles Quest 2

NES TACTIX

Lewis Packwood has sent these level codes all the way from Abbots Langley, wherever that is. Cheers, Lewis.



Platform game or an RPG? We're undecided, but at least we know how to get around it now.

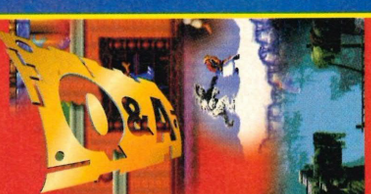
Gibea Village	00400041	6021002
Kings Palace	51615143	8303427
Lethes Palace	69798945	9465548

SNES TIP Equinox

On the Title Screen press **L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, R**. If the copyright box turns green you will be invincible for the whole game, or at least your character will. Thanks to top tipster **Marc Stolworthy** for yet another bit of smart info.

SNES TACTIX Turn 'N' Burn

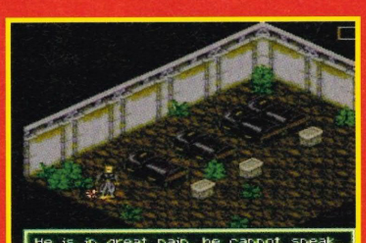
We only reviewed it last month but **David Tutin** has finished already. Not bad! Anyway use these codes to turn and burn to any desired level:



Q My older brother Joseph would like the level code to the last level of Bubsy the Bobcat, but he's too lazy to write in, so I did. Can you help him please?
Jonathan Abrams, Somewhere



A Your older brother should write his own letter then shouldn't he? Oh, alright then, here it is: **STCJDH**. Anyway has he got a technicolour raincoat?



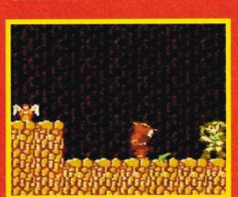
Shadowrun has an unusual plot. Use this cheat and find out!

Q On Shadowrun how do you get to the Jester Spirit after beating the Vampire?
Jason McNamara, Amsterdam

A After you get the ice delivered, go to the docks and then catch the boat. Hey Presto, in no time at all you'll be face to face with the Jester himself.

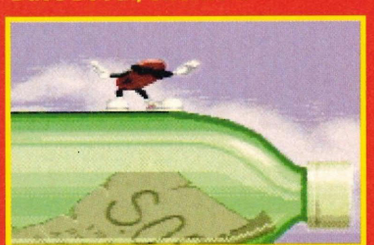
Q I can't find the cross on Zelda 2 for the NES. Please can you help me?
Steven Oates, Barnsley

A Stand between the three rocks and blow the whistle which will show the sixth dimension.



First there was Zelda. Then there was another Zelda too, Zelda 2.

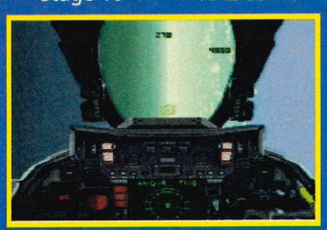
Q You've probably printed 'em before, but I missed 'em. Any cheats for Cool Spot?
Dave Booth, Sheffield



And for the very last time, a Cool Spot cheat. I thank you.

A Yes, we've had loads of them, loads of times before. If it's SNES cheats, try this: Hold L and R down on the logo screen and press Select 30 times and you'll get a level select and you'll be invincible.

Stage 2	**NQBJKLFF**
Stage 3	**GSZWBFPT**
Stage 4	**RRHCZJJVM**
Stage 5	**BPYXDLNF**
Stage 6	**LFMGWTKQ**
Stage 7	**PDTBCZNJ**
Stage 8	**DKVWGSQK**
Stage 9	**GKQZBLCT**
Stage 10	**DCMHRPFJ**
Stage 11	**WZGNJYZX**
Stage 12	**JDZFMLFV**
Stage 13	**SPBCTRRG**
Stage 14	SPWVJKDH
Stage 15	LPKQBDFZ
Stage 16	TDLJGSHX



I'm not sure if we're turning or burning in this particular screenshot. Oh well, it's pretty, innit?

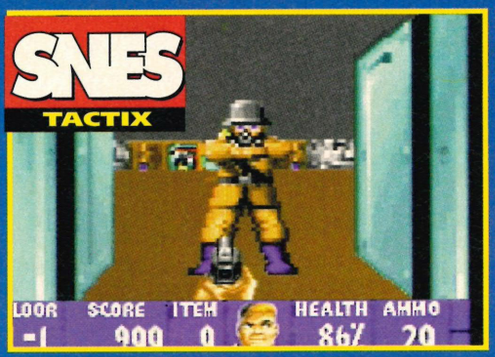
Star Trek: The Next Generation

SNES TACTIX

Yet another brand spanking new game conquered, how do you do it? Who cares, just keep 'em coming. Anyway, **Stuart Newman** from London has found a level select and here it is: On the Title Screen press **Y, Y, X, X, A, A, B, B**. You should hear a strange tone, if so begin the game and pause it with the **START** button. Now press **Y** and the Level Select Screen will appear. Hoorah!

Wolfenstein 3D

SNES TACTIX



Kill! Kill! Kill! Who says that video games makes people violent? Kill them all!

Now you can grin insanely as you slaughter Nazis on any of the missions you please thanks to top tipster **Emma Smart** who sent this cheat. Enter the following on the Password Screen:

Mission One

Floor Two	**TSKLRM**	Floor Three	**VJKLSQ**

Mission Two

Floor One	**VRTLRP**	Floor Two	**RHKLVS**
Floor Three	**RRKLVS**	Floor Four	**SHKLTR**

Mission Three

Floor One	**SRKLTR**	Floor Two	**PLTLPT**
Floor Three	**PVTLPT**	Floor Four	**QLTLQN**

Mission Four

Floor One	**MLKLMM**	Floor Two	**MTTLNQ**
Floor Three	**NKTLMP**	Floor Four	**NTTLMP**
Floor Five	**KKLVST**		

Mission Five

Floor One	**KNTLMR**	Floor Two	**LCKLNV**
Floor Three	**LNJFTM**	Floor Four	**MCKLPT**
Floor Five	**HNKLPT**	Floor Six	**JCKLQN**

Mission Six

Floor One	JNKLQN	Floor Two	DCKLRM
Floor Three	DNKLRM	Floor Four	FCKLSQ
Floor Five	FNCFTM	Floor Six	BCJFNV

Super Bomberman

SNES TACTIX

Here's a little technique discovered for this utterly brilliant game by Lee Adams of Middlesex. In Battle Mode, as player one, choose to play the Duel Zone.At the evry start, run right and place a bomb at an intersection above the centre spot. Now move yourself to the centre spot. No-one has anywhere to hide, but since you placed your bomb last, you will emerge the victor. Hey, it's the winning that counts, not the taking part!

Action Replay Codes

Us hard-working boys and girls on TOTAL do our best to collect and collate all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm, and what's more they're very a helpful bunch of people. In fact we love them like brothers Ahem. Anyway, advice about Super NES on (0782) 745990, Game Boy is on (0782) 745991 and NES on (0782) 745992.

SNES TACTIX

Super Soccer

7E184499	Improves Running
7E183E99	Improves your attack
7E184199	Improves your defence
7E17A4OX	Infinite time
7E189205	Infinite penalties

Bob

7E022D02	Infinite lives
7E022130	Energy Bar

Mortal Kombat

7E0471FC	Use with code below to go to the end of the game
7E0472FF	Use with code above to go to the end of the game
7E00420X	Replace X with stage number
7EO4B958	Infinite energy for player one
7E196E02	Player one only needs one win to go through to the next stage
7E02C102	Use with code below to activate the reptile as the enemy
7E00DEFF	Use with code above to activate the reptile as the enemy

Mystical Ninja

7E1AAF90	Infinite money for player two
7E1B5F90	Infinite money for player one
7E1AAA99	Infinite power for player two
7E1B5A99	Infinite power for player one
7E1AB299	Infinite energy for player two
7E1ABA99	Infinite bombs for player two
7E1AB699	Infinite bombs for player one
7E1AB602	Infinite Yokohama Yoyo for player two
7E1B6602	Infinite party whistle for player one
7E1B000A	Infinite sandals X10 for player two
7E1BB00A	Infinite sandals X10 for player one

GB TACTIX

Addams Family

01XX65C0	Replace XX with number of lives required
081F68C0	Unlimited energy
013FFAC1	Unlimited weapon energy
09XX69C0	Replace XX with level required

Gremlins 2

0102C5C0	Infinite lives
0108C6C0	Unlimited energy
010XA2C0	Select level
0A08C7C0	Keep the pencil weapon all the time
0A04C7C0	Allows you to fire notes at any time

Navy Seals

01XXADFF	Replace XX with the amount of ammo required. Leave for unlimited ammo
020XC2C3	Replace X with amount of lives required. Leave for unlimited lives

NES TACTIX

Defender Of The Crown

000593FF	255 soldiers
00059FFF	255 catapults
000599FF	255 knights
00064706	Unlimited Boulders

Don't ask us - we just work here!

Obviously we know all the answers to all the games questions in the whole world, but we are a pretty lazy bunch, and every so often we like to sit back and let everyone else do the work. So here goes, here's some questions for other people to answer. Get on with it!

Q I'm stuck on Time Lords for the NES. How do you get past the Mexican boss on level two? Can anybody out there help me?
Paul Griffiths, Glasgow

Q Are there any secret levels on Pinball Dreams for the SNES?
David Tutin, Reading

Q I am completely stuck on Elite on the NES, I can never seem to get past the third mission. If you could please help me and tell me what I am doing wrong, or what I should be doing, it may stop me going insane.
Gill Sayle, Bixton

Q Could someone please help me? I'm completely stuck on the amusement park level of Spiderman 2 on the Game Boy. I'm really frustrated.
Tommy Young, Durham

Q On Sim City, every time I get the city centre built up a bit, it keeps getting polluted. How can I avoid this?
Tony McGregor, East London

Game Genie Codes

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

SNES TACTIX

Mickey Mouse

DD6907A0	Start with one life
C22BADD5	Infinite lives
C2E5D462	Protection from most hits
C23E6F65	Infinite magic
DFEFOF68	Each gold coin is worth ten
C23D6FD0	More invincibility after being hit
DCAED4D7	Start with ten hearts

Bulls vs Blazers

D52DC79F	All two-point shots worth seven points
D62AC72F	All three-point shots worth eight points
6A6944A0	Player one starts with 32 points
6A694760	Player two starts with 32 points

Prince of Persia

FD3004A5	Start with 15 health points
BAA6ADA5	Non-fatal injuries do not damage
C260A701 + DC6CDFAO	All enemies have ten health points
F7B7D46E	Start on level 20

GB TACTIX

Mega Man 3

00B-CCF-E6D	Infinite lives
02C-CFF-E66	Start with two lives
09C-CFF-E66	Start with nine lives
218-5C9-E61	Invincibility

Loony Toons

008-9CF-E6E	Infinite time
028-9CF-E6E	Faster timer
00B-02E-E6E	Infinite lives
091-ECF-E62	Start with nine lives
011-ECF-E62	Start with one life

Wave Race

002-40E-19A	No turbo boost
002-CAE-19E	Infinite turbo boost
029-66B-E66	Start with 800cc bike
019-66B-E66	Start with 650cc bike

NES TACTIX

Batman – Return Of The Joker

SZXZONSE	Protection from enemy bullets
SZSZKXSE	Protection from collisions
GEOSIKVN	Start with seven energy capsules
SZXSTSVK	Infinite lives (Not bad, eh?)
GVXIYGZA	Start with 100 lives
GXEUIOSE	Don't get stunned when hit

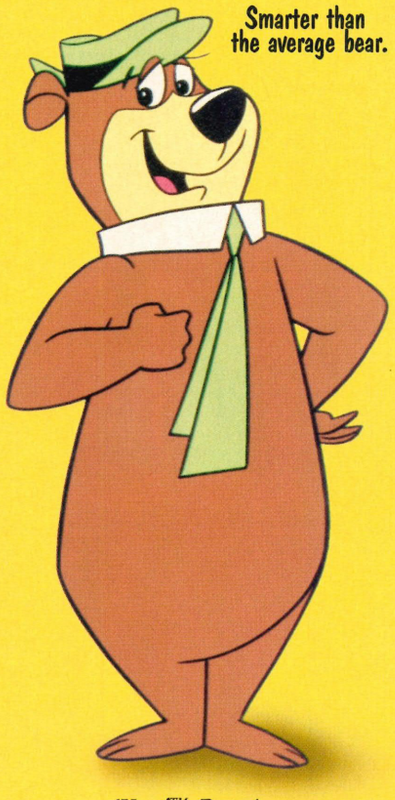
TOTAL Solutions

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 Mario World	SNES	7-12
Super Smash TV	SNES	13
Super Probotector	SNES	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



(Average Bear)



(Yogi™ Bear)

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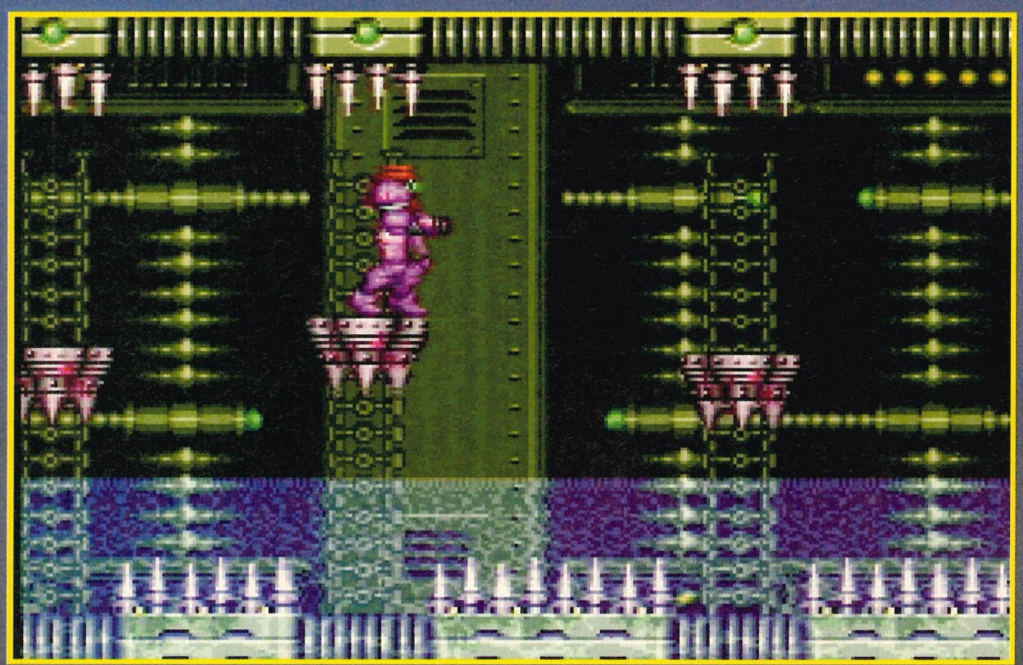
SUPER METROID

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

SNES TACTIX

PART 3

Here it is, the third and final part of Josse's Super Metroid Player's Guide. Strap yourself down and maintain your pulse as we prepare for some intense action. Logic dictates that we must pick things up from last month, in the Wrecked Ship area...



Jump onto these platforms as they move down the screen. That way you don't risk impaling your vulnerable skull on one of those vicious spikes. That *would* be an unpleasant thing.

Okay, then, you've read last month's exciting episode (if you haven't, you really ought to) when we left you swinging across the ceiling in the Wrecked Ship area. Let's get going, then. Exit the Wrecked Ship to the right where the gravity suit will counter the water effects and keep heading right. By now your jumping ability should be well up to coping with the spiky platforms you'll encounter on your way to the end where you have to head up through the destructible ceiling. The door at the top left leads to a water-filled room with grappling fixtures lining the ceiling.

Don't worry too much about falling into the water as you head left – if you do, get onto a green platform and keep jumping to return to the surface After collecting the energy tank return to the main shaft and go right to get outside again, now, at last, on the other side of the ship. Eventually you'll reach a crooked passage leading down and around to a cavern made up of a convoluted network of morph ball-size passages: head down and roll through the water. Once you're back on dry land, use the x-ray scope to seek out the removable block (it might take a bit of experimental bashing) near the end of the cave and blast through it to access the lift room to Maridia.



See? Getting submersed doesn't have to be so bad – just seek out the green moving platforms. They'll get you back on dry land.



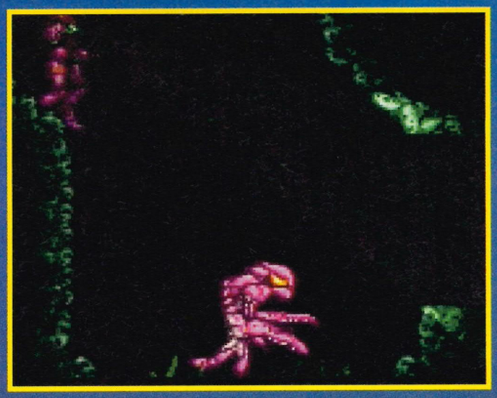
Don't do this until you get the gravity suit or you'll be restricted by the water.

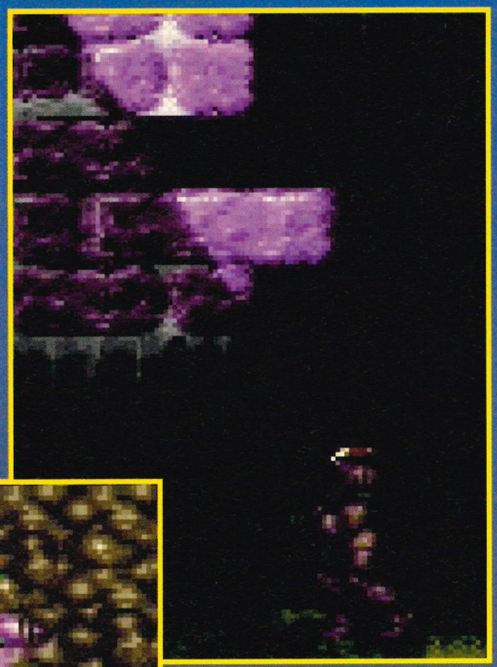
Right! Maridia is large and has layer upon layer of secret sections, so keeping track of your relative position on the map is vital – bear it in mind. After heading down you'll find a save position to the immediate right and the way onwards at the bottom left.

Head straight through the sandy passage which follows and be ready to freeze the two snakes in the next room as soon as possible, leaving the room to the left or by sinking down through the sand.



This is the shaft you should be looking for. Just blast up there to reach the goodies hidden away at the top of the level.





Above: Searching out the hidden passage. Below right: A friendly turtle lends a hand.



Cor, wouldn't an x-ray scope be great in real life?

The enormous chamber to the left has more than one exit but the only one accessible right now is up to the top left. Don't worry about being sucked through the pipe in the next room, it happens to the best of us and there's nothing you can do about it.

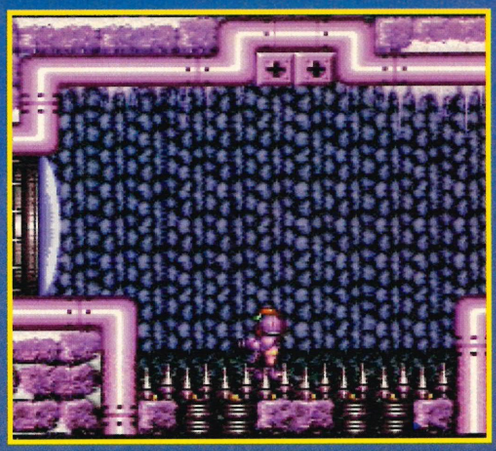
After blasting through the floor, head left, left again and leave the next room via the concealed opening in the floor where the orange nasties come out.

Below, the red door leads to the map data room (very valuable on this level), and going left eventually takes you back to a level which you should already be familiar with. From here, go left. Cover your eyes and detonate a power bomb to turn the pipe into so many shards of glass and open a route upwards allowing you to use the door in the ceiling to enter a tall cavern above.

At the top of this, leave right, roll off the 'cliff' edge as the morph ball and keep holding left on the pad to get back into the previous room and collect the super missiles hidden therein. Go back and leave through the first door in the floor. You'll find four shafts in the next chamber – get yourself down the one second from left and you'll find yourself in a hidden section.

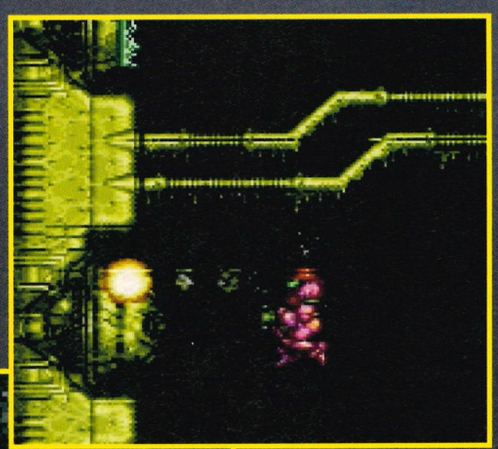
Stand on the back of the obliging turtle (They're very friendly little animals, don't you think?) in the next section and he'll send you upwards to collect a much-needed energy tank. You'll also find a missile boost icon situated in the right hand wall which needs to be freed from its restraints with the careful use of a power bomb before you can help yourself to it.

Next get back up to the chamber with the pulsating floaty things in it and, if you're short on kit/energy, grapple up to the door in the ceiling to get to an insect generator. Otherwise exit top right and blow the floor in the next room to go down, then right into another large area. Super-bomb to the bottom and head right then use the power jump technique (as revealed last month) to zip up the thin shaft at the far right for more missiles. Jump carefully over to the right (the floor will collapse if you touch it) and pick up more super missiles, then return to the central section of the room and grapple up the vertically-set fixtures. Keeping the grapple selected (it's effective against the upcoming baby Metroids), head towards the door in the ceiling on the left and get to the bottom level of the following room by clearing away the destructible walls. Move as far right as possible then dash left to remove the left-most wall, then dash to the right to get to the door leading to a mini-boss. You'll be tooled-up enough by now to make defeating the snake a breeze. The best method of attack, here, is to concentrate on pumping missiles into its head when it emerges to fire the green projectiles, and then retreating to the corners when it all gets a bit frisky.



These spikes are dummies. False. Not real. So don't be afraid to jump into them.

Dash through the next room until you get to the end of the overhead brickwork and use the x-ray scope to search your way through to the energy tank. Now exit right, morph-ball through the gap on the right and bomb over the giant rolling snails to get to the missile reload situated at the end of the corridor.



This curly wurly snake should present no problem at all by now. The hardest part comes when he starts moving quickly so be prepared.



Take these laser emplacements out as soon as you enter the room.

Go back to where you came in and grapple up the sides to get to another room which will test your grappling skills. Get to the top right to recharge energy and save, then head back down and leave via the bottom right exit. Shoot the far wall in the next room to access more missiles, then jump into the first set of spikes in the room – this isn't pure madness, the spikes are false and are a mere exit disguise.

The eye-covered door below leads to one of the trickiest bosses in the game. When you reach him, first take out the wall-mounted guns with missiles and return to a just off-centre position of the screen and angle your blaster up to blast the boss as he swoops, but always be ready to duck out of his way.



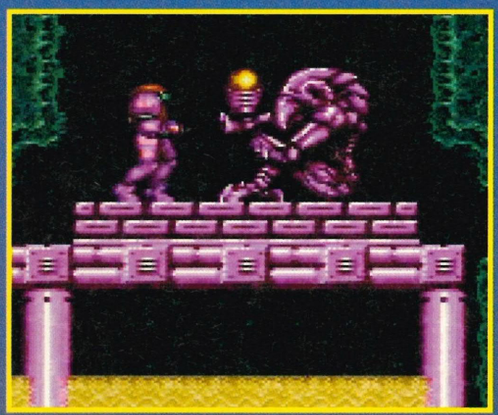
Like most people, this guy's particularly vulnerable in the stomach area. Pump those missiles in to give him a winding.

If he uses his second attack pattern, the slow sweep, then crouch down and loose off as many shots as physically possible in the time available. Finally, if he does grab you, waggle that pad like crazy to force his grip to relax. Patience, and learning his exact attack patterns are the keys to being victorious here. The space jump found in the room to the left will immediately be tested as you need it to escape the room (unless you cheat of course). Practice using the technique and learn between which points in the arc of your jump you should press jump to get yourself higher.

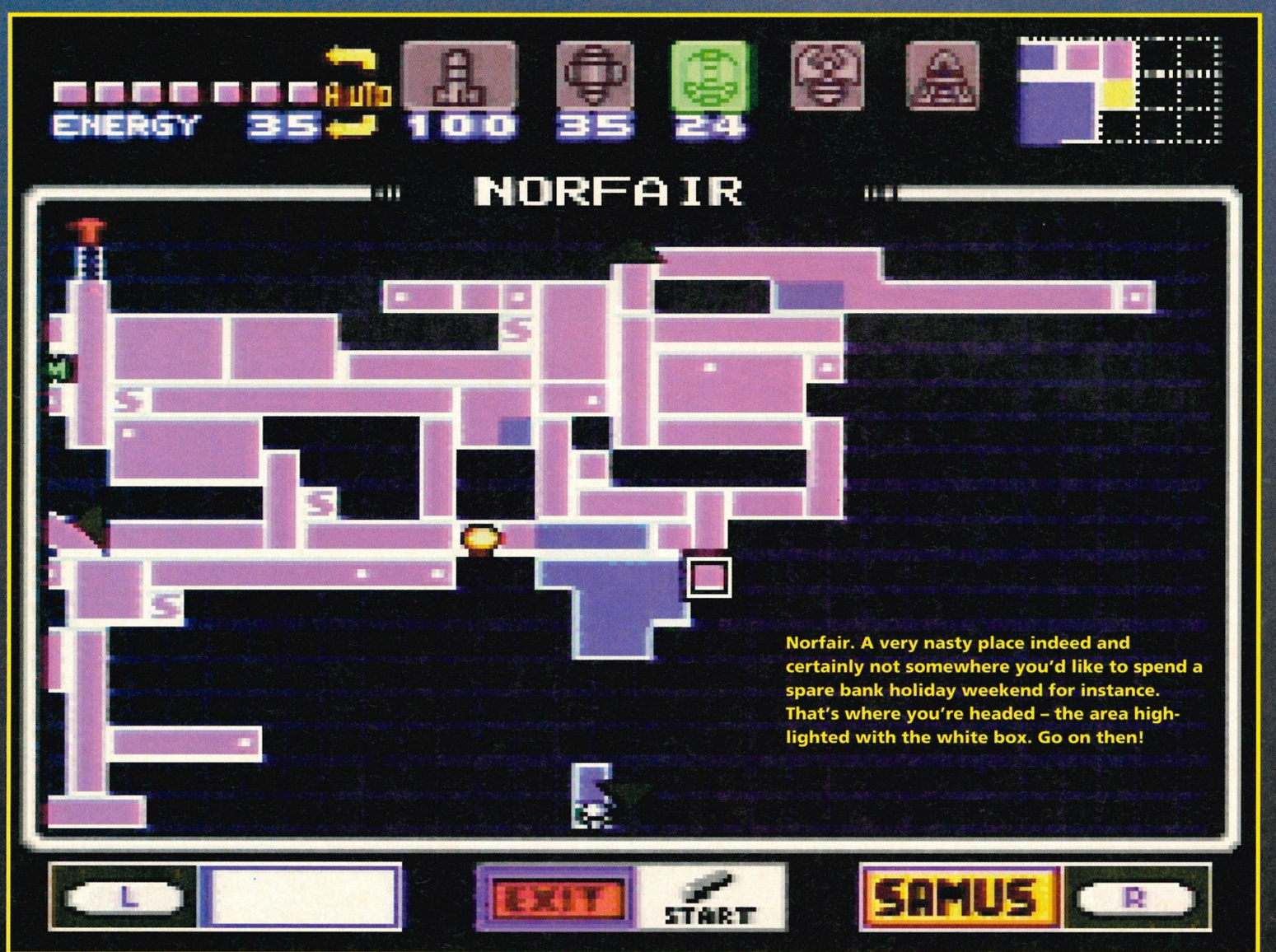
Head back to the cavern which lies to the right of the entrance to the pipe and use the now-open top right exit to get around to collect the last weapon, the plasma beam. The red aliens in this room must be killed in order for the exit to open and, coincidentally, the plasma beam is the only weapon up to the task. Now is the 'proper' time to collect the spring ball, so after leaving, get back into the pipe and head right when you come out of the other end. Soon you'll reach a room with a ceiling fixture which will disintegrate when you grapple it. Jump up through the hole, space-jump upwards and follow the passage around to get to the blue door. The temptation to blow away the bipedal robot thing in the next room is almost overwhelming but it's best to resist. Instead, we



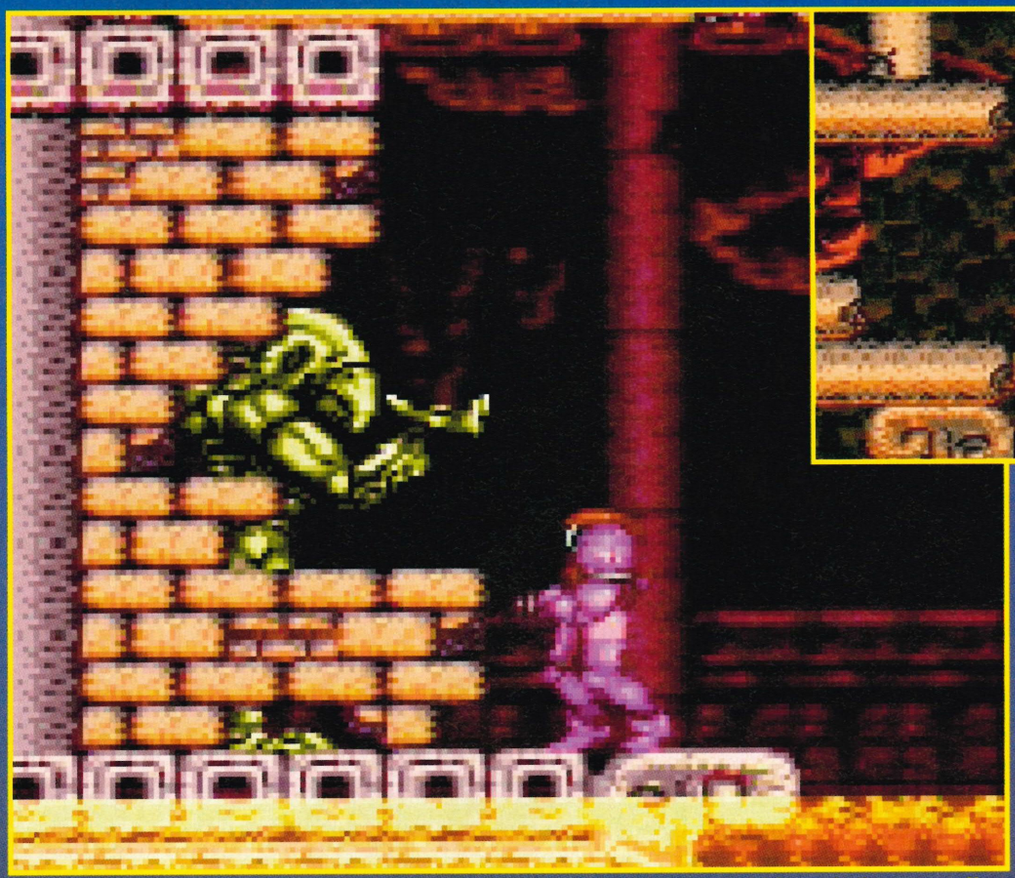
Don't shoot this guy! Well, not until he's he's done you a good turn, anyway.



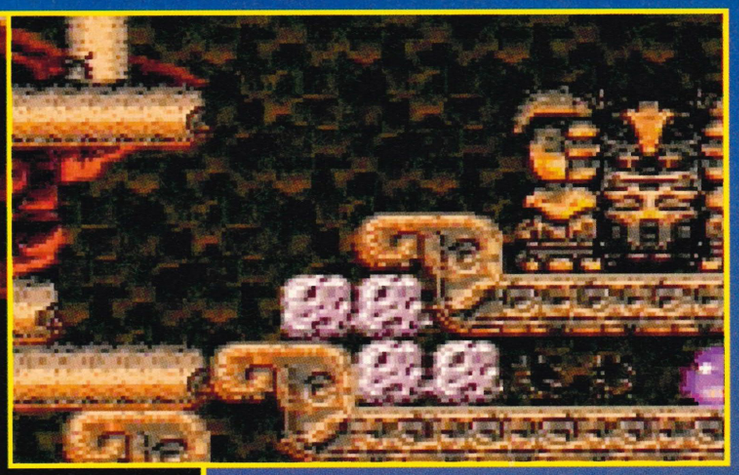
And here's the spring ball. You should now be almost fully tooled-up. Hurrah!



Norfair. A very nasty place indeed and certainly not somewhere you'd like to spend a spare bank holiday weekend for instance. That's where you're headed – the area highlighted with the white box. Go on then!



Like all good statues, this one has a movable arm which acts as a switch to drain away all that skin-removing lava stuff. If only all statues were this helpful in real life, eh?



You're getting close now. The way onwards is hidden beneath these destructible blocks.

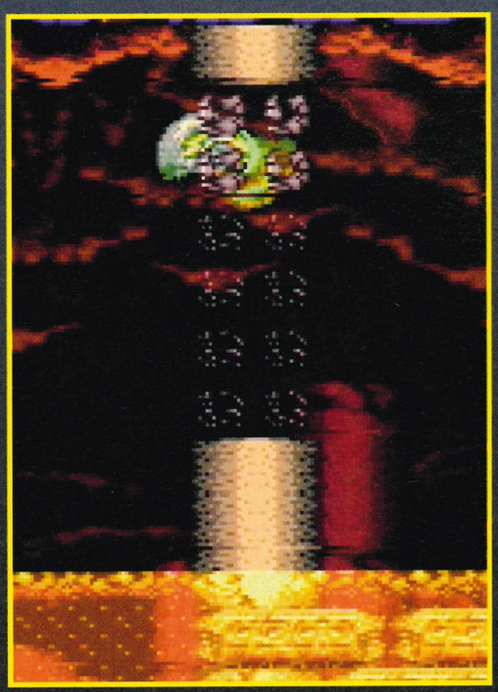
heartily recommend that you take out the right hand wall with power bombs. Doing this will allow, nay, fool the robot into ripping into the sandstone with its cutting tools, which will open up a secret passage onwards, allowing your escape (brain, you see, is better than brawn). Go through here to reach the spring ball which, like all new items, should be used in returning to old sections to retrieve previously unattainable goodies.

Take the lift to Norfair and get to the room highlighted in the map screenshot on this page. Don't bother jumping up onto the ledge in the next room because it leads nowhere, instead keep heading down, around and up into the face's mouth using the space jump to exit. Here, the left door leads to a save point and taking the lift down will take you into the very heart of Norfair where you'll need to head left. Clear the entire level using the space jump (your suit offers no protection against this new variety of lava) and free the brick-encased statue by power bombing it out. Stand in its hand to drain the lava and leave through the 'plughole', then blast down through the weak brickwork and follow to the right.

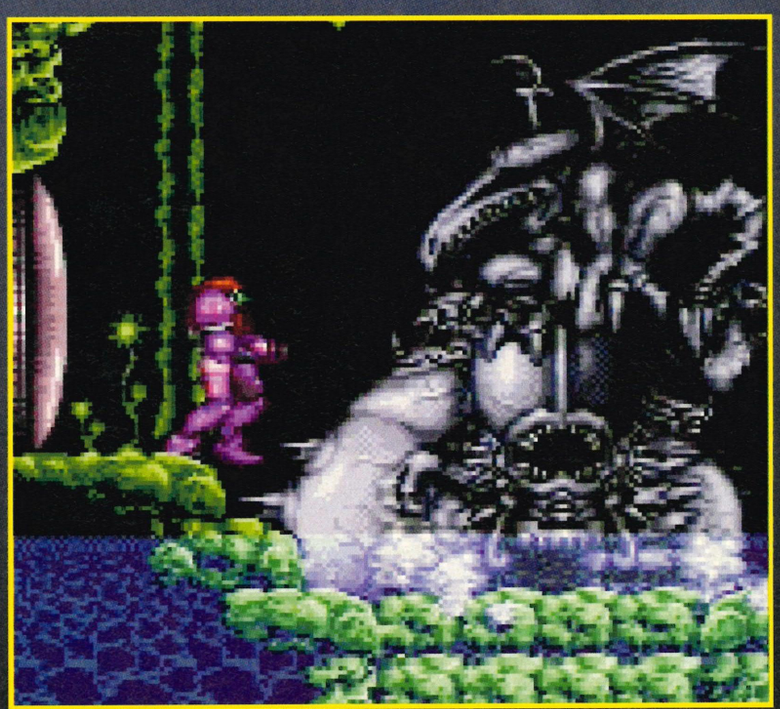
Jump over the collapsible centre section to collect the missiles in the next room and go down to meet up with another statue, this one, however, isn't so welcoming. Avoid using missile attacks, instead taking him down with charged-up beam attacks to his torso and avoiding his many and varied attacks with a quick combination of ducks and jumps. The screw attack is in the next room; make use of it to get the super missiles concealed in the ceiling of the statue boss's chamber, then go back and upwards. Use the room directly above and to the right to restore energy, then head up, right, and right again.

The route through the room to the right is blocked by pillars which can only be removed by using the screw attack, but you'll have to move quickly as the lava will rise to almost fill the room. Use the screw attack to smash the yellow aliens in your ascent to the top of the tall vertical cavern which follows.

Now, the next chamber is a potential nightmare, with rising lava which can easily trap you, so be very cautious. Spin diagonally up towards the centre of the room and you'll reach a group of ledges – follow them up to get to the exit, again using the screw attack as often as possible. Keep heading right in the next room to get to another energy tank room hidden behind the first toothy nastie adorning the wall in the following section.



And here's a shot of me spinning through those destructible pillars. Honestly, the things I do in the name of Player's Guides.



I bet this fellow had you wondering for a fair while. The last level, Tourian, lies below those bricks which should satisfyingly crumble away if you've done everything right so far. Get ready for a rumble...

Return and blast the floor to head down, save in the room beyond the right hand door, then leave through the exit hidden behind the destructible bricks at the bottom.

Morph-ball in the room below the orange door and roll into the exit in the bottom left to move onwards. Collect the power bomb icon beyond the far wall in the next room and power bomb the middle statue to proceed down, using the spiky platforms to get to a room containing a pair of particularly nasty aliens. They're invulnerable while they're black, so there's no point in attacking them straight away, you'll just waste ammo (which, as a general, but rather obvious rule, should be conserved when possible). Just keep jumping around them and wait for them to turn yellow for a moment whereupon you can pump missiles into them like nobody's business. Don't worry too much about losing energy or wasting ammunition (unless it's getting extremely low) because the next room contains three insect generators.

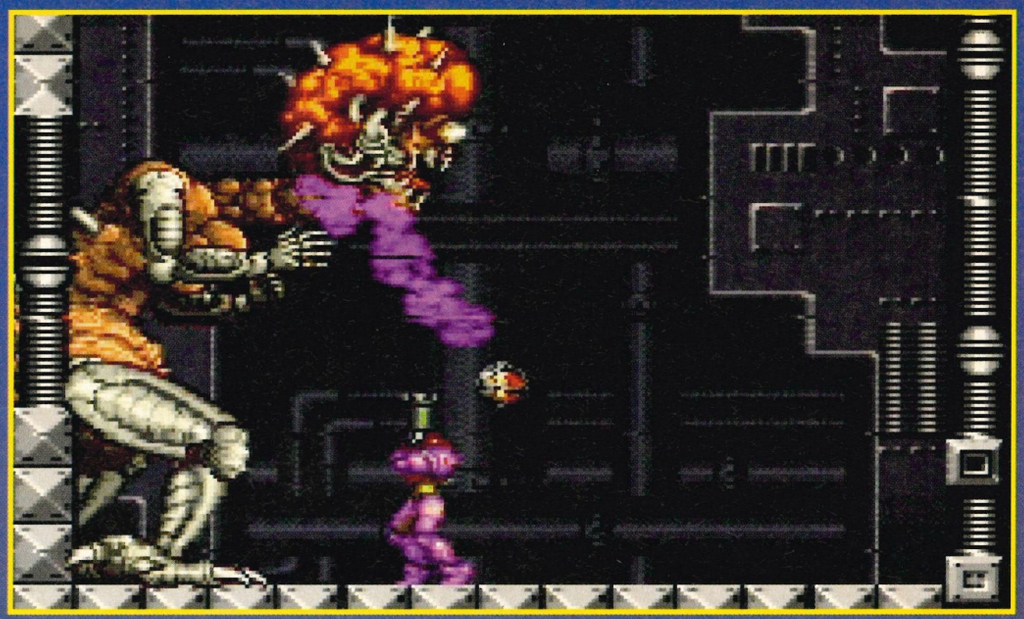
When you're back to full strength, proceed left and down through the eye-covered door to get ready for a rumble with the geezer who stole the Metroid canister right at the beginning of the game (the rotten swine!).

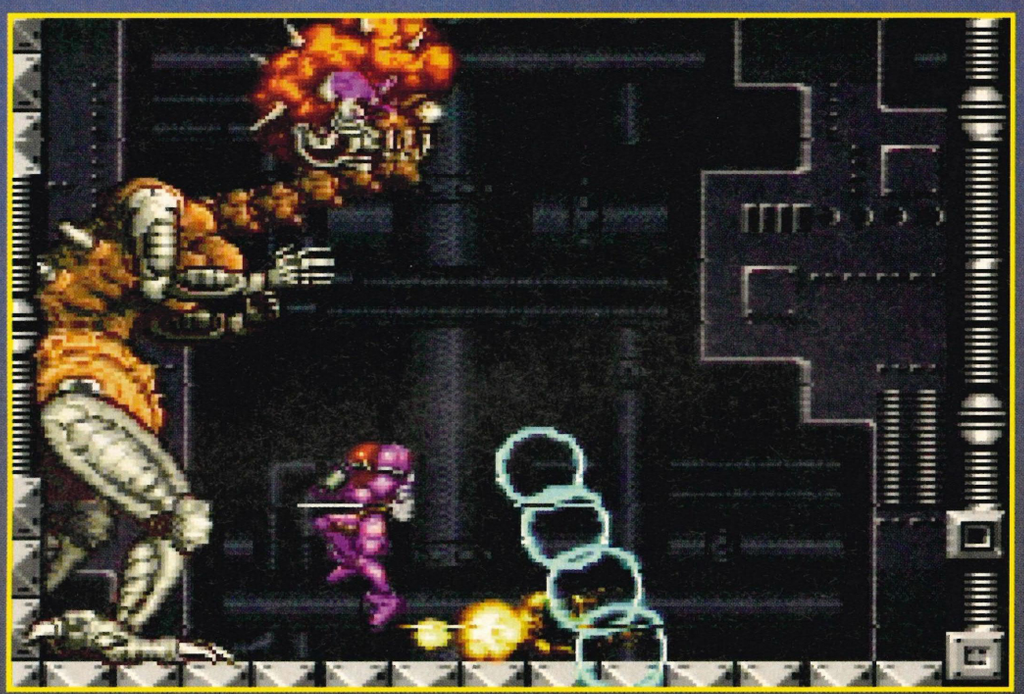
There are varying theories on how to take this enemy down but this time I've found that brain does not beat brawn, and suggest going for an all-out blastarama – that's the most effective way. Stay on the platform and point your weapon directly above the baddie to pepper it with missile shots when it comes into range. Watch for his tail which will block your attacks and be ready to waggle the pad if he picks you up. This isn't the toughest of adversaries, so it shouldn't take too long to kill, allowing you to collect the hidden energy tank, before beginning the arduous journey back to the dragon statue in Crateria.

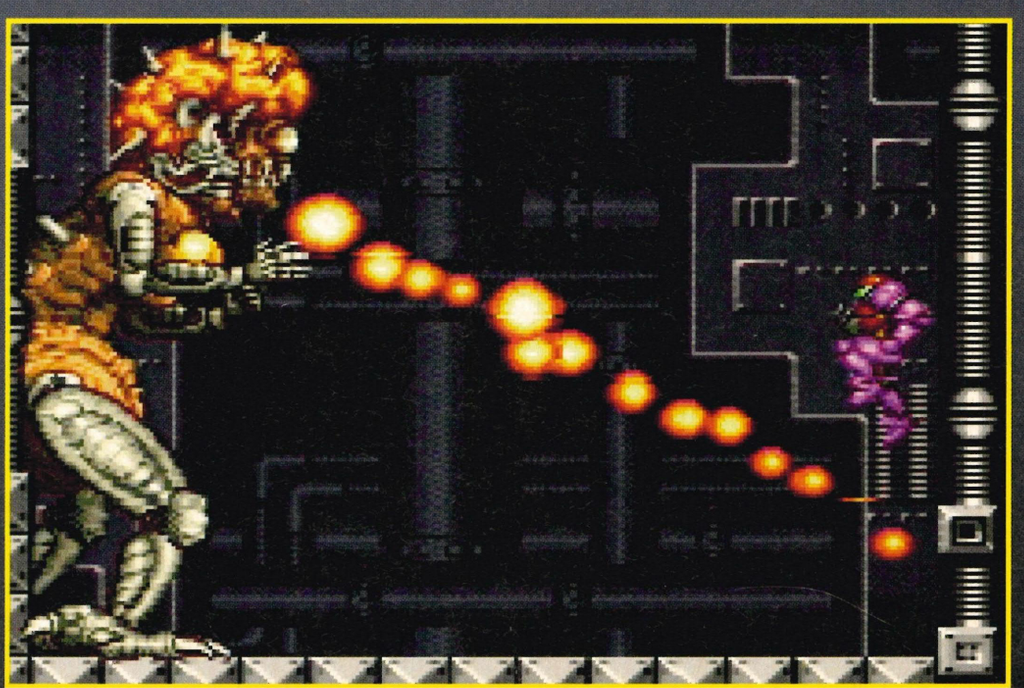
Entering its room will remove the final jewels and open up a passage to Tourian, the final area of the game. This section is riddled with baby Metroids which should be frozen immediately and destroyed with super missiles. If they get a grip on your head morph into the ball and repeatedly bomb to shake it off. By following the level around and down you'll eventually reach a room which features some weird glass-covered organisms which need to be blasted away. Then you'll get to the focal point of the entire game. Duh-derrr!

The final boss initially takes the form of a brain suspended in a glass case (much like in previous Metroid titles) meaning you need to blast the jar open in order to let rip into its spongy mass. Eventually it will rise up to become a full-sized monster whereupon you have two ways of tackling the battle. Either stand directly under its head and shoot straight up into its jaw making its head swing back and forth, or attack from the right with your weapon angled diagonally up towards it. Watch for the ground bombs which he casts out, as they explode when they hit the floor (they would do, being ground bombs) and are pretty deadly – time your evasive jumps to perfection, and try to learn the speed and range of his other attacks.

And... well, no, let's stop there, we've given away everything up to now and we shouldn't spoil the ending as well, except to tell you to keep calm whatever happens because the best bit is yet to come! Good luck!







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SUPER STREET FIGHTER II

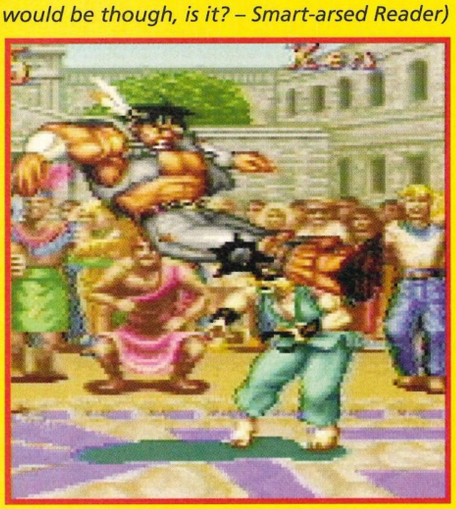
TIPS

Sick of your senile old Dad beating you at Super Street Fighter II simply by choosing E Honda and using the hundred hand slap like there was no tomorrow? You'll be needing our no-mess, no-fuss Player's Guide to the new character's finest combos then.

T. Hawk

T. Hawk has only one special move that can be used in combos, the Upwards Thrust. As he is such a powerful character, Capcom only gave him Soft Punch and Kick to combo with, giving him only a small variable of Combos. Here goes! Any flying manoeuvre followed by Soft Kick/Punch then Upwards Thrust.

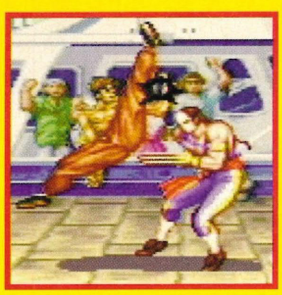
Similar to Zangeif he has a piledriver, which is executed by either walking back or towards your opponent then spinning the pad down first, then into the corner, jump and punch. His Aerial Attack is very fast and easy to execute by jumping, and pressing two punches at once. This move is for Attacking Fireballs and it works very well! *(Not as effective as a well-aimed Uzi would be though, is it? – Smart-arsed Reader)*



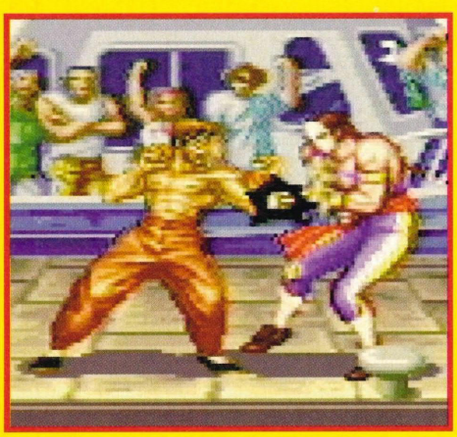
Please take note of these captions dear readers, for they tell you exactly the moves you need to perform the combos.

Fei Long

Fei Long has a new type of Special Attack whereas he can zip forward with three Special Punches, with the final on knocking his opponent to the floor. These moves are executed by doing a Fireball combined with punches – the Soft Special Attack is a small punch, and the Heavy Attack travels a long distance – use it when your opponent's a long way off. Fei can combo either of his two special moves with any punch and soft kick.



Flying Heavy Punch, Standing Heavy Punch, Flaming Roundhouse (soft kick button).







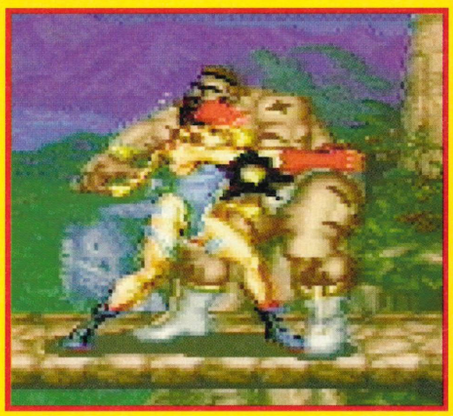


Flying Heavy Punch, Standing Heavy Punch, Fireball, Fireball, Fireball.

Cammy

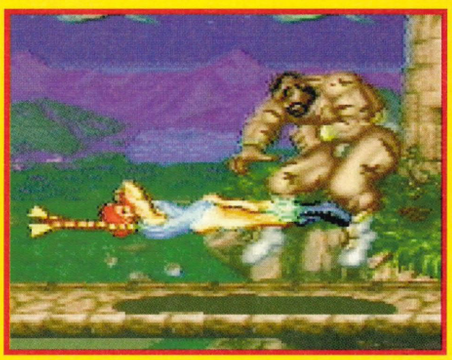
A very strange character, Cammy has no direct attack pattern due to being completely special move orientated. Her Double Backfist special move is invulnerable on the way forward, but is not fast enough to be of any use. Her Fireball with Kick is a VERY fast forward drilling move, and counts as a double hit if Heavy kick is used. Her Dragon with Kick is essentially the same as a Dragon, but it is not invulnerable and does not hit as low.





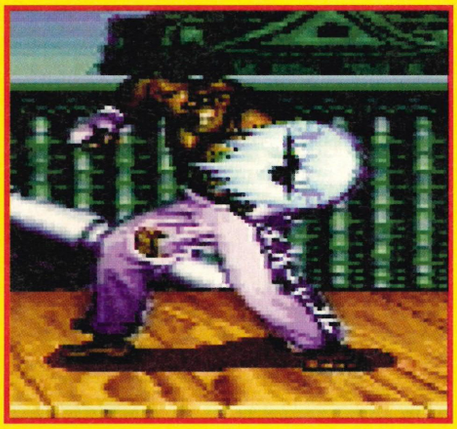


Flying Heavy Punch, Standing Heavy Punch, Driller. Not bad!



Maximum

Max is a kick boxer by nature and his kicks are to be used to the max! His combos are hard to execute and hard to get all to hit. His Double Roundhouse is too slow and his Driller Punch is to weak, but it does go through Fireballs.



Maximum's Sonic Boom Fireball is very useful indeed.



Flying Kick, Med/Soft Punch, Sonic boom. 'Nuff said!







Flying Punch, Soft Punch, Driller Punch. It is easier to do this combo if the first hit is on the back of the head.

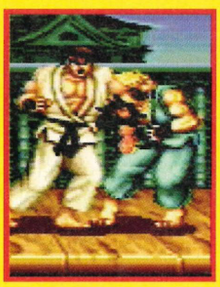
Ken & Ryu

Cyclones

As Ken and Ryu jump, they first travel up then down. If you do a Cyclone when going up, then the Cyclone will travel upwards – the same goes for when you're coming down. If a Cyclone is executed when jumping straight up if it is done while still going up it will result in a forward-travelling Cyclone, handy for deception!

Ryu's Cyclone through Fireballs has been toned up, and is now even harder to execute, because fireballs hit the characters later (right on the back, in fact). Ryu's Cyclone has been shortened by one spin, so Turbo Soft Cyclone is now Super Medium, Turbo Medium is Super Heavy, and Super Soft spins once, then lands. Great for quick travel!





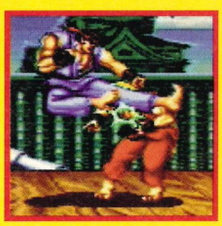
Ken's Punch, Punch, Dragon combo is a lot harder to do. Now you have to time the second punch much better. The punches must hit a lot closer for the Dragon to work as well.

Ken, unlike Ryu, has a Jump-Straight-Up Fly-Kick-Cyclone combo, and it's only for combo use, so no more Jump-Fly-Kicking *then* Cyclone! Get moving!



KOs

Heavies no longer knock out, nor do Soft Sweeps, so special moves are the key to KOs. Two Fireballs will knock out almost every time. Medium combos KO every time.





Ken's Fly Kick then hit floor and instantly Cyclone.



SMASH TENNIS

final score **94%**

For: Super NES (1-4 players) **From:** Virgin **Price:** £49.99

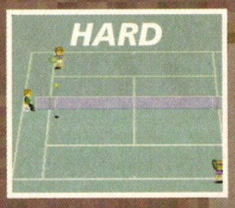
At Centre Court, the men's singles finalists break out into sweat, Sue Barker's commentary sets the pulses racing, and the heartaches begin. Unless that is, you follow Atko's guide to getting the best out of Smash Tennis. Quiet Please!

Tennis is all about timing and position, Smash Tennis is no exception. Where you hit the ball depends on your proximity to the ball and the direction you press on the D-pad as you hit it. If you're standing to the right of the ball and you press left, the ball will sweep across court. If the ball is in front of you and you don't press the D-pad, it'll go straight ahead.

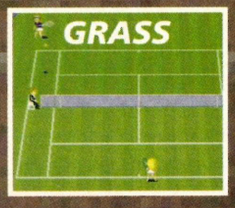
It goes without saying that you should try to place your shots as far away from your opponent as possible. More than anything though, always keep moving and whatever you do, remember to always watch the ball and *not* the players.

SILENCE ON COURT

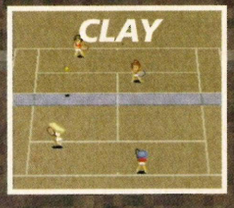
Don't just pick your court at random for a bit of a laugh. Use them to your advantage by learning the most effective style of play for each.



This is a standard court hardened with cement and polyurethane and so has few peculiarities. Good for refining basic tennis skills.

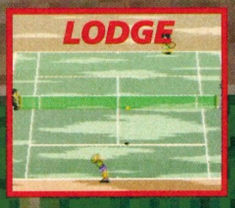


The ball bounces low here. Put plenty of top spin on every shot or you'll be picking balls out of the net like a Swindon Town goalie.

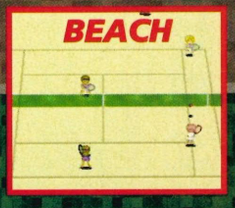


A baseline game – the ball's speed is greatly reduced when it bounces on clay so your opponent has more time to react. So, stay back!

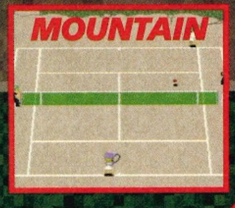
The clouds are distracting at first but use them to your advantage. Time your serve so that your opponent returns the ball blind.



The beach court is very sluggish to play on – treat it the same as you would the clay court, and remember to be careful when you're at the net



It's very windy up on the mountain, so it's a good idea to use the softer stroke (A) more often than you usually would.



PLAYERS (THE BOYS)

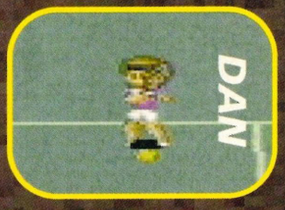
You've got 20 players to choose from, each with their own strengths and weaknesses. Pick the player that suites your game best or better still, pick Mike, he's great!



A great all-rounder. Easily the best serve of all 20 contestants. Covers the court well and gives the ball a gert big belt.



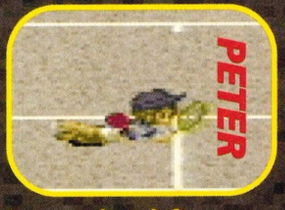
Mr unpredictable serve himself! Either it's an ace or a double fault there's really no telling what's going to happen with old Dazzer boy.



Doesn't know his own strength and subsequently over-hits the ball. Play shots diagonally across the court and he's unbeatable.



Plays a good volleying game at the net. Slow to cover the court but dives well and has a misleading loopy forehand ground stroke.



Because he's left handed Peter's opponents tend to get confused. He's not a powerful fella but he volleys accurately.



This geezer has no business being on the tennis court. He's slow, very weak and totally baffled by lobs. The easiest male opponent



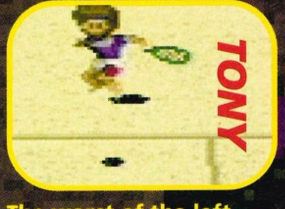
Another left-hander. His passing shots are hit high and with a good deal of top spin. They're both misleading and easy to smash.



This bloke's the ideal player for any beginners out there. He's got a competent serve, accurate slices and he hardly ever hits the ball out.



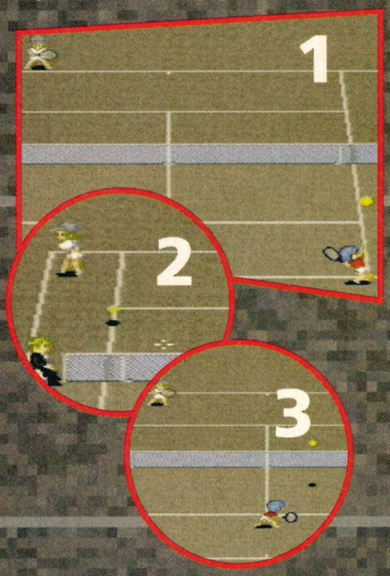
The best of the left-hander's has a killer serve. It's unpredictable but, unbeatable. Check out his super-human smash though.



The worst of the left-handers, he's slow, fairly cack at volleys and serves like an infant with an upset tummy. Very poor – avoid!

AT YOUR SERVICE

As in real tennis there is no one ideal serve. As the game progresses you'll want to keep your opponents guessing by bluffing, blasting and generally annoying the hell out of them. However on those crucial points, it's comforting to know that you've got a potential ace up your sleeve...



The Atko Serve™

Step One
Move your player as far to the left or right of the baseline as you can.

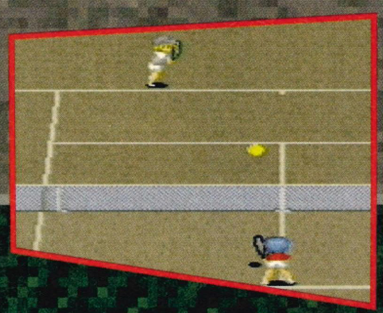
Step Two
Throw the ball up and hit it using the A button just as it's falling. Keep the D-pad pressed in the direction of the opposite corner until the ball bounces.

Step Three
Rush to the centre of the court (where the lines make a 'T' shape) and as the ball is coming back, thwack it into the opposite corner of the court.

The Bradley Method™

The problem with the Atko Serve™ is that your friends will adopt the same technique. Fear not, you can counteract this with the Bradley Method™.

Step One
Return the ball with a lob (X), this will give you time to get back in position.



Step Two
Run to the middle of the base line and keep your eye on the ball ready to lunge.

WHAT'RE YOU TALKIN' ABOUT, WILLIS?

Well, it takes diff'rent strokes, so here for your pleasure are a selection of sumptuous strategies:

The Strong Stroke (A or Y)

Used primarily for serving hard and returning serves with plenty of guts. The strong stroke is very effective across court on the forehand and down the line on the backhand. Use this to smash lobs but remember that you must always use the D-pad.

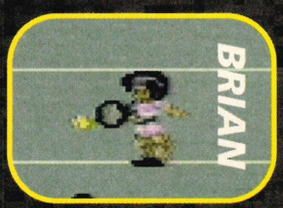
The Soft Stroke (B)

Loops the ball higher than the strong stroke. Essential when the ball has bounced just over the net. Use for long, floating volleys and subtle, sliced half-volleys.

The Lob (X)

When you're pinned to the baseline and your opponent is volleying at the net this is your only way out. Your opponent may well get to the lob and attempt a smash so stay back and pray for good luck. Remember you can't dive and lob at the same time so only attempt this shot if the ball's square-on. Also a very good return to any wide serves that come your way.

PLAYERS (THE GIRLS)



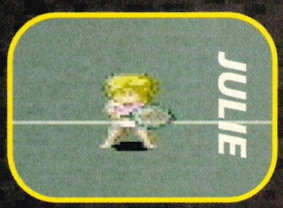
Brian is terrible at serving and frustratingly slow at covering the court. He does however give the ball a mighty thwack.



This left-hander's down-the-line serve is legendary around the TOTAL office. She doesn't dive though, a big disadvantage.



She's a left-hander with the strength of ten men. Helen is superb at the Atko Serve™ and smashes the ball like she's out for revenge.



A superb all-rounder, Julie plays a killer drop-shot and has great pace around the court. Her main flaw is that she can't dive.



This speedy little lass has perfected the Atko Serve™. Her down-the-line returns are very accurate but her smashes tend to land out of play!



Solid in all departments. Plays it safe but with power. Covers the court quickly but serves into the net a little too often really. Ah well, eh?



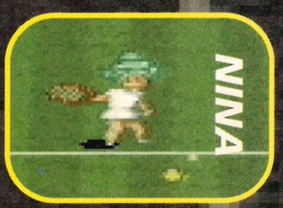
She over-hits her ground strokes a bit, but her serve is nearly as impressive as Helen's. Same old problem, she doesn't dive.



Looks like John but hasn't got his talent. Another left-hander who doesn't dive. Don't let her volley it too close to the net, it won't make it over.



The only red head in the game is a serve and volley type lass. She plays her best game when she's right up by the net.



She's a bit slow but has a powerful smash. As a rule she wins her rallies off the volley. Get her right up to the net as often as possible.


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Are Capcom back on track with their new RPG?
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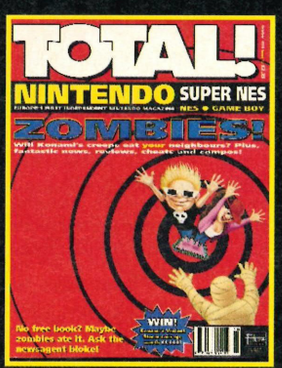
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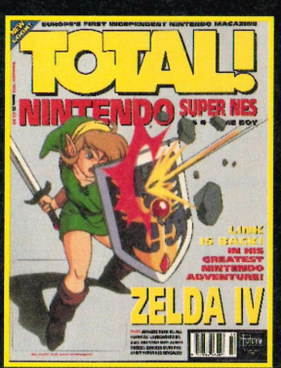
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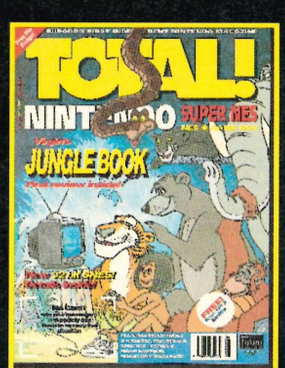
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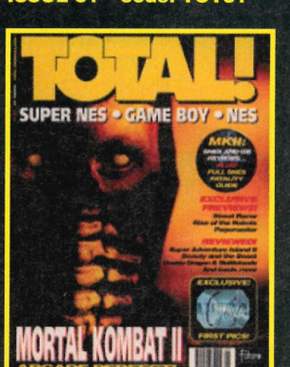
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Reader Ads

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

Sales

● SNES games: Mortal Kombat & SFII Turbo £45 each. Super Bomber Man £40. All games are UK, but not all the games are boxed with instructions.
Tel: 0968 672320

● GB games for sale (ten in all) or two of my games for one good SNES game. Or sell separately for £10-£14, or all ten for £80. Great deal. Phone now, ask for Jim.
Tel: 0525 290508

● SNES games for sale. Eleven games from £10, plus a programmable joystick.
Tel: 0394 273212

● SNES games: Starwing, Super Mario World, Super Smash TV and Super Castlevania 4 £30 each. All games UK, but not all boxed or with instructions.
Tel: 0968 672320

● SNES with twelve top games, two pads and a carry case – £375.
Tel: 0732 464278

● For sale: SNES, boxed £65, Another World £20, Mortal Kombat £32, Final Fight £22, Starwing £15, SFII Turbo £37, Mario All-Stars £32 plus others.
Tel: 0920 877341

● NES with ten games, one US, two controllers, light gun & Game Genie with manual. Games include: SMB1, 2, 3, Bubble Bobble, Rainbow Islands. All this lot for just £100.
Tel: 0436 831428

● Manga videos for sale: Tank Police 1 & 2 – £10 each, Fist of the North Star – £9, Crying Freeman 1-4 £7 each. Also Super Tennis – £15. Call now
Tel: 0283 551430

● Game Boy for sale including eleven games, boxed with instructions, and light magnifier – £195. Phone after 6pm.
Tel: 0276 33329

● Street Fighter II Turbo Collector's Edition (metal box) £35. Only SE London need apply.
Tel: 081 853 1254

● Game Boy & 13 games, game pak, light, Game Genie, battery pack and game holster. Worth £400, sell for £250.
Tel: 0753 883466

● SNES for sale with six games including: Super Mario Kart and Bomber Man. Also Pro-Action Replay, universal adaptor and SN program pad £230 ono. TOTAL issues 1-32, £35. Phone Adam after 5pm.
Tel: 0427 880589

● To sell: Mega CD, Mega Drive and six games for just £75.
Write to: Stuart Christie, 40 Hillcrest Drive, Alloa, Scotland, FK10 1SD

● Game Gear for sale with four games, TV tuner, mains adaptor, car adaptor & case. Sell the lot for £140. Call Alan now.
Tel: 031 332 9704

● Bargains! Mickey's Magical Quest (US) – £25, Prince of Persia (US) – £25, both in perfect condition. If you buy both I'll chuck in my Action Replay for free!
Write to: Paul Connor, 174 Bolton Road, Manchester, M28 5BN

● Pro Action Replay Mk 2 for sale. £40 ono, brand new, never used. Wibble wibble! (Sorry about that). Oh, by the way I live in the Ipswich area.
Tel: 0473 311240

● SNES games for sale. Phone for details, must be in the Birmingham area.
Tel: 021 588 7458

● TOTAL collection issues 1-33, all in mint condition. Worth £72 all together, will sell for half price at £36. Call this number and ask for Andrew.
Tel: 081 675 1213

● SNES games for sale: Cool Spot £19, Alien³ £18, Pilotwings £18. All UK games, boxed and with instructions.
Tel: 0790 753000

● UK SNES, Mario All-Stars, Street Fighter II, Ranma (Jap), Another World, uni adaptor, two controllers. All boxed as new, £140. Ask for Alex.
Tel: 084 021 3343

● Game Gear, AC adaptor, M Gear converter, 14 games (nine GG, five MS). All boxed with manuals. Games include: Cool Spot. Offers.
Tel: 0423 883190

● NES for sale. Good condition, 11 games, Zapper and Max controller. Games include: SMB1 & 2, Blades of Steel, Life Force and Micro Machines. Worth around £300, will sell for £100.
Tel: 081 995 4892

● SNES for sale, c/w carry case, two controllers (one is commander) and 13 games including: Mario All-Stars, FIFA Soccer, Bubsy etc. £300 ono. Call this number and ask for Doug.
Tel: 0705 615149

● Game Gear plus nine games, mains adaptor and carry case. Games include: Sonic, Sonic 2. All boxed except for one. Some without instructions. £135 ono.
Tel: 0278 683148

● Bargain, sell 22 mags: TOTAL, Super Play, Super Pro, SNES Force, Nintendo Magazine System, Special Reserve, GM + Contra 3 (US). £110.
Tel: 0285 851336

● Mega Drive, Sensible Soccer and SG Pro pad for £25. Ask for Alex.
Tel: 0494 725685

● NES with one joypad, adaptor leads and plug, plus Bayon Billy, Tennis and Golf. £59 ono. Games sold separately are £10 each, no offers.
Tel: 071 251 4196

● Lethal Enforcers for sale (UK) £35 with box, gun and instruction booklet. Or swap for NBA Jam, or for any other SNES game. Call Bob now!
Tel: 081 530 7232

● SNES for sale, nine games plus Action Replay. Most games over 80%. Aberdeen only, no posting. £350.
Tel: 0224 699800

● Eight month old, boxed, UK SNES, two pads & nine top games inc. Mario All-Stars & Kart, SFII Turbo, Starwing & NBA Jam all VGC. Worth £550, going for £275 ono. Ask for George.
Tel: 0584 891052

● I must be mad, TOTAL issue one (mint condition) only £60, you must be mad to miss such a bargain. I am also flogging off Super Star Wars (UK) for a mere £30 ono, fully boxed with manual. Hurry before some scumbag gets these great deals before you!!!!!!! Ask for wee John.
Tel: 0475 675562

● TOTAL giveaway. Issues two to four and 10-32 and Special 1993. All at the price of 70p-£1 each. Don't delay!
Tel: 071 372 2680

● NES four-player adaptor under £5! Highest offer gets it!
Tel: 071 372 2680

● SFII Turbo, Action Replay & universal adaptor, all for SNES and all for only £30.
Send tel number to: 6 Bran Road, W Dratton, Middlesex, UB7 9DA

● Hey, I will sell these SNES games, all brand new. UN Squadron (UK) – £25, Prince of Persia (US) – £20, plus Action Replay with over 100 codes (UK) – £20.
Write to: P Connor, 174 Bolton Road, Walkden, Manchester, M28 5BN

● UK SNES with two pads, joystick, Multitap, all leads etc. Six games inc SFII Turbo, NBA Jam, WC USA '94, JC's Tennis. Worth £400+, sell for £260, or swap for US or Jap SNES.
Tel: 0395 578087

● UK NES for sale, unboxed. Eight games (two are unboxed) Zelda 2, Mega Man 3, Rainbow Islands etc. Zapper gun, two controllers. Bargain at only £70 ono!!! Or swap for UK SNES with a game.
Tel: 0450 373304

● Amiga games for sale. All latest titles but too many to list. All around £3 each. Simply phone for a complete list.
Tel: 091 477 8453

● Issues 1-28 of TOTAL magazine for sale. Sell as a set or separately. Any offers considered. Please phone after 5pm and ask for Iain.
Tel: 0709 866012

● SNES game for sale. Jurassic Park 84% (UK) for only £25. Boxed and with instructions, very good condition. Phone this number and ask for James.
Tel: 0737 351281

● Issues 1 and 2 of Mean Machines, good condition, £20 each ono. Also first issues of NMS, TOTAL, Control & SFII Turbo (US) for sale, £20. All must go, phone now!
Tel: 0889 578009

● Super Nintendo for sale, Mario Kart, Mario World, Mario All-Stars, Bomber Man. Boxed, £145.
Tel: 0403 272122

● SNES UK Pal (boxed), Mario All-Stars, Cool Spot, Lemmings (all boxed). SFII not boxed but with instructions booklet. Two pads, mags. All excellent condition £150. Phone after 4pm.
Tel: 0742 701780

● Actraiser, Turtles 4, Super Aleste – Pal versions, £22 each. Super R-Type, Jap version, £24. All games are boxed and with instructions.
Tel: 0584 73606

● NBA Jam, Action Replay, Mario Kart, Tiny Toons, SFII Turbo £15 each, or swap any game. Ring 4-8pm, ask for Dylan.
Tel: 0375 373445

● Why bust the bank buying FIFA Soccer or Kick-Off 3? I'm selling Striker for £25 and also Super G&G (US) for £14. Will sell both for £35. Both games are for SNES and in good condition.
Tel: 0625 523332

● SNES games (UK). Rainbow Bell Adventures (£30), Bubsy (£25), Starwing (£15), Star Wars (£25), Wing Commander (£20), Ghouls 'n' Ghosts (£20). All boxed and in very good condition.
Tel: 0932 252598

● Mickey's Magical Quest (SNES) and Spider-Man and the X-Men (SNES) £20 each or nearest offer.
Tel: 0895 251551

● SNES, top condition with two pads, Starwing, S Mario World, Zelda 3 and Pop 'n' Twinbee. Sell for only £185. Phone only Tues, Wed or Sat.
Tel: 0705 321575

● For sale: Mario All-Stars, good condition £25, plus issue 28 of TOTAL. Phone after 4pm, ask for Sam.
Tel: 0554 821193

● SNES games for sale: Top Gear 2 £30, Striker and Super Mario Kart £25 each or £45 for both, Starwing £15. All boxed and in mint condition.
Tel: 0252 542345

● For sale, Street Fighter II Turbo £32, Starwing £12, Mario Kart £26 (each boxed with instructions) or the lot for £57. Ring after 6pm.
Tel: 0844 216447

● Mags for sale! TOTAL 1-6, Super Action 4-6, GB Action 1-11, GB Guide 1-3, Go! 1-20, N Force 1-10, Super XS (Tips) 1-3, all for only £1 each! (WSL) Phone Bob now! *(But only buy the TOTALs - Josse)*
Tel: 081 530 7232

● SNES game for sale – Bubsy. Boxed with instructions, excellent condition, £28. Phone Simon.
Tel: 0978 758232

● NES, seven games, two controllers and a Zapper for £50. Call and ask for David.
Tel: 0752 830374

● UK SNES with Super Mario All-Stars, Starwing, Striker, Super Soccer, Kevin Keegan PM, Super Mario Kart & turbo

pad. All boxed, £180 ono. Cuttin' my own throat!!! Still boxed. Phone between 4-7pm.
Tel: 091 438 4862

● For sale: Game Boy with SML1, SML2, Zelda 4, Tetris, Double Dragon + Action Replay. £70 ono, all boxed. Please call Chris after 5pm.
Tel: 0942 216944

● SNES universal adaptor £7, Lagoon £15, SFII Turbo £30. Programmable joystick, Pugsley's, Exhaust Heat 2, Bomber Man, Mario Kart – £25 each, or will swap for Atari Jaguar software.
Tel: 0924 376861

Swaps

● I will swap Super Soccer for SFII Turbo, or will sell for £30 ono. Ask for Paul.
Tel: 0928 732440

● Swap Mario All-Stars for any decent game. It's not boxed, but is in good condition. Ask for Sam.
Tel: 0652 633409

● I have Goal for my Game Boy and I will swap it for the following Game Boy games: Tennis, Cool Spot, Speedy Gonzalez, Donkey Kong, Mario and Yoshi, or World Cup Striker (maybe Mario Land 2). Or I'll sell it for £15. What a bargain! Ask for Jonathan.
Tel: 081 203 1218

● SNES swap – Super Bomber Man or Cool Spot for Bubsy the Bobcat (Claws Encounters). Phone evenings and ask for John (or Dad).
Tel: 0670 515806

● SNES and Game Boy owners. Join the newest swap club around. Call James to get the full details.
Tel: 0924 848007

● Will swap my (NES) Boulder Dash, Blaster Master or Robocop for your (NES) Jurassic Park.
Tel: 0708 348892

● Join the newest swap club around. Many great games, SNES and Game Boy, UK, US and Jap. Call James for details.
Tel: 0924 848007

● SNES swap. I'll swap my Aladdin (US), boxed with instructions, for your Striker, All-Stars, Mario Kart or NBA Jam, boxed with instructions if poss. Can be UK/US. Plus Game Boy sales: SML2 (£15), Rocky & Bullwinkle (£8) ono. Both of 'em are boxed with instructions.
Tel: 0274 774974

● Listen up 'n' listen good. I've got SFII Turbo and I'll swap it for Wolfenstein 3D or Batman Returns.
Tel: 071 289 0210

● Calling all phonecard collectors. I will swap BT phonecards, used ones only.
Write to: 8B Peabody Estate, Farringdon Lane, London, EC1R 3BA

● I will swap TOTAL issues 25, 26, 27, 28, 29, 30, 31 for either issues 4, 7. 1 for 1.
Tel: 0224 321905

● Hi, I'm James and I have a Pro Action Replay (3.0) and Super Swiv (both SNES). Will swap for Skyblazer or sell. Will also swap my Game Boy games for SNES games (one for two or one for three).
Tel: 0772 611644

● I'll swap my Starwing for your NBA Jam (both UK). My Starwing is boxed with instructions, please have yours in good condition. Ask for Chris when you phone this number...
Tel: 0457 870087

● I have a GB Pro Action Replay, boxed with instructions. I would like to swap for a GB Game Genie. Ask for Chris, phone after 5pm.
Tel: 0794 390479

● I would like to swap my NES & six good games (inc JP), Game Genie & two joypads for your SNES with two joypads and any good game.
Tel: 0307 860331

● Swap Mega Drive with five games plus two controllers for SNES with three decent games. One football game if possible. Ask for Scott.
Tel: 0575 574943

● I have Alien^3, Flashback and Prince of Persia (SNES), and I want NBA Jam. I am open to discussion.
Tel: 0206 251484

● I would like to swap my Probotector (SNES) or Starwing for your Axelay or Castlevania. Phone me after 6pm, and ask for David (for that is who I am).
Tel: 0861 524624

● I will swap Aladdin, Mario's Missing for Super Star Wars or Rock 'n' Roll Racing. Ask for Clive.
Tel: 0252 727182

● I will swap SNES and three games: (SFII, Mortal Kombat, Mario World) for Amiga 600. Ring after 5pm weekdays, ask for James.
Tel: 0530 222297

● I will swap my Game Boy, Bart Simpson's Escape from Camp Deadly or Battletoads for your Jurassic Park or Ghostbusters 2. I will collect locally.
Tel: 0661 842694

● I will swap Aladdin for Rock 'n' Roll Racing or Pop 'n' Twinbee. Call after 6.30pm, ask for Clive.
Tel: 0252 727182

● I'll swap my Turtles, Robocop or Tom and Jerry for any good game, but not one of those fighting games. I want a game on the NES.
Write to: Eloise Carter, 16 Bradburn Road, Robin Hood, Wakefield.

● I will swap my Mario Kart or Spider-Man and the X-Men for Alien^3. 50p p&p.
Tel: 0763 262718

● I will swap my SNES Pugsley's Scavenger Hunt (UK) mint condition, for Bubsy, Desert Strike, Mystical Ninja, NBA Jam, WWF2, Pilotwings, Zombies or Zelda. Ask for Toby.
Tel: 0326 317801

● I will swap Super Adv Island (40%) or Super Smash TV (93%) for any game around the same percentage.
Tel: 0224 312059

Wanted

● Wanted. TOTAL issues 1, 2, 4, 22, 23, 25 in good condition.
Tel: 0932 867106

● Box wanted for Mario All-Stars. Willing to pay £5 for it. Ask for Sam.
Tel: 0652 633409

● Wanted: Jurassic Park, to swap for my Pilotwings. Also wanted: Yoshi's Cookie to buy or swap. Ring Greg.
Tel: 0983 612287

● Wanted desperately, SNES games. NBA Jam, Stunt Race FX, Mortal Kombat II, Super Street Fighter II, Bubsy, Road Runner. Will buy or swap.
Tel: 0285 851336

Pen Pals

● Hi, I'm a 16 year-old. I'm looking for a pen pal, female and good-looking, between 15-18. I will reply to all letters.
Write to: Ahmed Al Thani (I'm a man), PO Box 11918, Doha-Qatar

● Aaarrrhhh!!! Two females aged 14-16 wanted to write to. Must have good sense of humour. Write to Rob and Gaz.
Write to: 34 Buckmaster Avenue, Clayton, Newcastle, Staffs, ST5 3AN

● I am looking for a pen pal aged between 13-18, M or F. Must like Game Boy, NES and SNES. Please write soon.
Write to: Eloise Carter, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP

● Hi. Olaf here. I would like a female pen pal aged 12+. Good-looking, likes music and SNES, photo if poss. I promise I'll reply to all letters.
Write to: Oliver Franklin, 48 The Farthings, Astley Park Village, Chorley, Lancs, PR7 1TP

● I'm looking for a boy or girl pen pal. Must have a sense of humour and a SNES. Must like sports. Please send a photo if possible. Does not need to know much about computers.
Write to: Cormac Hayes, Main Street, Cappamore, County Limmerick, Ireland

● Hi! I'm a boy of 12 years of age and am looking for a female pen pal 12+. I like SNES and Game Boy. Write now (and send photo if poss).
Write to: Oliver Franklin, 48 The Farthings, Astley Village, Chorley, Lancs, PR7 1TP

● Hello. I am looking for pen pals, any sex and any age, photo if possible. Please someone write!
Write to: Andrea Vint, 14 Belmont Drive, Bangor, County Down, N Ireland

● I'm Neil here, I want a pen pal, any age, boy or girl. Will answer all letters.
Write to: Neil Redford, 6 Pilling Close, Chorley, Lancs, PR7 3ER

● I would like a pen pal 11-14 who likes computers and reading, especially Tolkien books. Male or female.
Write to: Graham Rix, 63 Edendale Road, Melton Mowbray, Leics, LE13 OEW

● Hi. I am after a female pen pal (15-20). Must love Street Fighter II and raves. Pleave include a photo if possible. All letters will be answered.
Write to: Simon Allan, 44 Laithe Street, Burnley, Lancashire BB11 2LH

● I'm looking for a pen pal 10-14, male or female. Send photo if possible.
Write to: Suzannah Merchant, 11 Northleigh, Bradford-On-Avon, Wiltshire, BA15 2RG

● Hi. My name is Paul. I am looking for a m/f aged 13-14, who likes SNES. I will reply to every letter.
Write to: Paul Sinclair, 4 Cranberry Street, Glodwick, Oldham, O14 LAT

● Hi! I'm Kevin. I'm 10, looking for a pen pal aged 9-11. Must like football and SNES. Photo if poss. All letters replied.
Write to: Kevin Paxman, 7 Tattershall Drive, Woodhall Farm, Hemel Hemstead, Herts, HP2 7QE

Messages

● Many happy returns of the day (20/10/94) to Neelam. Hope you have a great day, lots of love Raja. xxx.

● Hope you're having a great holiday Mum and Dad, Dom, Andy and Wilf – from Matthew!

● Happy Birthday Lloyd from your best mate. AD.

Reader ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

To place an ad, write it in BLOCK CAPITALS on the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad. 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 **November** *issue of TOTAL (out Tuesday 11th October), try to get it to us by Thursday 15th September).*

No trade ads accepted.

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

Name .....

Address .....

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Postcode .....

Tel .....

Parental signature
(Get your parent to sign if you're under 16)

Tick if you're a subscriber ☐

Write your message in here
Remember to use BLOCK CAPITALS

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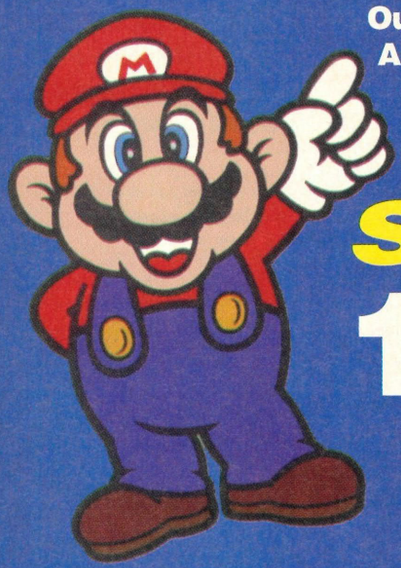
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Classification

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TOTAL! RECALL



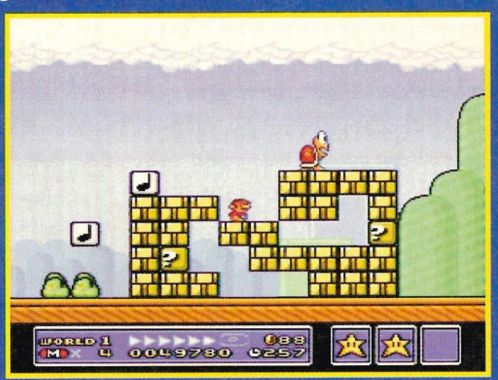
Out with the old and in with the new, this is the beginning of a new era. As from next month we're treating you to a completely new-look TOTAL Recall section. So, we decided to take a look back at 34 issues of gaming heaven by compiling our favourite games on all formats. Well, without further ado, here they are then...

Super NES

1 MARIO ALL-STARS

(99% Issue 21)

Some thought the mark we gave it was too generous at the time. Still nothing has come close, so what do they know, eh? Four Mario games on one cart, definitely the best thing ever!





2 SUPER STREET FIGHTER

(97% Issue 32)

The best just got better! We know it's a cliche but in SSFII's case it's only bloody true, innit? The pinnacle of beat-'em-ups, a lighthouse in the sea of the beat-'em-up mire, you might say.





3 ZELDA III

(93% Issue 11)

Wow, what an adventure game. Easily the best you'll find on any format. We're talking big, atmospheric and very tough. What more could anyone ask for out of life? Erm.



4 SUPER MARIO WORLD

(98% Issue 4)

The game that's simply got it all – graphics, depth, gameplay, challenge and of course Mario. The best single Mario game ever. Brilliant beyond belief.

5 STUNT RACE FX

(94% Issue 34)

Stunt Race FX simply must be the best driving game of any sort, anywhere, ever. Shigeru Miyamoto strikes again with his new improved FX chip to produce a game that makes Sega's Virtua Racing look like Pong.

6 SUPER METROID

(91% Issue 30)

Futuristic run-around action adventure that'll have you hooked in no time. It's huge, complex, and cram-packed with more atmosphere than a mere mortal can handle. Go to page 72.



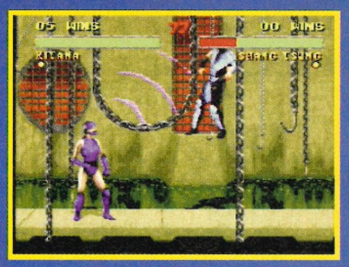
7 SUPER BOMBERMAN

(93% Issue 13)

Who'd have thought that such a simple idea would result in such a top game? Blast-tastic, the best four-player game around. Words cannot explain how addictive this game is!

8 MORTAL KOMBAT II (93% Issue 33)

Pretend the first MK did not exist, it was a bad experience and it won't happen again. We take our hats off to Acclaim for producing the goods on this sequel. Some people even prefer this to SSFII!

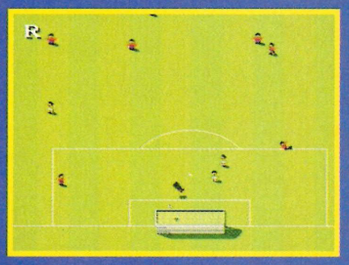


9 STARWING (96% Issue 16)

Also called StarFox, this FX chip game is the best shoot-'em-up ever. Shigeru Miyamoto comes up with the goods yet again. Is he a top bloke or what?

10 SENSIBLE SOCCER (94% Issue 25)

Probably not the most realistic of the footy sims but certainly the most fun and value for money. Oodles of options, features galore and goals, goals, goals!



11 PILOTWINGS (91% Issue 11)

An oldie but a goodie. A stunning 3D flight sim with visuals to make your eyes pop out. One of the first games to exploit Mode 7 to its full potential. Gorgeous.

12 SMASH TENNIS (94% Issue 31)

Super Tennis has finally been knocked off its podium. Smash Tennis is here and you won't find a better tennis sim anywhere. This summer's big hit around *our* office should be in *your* collection.

13 SUPER MARIO KART (82% Issue 11)

It's a fine line between this and Stunt Race FX. We reckon that Mario Kart just about wins in two-player mode, but Stunt Race has a far greater shelf life. Get it for the Mode 7 madness!



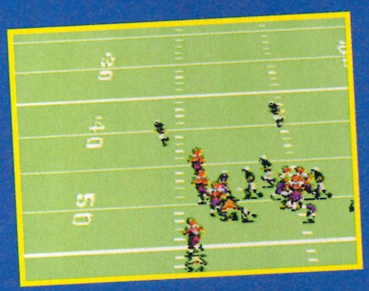
14 SUPER PROBOTECTOR (88% Issue 9)

Unbelievable graphics and out-of-this-world gameplay combine to make this high-octane-tastic. The simultaneous two-player mode secures it a place in the TOTAL Recall Top 30.

15 SUPER PUYO PUYO (Not Reviewed)

The game that took on Tetris for the title of top puzzle game and won. Thoroughly addictive and in danger of altering your mind for ever.

16 MADDEN NFL '94 (93% Issue 27)
Easily the best American football sim to date. Any game that manages to make such an arguably dull sport this exciting is something kinda special. Highly playable and even better than the real thing.



17 SECRET OF MANA (90% Issue 26)
An RPG that is almost as good as Zelda, which is no mean feat. The graphics are staggering, the challenge is ridiculously hard and the whole thing plays like a dream. And a particularly good dream at that.

18 F-ZERO (91% Issue 5)
A heart-stopping sense of urgency makes this burn-up one of the 'must plays' around the TOTAL office. The stunning graphics and convincing controls really have to be seen and felt to be believed.

19 ZOMBIES ATE MY NEIGHBORS (92% Issue 22)
This fab-looking, fab-playing blaster is both original and funny. Packed with addictive exploration and all manner of 50s kitch horror B-movie parodies and silliness. Oh, and a refreshing splattering of chainsaws.

20 FLASHBACK (85% Issue 25)
Brilliant, beautiful and original platform stonker whose graphics paved the way for Jurassic Park et al. Rotoscoped graphics and corking parallax scrolling backdrops create an intense atmosphere which complements the looks. Blimey!

21 COOL SPOT (92% Issue 24)
Makes you feel all happy and glad to be alive like when you wake up on a sunny day. Great to look at, great to play!



22 SUPER GHOULS 'N' GHOSTS (87% Issue 11)
This notoriously difficult linear shoot-'em-up rocks the house with its top medieval soundtrack. Tough to crack and loved by all who've encountered it.

23 SIM CITY (94% Issue 7)
This deeply absorbing game was the first and is still the best of the Sim genre. It'll last you forever and lead to more than a few sleepless nights.

24 FIFA INTERNATIONAL SOCCER (91% Issue 30)
Thirty international teams complement the realism of the isometric pitch view, and a playability bettered only by Sensible Soccer plays a neat one-two with the gorgeous looks to nod in that vital last-minute equaliser.

25 CLAYFIGHTER (87% Issue 27)
Clayfighter might not have Street Fighter II's elaborate combos or the stunning graphics of Mortal Kombat II, but for humour and ingenuity it's unrivalled. *Be* top Elvis impersonator Blue Suede Goo and knock seven shades out of Taffy and Bad Mr Frosty with your super-extending quiff. Thank you very much.

26 SUPER STAR WARS (87% Issue 15)
We reckon this is one of the best movie tie-ins around. What it lacks in originality it sure makes up for graphically and in sheer atmosphere.

27 ALADDIN (85% Issue 25)
Special baggy pants galore in this beautifully detailed conversion of Disney's classic. Aladdin has been accused of being too easy but who cares? It looks, plays and sounds lush beyond all comprehension.

28 THE CHAOS ENGINE (90% Issue 29)
A fast and frantic adrenalin-pumping scrolling shoot-'em-up, viewed from overhead. Perhaps not the most original gameplay in the world, but it's huge, engrossing, atmospheric and *very* tough. This is Microprose at their best. Hurrah!



29 DESERT STRIKE (88% Issue 13)
What to do! What to do! VCs on the wire. The classic 'Nam-retro, isometric 3D-viewed strategic helicopter-'em-up. A stunner on all formats, and unbeaten on the SNES. Now go and kill Victor Charlie!

30 ALIEN 3 (90% Issue 18)
Far more entertaining than the film, that's for sure. Amazing animation with a good learning curve. Tough to finish but that's a good thing.

TOTAL! RECALL GameBoy





1 ZELDA IV (97% Issue 23)

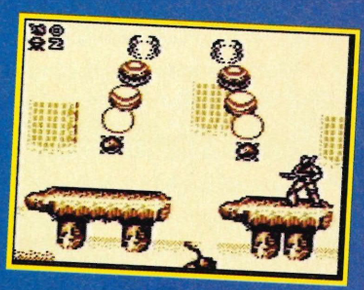
If you don't own a Game Boy, this is the game to buy it for. If you own a Game Boy and you don't own this, you should really sort your life out a bit.

2 TETRIS (Not Reviewed)

This ground-breaking, block-dropping, brick-manipulating puzzler edges out Tetris 2 cos of its 'classic' appeal. The music's top-notch, too!

3 PROBOTECTOR II (90% Issue 34)

Stop wasting your valuable time reading this and turn to page 46. Josse will fill you in on this blasting small-screen stonker.

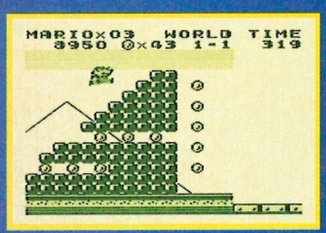


4 MORTAL KOMBAT II (92% Issue 33)

At last a decent beat-'em-up on the small screen. Truly amazing animation and all the scrapability of it's big-screen brother. Mortal Kombat II is a real treat to play.

5 DONKEY KONG '94 (92% Issue 32)

Simply one of the best platform games ever made, this is the worthy and well-overdue sequel to the original Donkey Kong which kick-started Shigeru Miyamoto's reputation. With over 100 levels, this'll keep you going for a decade!



6 SUPER MARIO LAND (94% Issue 1)

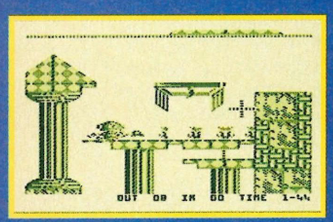
A cracking platformer with all the class of its full size counterpart. Let's face it, when it comes to platformers, the fat Italian plumber with the dodgy butch moustache is in a class of his own.

7 COOL SPOT (92% Issue 31)

Utterly wonderful, funky, groovy, scrolly platformy shooter. This is a truly amazing conversion – bostin'! Crackin'! Cool! And great cans of pop, too. Seven-Up, naturally!

8 DYNABLASTER (93% Issue 2)

It's not what you're spending, it's what you're saving. Four great games magically shoe-horned onto one little iddy-biddy cart makes Dynablaster unbeatable value for money. And the games are rather great, too.



9 LEMMINGS (90% Issue 14)

People said it couldn't be done, but they were wrong. Admittedly this conversion has dodgy graphics, but the fun, addiction and bonkers gameplay are all still there by the bucketful.

10 GOLF (92% Issue 1)

Everything you could possibly ask for is here. Including golf, believe it or not. Very playable and very challenging, this also offers two-player link and battery back-up.

11 PARASOL STARS (92% Issue 11)
Don't let the cutesy graphics fool you for a minute. This is tough, tough, tough like a steak that's been in the oven for several weeks. Looks good as well.

12 TOP RANKING TENNIS (92% Issue 21)
Not as jolly as GB Tennis, but it certainly has the edge in terms of realism and gameplay. You'll never pick up a racquet again.

13 TINY TOONS (89% Issue 9)
Probably the cutest graphics you'll ever see. Very playable, very tough and a great sense of humour. A big hit and deservedly so.

14 THE CHESSMASTER (90% Issue 1)
It's a bit hard to get hold of these days but if you can find it snap it up immediately. The only chess game you're ever going to need. Get it – it's a classic.

15 BATTLETOADS (90% Issue 11)
Heaps of variety makes this a genuine treat for all Game Boy arcade fans, everywhere. A tip-top beat-'em-up which comes highly recommended.

16 BILL AND TED'S EXCELLENT GB ADVENTURE (91% Issue 3)
Bodacious time travelling antics make this a varied and engrossing platform puzzler that may well result in permanent frown marks on your forehead.

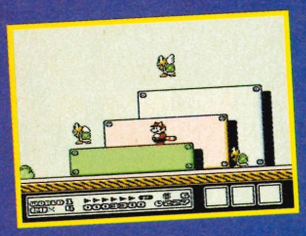
17 BART SIMPSON'S ESCAPE FROM CAMP DEADLY (92% Issue 4)
Nicely structured gameplay and lashings of challenge thrown in for good measure. All a bit silly and addictive. We love it to bits.

18 NEMESIS 2 (93% Issue 12)
Even better than its highly rated predecessor. A classy blaster that's as tough as old boots but highly playable with it.

19 FACEBALL 2000 (93% Issue 5)
Graphics you could frame and addiction you could bottle, shake and spray all over a household pet. Then again, maybe you could just play it.

20 DR FRANKEN (91% Issue 5)
Huge platform adventure with detailed graphics, big sprites and one heck of a challenge. Definitely one for your collection.

NES



1 SUPER MARIO BROS III
(98% Issue 1)

After the shock waves that Super Mario Brothers sent through the industry, SMBII was a big let down, so hopes weren't particularly high for number three. Shock, horror, scandal, mayhem, what a corker this turned out to be. An essential purchase.



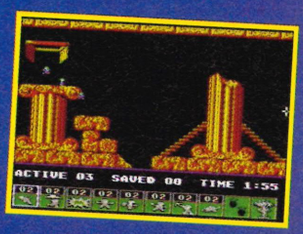
2 MICRO MACHINES
(92% Issue 9)

Overhead racing mayhem that's as playable as it is plain silly. Race across the bedroom floor, pool table, patio, desktop and generally all over the gaff. Top stuff.



3 LEMMINGS
(85% Issue 11)

The world's most sadistic puzzle game ever and that's official. Shepherding has never been so addictive or so much fun. This is truly impossible to put down!



4 SOLSTACE
(90% Issue 1)

An isometric 3D strategic platform adventure game? Sounds as though they've covered almost every genre with this one. It's dead good as well.

5 RAINBOW ISLANDS
(92% Issue 5)

If only all platformers were as good as this. Brilliantly judged difficulty, near-perfect gameplay and graphics you'd contemplate killing your grandmother for. We love you Rainbow!

6 SUPER MARIO BROS
(93% Issue 2)

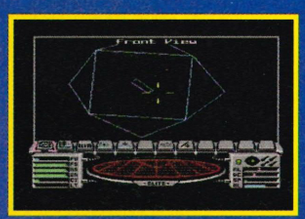
It was the birth of a new era, SMB took the world by storm and the video game industry was never quite the same again. Hoorah! Still amazing, still tough, still completely addictive.

7 NEW ZEALAND STORY
(93% Issue 2)

It's cutesy, it's fluffy, it's much like Patrick Duffy. Actually it's a top platformer in the same vein as Rainbow Islands. A stunning arcade conversion that's blinkin' fab.

8 ELITE
(Not Reviewed)

This has stood up well to the test of time. Top shooting explore-'em-up action – huge, absorbing *and* tough.



9 KICK OFF
(93% Issue 4)

Playable, challenging and faster than Linford Christie after a bucketful of Lucozade. Definitely the best footy sim available on the good old NES. The season's back on, buyt don't go to any matches – stay in and play Kick Off!

10 DIZZY
(93% Issue 2)

Massive, good looking arcade adventure that's somehow a cross between an RPG and a platformer, starring a rather odd-looking egg in a hat. Get it, it's different!

11 SNAKE, RATTLE 'N' ROLL
(90% Issue 1)

A collect-'em-up with drop-dead-gorgeous graphics. Cracking 3D scrolling makes this one stand out from the crowd and shout "look at me, I'm pretty and everything."

12 BATTLETOADS
(92% Issue 1)

This amazing looking arcade conversion set new standards for the NES way back in 1992. Battletoads is a beat-'em-up that's easy to play and seldom bettered.

13 BATTLE OF OLYMPUS
(92% Issue 1)

Battle of Olympus is a truly engrossing and highly playable adventure quest with loads of groovy stuff to discover and loads of groovy people to interact with. 'Nuff said.

14 BOULDER DASH (90% Issue 1)
Addictive and challenging diamond-collecting, boulder-dodging, action-tastic entertainment that has to be played to be believed.

15 SOLAR JETMAN: HUNT FOR THE GOLDEN WARSHIP (92% Issue 1)
One of the best shootin', huntin' explore-'em-ups around. It'll take you quite a while to nail this one, that's for sure.

16 PROBOTECTOR II (91% Issue 14)
What a superb shoot-'em-up this is. It's tough, action packed and quite a little looker.

17 LOW G MAN (94% Issue 2)
This highly playable space blaster is huge and ingenious with vast levels and top graphics.



18 GAUNTLET II (88% Issue 1)
An almost perfect coin-op conversion complete with more than 100 levels of super-smooth scrolling 360° blasting fun for all the family. Gauntlet II puts demonic grins on faces.



19 TINY TOONS (88% Issue 9)
A brill conversion of an average cartoon. Great platform fun that's a swine to complete and an even bigger swine to put down.

20 COSMIC SPACEHEAD (91% Issue 24)
Sickly, vibrant cartoon colours draw you in to this engrossing platform puzzler pseudo-RPG. Zip from planet to planet to convince your homeboys of earth's existence. Maybe a tad tough for the age group the looks would suit.

Well there you go – that was this month's TOTAL Recall. We hope you enjoyed that little romp through TOTAL's favourite games, even though it was a tad self-indulgent – well, you can hardly blame us, can you? Next month, however, TOTAL Recall will be looking far more interesting, as we set sail of a voyage of discovery through the world of Nintendo games, genre by genre. And November's genre will be... bloody great, most likely!

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NEXT MONTH



DOUBLE EXCLUSIVE!

In the very next issue of TOTAL we'll be bringing you the *exclusive* reviews of what could be the two grooviest SNES games of 1994, Lemmings 2 and Micro Machines.

And that's only the start of next month's brilliance. We'll also have reviews of Earthworm Jim and Sparkster (amongst others), all the usual high-quality news and previews and more tips than you could possibly ever want.

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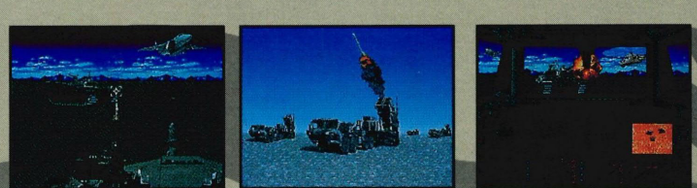
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