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TOTAL!



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CRUIS'N USA – EXCLUSIVE REVIEW

COMPLETE EARTHWORM JIM SOLUTION

PLUS! 24 reviews, masses of previews and more tips than ever before!

ULTRA 64 • SNES • NES • GAME BOY

BEAT THE



CEVG
"...a combination of Road Rash, Mario Kart and FIFA...This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"
94%

NMS
" A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"
92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"
91%

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Ubi Soft ENTERTAINMENT

SUPER NINTENDO ENTERTAINMENT SYSTEM

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EXCLUSIVE!

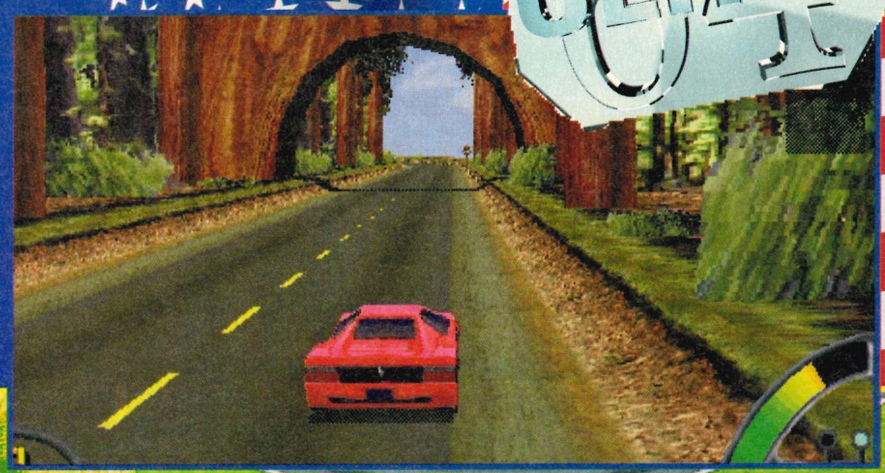


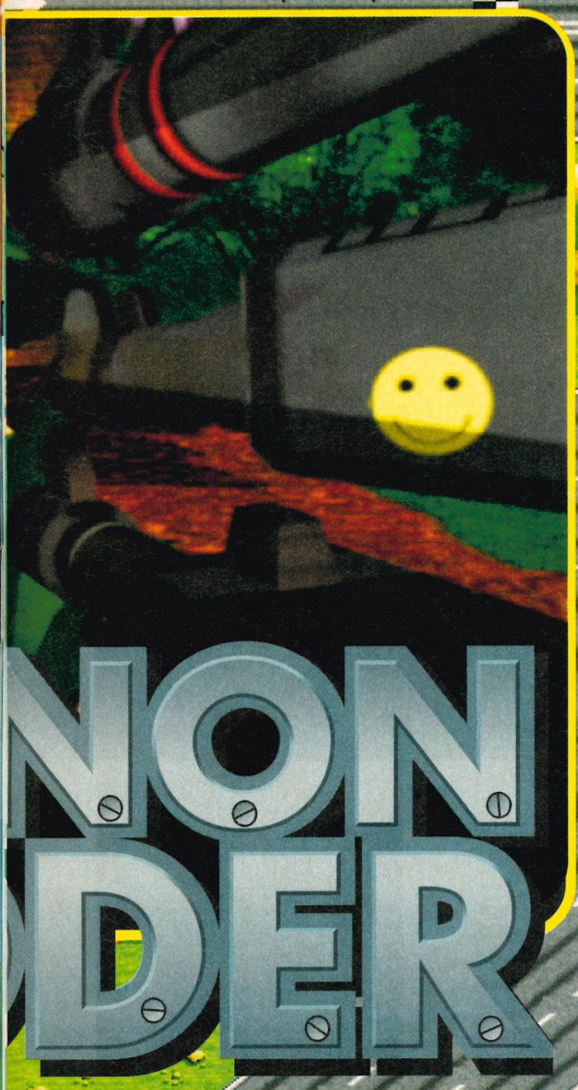
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CANNON FODDER
Ignore all those whinging gits who reckon violence in videogames is a bad thing. *Cannon Fodder* has come to the SNES and it's bloody and brilliant, so for the exclusive review of this year's best shooter, turn to page 36 now.

CRUIS'N USA **30**
The Ultra 64 has reached the arcades and TOTAL! wins the race to bring you the first review. Turn to page 30 to find out why the home version of the Ultra 64 is going to be the only videogame system worth owning.

EXCLUSIVE COIN-OP REVIEW!







NON DER

MORE TO GIVE AWAY! 112

We've got lots of things to give away, again. We've got, er... (Atko, what have we got? Atko? Josse? Oh, they've all gone.) All right, we've got some jackets, and T-shirts and, um... oh for crying out loud, just turn to page 112 to find out.



TIPS 92

Ohmigod! We've really outdone ourselves this month. If you're stuck on *Earthworm Jim*, our six-page solution will tickle your fancy. If *Street Racer* is causing you problems, our four-page player's guide will warm your cockles. And if *Mickey Mania* is really getting on your nerves, our two-page special will almost certainly smoke your kipper, snog your bird and quite possibly flange your grommet. Whatever your game, you should have a flick through TOTAL! Recall which begins on page 86 – it's packed with all manner of SNES, NES and Game Boy goodies.



ATKO 16 INVESTIGATES

Yes, once again, the crappest Private Detective in the world sets out to, well, investigate. This time it's violent videogame characters he's probing. Will he find out anything? Will he come up with the goods?

Nah! Johnny the shoeshine boy will simply provide our dismal dick with all the relevent information.



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BIG FILMS... MA

Super STAR WARS®

RETURN OF THE JEDI™

"A superb rollercoaster of a game!"

"Non stop action"

"One of the most thrilling platform games this year"

NMS 92%







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INDIANA JONES' Greatest Adventures

"A great game that does justice to the legendary film... Ingenious enough to keep everyone happy"

NMS - Nov 1994

JVC







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Thicky Dyer travels the globe to sniff out a whole host of sizzling exclusives.

TOTAL! NINTENDO NEWS

Brand spanking new Nintendo hardware on its way! Read all about the amazing new 3D 32bit system exclusively in TOTAL!

VIRTUAL BOY UNVEILED

EXCLUSIVE FIRST LOOK



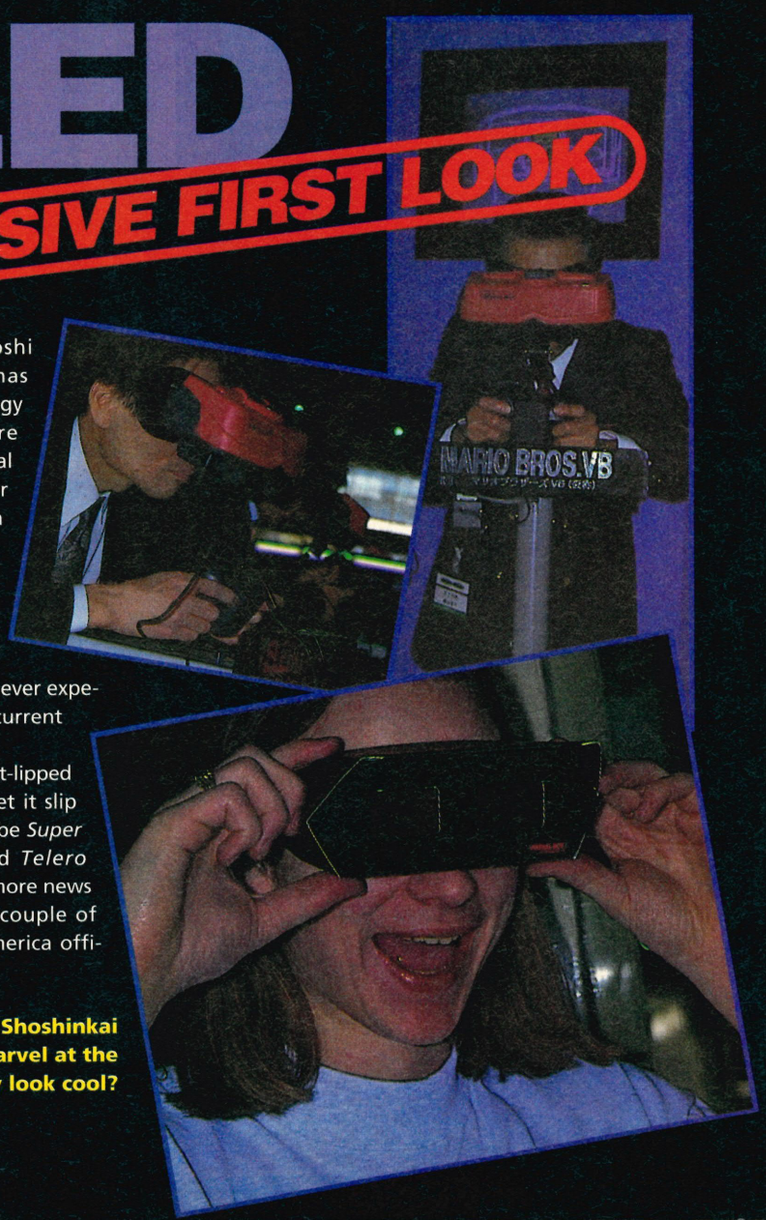
Nintendo recently unveiled their 32bit successor to the Game Boy at the Shoshinkai software exhibition in Japan and what a stonker it is too! The Virtual Boy caused quite a stir in the gaming community and far surpasses any previous attempts at 3D gaming. On top of all this, it's portable! Not bad!

The Virtual Boy uses two high-resolution displays to produce a 3D experience not possible on traditional television and LCD screens. The player's face is pressed against these screens allowing total immersion into your own private universe. The 3D experience is displayed by high resolution red images against a black screen and is enhanced through advanced stereophonic sound.

Little is known about the official UK release date except that it should be in the shops before next Autumn. The price, however has been confirmed to be considerably less than £200 with software somewhere in the region of £40 (hopefully it'll be considerably below).

Nintendo president, Hiroshi Yamauchi told TOTAL! "It has always been Nintendo's strategy to introduce new hardware systems only when technological breakthroughs allow us to offer innovative entertainment at a price that appeals to a world-wide audience. Virtual Boy delivers this and more. It will transport game players into a virtual utopia with sights and sounds unlike anything they've ever experienced – all at the price of a current home video game system."

Nintendo are remaining tight-lipped on software support but did let it slip that the first three games will be *Super Mario VB*, *Space Pinball* and *Telero Boxing*. We'll be bringing you more news from the Las Vegas CES in a couple of months when Nintendo of America officially unveil the Virtual Boy.



Delighted punters at the Shoshinkai Software Exhibition marvel at the Virtual Boy. Do they look cool?

CASPER ON THE ULTRA 64

STOP PRESS: New Ultra 64 software revealed exclusively in TOTAL! More pics soon.



Steven Speilberg is to follow up the massive success of Jurassic Park with a big screen version of the friendly ghost tale, Casper. The movie will be released next summer and boasts the biggest special effects budget ever.

Interplay have already bagged the rights to the game and have announced that they will be overlooking the SNES in favour of making it their first game for the Ultra 64. Interplay will be working closely with Industrial Light And Magic to bring us the same state-of-the-art special effects for the Ultra 64 as can be seen on the big screen.

We'll keep you updated on the progress of this ground breaking license when we uncover more – expect more pictures next month.

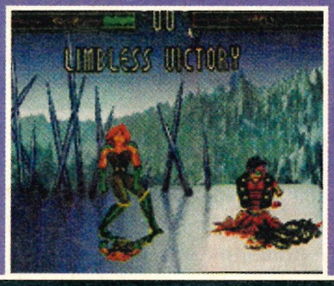
TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Spectacularly Produced Exclusive Claims Ultimately Leading All TOTAL! Imbeciles Out of Narcosis



BLOODSTORM

What's this? Nintendo have been relaxing their no-blood family-values rule this year, allowing the likes of *MKII* and the forthcoming *Doom* on the Ultra 64 which is bound to feature plenty of red stuff, but news from or US correspondant is that a forthcoming SNES game, *BloodStorm* is packed with it. There's no news as to whether it'll get an official UK release, but it's definitely in production for the US market. Here are some early screenshots to wet your gory appetites.



You can still win fights with no limbs. This is called a limbless victory. Hurrah!

CHARTS

Who's A-Number One, Top-Of-The-Hill, Big-Cheese, King of SNES games this month? It's the brilliant *Stunt Race FX*!



SNES

1	1	Stunt Race FX
2	2	Mortal Kombat II
3	3	Super Mario World
4	7	FIFA Soccer
5	4	Starwing
6	3	Jurassic Park
7	6	Mortal Kombat
8	NE	Aladdin
9	NE	Bubsy The Bobcat
10	NE	Super Mario Kart

NES

1	2	Swordmaster
2	4	Battletoads / Double Dragon
3	6	Pacman
4	8	Solstice
5	1	Ultimate Air Combat
6	3	Galaxy 5000
7	NE	Alfred Chicken
8	NE	Spiderman
9	5	Tetris 2
10	NE	Alfred Chicken

GB

1	3	Super Mario Land 3
2	4	Tetris 2
3	6	Donkey Kong
4	NE	Super Mario Land
5	9	Mortal Kombat II
6	1	Road Rash
7	NE	Kirby's Dreamland
8	NE	Kirby's Pinball Land
9	NE	F1 Race + Adapter
10	2	Jurassic Park

NINTENDO NEWS

SEGA AD SCANDAL

Sega, who ssaw their recurring profits fall 43% in the six months to September 30th appeared to confirm their in-decline status recently with this blatant drug related ad campaign. In an obvious attempt to cash-in on controversial publicity, Sega have opted for drug references in their advertising and it hasn't gone down too well. A spokesperson for the Medical Education Trust said, "I'm horrified, it is an obvious drugs reference."

The campaign is now in danger of being pulled. If you want to get one over on Sega, write to the Advertising Standards Authority at 2, Torrington Place, London, WC1E 7HW voicing your disapproval at the campaign.



Right: What on earth are they thinking of?

TOTAL!

S.P.E.C.U.L.A.T.I.O.N.

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THE FIREMEN

News is just in that Marubeni will be distributing an overhead-viewed platformy adventure about being a fireman. Does rescuing people from buring buildings and wear a funny helmet sound your cup of tea? Well I suggest that you watch out for a preview in TOTAL! pretty soon. In the meantime, look at this early screenshot and watch London's Burning on Sunday.



Apparently there's lots of strategy involved. You know, is the building safe, and who to rescue first and all that.

TOTAL!'S RISING STAR

You've seen him in the biggest independent Nintendo mag in Europe, you may even have seen him staggering around the streets of Bath on a Friday night, well now you can see him on the telly as a co-commentator on GamesMaster. Yes our very own Josse can be seen showing up Dominic Diamond by displaying his gaming expertise, new specs and large nose every Tuesday. Is there no end to our Josse's fame seeking shenanigans? The answer is no!

When asked to comment, Josse declined adding that he was too busy to talk to us lot.



TOTAL! S.P.E.C.U.L.A.T.I.O.N.

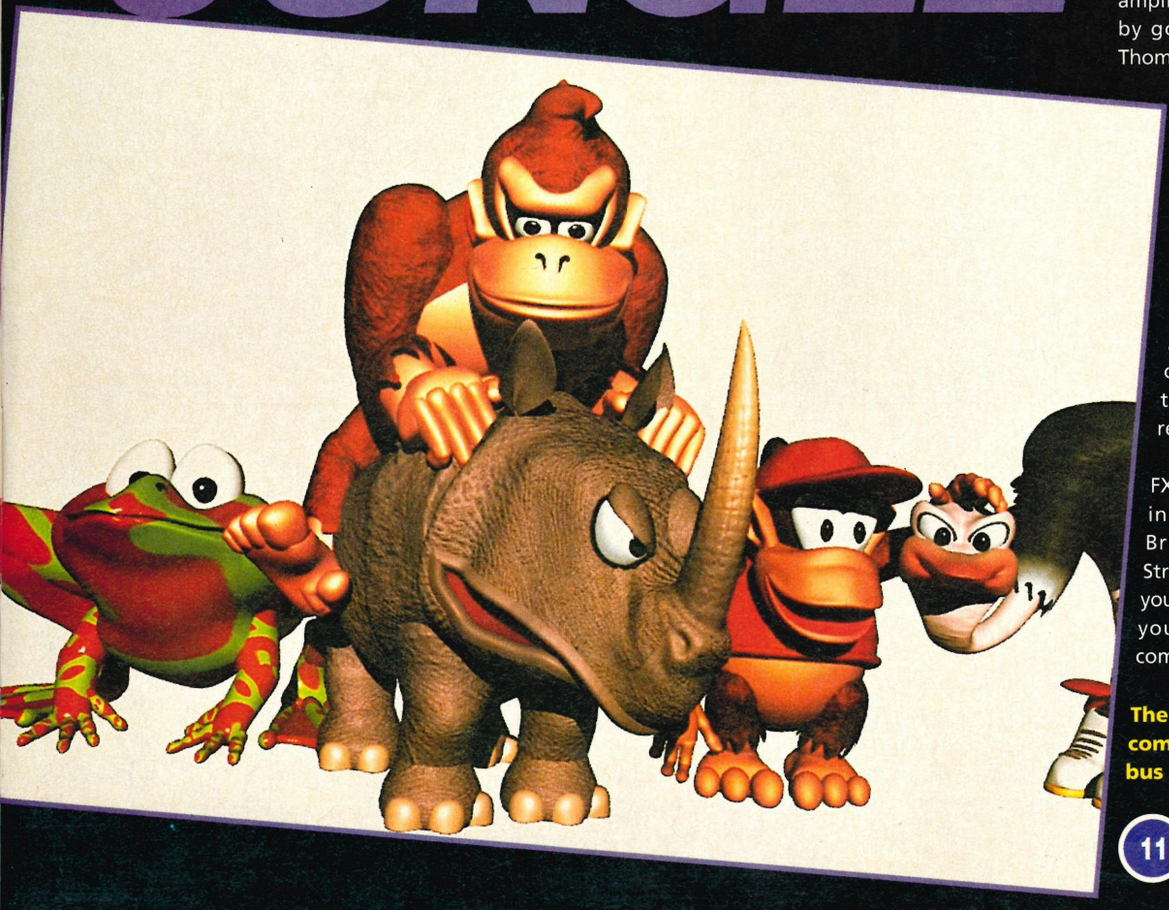
Spectacularly Produced Exclusive Claims Ultimately Leading All TOTAL! Imbeciles Out of Narcosis

Mortal Kombat III

Yes, we can confirm that the much rumoured *Mortal Kombat III* is in production, and it's coming to both the SNES and ULTRA 64.

The programmers aren't giving too much away at the moment because they aren't even sure whether they'll be able to cram all their new ideas into the latest cart. What they have confirmed is that Sonya and Kano will be back together with more characters than ever before. They've also promised that the new version will have loads of hidden stuff all over the place, yes even more than *MKII*. Sounds like '95 is going to be a good year. We'll have some early screen shots very soon.

RUMBLE IN THE JUNGLE



Nintendo UK are about to spearhead a nationwide ad campaign for *Donkey Kong Country*. The new bus shelter ads feature realistic gorilla sounds and authentic jungle background noises blasted out by hidden amplifiers. Ten of these sites will be surrounded by gorilla footprints. A source at J. Walter Thomson, the advertising agency responsible for the campaign told TOTAL! "This is to be the biggest game release of the year so we had to come up with a campaign that was going to reflect that. Nintendo are more than pleased with the result and expect *Donkey Kong Country* to be one of the biggest sellers of the year."

This is certainly the biggest push we've seen for a SNES game since the *Mortal Kombat II* hoo-hah in early 1994, and it certainly seems to be a lot more worthwhile than Sega's current shock campaign of drug-related adverts.

The initial sites complete with sound FX will be installed in as-yet undisclosed sites in central Birmingham, Leeds, Glasgow, Bristol, London's Oxford Street and High Street Kensington. Look out for them and if you haven't already got your copy of the game you'd better be quick, we reckon it'll be completely sold out by Christmas.

The fantastic Donkey Kong Country, coming to a shop, and, quite possibly, a bus top near you soon.

NINTENDO NEWS

MEGA MAN 5



Capcom have just announced the completion of *Mega Man 5* specifically for the Super Game Boy. In the latest of this popular series, Dr Light learns that the dreaded StarDroids have invaded earth and are seeking to take over the major cities of the world. Only Mega Man, armed with new and powerful weapons, can save the world, again. We'll be bringing you a full preview very soon.

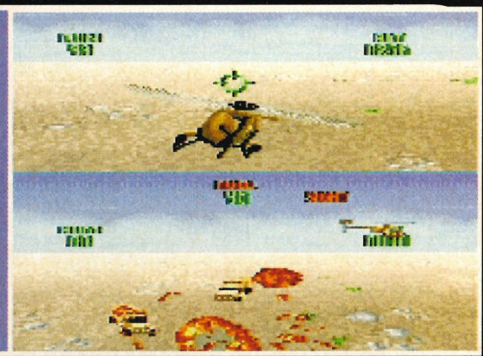
Yet another *Mega Man* game? This is becoming one of the most popular series of games ever. On top of that he wears flares! What a top geezer.

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Air Cavalry

Gametek have gone flight sim bonkers lately. They haven't even released *Carrier Aces* yet and they're already near completion on *Air Cavalry*, a split-screen helicopter shoot-'em-up. As yet we don't know a lot about it but it certainly looks like it'll be an impressive game. As always you can count on TOTAL! to bring you an exclusive preview just as soon as it's finished.





SONY SO GOOD!!

Four Sony sports games for bog all cash. We love you Sony, we do. We love you Sony...



No sooner have they given away the best telly in the world (See page 113), but those top Sony geezers have got their generosity-killed-the-cat hats back on and want to throw some more top goodies your way.

Up for grabs this month are copies of *Troy Aikman Football*, *ESPN Baseball* and *Barkley: Shut Up And Jam!* Not bad!

To get hold of a copy of one of these top carts simply complete the following sentence: Josse deserves to be a TV megastar beacause.... Send your entries to:

'Sony Are Fab And Lush' Compo, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW.

The first eight entries pulled out Josse's big gold hat win a cart.

GET TO GRIPS WITH

POWER DRIVE


PD
PD
PD

NINTENDO NEWS

DONKEY KONG FOR NUMBER ONE

For the first time ever William Hill are allowing bets to be placed on the Christmas number one game. And guess what, the favourite is *Donkey Kong Country*. At time of going to press the odds on the old Kongster being the Christmas chart topper were 6-4 with *Earthworm Jim* following closely behind at 2-1. If you haven't already grabbed your copy, be quick. TOTAL! make it odds-on that many stores will sell out before Christmas.



If you haven't got a copy yet consider yourself a blithering idiot unlikely to get anywhere in life.

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Superbly Produced Egg Cups Universally Liked And Treasured In Overseas Nurseries

Pinball Retro

Put away those bell bottoms. Turn off those Disco lights. Disgard those unpleasant platform heels. The only '70s craze worth resurrecting is pinball, according to our source in America.

Super Pinball will soon be released on the SNES, and the word is that it's almost certain to give *Pinball Fantasies* (reviewed on page 66) a jolly good spanking. Super Pinball features realistic action, one to four player options (though it's not clear yet whether these are simultanious multi-player games), three different play fields and a full competition mode. It's said to be the most realistic pinball sim around. We'll just have to wait and see, wion't we? Expect more details and a full review in due course.

Considerably better than the duller than dull *Pinball Fantasies* released this month?





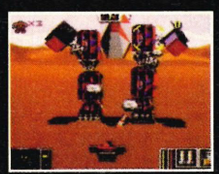
VORTEX



SUPER FX

A STORM'S COMING







VORTEX - 93%

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS

SONY ELECTRONIC PUBLISHING

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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ATKO INVESTIGATES

VIOLENCE

THE CASE OF THE ROCK-HARD GEEZERS

It was a case of mistaken identity. I'd been framed and thrown into prison for a crime I didn't commit. It was the kind of prison where they pronounced quiche, *kwitch* and if you tried to correct them they'd kill you. I had to find a way to get out and clear my name. That's why when the warden jangled his keys and told me I had a stupid-looking, big-eared visitor I knew that Thicky Dyer was my only hope.

"Thicky! Thank goodness you've come."

"Atko, I can't believe you've been arrested. Did you really forcibly shampoo those pensioners?"

"Of course I didn't. I was framed and I intend to find out who by as soon as I get out of here. I need your help."

"You need *my* help? Now there's a turn up for the books. Let me guess, do you want me to clear your name and bust you out of here?"

"Erm, yes actually."

"Well, one good turn deserves another, Atko, and being as you're already in the clink I may just have a case for you."

"Listen Thicky, just get me out of here, we'll talk about a new case then."

"You'll investigate now Atko – or I'm walking."

He was playing hard-ball. I had no choice. I knew that if I didn't help him I'd have to serve out the rest of my 28-day sentence.

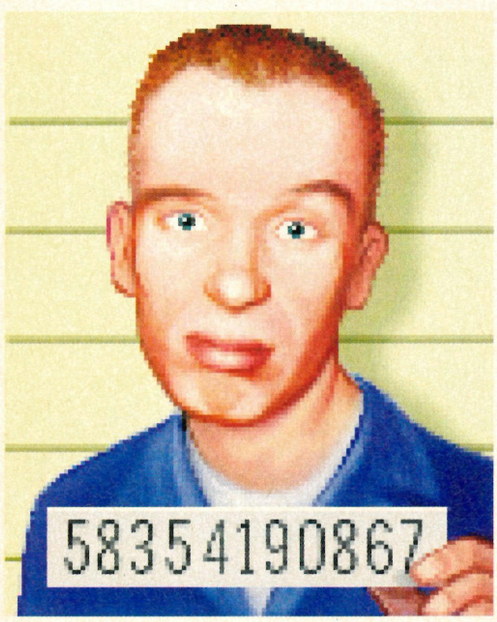
"Okay Thicky, what've you got in mind?"

He handed me a bunch of photographs of rock-hard looking geezers. "As you know Atko, violence is the hot ticket in video games at the moment. Some say it makes the player more violent, others that the games are a good way of chanelling violence and others still claim that violent games are just a bit of a laugh. TOTAL! readers aren't concerned with these academic views, they've got minds of their own. What TOTAL! readers *are* interested in are the most violent video games characters around. Then if they're a fan of the genre they'll know what to buy and if not, what to avoid, you see?"

"So what do you want me to do with these photographs Thicky? And why can't it wait until I'm out of this Hell-hole?"

"Our resident staff writer tells me that these characters star in the most violent video games around but that's not enough for the feature I had in mind. I need complete dossiers on each of these thugs, some of whom are in this prison. The rest will have acquaintances here. When you have the information give me a call and I'll spring you out of here."

I was beginning to smell a rat. How was he going to spring me? Did he know who had framed me? And what was that black furry





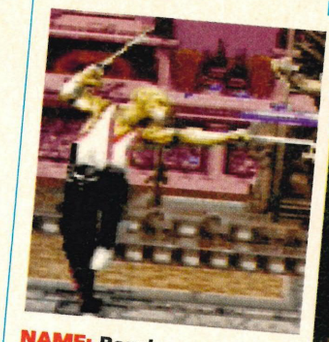
SANCTIMONIOUS MORALISING FILE 1





NAME: T. Hawk
SEX: Male
WANTED FOR: Street Fighting all over the world.
HOBBIES: T. Hawk likeS nothing better than leaping on victims with his Eagle Dive spinny thing combination. In his spare time he plays with Lego and gives himself a makeover.
FEATURES: He looks a bit like Adam Ant with those two blue stripes on his face but T. Hawk is no new romantic. He wears an Indian head dress and is 7' 6" tall. Scary bloke!
OTHER: T. Hawk has always wanted to be a children's entertainer. His fun balloon animals are the envy of his Street Fighting pals.

SANCTIMONIOUS MORALISING FILE 2





NAME: Baraka
SEX: Male
WANTED FOR: Kombat of the Mortal variety.
HOBBY: Enjoys a bit of the old double-blade chop-page on his victims. Baraka spends a fortune on washing powder and highly recommends stain digesters to remove stubborn blood.
FEATURES: With a bald head and crap string vest Baraka looks a bit like our dearly departed Frank. With his two hand-mounted blades he is *the* most violent video game character.
OTHER: Baraka was once a trainee butcher. Among his favourite films he lists *Edward Scissorhands* and *Meat Cleaver Christmas*. His favourite colour is red.

SANCTIMONIOUS MORALISING FILE 3



NAME: Sauron
SEX: Male
WANTED FOR: Inexplicable and sudden outbreaks of Primal Rage.
HOBBY: Touch of death combo, neck throws, earthquake stomps, human consumption and leaping bone bashes. He also enjoys baking cakes.
FEATURES: Sauron is a large reptile not dissimilar to the legendary T. Rex. Surprisingly he is very agile and boasts great finesse. He has tiny arms and is no good at arm wrestling.
OTHER: Sauron recently auditioned for a role in the forthcoming *Jurassic Park II*. As well as re-arranging faces, Sauron dabbles in a spot of flower arrangement from time to time.

rodent in the corner? I decided to take the case and play along. I took the photographs back to my cell and flicked through them. I recognised the first face in the pile immediately. I'd seen him around and was pretty sure he worked in the prison kitchen. Luckily it was nearly lunch time, the ideal time to check out this ugly-looking bloke.

I spotted him easily, those two blue stripes on his face were a giveaway. He was serving the sausage casserole and wore an Indian head dress for what I presumed were hygiene reasons. I asked the guy ahead of me in the queue whether he knew anything about him. It turned out his name was T. Hawk and shouldn't be messed about with. I weighed that up against spending another 27 days in chokey and decided to talk to him.

"Gimme an extra large helping, Mr Hawk." He just stared at me. I had to try another line. I handed him the photo.

"Could you sign this for me please, Mr Hawk?" He appeared to be getting angry.

"Who the hell are you and where did you get this?" he said clambering onto the counter.

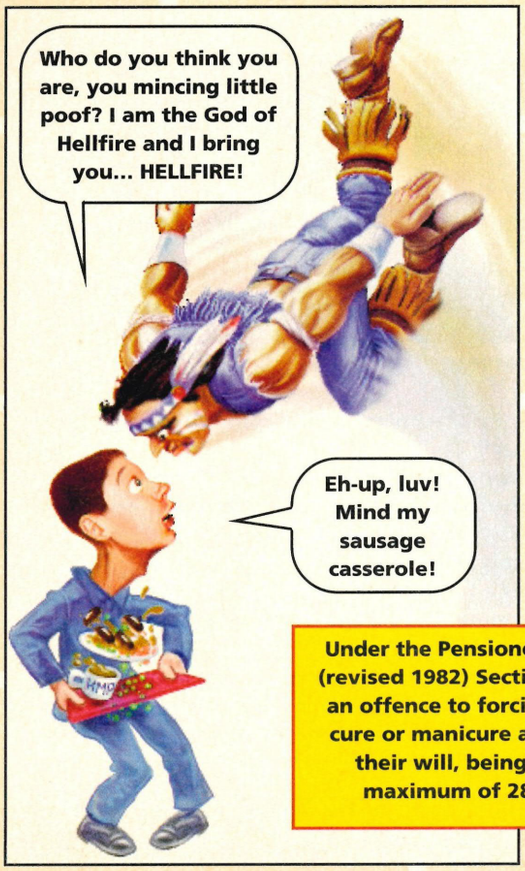
"I'm sorry if I offended you, I just wanted to ask you a few questions about violence." I was shaking and spilled most of my sausage casserole onto the floor as he launched himself off the counter and came at me head first like an eagle. His head landed on my windpipe as we both went crashing to the floor.

When I awoke I was back in my cell, dazed and confused. It was only halfway through day one and already I could see this wasn't going to be an easy gig. As I nursed my swollen windpipe I took another look at the photos. The evil-looking guy with the bald head and the scissor-hands looked somehow strangely familiar.

I decided it was time for a stroll in the yard.

The guy with the scissor-hands was sat on the top step, alone.

I was going to tread carefully this time. I walked up the steps and the crowd began to disperse. Very courteous of them, I thought. I reached the top of the steps and sat down. The bald guy rose and grunted "This is Baraka's step!" It suddenly dawned on me that this was a hierarchy thing. I had no chance to react, Baraka was on me like a flash,



Under the Pensioners Exploitation Bill (revised 1982) Section 3, Clause 12, it is an offence to forcibly shampoo, pedicure or manicure a pensioner against their will, being punishable by a maximum of 28 days in prison.

ATKO INVESTIGATES VIOLENCE

knives blazing. Bad news.

"Listen Baraka, violence for its own sake is never a good thing." I didn't stand a chance.

When I came to I was greeted by an unfamiliar face but even in my stupor I knew something was wrong. The disguise was a good one. The lady before me was none other than Johnny the shoe-shine boy, kitted out in a flowery dress, high heels and a summer hat.

"Johnny, what are you doing here? And what's with the dress?"

"I heard you were in trouble, Atko, and the only way I could get to visit you in the infirmary was to pretend to be your mum."

"Not a bad likeness."

"Anything for a friend. You've been stitched up good-style this time, Atko."

"Tell me about it! One day I'm sitting in my office, the next I'm thrown in here for a crime I didn't commit, being beaten to a pulp twice daily. I'm not having a good time."

"No Atko, I mean you've really been stitched up. Beneath that one-way, dry-weave bandage lies the kind of amateur stitching that makes Dr Frankenstein look like a professional seamstress."

"You've gotta help me, Johnny. I've got no cash on me but I'll see you right when I get out of here."

"As you know, Atko, there's been a lot of hoo-ha in the press recently about the wrongs of violence in video games. It all began way back in 1985 when a game called *Barbarian* debuted on the Commodore 64. This was the first game to feature decapitation and parents were outraged. Things have moved on a bit since then. Take these, I got hold of them from a police friend of mine. They're dossiers of the most violent video game characters around at the moment. This should satisfy Thicky Dyer *and* get you outta here.

"I don't understand! How can Thicky bust me out? I was framed – what does he know? What's going on? Tell me, Johnny."

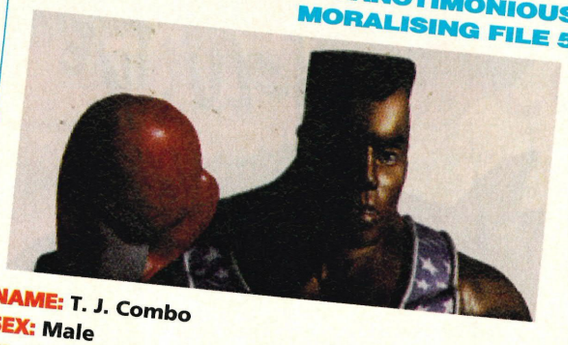
"He knows plenty. You're only in here because of him. He needed someone on the inside to gather information for his violence feature. He figured

SANCTIMONIOUS MORALISING FILE 4



NAME: Jops
SEX: Male
WANTED FOR: War crimes.
HOBBIES: Tearing around fields with his army buddies slaughtering anyone in a uniform. He studies jungle warfare, survival techniques and ceramics. Odd lad.
FEATURES: No one knows what the face behind the helmet looks like as the green helmet obscures Jops' facial features. He always wears khaki pants and large black boots.
OTHER: Before too very long, Jops will also be appearing in *Cannon Fodder II* on the SNES. Until then he's taking a relaxing holiday in Kuwait with a few of his buddies.

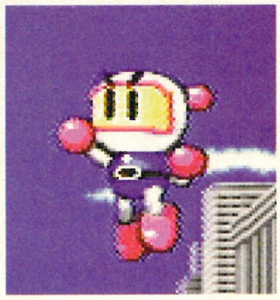
SANCTIMONIOUS MORALISING FILE 5



NAME: T. J. Combo
SEX: Male
WANTED FOR: Displaying his unsocial killer instinct far too often.
HOBBIES: Enjoys the Roller Coaster special move, which begins by forward rolling across the screen and culminates several hits later with a thrusting punch to the gut. He also likes needle craft.
FEATURES: T. J. looks like the classic American boxer. He's packed into his stars and stripes vest and sports a perfect flat top hairdo. He wears bright red gloves and mittens in the winter.
OTHER: T. J. has been boxing since he was five years old and but only began to speak at the age of seven. He has a masters degree in philosophy and collects thimbles.

SANCTIMONIOUS MORALISING FILE 6





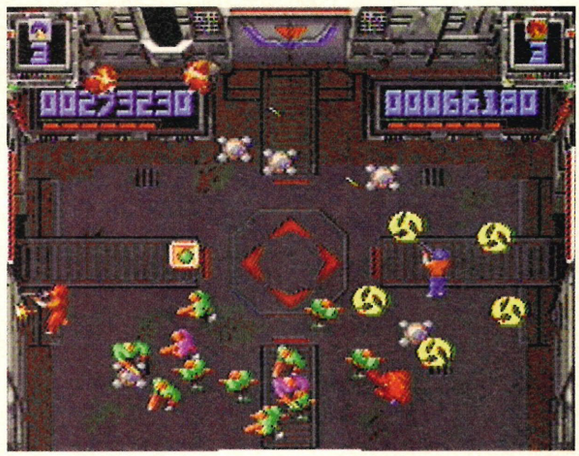
NAME: Bomber Man
SEX: Male
WANTED FOR: Pyrotechnical shenanigans all over the blinkin' gaff.
HOBBIES: Blowing things up. Shebang! Kaboom! He particularly enjoys Guy Fawkes night, watching wars live on CNN and constructing cute little origami animals.
FEATURES: Has a large pot belly but tries to hide it with metal armour. His orange helmet is emblazoned with the mark of Zoro.
OTHER: Hangs around with a gang of other Bomber Men. They spend most of their time attempting to kill each other until opening time when they sit in the pub and play dominoes.

SANCTIMONIOUS MORALISING FILE 7



NAME: Lethal Enforcers
SEX: Males
WANTED FOR: Trigger happy law enforcement.
HOBBIES: They enjoy nothing better than gunning down innocent bystanders. In their spare time they visit the shooting range and attend advanced knitting evening classes.
FEATURES: Police uniforms, large guns, endless ammunition, moustaches, leather caps, thigh-length jackboots and red nylon ties.
OTHER: They look upon themselves as above the law. If you get in your way they'll waste you. On their days off they like to hang around the gym watching each other.

SANCTIMONIOUS MORALISING FILE 8



NAME: The host of *Smash TV*
SEX: Male
WANTED FOR: Recruiting members of the public to slaughter vicious robotic creatures before falling victim themselves.
HOBBIES: Unknown.
FEATURES: Nobody knows the face behind that huge microphone. He's said to have big ginger hair.
OTHER: Unknown.

the easiest way would be to shampoo a few pensioners and leave your bottle of *Wash & Go* at the scene of the crime. The pensioners in question are good friends of his and will drop all charges once your job is done."

So that was Thicky's game. I'd been played for a sucker but it wasn't too late to set things straight.

"Thanks Johnny, I owe you one."

I took the dossiers and gave Thicky a call, he was at my bedside within the hour.

"Here's the information you wanted, Thicky."

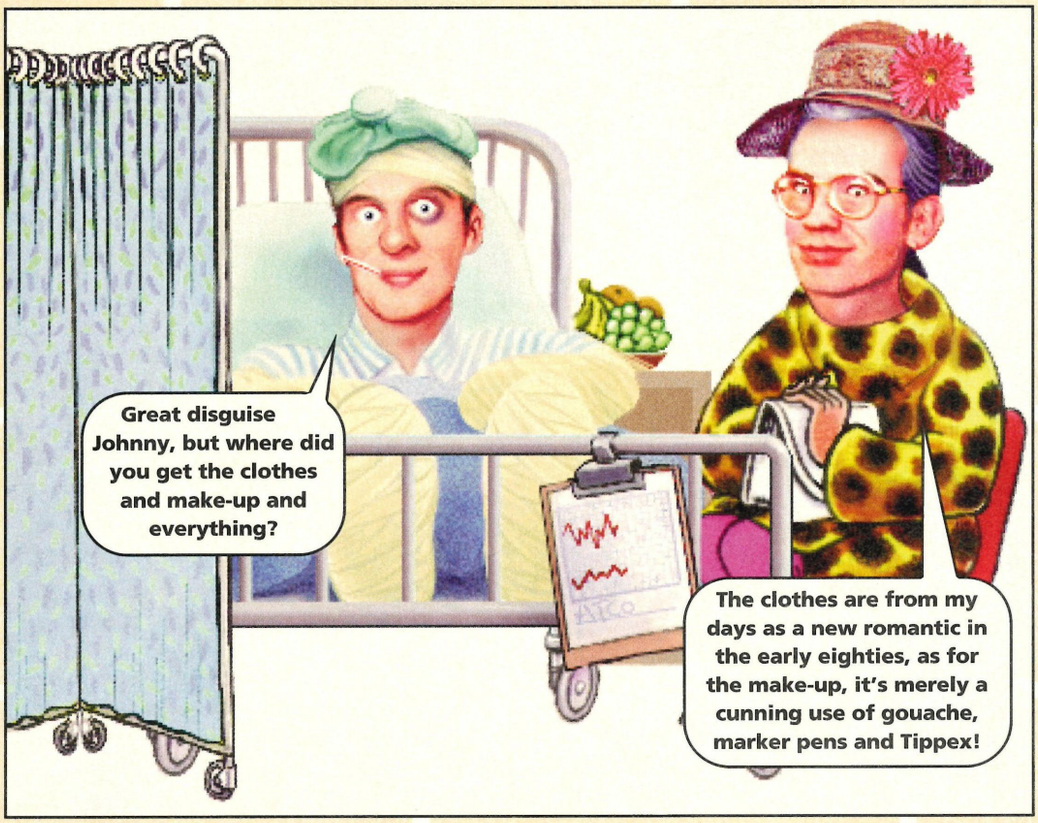
"Good work once again, Atko – how do you do it? One phone call and you'll be out of here."

Johnny sprung from behind the curtain, shoe-shine brushes in his hands. Thicky reached for the bed pan to defend himself. The situation was getting ugly, my loyalty was torn and my windpipe still ached like nobody's business.

"Not so fast, Thicky!" warned Johnny. "I know what you're thinking. Will I be able drench Johnny in wee before he can polish me with his brushes? These shoe-shine brushes are the most powerful brushes in the world and they'll buff your head right up. You've gotta ask yourself a question. Do I feel lucky? Well punk, do ya?"

Thicky lunged for the bed pan, but Johnny was too quick and polished Thicky's forehead until he was unconscious. We put Thicky to bed, I put on Johnny's dress and we minced out of the prison arm in arm to freedom.

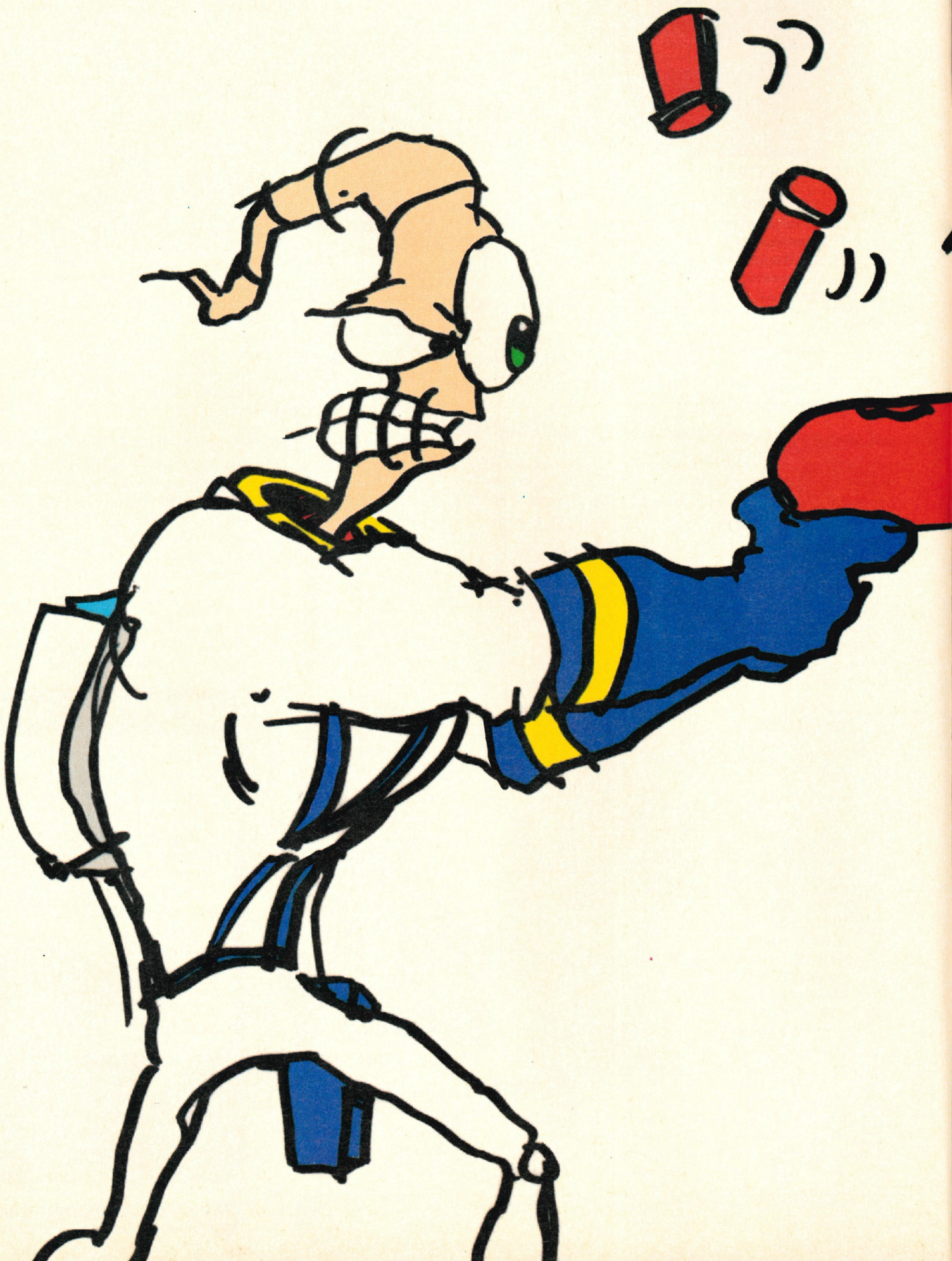
So there it was, the mystery of the shampoo violence wrapped up in a neat little bundle, the violent characters exposed. My name was clear, I was out of the slammer and I'd completed Thicky's case. I wonder where Johnny got those gorgeous high heels? I wonder... I wonder...



NEXT MONTH

I finally got my pay-off from Thicky Dyer – but with him there's always a hitch – I've got to use the money to buy SNES games and products to check out the best way to spend £50, so next month it's not so much an *Atko Investigates*, more of an *Atko Invests*. See you next month you little beauties!





A worm's GOTTA do WHAT A WORM'S GOTTA do.



EARTHWORM JIM™

Playmates Interactive Entertainment

Shiny Entertainment™

Virgin

SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Earthworm Jim™ ©1994 Shiny Entertainment Inc.™

These games aren't finished yet, but they've let us look at them. *They* are software developers. *We* are TOTAL!. And were sharing our screenshots with you.

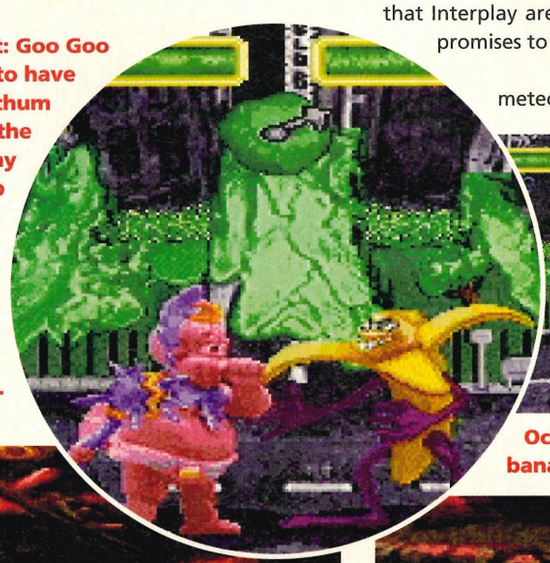
PREVIEWS

CLAYFIGHTER 2
Judgement Clay

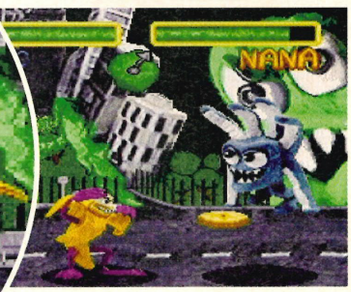
For ▶ Super NES
From ▶ Interplay

Clayfighter was one of the most underrated beat-'em-ups of last year and possibly the silliest of all time. So it comes as no surprise that Interplay are about to release a sequel the promises to be even sillier.

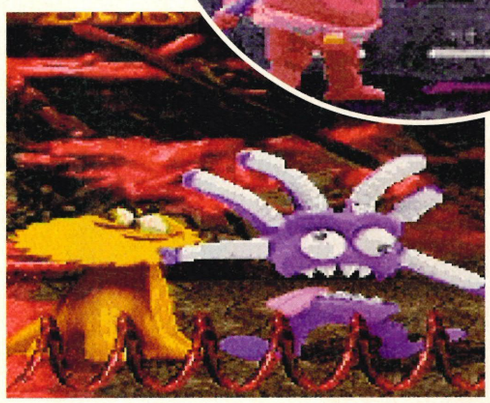
The mysterious purple clay meteor that caused havoc in Mudville



Right: Goo Goo appears to have lodged his thum between the Jimmy Tarbuck gap in his upper teeth. Nana Man comes to the rescue with his friction free skin.



Octo avoids Nana Man's banana slice special move.



Hey Blob, put that circular saw away and check out my glistening pink tongue.



Call that a tongue? Get a load of my throbbing red lick machine. Fancy a kiss or what?

TRUE LIES

For ▶ Super Nes
From ▶ Acclaim

After the disaster of *The Last Action Hero* as a film and a game, Arnie needed a big hit to save his tarnished reputation. *True Lies* did just that as a film, but can the game do the same?

International terrorist Abu Aziz and his dreaded Crimson Jihad are threatening to detonate stolen nuclear warheads and only



Come on in the water's lovely. Actually it's not that warm, wear a jacket like me.



Here's a sneek peek at the end title sequence. Yes, it's just like the film.



Its our Josse! Not content with being a TV celebrity he's now starring in a top video game. He'll be a pop star next!

nearly a year ago is back. The most recent reports indicate that an array of formidable warriors have risen from the spreading sea of clay to challenge the extremely mad scientist, Dr Kiln, and vie for supreme leadership themselves. The new Clayfighters are far stronger and fiercer than the those that rocked Mudville during the last claytastrophe. The question is, who will emerge triumphant from the battle and rule the land?

Judgement Clay features eight mostly new characters, each with their own special moves: Bad Mr Frosty's Snow Ball, Hoppy The Battle Bunny's Spinning Carrot, Goo Goo's Ram Butt, The Blob's Spit Attack, Kangoo's Dashing Punch, Nana Man's Banana Slice, Octo's Spinning Cartwheel and Tiny's Medicine Ball. Blimey!

Let's hope *Clayfighter 2* is even better than its predecessor. We'll have an exclusive review for you next month.

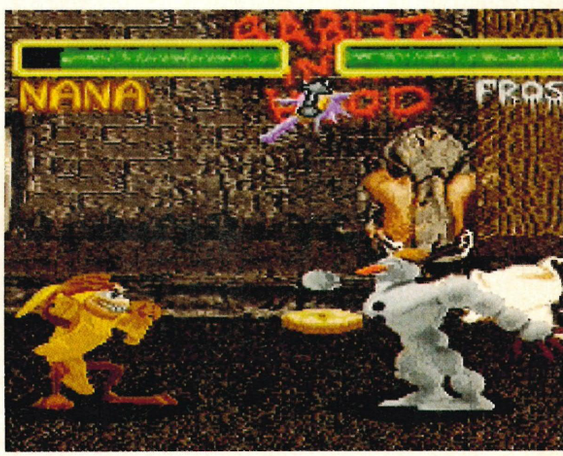


Kangoo is no match for the mighty Blob's spinny moves.

Tiny is about to fall for the oldest visual gag in the book. It's that old favourite the banana skin joke. Nice buns though.



What are Josse and Nana Man doing having a scrap in Goo Goo's gaff? All will be revealed next month .



Frosty spews out a dustbin lid while Nana Man squats down for a dump on the floor.

special agent Harry Tasker can stop them. You take on the role of Tasker, played in the film by Arnie himself.

The game is set out over 12 varied missions including, high speed car chases, downhill skiing, helicopter rescues and Harrier Jump-jet shenanigans, all of which must be completed in order to eradicate the terrorist threat.

So far *True Lies* is looking very good indeed. Okay, so Acclaim missed the boat a bit with the release date but that's better than simultaneously releasing a great film and a pants game. It's fairly true to say that we'll get you a full review next month.



Left: Do you like my new patio? I got the slabs from B&Q.



Get halfway down the slopes, pick up the skies and travel at exactly the same speed.



Arnie gets ambushed in the toilets by a bunch of leather clad body builders.



Every time we launched a torpedo on the jump jet level we blew ourselves up. What's going on? Are we spacks? Yes we are.

LORD OF THE RINGS

For ▶ Super Nes
From ▶ Interplay



Oooh! It's all spooky like the inside of Thicky's bedroom on a Sunday night.



Top-down walk-about-talking-to-random-people-antics. That's entertainment!



Watch out for wolves. They nibble at your ankles a bit and then run off.

Lord Of The Rings has got a lot to live up to. Not only is it based on one of the best selling series of books of all time, its release on the SNES puts it head to head with the two best RPGs ever, *Zelda* and *Secret Of Mana*. By the look of it so far, this mighty challenge may just have been met by those clever Interplay geezers.

The storyline, as you would expect, is in keeping with Tolkien's classic tale. Frodo, Bilbo, Gandalf and the rest of the posse get up to all manner of ring related mischief in order to save the world or something.

As with all decent RPGs the perspective is top-down, the graphics appear to be brill and the challenge is huuuge! Check out the TOTAL! verdict on *Lord Of The Rings* in next month's issue.



Left: I've come across a grey sea. It's all action in role playing land.



Oooh! It's another wolf. Go away, go away. Don't lie down in front of me. I'm scared. Heeeeelp!

STARGATE

For ▶ Super Nes
From ▶ Acclaim

Based on the smash-hit film (well, in America, at least) of the same name, *Stargate* takes the SNES to another dimension. Pay close attention.

You take on the role of commanding officer Colonel Jack O'Neil, played in the film by Kurt Russell. Having unlocked the secrets of the Stargate, found during an archeological dig in Egypt, you are transported to a place that seemingly resembles ancient Egypt, but is definitely not of this world. You must solve the mystery of the pyramids, defeat the evil Pharaoh King Ra and get back to Earth.

So far the graphics looks very impressive indeed. The characters are digitized and well animated and the backgrounds mimic the elaborate sets used in the film. Let's hope it plays as good as it looks.

This 16 meg intergalactic adventure will get the full review treatment next month.



Why does Kurt Russel stand in a posture that indicates a poohing of the pants?





Look at the depth of that parallax scrolling. The next generation is here!



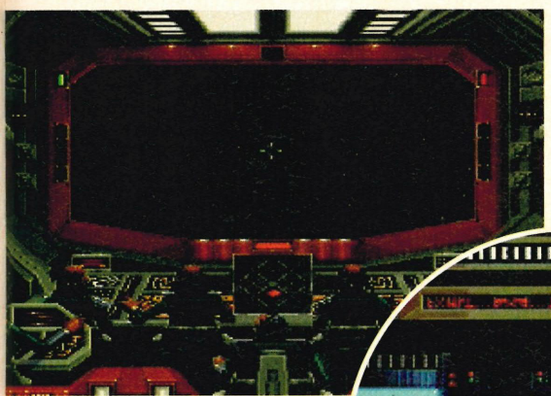
The only way to destroy the electric blue spooky bug thing is to kick its pants.



Nice red tunic old man. Give it to me now or suffer the fate of my big black gun.

STAR TREK STARFLEET ACADEMY

For ▶ Super NES
From ▶ Interplay





"You canna change the laws of physics... It's worse that that, he's dead, Jim."

And plenty of other Star Trek clichés. Warp factor nine! And all that.



You can stand around talking and everything. This is going to be a massive seller.

You'd expect a Star Trek game on the SNES to be an all-action-shoot-'em-up. Well it's not. *Star Trek Starfleet Academy* is an in-depth Starship bridge simulator. Hmmn.

You take on the role of a Starfleet candidate in this role-playing-shooty-strategy-flight-sim-thingy. It's hard to pin-point exactly what kind of game this is but then again that's a good thing. It certainly seems varied and looks very interesting.

The release coincides very timely with the cinema release of *Star Trek Generations* so if nothing else it should be able to ride on the hype for a while. We'll tell you if it needs to next issue.



Erm, it's a room with nobody in it. Wahey! Let's have another go this is fab.



Action at last. Oh bloody hell it's a friendly ship. Oh blast it off the screen anyway. Go on. Do it.

PAGEMASTER

For ▶ Super Nes
From ▶ Virgin



Reading's great! Reading's fun! Reading's better than a bag of jammy buns.

You may remember the work-in-progress feature we ran a few months ago on *Pagemaster*. Well now it's almost complete and due for simultaneous release next month with the film of the same name. The film stars Macaulay Culkin as Richard Tyler, a quiet lad of a nervous disposition. In fact he's so panicky he even jumps at his own shadow. For reasons too bizarre to go into, Richard gets sucked into a cartoon world whilst visiting the local library and it's here that the game begins.

So far the graphics and particularly the animation looks great. As for gameplay and challenge, you'll just have to wait until our mammoth review next month.



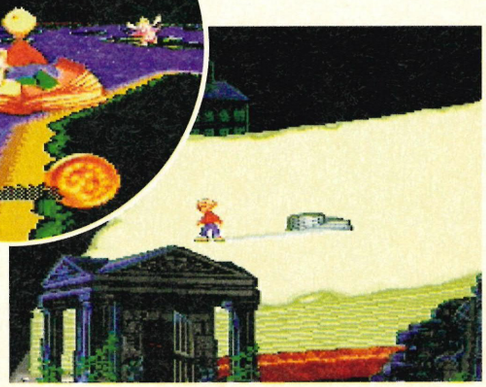
On the Mode 7 flying section you must travel to the pirate ship with a toaster on a book and avoid harmful things.



If reading was so great nobody would buy this game would they?



We firmly believe that the little brat Macaulay Culkin should die.



This is the map screen, from where you travel from world to world. Exciting eh?

MICHAEL JORDAN
CHAOS IN THE WINDY CITY

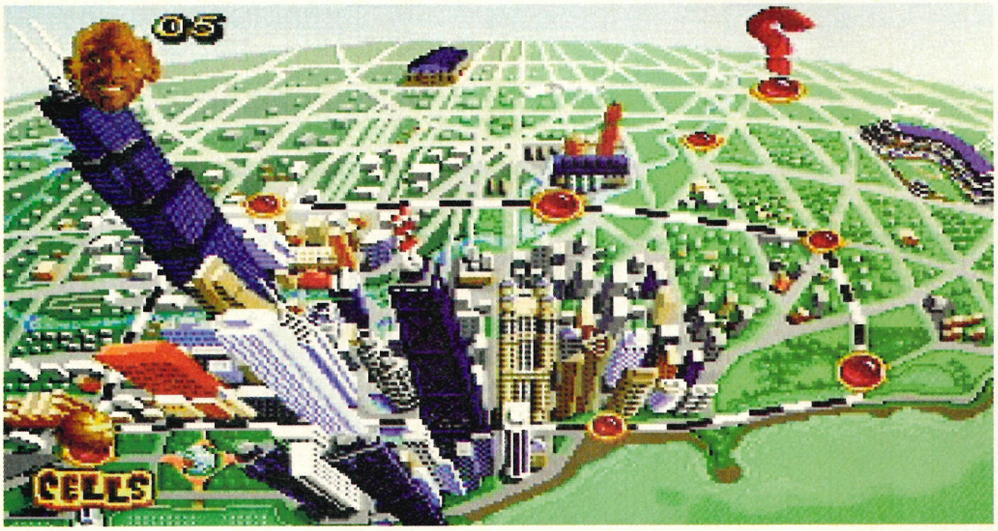
For ▶ Super Nes
From ▶ Ocean

Yep. That's Chicago all right. Home to Sears tower the tallest building in the world to have a bald basketball players head on top of it. Not a pretty sight.

He's getting old, he's very bald, he's retired from basketball and he's starring in his own platform game. Not bad!

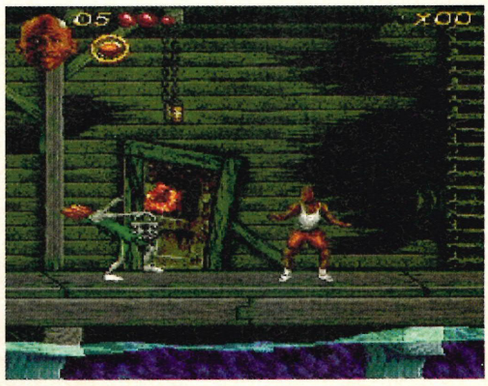
As you may have gathered from the title that there's been a little bit of chaos in the windy city, namely Chicago. Michael's team mates from out of the Chicago Bulls have been kidnapped and only Michael, armed with an infinite supply of basketballs can rescue them.

Apart from being just plain odd, this is a great looking platformer and could prove to be the surprise hit of the new year. We'll tell you next month when we review it *right* up!





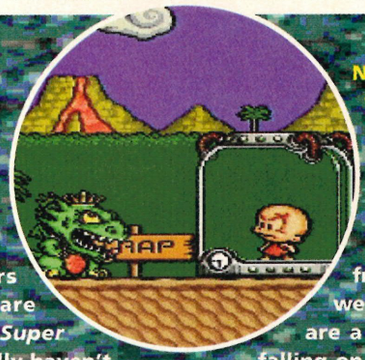
Why dosn't he trade in the basketball and put it towards a decent gun or something?



Wow! A fire-filled basketball. Is there no end to the gameplay variety? Brilliant!

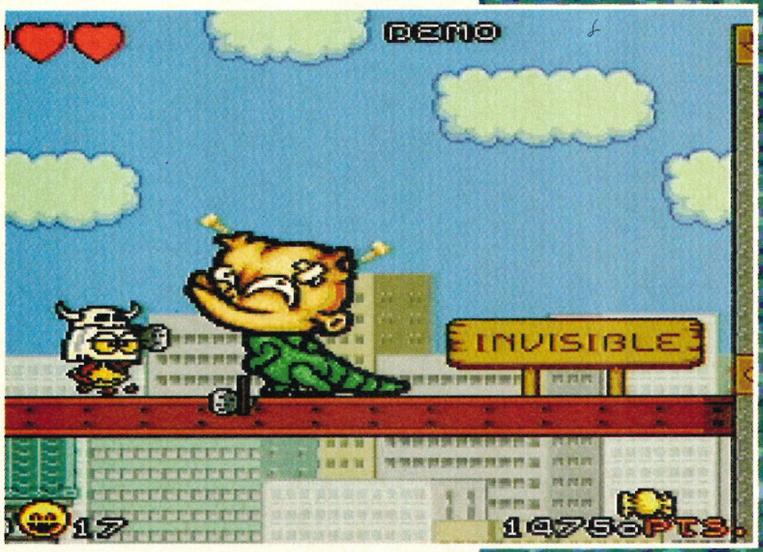
SUPER BC KID

For ▶ Super NES
From ▶ Hudson Soft

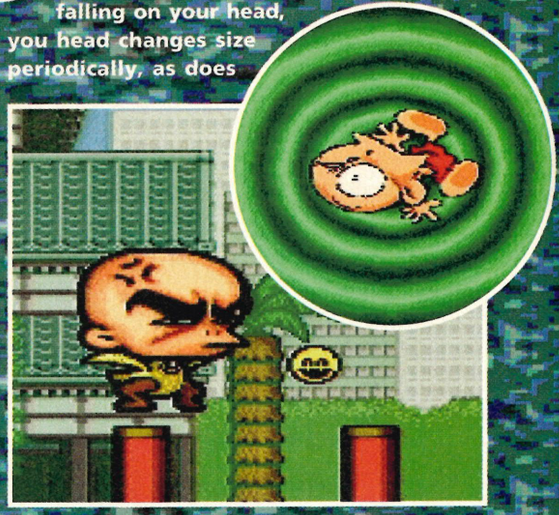


Now let's all guess what letter the dinosaur's covering up. Answers on on postcard to... *(No really, I don't think that's a good idea. Andy)*

Nonsense platformers are back and none are more bonkers than *Super BC Kid* for the SNES. We really haven't got a clue what the plot's all about but from the little we've played of it we can tell you the following: You are a baby, you keep falling on your head, you head changes size periodically, as does



Left: He's not invisible at all. He's a well ugly snail type thing. What's that sign all about then? The whole game is bonkers, crazy, mad, brinnnggg, hat stand, p'tang, p'tang.



He looks a bit like Ming from out of the film Flash Gordon. Nice eyebrows, mate!



The comic strip style intro explains the plot for those who can't be bothered to read the instruction manual.



You can't actually slam the ball into the net because it's just back-ground graphics. Cheers for including it then.



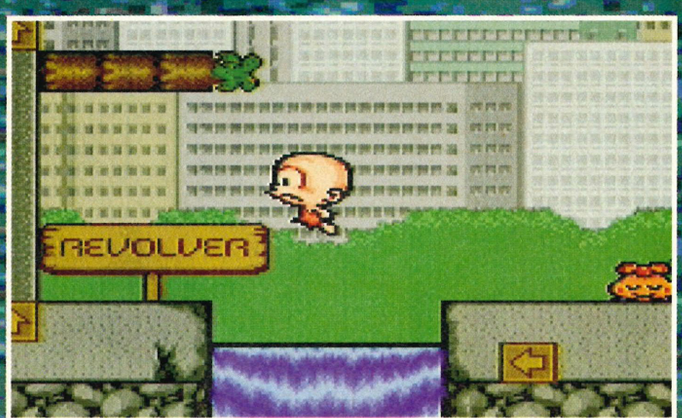
Let's wear short and vests the whole time and hang around showers with other blokes.



In tried and tested platform tradition you jump on things, they squash, spring you up in the air and reveal power-ups.

the rest of your body, every-thing looks very Mario-esque and there are special secret bits all over the gaff.

Okay, so it's not much of a preview but you've seen the screenshots so you know what to look out for next month.



So many games have references to the Beatles and their best albums. Perhaps games on the Ultra 64 will pay tribute to The Stone Roses? Five years in the making, eh?

ATTENTION BIG GAME HUNTERS

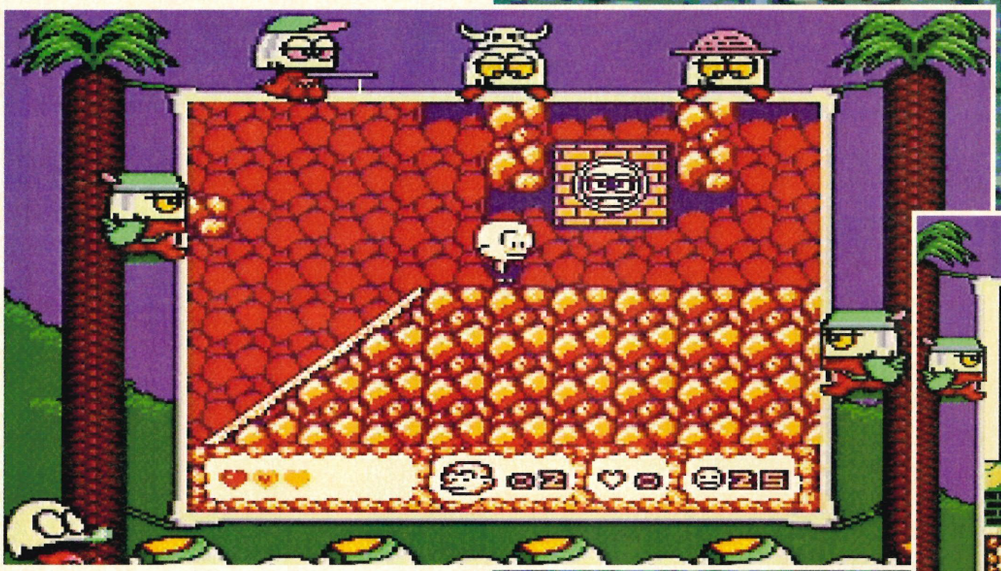
BC KID

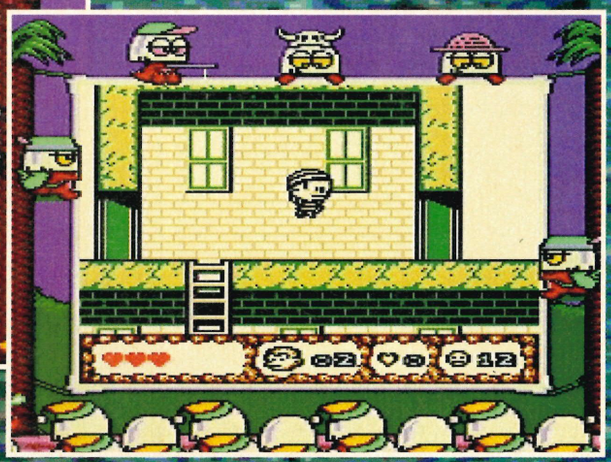
For ▶ Game Boy
From ▶ Hudson Soft



Hang on a minute, maybe he is Bobby Charlton after all. No hair, y'see!

That bonkers platformer is also to be released on the hand-held in a couple of months but why is he a BC kid? He's not *Being Clever*, he's not *Biting Clogs* and he's not even *Bobby Charlton*? If you know the answer and fancy winning a *Power Rangers* GB cart, send a postcard to: **'What's This *BC* Business All About, Then?'** Compo, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. The funniest entry wins the compo and we'll reveal all about the game next month in our full review.





The Game Boy version seems to be a very close copy of the SNES game, and is sure to have plenty of hidden levels and rooms too.

Next month we'll tell you who all these other characters are.

PAGEMASTER

For ▶ Game Boy
From ▶ Virgin



Young Macca in bitmapped green. What a treat!

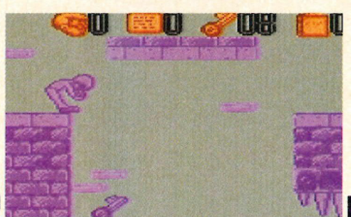
The Game Boy version of *PageMaster* is a condensed but otherwise a pretty faithful conversion of its SNES big brother. Again you play the toon version of Macaulay Culkin battling your way through a library fraught with danger. Your only way out and back to normality is to locate the PageMaster, which, by the looks of it at this stage is no easy task.

This looks like a fun little platformer but don't part with any cash until you've read our full review next month.

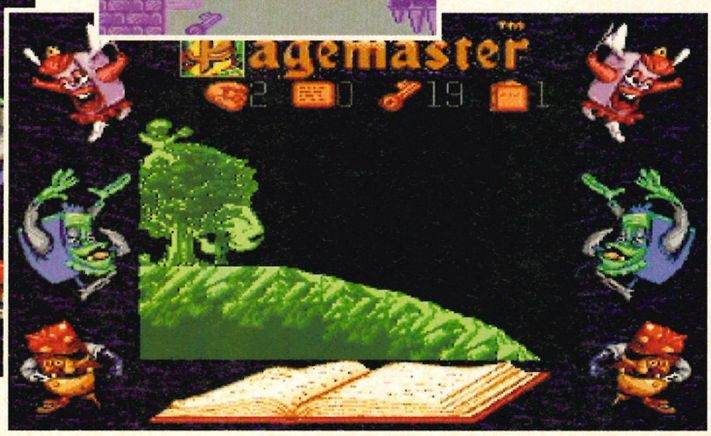
Yep, it's one of those leap-from-platform-to-platform thrillers! Despite this screenshot, thankfully this is not a leap of faith.







Each of the film's elements; Horror, Fantasy and Adventure feature in the game.



Play *PageMaster* on the Super Game Boy and you're treated to a rather nifty surround screen. Value for money, eh?

A WALK ON THE WILD SIDE



PART 2: THE CHAOS CONTINUES

SONY ELECTRONIC PUBLISHING

ocean

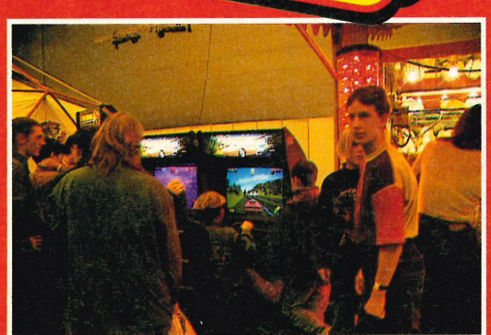
GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

© 1992 Universal City Studios, Inc. and Amblin Entertainment, Inc. Game Program © 1993 Ocean Software Ltd.

CRUIS'N USA

TOTAL! SNES REVIEW



At the recent Future Entertainment Show people were queuing up to see the game.



PLAYERS: 1 (SO FAR)
FROM: NINTENDO/ WILLIAMS
PRICE: £1 PER GO
RELEASE: NOW-ISH

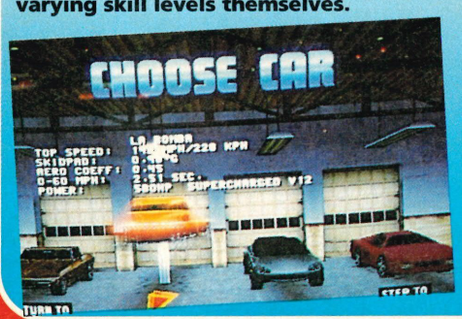
TOTAL! can't wait a year for the official Ultra 64 release, so Andy Dyer intercepts the first *Cruis'n USA* coin-op into the country and sinks his game reviewing teeth it.

Don't ask me why, but for some reason, hardware developers have sort of inadvertently embraced the racing game as a showpiece for the capabilities of their machines. The flagging Mega Drive recently had its fortunes temporarily revived by the very fact that it was to receive a version of Sega's ground-breaking and actually jolly good coin-op, *Virtua Racing*.

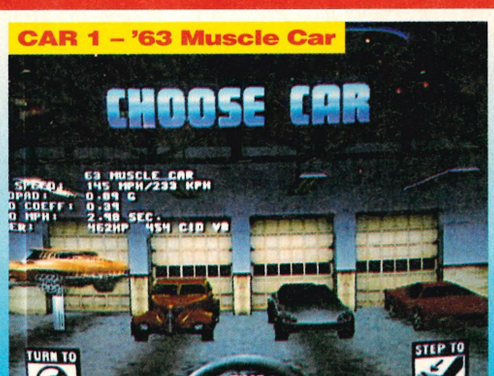
At the same time, the Nintendo FX chip was being fully put to the test with *Stunt Race FX*. When the Saturn was announced, the big game in the arcades was *Daytona* and, yes, Saturn would be host to a version of it. Next came the Sony PlayStation announcement, and surprise, surprise, they go and make a deal with Namco to make the stunning *Ridge Racer* coin-op conversion one of the first releases. And now of course there's Nintendo with *Cruis'n USA* on the Ultra 64.

Spoilt 4 Choice

Cruis'n USA **features four (yes, four) very different speed machines to, er, ignite your fuel. Each one handles very differently and as well as the tracks being of varying difficulty, these different handling characteristics act as sort of varying skill levels themselves.**

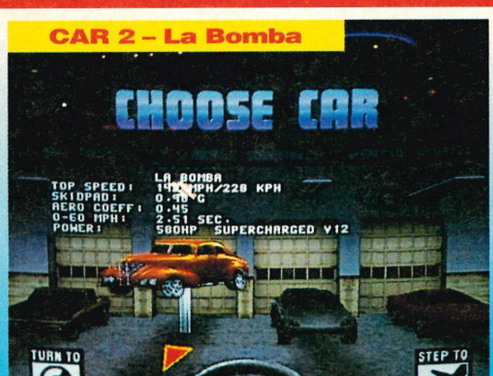


CAR 1 – '63 Muscle Car



Looks a bit crap, and indeed, this is probably the worst of the bunch. It's fast enough to be exciting, but its roadholding capabilities are, er, nob. Very American, but somehow doesn't fit the feel of the game.

CAR 2 – La Bomba



This one grips the road better than the '63 Muscle Car but it's not as fast. Swings and roundabouts eh? Still, this is a good-looking hot-rod type of thing, and is pretty easy to keep on the road for beginners.

Ten Course Banquet

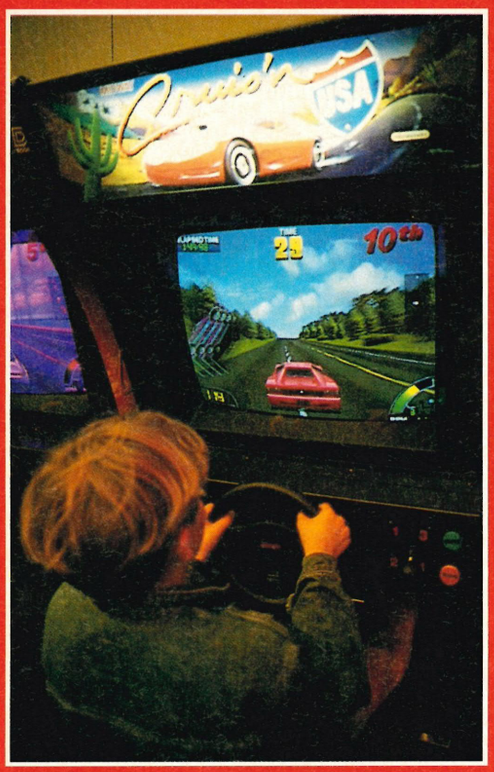
***Cruis'n USA's* major strength is that it contains far more course options than any other coin-op racer. There are ten different courses, three easy, four medium and three expert. Each one is significantly different and as well as the ten individual tracks, you can also play the race across America option in which you play all ten courses in sequence. Brilliant!**





Choose your course, zoom through to the finish line then slot in another quid to try another course.





The punters couldn't get enough. And bear in mind that this was just a prototype which, we can assure you, didn't play nearly as well as the finished version does.

CRUISES Everything. Practically the perfect racing game

Okay so it's racing games ahoy, but let's get all this "Which is the best?" malarkey out of the way once and for all. The best racing coin-op, currently, is Sega's *Daytona*. Sorry, but you did ask. However, it is only slightly better in all round terms. It balances good graphics with good gameplay quite admirably. Ridge Racer beats it visually and *Cruis'n USA* has the gameplay side stitched up. So next year you buy a Saturn right? Nope. Because of all three coin-ops, the only one that can stand up and say "What you see is what you'll get!" is *Cruis'n USA*.

While Saturn and PlayStation developers desperately try to cram their coin-ops into their already over-stretched little consoles, Nintendo's home version is already up, running and available to the general public in the form of a coin-op. And what a brilliant game it is, so let's get down to the nitty gritty of the review.

Currently, the *Cruis'n USA* coin-op is a single-player experience. However, our sources have told us that very soon, there will be multi-player, linked coin-ops in circulation. Not only is this great news for arcade-goers, but it also means that it's pretty likely that you'll be able to link Ultra 64s when they appear.

The cabinets aren't particularly flash, but they are sit-down units with responsive steering wheels which vibrate and react to the on-screen action. Slot in your coin and your first choice is the course you want to play. There are ten in all which are listed in the "Ten Course Banquet" boxout. The courses are split into three categories, Easy, Medium and Expert, each of which is a single race.

"Brilliant if you've got no friends."



SALLY SAYS...

I'm still buzzing from doing the *Street Racer* tips on page 100. Sadly *Cruis'n USA* has no multi-player option yet which is the bit I like best in race games, but apparently that's coming so, um, I'll make my judgement then. Vroom, Vroo... (Where's the accelerator?)

CAR 3 – Devastator V1



Sleek, silver, fast, grippy... it's fab. This is our favourite machine. It's a good all rounder so this is the car to use if you want to win free goes all the way across America. (Well, it's a possibility at least!)

CAR 4 – Italia P69



The Italia's a sleek, Ferrari-like babe magnet. Handling is the order of the day here because of its low ride and stiff suspension so if you're a bit on the sad side, stick to this.



At the end of a race the map screen folds out and your performance is displayed.

CRUIS'N USA

TOTAL! SNES REVIEW



Speeding through the many tunnels makes you fully realise just how fast everything is shifting. Wowzer!



Look at the detail on that. The view from inside the car really shows off the scenery. And all this rotates when you drive up the embankment. It's brill!

Finish any race in first place and you get another go free. The other option is the race across America which starts in San Francisco and takes you stage by stage right across The States. Finish each stage in first place and it's possible to play the whole thing for a quid, but more likely is that you'll have to continue the game by sticking in another coin. Once the course is chosen you get to select one from four cars (unlike *Daytona* which only offers one). To find out more about these vehicles see the "Spoilt 4 Choice" boxout.



This big red thing is big, throbbing and, er, well... red. Cor blimey, it's great and fab.

Now you've made all your major decisions the fun begins. Wait for the green light then ram your accelerator down. Now delight as some incredibly detailed scenery whizzes past. The Grand Canyon is an especially impressive experience, you can even mount the embankments at the side of the track and watch as your whole world turns 45 degrees. What the hell am I on about? Well, the point is, unlike some graphical extravaganza (like *Ridge Racer*) in which the scenery is pre-rendered and simply scrolls past, *Cruis'n* is a true 3D experience so there's quite a lot of freedom to move around your immediate environment. In fact, on the San Francisco course you can even mount the kerb and complete the race by driving along the sidewalk. Ineffective, but fun!

BRUISES
Nothing. Er, maybe it's a bit expensive. No link-up yet

And what about the environmentalists? Well, they can bugger off! How about accidentally running into a deer and watching it splatter all over the place? Not very nice, I agree, but it's quite an amusing touch of realism.

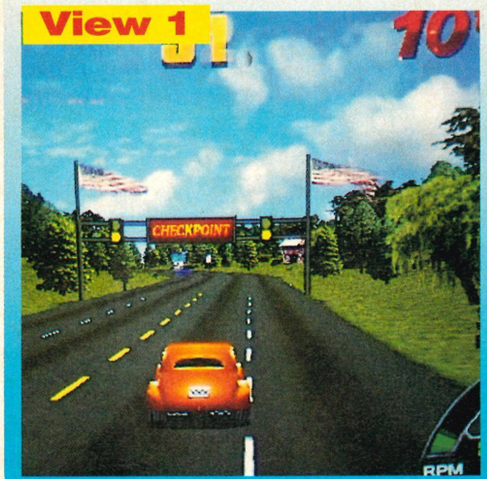
Then there are the three different views you can choose. It's one less choice than *Daytona*, but the only one that's missing is the one in which you can see the bonnet of your car which is pretty useless anyway.

The fact of the matter is, despite initial fears for *Cruis'n USA* (mostly born out of ignorance) Nintendo have actually produced a top class racer and, with all the extras they've built in, this is arguably the best racing game of all time. It's a shame it costs a quid a go, but you know, it's worth it for the adrenaline and to see the sort of quality we'll be seeing in our homes this time next year. **ANDY** T!

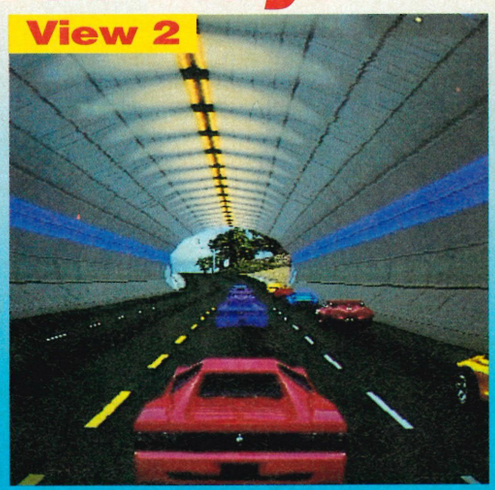
Look At It Three Ways

In *Cruis'n USA* there are three views to choose from. And, er, here they are...

View 1



View 2



View 3



"Hhhrrgggrnhgrnhn hrhghnrgnr!!!!"



ATKO SAYS...
EDITOR'S NOTE: Sadly, Atko became rather over excited about *Cruis'n USA* and as you can see from the picture he went a bit starey and vacant. We're hoping he'll snap out of it but just in case we'll give you another opinion on his behalf "Wahay! Freeep!"

So Who Takes The Chequered Flag?

Daytona – Sega



This game looks slightly nicer than *Cruis'n* and to be honest, the control feels a little more convincing. But, sadly, you only get one car and three courses to play on. Brilliant, but limited.

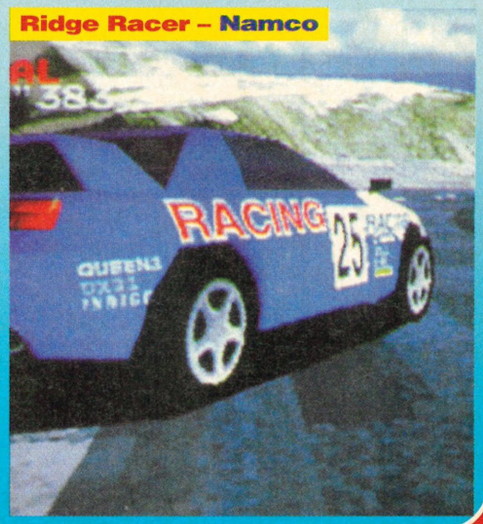
The top dog in graphical terms. This is stunning to look at, but the excellent graphics are at the expense of gameplay. The handling is not a patch on either *Daytona* or *Cruis'n USA*.

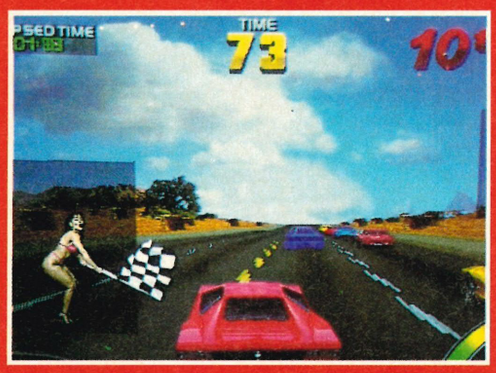
Also, the single track (which, granted, gets modified as you play more and more) gets a bit repetitive after a while.

Loses out to *Daytona* in some ways, but when everything is taken into consideration, this is definitely the overall winner. There's a just so much going on, so many options and it plays like a dream.

What's more, this is exactly what you'll get in your home in '95. As for the other conversions, well...

Ridge Racer – Namco





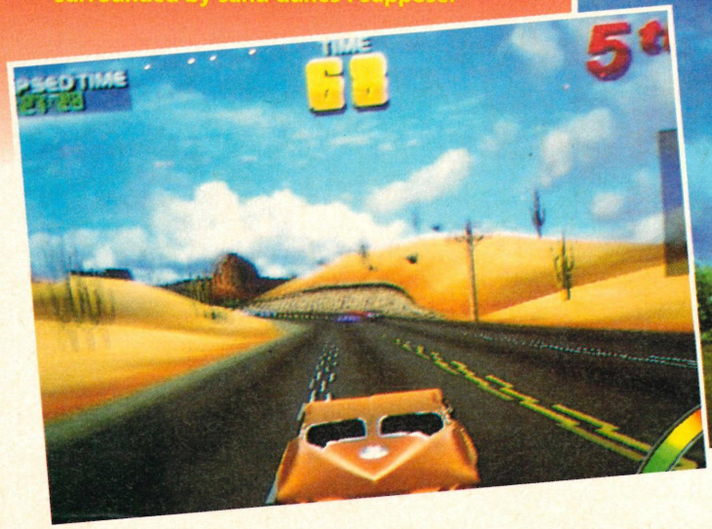
Not only do you get to drive fast cars, you get to see fit birds like this too. Phwoar, etc.



It's so realistic, you can even drive into town and pick up a few things at Tesco.

Right: Okay, it's a bit blurred, but we thought you'd like to see a decent crash.

Below: A nice level if you like being surrounded by sand-dunes I suppose.



GRAPHICS

Stunning. This complete version is smooth as silk and features a huge amount of detail — **9**

SOUNDS

The sound doesn't make much of an impact. But it's easily of usual coin-op quality so it's pretty good — **8**

GAMEPLAY

Amazing. The cars all handle differently, the tracks are challenging and it's fast. A complete thriller — **9**

LIFESPAN

The courses, cars and options make this the arcade driving game you'll keep coming back to — **9**

TOTAL! JUDGEMENT

"A spectacular achievement. Roll on Christmas 1995 so we can get a piece of this top driving action in our homes"

TOTAL! SCORE **98**



KICK OFF 3

EUROPEAN Challenge

CVG GOLD

YOU KNOW THE ...

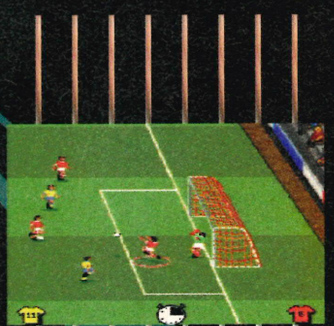
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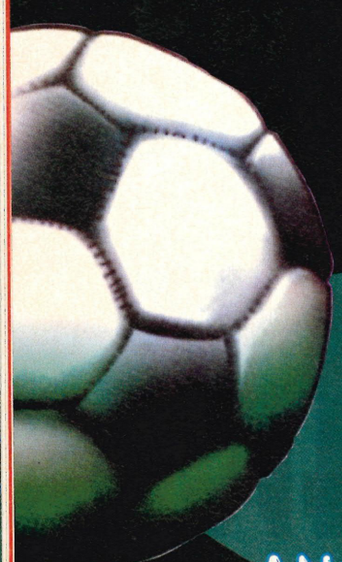
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SCORE!



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Screen Shots are illustrative of gameplay and may vary from format to format

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REVIEWS

Oh no! Look what's happened – we've gone and joined the army. People whine on about how computer games make games players violent – and *Cannon Fodder*'s been one of those games that's kicked up a stink. But it hasn't made us violent – the sheer fun of it made us think that signing up for a minimum three years would be a good laugh. Oh dear.

SNES

Cannon Fodder 36

Lieutenant Atko was ordered to investigate this top new shooty strategy game. "Stand at ease, Sergeant. What's *Cannon Fodder* like, then?" "Well General Andy, it's a right top laugh, and may I say what an honour it was for you to select me for that mission?" "Yes Atko, you may. Anything to add?" "No, nothing, Thicky." "Right! I will not stand for this insubordination, I'm sending you straight to Field Marshal Jimmer!"

Syndicate 40

This mission was deemed to be of such importance that General Andy commissioned himself for the job. He reported to Field Marshal Jimmer... "The *Syndicate* assignment was a mission of such danger and discovery that it was a thrill to be involved. Thank you Sir." "Well done General. Another medal?"

Super Punch Out 44

All troops need a spot of recreation when they're off duty, and boxing is a traditional Army sport. "Major Josse, I need you to find out whether this boxing lark is a worthwhile pastime for the regiment." Barked Field Marshal Jimmer... "Do your best." "Permission to speak, Sir?" "Permission granted." "I've got a sneaky suspicion that this is going to be a winner."

Hebereke's Popoon 46



Intelligence Corps needs to recruit more manpower from the bottom level – a suitable test needed to be implemented. "Major Josse, try out this high-speed drop-'em-down puzzler. See if it tests your brainpower." ordered Field Marshal Jimmer. "Permission to speak, Sir?" "Permission denied. Dismissed."

Blackhawk 48

"Right." said Field Marshal Jimmer. "Private Sally, as a raw recruit, you'll be needing basic shooting practise. See how you go on *Blackhawk*. It'll be dark and relentless, so keep your wits about you." "Thank you, Sir. Which way do I hold the gun?" "Oh my goodness! Dismissed."

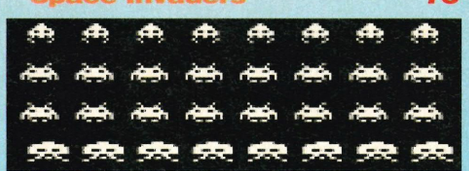
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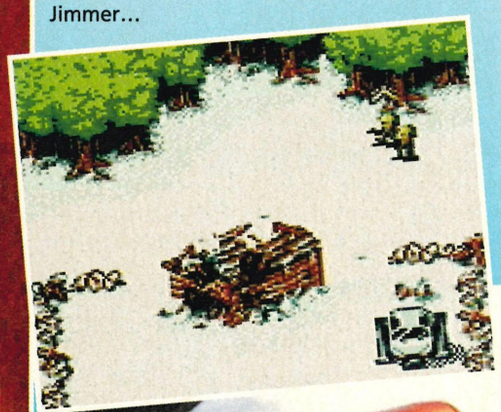
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CANNON FODDER

TOTAL! SNES REVIEW



If a fence blocks your path, it's no problem – simply blow it up and run through the gap.



PLAYERS: ONE
FROM: VIRGIN
PRICE: £TBA
RELEASE: TBA

Fresh from his investigation of video game violence, can Atko see the funny side of Cannon Fodder?

Read the name, roll its four syllables around your tongue a few times and then take a wild guess at the contents of the game. Collecting flowers? Nope. Helping tiny fluffy creatures back into their cosy little nest? Guess again. Running around with machine guns, mowing down waves of enemies, getting impaled on spikes and blown into dripping, fleshy strips by the combined might of the modern military war machine? You could well be right.

ADVANCE
Ass-kicking on a scale never seen since we kicked Adolf's butt in WW2

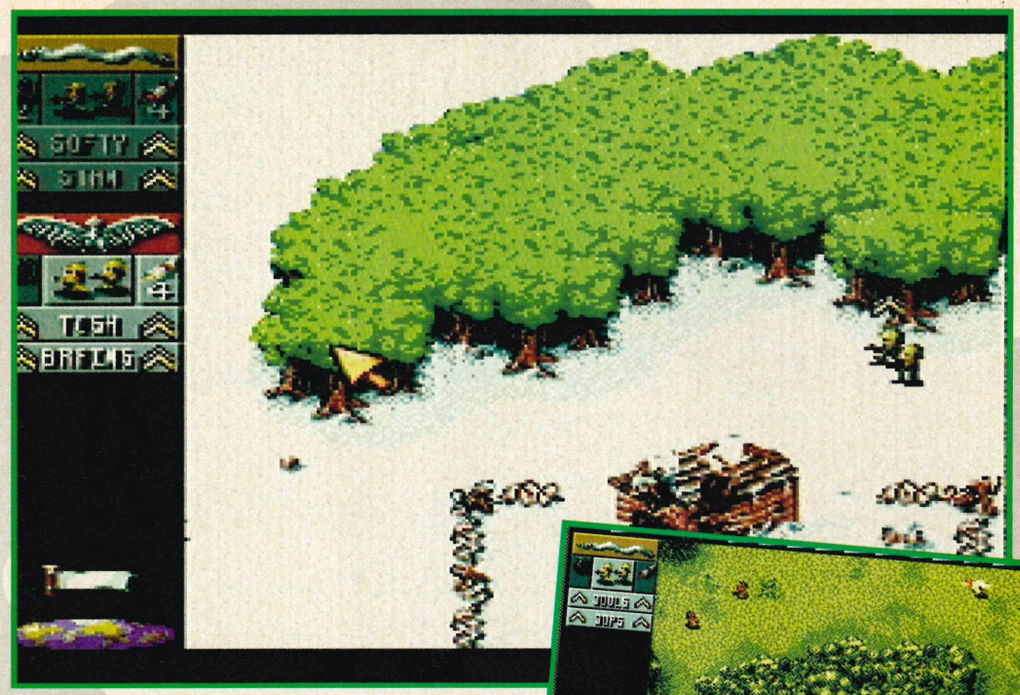
Here's how it works: *Cannon Fodder* uses the same forced perspective viewpoint as *Megalomania* (issue 27, 84%) and *Sensible Soccer* (issue 25, 94%) but involves more killing, obviously. You control between one and six soldiers by giving the lead soldier in the column directions. Point to some-



You can wander into peaceful villages and then kill everyone, and no one tells you off.

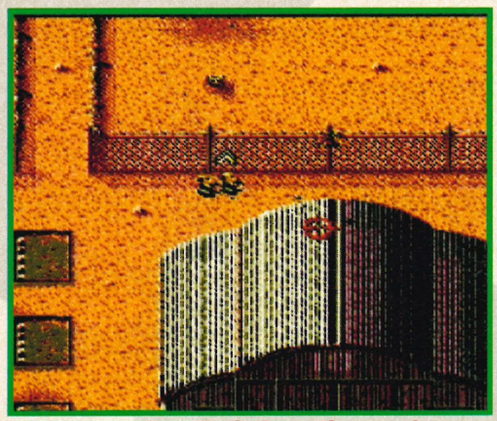


So that they'll make easier targets, the baddies wear blue on snow levels. Cheers!



If you split the teams then each squadron that sees action gets its own pseudo-military badge, shown at the side of the screen.





Look above the crosshairs and see a tiny enemy soldier flipping about, suffering from a sucking chest wound. Tee-hee.

where and press a button, and they'll plot a straight line for it, which leaves you free to point somewhere else, jab another button and let fly with a burst of machine gun fire.

If you get lost, there's a map of the entire level with a handy "You are here"-type red cross, and when things start to get a tad harsh, there are grenades and rockets to blow away buildings and vehicles or simply send soldiers flying off in all directions. Now you'd have thought that with four buttons on a pad and four functions (move, map, fire, bomb) then you'd have one each. Not so. To grenade or rocket, you have to press the move and fire buttons together, which is not only clearly bonkers, but also annoying if you hit the move button first, and therefore walk over to where you've thrown a bomb. Boom, four more victims of a moronic choice of control keys. Annoyingly, if you play it with a mouse (the one add-on no-one's got) then pretty much all the problems with the game vanish.

PANTS
Silly use of buttons' and a lot easier if you fork out for a mouse

J' ACCUSE!!!

Cannon Fodder **rots kids' minds with its devil-may-care attitude to violent death. At least, that's what reactionary elements of so-called "caring" parent/teacher groups will say. To show it's exactly the sort of thing Nintendo's "family" policy tried to stop and save those boring old buffoons the effort of ever playing the game, here are some arguments they can use when campaigning to ban it:**

1. War is hell, where as *CF* is quite clearly great fun. These contradictory signals as to the entertainment value of warfare may have been present in all war movies since the beginning of the century, but since *CF* is both "interactive" and "modern", it's therefore something to be feared by the older generations.



Four men watching a soldier bleed to death – yesterday.

2. Foreigners are portrayed in a bad light in *CF*. By killing them without question, all children exposed to it will be brainwashed into hating stereotypes of all unknowns, be they "sunbed-stealing, humourless" Germans, "garlic-breath" French or "bottom-pinching Gucci shoe-wearing, scooter-riding" Italians. Possibly.



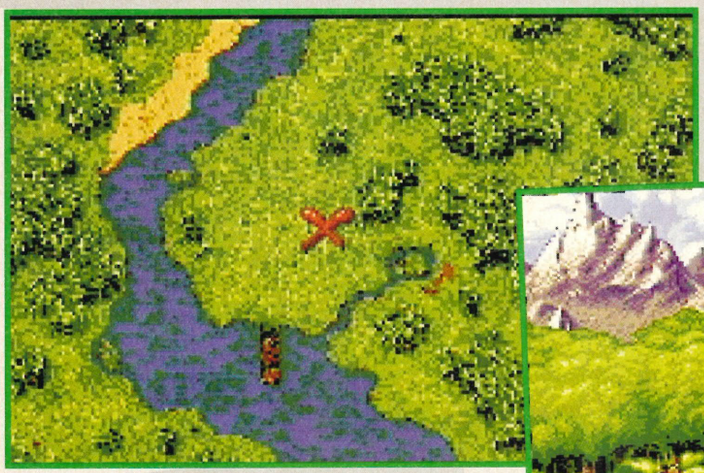
With each new death, a new cross springs up on the hill. It's shocking and shameful.

3. Death is used to obvious comic effect, with more blood squirted about that your average George Romero movie. This is never more so than when you keep shooting and shooting at soldiers and they scream and flop as you shoot and shoot and shoot and... *(That's quite enough moral arguments, thanks! Andy)*

CANNON FODDER



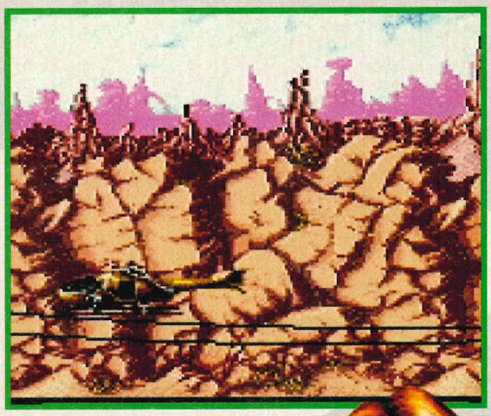
As well as these, there are moorland and underground base levels, much later on.



Each of the five settings start with one of these groovy chopper intro sequences.



Each level map has a handy "You Are Here" cross to help you navigate and kill people.



Enemy buildings act as baddie generators, so most missions revolve around finding grenades, blasting buildings and mopping up survivors, but as you progress, you've got to rescue hostages, take prisoners and even protect civilians. Things get nasty as mines, trip wires and pointy sticks take out your men and jeeps, tanks and helicopters rain death down from all angles. Eek!

Thankfully, you've plenty of men, and completing each of the 24 missions gives you 15 new recruits as well as promotions. Promotion means your men can fire and throw faster, further and more accurately, but don't bother getting attached to them. Each mission's made up of between one and six phases, so the bodycounts tend to get a bit high. Ain't war hell?

You can split the squad into smaller teams, in which case the uncontrolled soldiers squat down and defend themselves automatically, which is handy when you're crossing rivers. They can't swim and shoot at the same time (well, can you?) so if you leave a few on the bank, they'll defend the swimmers in a neato sort of way.

Like Alton Towers, there's loads to see and do, from blowing up fences to shooting sheep, avoiding booby-trapped seals, popping Eskimos and veering away from drunken winos. Drive or fly vehicles, man gun turrets, activate pressure pads and shoot so many people, it eventually stops being funny. Forget cute characters climbing ladders – that's all for wimps. Buy *Cannon Fodder*. Your country needs you. **ATKO**

"Check out *Syndicate*, over the page"



JOSSE SAYS...

***Cannon Fodder*'s a great game, and it's pleasing to see such an accurate conversion from the Amiga hit, but if you want the same sort of engine and perspective but without the gung-ho gun-weilding nonsense, check out *Syndicate*, reviewed over the page.**

TOTAL! TACTIX ERROR!!

Here's a complete level from *Cannon Fodder* (well, with a bit of artistic licence, anyway). It looks simple laid bare like this, but when you're in combat, those little trees and burned out huts could save your life. Obviously you don't get this many soldiers in one go either, but you might need them to complete it.



THINGS

It's not all running around, being butch and shooting people in *Cannon Fodder*, you know. There's lots to see and do in a big, wide, pain-filled world, and quite often huge obstacles to overcome before you can stick a rifle in someone's ear and pull the trigger. Such as? Read on...



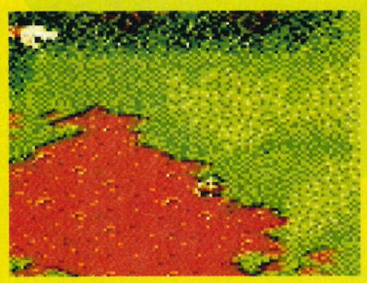
Your blokes have to find mountain passes to climb.



They have to learn not to drop live grenades on the floor.



They have to be cruel enough to shoot defenceless swimmers.



They have to avoid sucking swamps that drag them down.



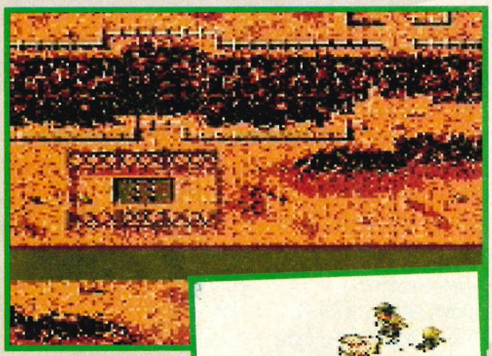
And learn how to split up into smaller units for covert ops.



Most importantly, they need to master synchronised swimming.



And here are some other things doubtlessly related to killing.





The penalty for failure – IS DEATH!!! Which explains why there are over 300 men in the game.

GRAPHICS

Small but perfectly-formed characters, and fantastically detailed and interactive scenery — **9**

SOUNDS

Atmospheric background noise that fits the location, plus plenty of "Aarghhh!"s and "Huurghhh!"s — **8**

GAMEPLAY

Nigh on perfect, with each level throwing some new and varied challenge at you — **9**

LIFESPAN

There are loads of ways to finish each level and the 72 phases will take yonks to blast through — **8**

TOTAL! JUDGEMENT

"An awesome shooty game that actually takes a bit of brain-power to waste each and every scumbag on the face of the planet. Less of a way of life, more like a brill game. With guns."

TOTAL! SCORE 93

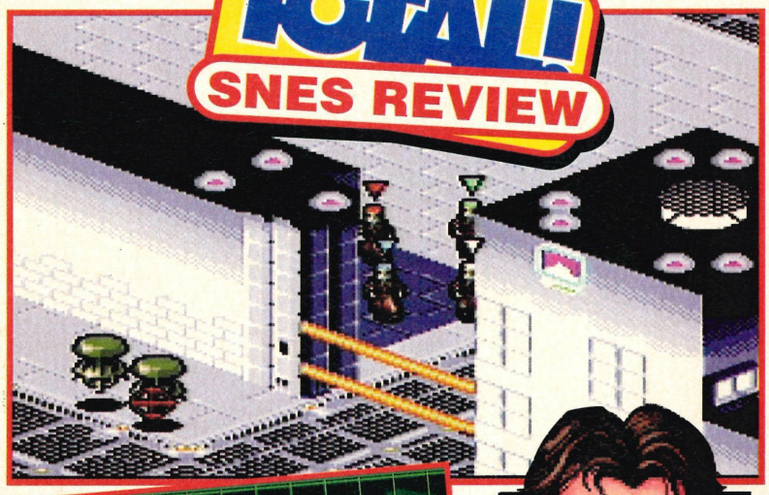


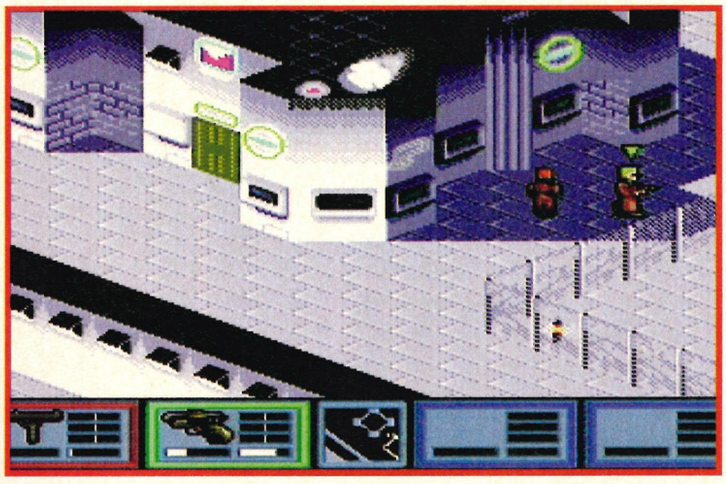
Top the left, an explosion. Below, a soldier swims through what must be uncomfortably cold water.

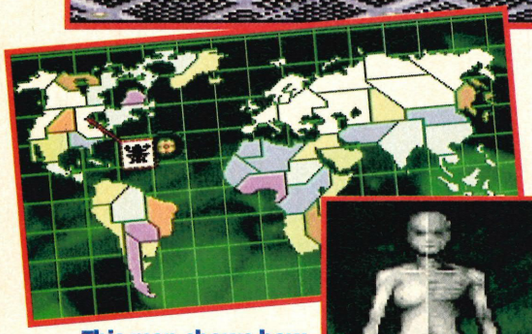
This is the start of the level. Sort of.

SYNDICA

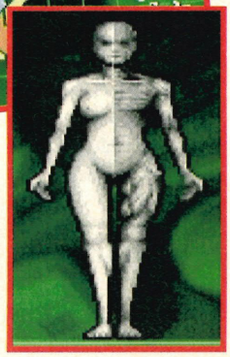
TOTAL! SNES REVIEW







This map shows how much of the world we've conquered – ie, most of Europe and the more exciting parts of America.





Andy has recently taken to walking around in a raincoat with a microchip sellotaped to his neck. The berk.

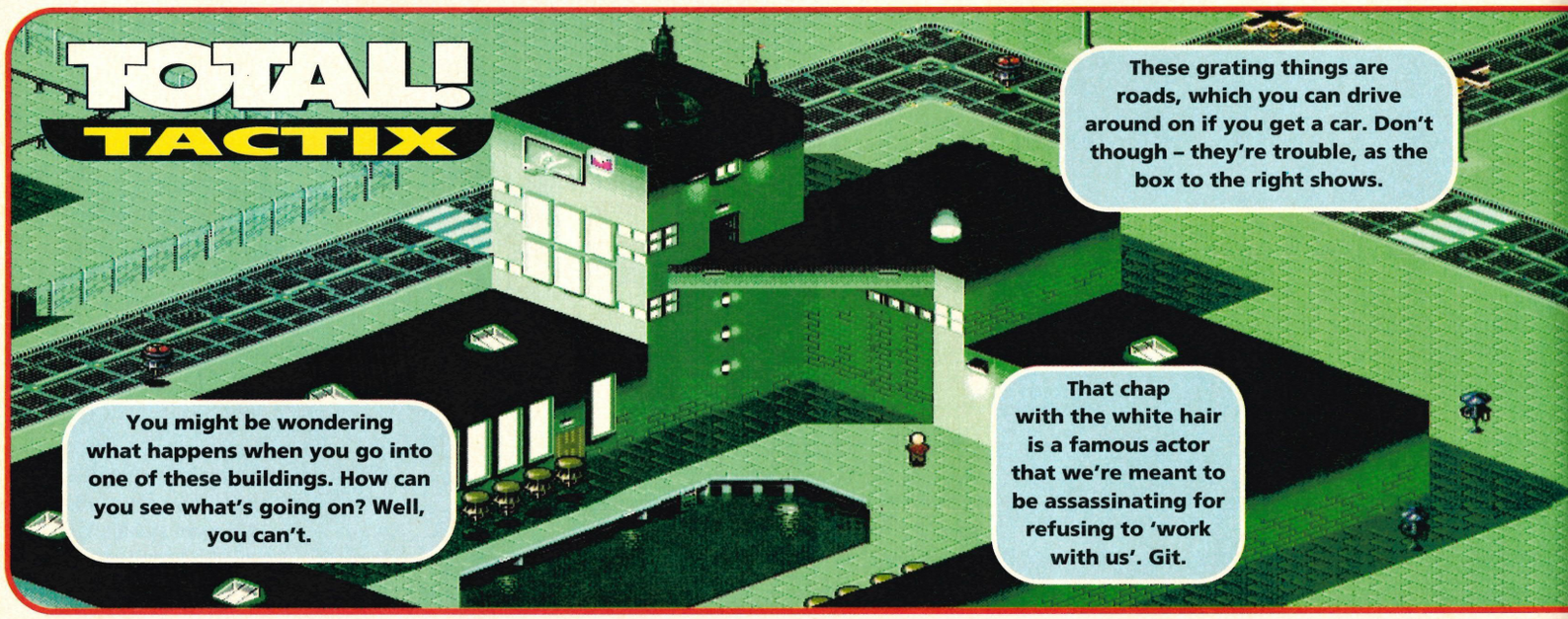
PLAYERS: 1-2
FROM: OCEAN
PRICE: £44.99
RELEASE: DECEMBER

Don't you hate it when you've been watching a cheap American cartoon, and it gets to the end, and they've rescued April from the evil Dr Goatee, and one of the characters turns to the others and says: "Gee, it's a good job we friends stuck together, and helped each other out in ways that could equally apply to the everyday lives of, say, regular television viewers." "That's right, Frizzy. And we'll be sure to take our litter home with us, too." Hmm?

UZIS
Kill people with guns without going to prison. Big and complex

There's none of that in *Syndicate*, you'll be relieved to hear. Instead you're working for a sinister multinational syndicate. Your orders are to spread its influence by murdering or 'converting' anyone who opposes it. A typical mission briefing might run as follows:

TOTAL! TACTIX



ATE



Ooo-urgh! Eeeerk! The boys are jumped by an enemy gangster with a super-weapon.

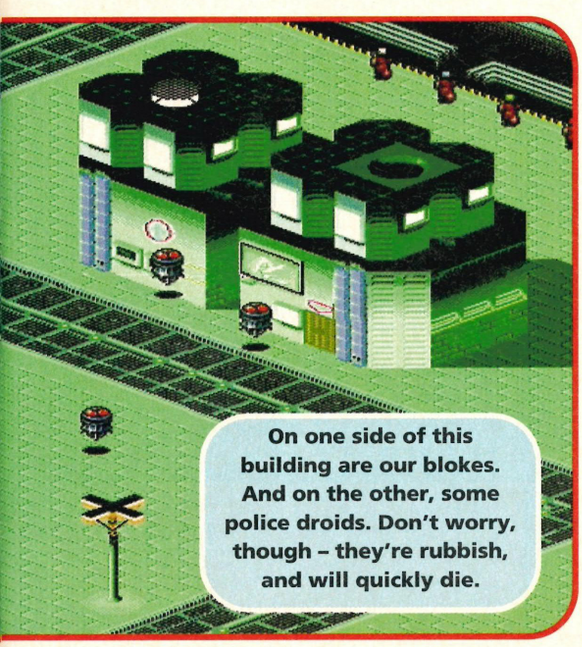
GROOZIS
Tricky controls, dreadful passwords, what's in the buildings?

"Sam Kudasi, the powerful broadcaster, is refusing to take our advertising for certain specific ethical reasons that amuse us. His staff are to be taken on a trip to a park for lunch. Neutralise the guards and isolate the scheduler. Persuade him to come with us, so we may discuss ethics further."

Not bad, eh? You start off with four cyborgs, and guide them around the playing area by choosing a leader who the rest follow. As you murder enemy agents you can pick up their weapons and either use them yourself or send them back to your lab for research purposes. You start off with ordinary pistols, but should soon find yourself packing Uzis, shotguns (which make a great 'BOOOM chack-chack' noise), lasers and incredibly powerful gas guns. You can also use a Persuadatron to convert civilians to your cause, who then effectively act as extra lives. Or, if you prefer, you can just go straight ahead and kill them.

There are problems. A game this complicated is gagging for battery back-up, but instead it has to make do with a fiddly password system. It also seems ridiculous that, when you enter a building, you disappear from view and have no idea what's going on inside – it's not like that on the Amiga. And the controls can get a bit unwieldy, especially on the menus at the beginning.

But apart from that, *Syndicate* is great, giving you the chance to feel good about being evil. Heh heh heh. **ANDY**



On one side of this building are our blokes. And on the other, some police droids. Don't worry, though – they're rubbish, and will quickly die.



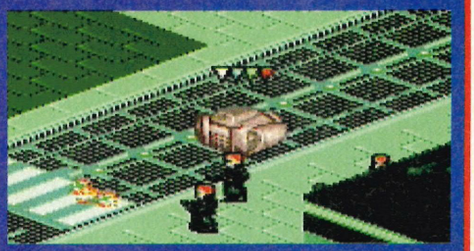
Squint a bit and this could almost be your operations room back at base. Sort of.

"Simply turn back a page or two"

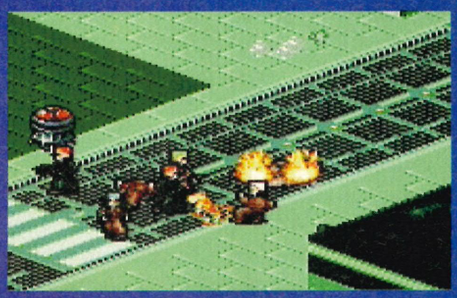
JOSSE SAYS...



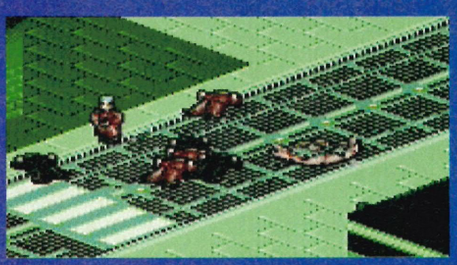
In car entertainment



Excellently, you can hijack cars and then drive around ion them. The controls are a bit odd, but at least you're protected from enemy agents like these three.



Or are you? Or ARE you? No, as this pile of flaming wreckage and dead goodies demonstrates. We have erred greatly, and paid with the lives of our friends.



Fortunately Mr Blue manages to sort things out, but not before everyone else has been slaughtered like cattle. Avoid cars, that's our advice. They're trouble.

GRAPHICS 8
Really smart, except when they block out your view of the action. The swimming pools are brilliant

SOUNDS 7
Good weapons noises, and music that changes to warn you of danger ahead

GAMEPLAY 9
Occasionally fiddly and frustrating, but the good bits more than compensate for those

LIFESPAN 8
There are 50 missions, spread across the entire globe. So it's got to be about eight, I s'pose

TOTAL! JUDGEMENT

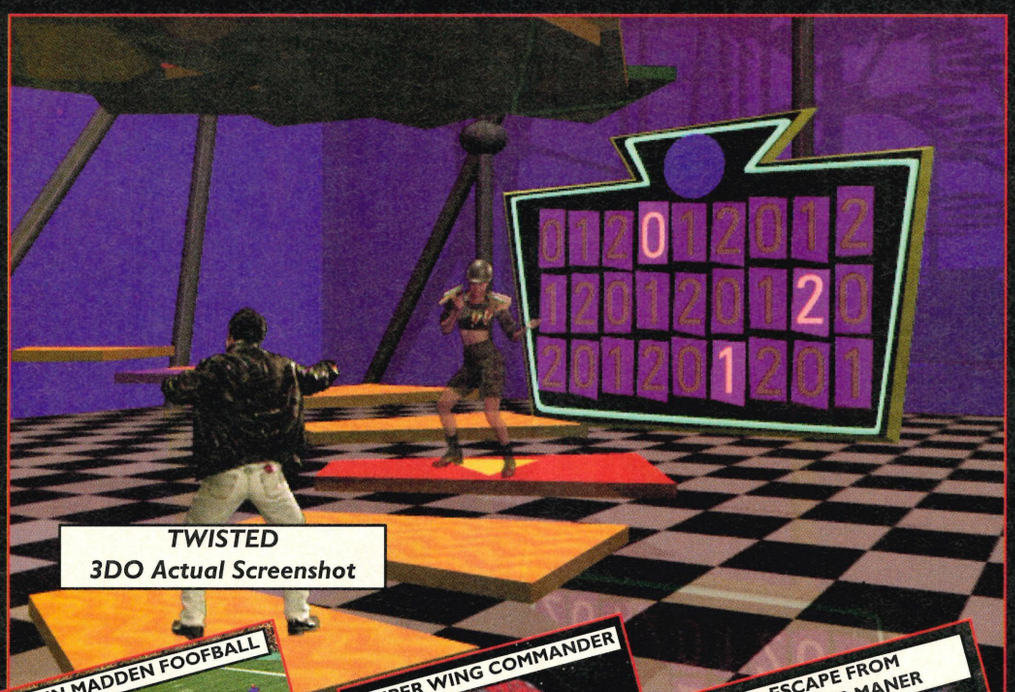
"Flawed, but a fabulous idea for a game. Just watch what happens when you casually stroll ino the middle of a crowd of civilians and pull out sawn-off shotguns. Heh heh heh!"

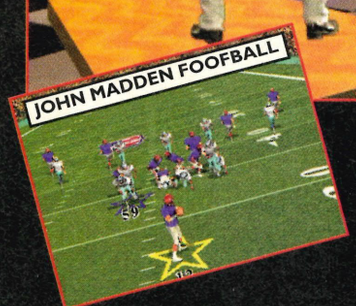
TOTAL! SCORE 88

*No Deposit Buy

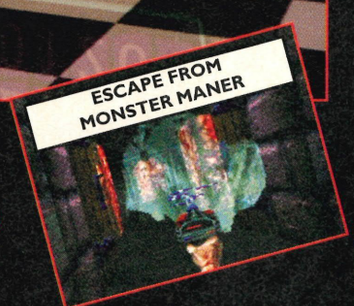
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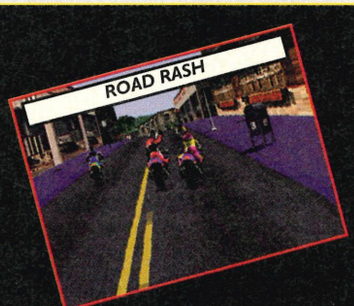
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ALIEN v PREDATOR
Actual Screenshot

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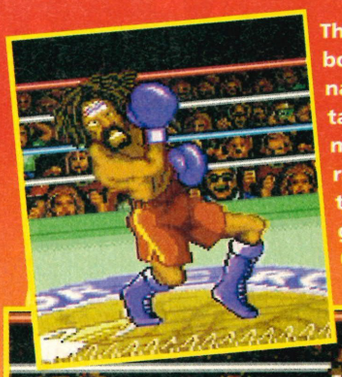
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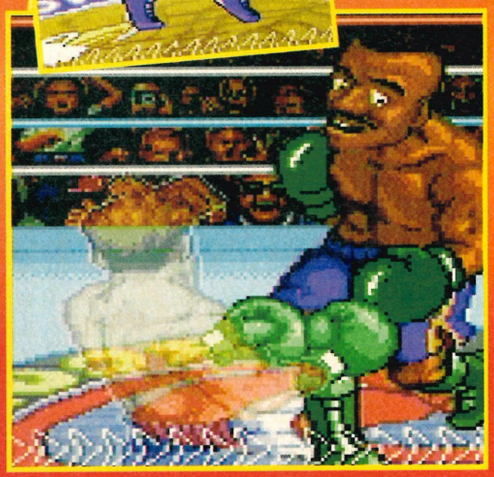
CALCULUS

SUPER PUNCH OUT

TOTAL! SNES REVIEW



This Jamaican boxer, who's name momentarily escapes me, is a cheap racial stereotype. He's got 'rhythm'. Oh dear.



Through the translucent player you'll see the right jab/left hook combo warming up.



When the Bald Bull charges, dodge to the left at the last minute or it's curtains.

SNES boxing games have, on the whole, been rather lightweight losers. Josse pulls on his gloves to see if *Super Punch Out* can deliver the knockout blow.



PLAYERS: ONE
FROM: NINTENDO
PRICE: TBA
RELEASE: TBA

The action in *Super Punch Out* is viewed from the traditional over-your-own-boxer's-head perspective, but unlike *Foreman* and *Legends*, your fighter is semi-transparent – like the original *Punch Out* arcade game that this is based upon – so, in theory at least, you can see through him to anticipate his attacks better. In practise, this transparency doesn't really aid the gameplay, because the sprites are so large and the graphics quality so good anyway, that knowing what attacks your opponents are building isn't a problem. It's working out how you're goiung to do something about stopping them that you've got to concentrate on.

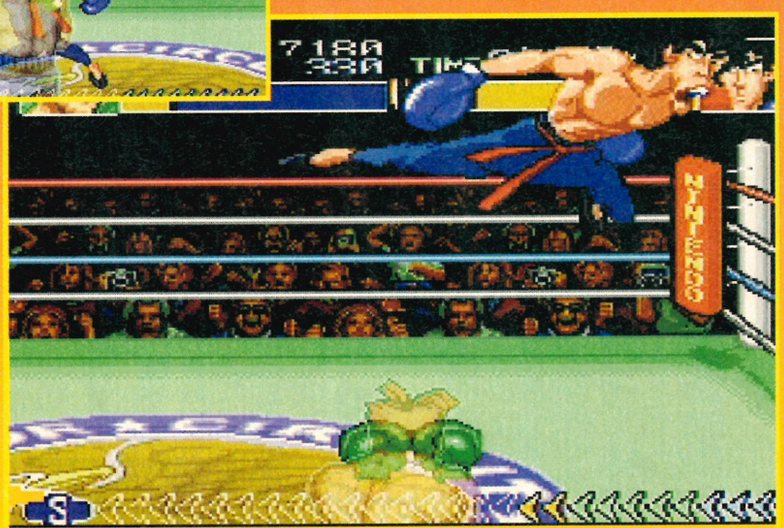
HITS
Good opponents, tricky fighting patterns, clear graphics

Plug your way through the three circuits facing an array of increasingly tough, tricky and ugly challengers, and you'll need to employ different tactics each time to progress. Each fighter follows set patterns of attack, like meeting a series of bosses, round after round.

Some opponents need blows rained to the head or the body, or lots of defensive footwork, but they'll all go down eventually, and while five continues mean you've got at least a decent chance



Above: You'll meet Dragon Chan halfway through the circuit. Keep hitting him and don't give him any space or time...

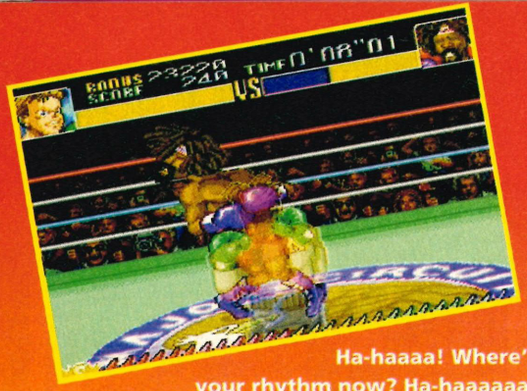


... or he'll launch into his kick boxing/karate moves that'll leave you black and blue.

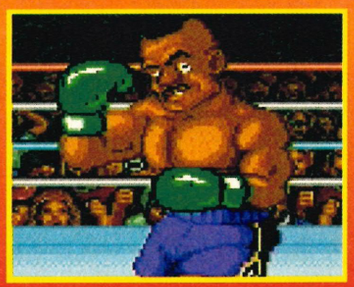
"The best SNES boxing game so far"



ANDY SAYS...
Yep, boxing games have always been pretty shoddy on the SNES – look at the *Foreman's* review (it got an embarrassing 8% back in issue 21). *Boxing Legends Of The Ring* is decent, but *SPO* shades that, too. Mind you, if you want a decent scrap, get a proper beat-'em-up, and you know which are the best two. *Don't you*?



Ha-haaaa! Where's your rhythm now? Ha-haaaaaa!



Pisron Hurricane celebrates a knockout. I don't like Piston Hurricane. He knocked me out.

of progressing to the real toughies, a points tally for knockouts and technical performance add another challenge.

FITS One player only, boxing doesn't offer an awful lot of scope

Although there's a great deal of straategy that, while not necessarily based on realism, does bear a passing resemblance on the kind of tactics you'd employ in the ring, but it's not a straight boxing sim. There are elements of fantasy, and as you progress, some characters clearly dismiss the Marquis of Queensberry rules – for example Dragon Chan, who thinks it's fine to jump on the ropes and kick you in the face, WWF-style. Otherwise, though, there are few surprises.

Faults, It's got a few, but then again, too few to mention. *(Oh go on, mention them. Andy)* Oh, okay. Well the single biggest disappointment is the omission of a two-player mode. A decent scrap against your mates would have transformed this highly playable and entertaining game into a really addictive winner. There are other minor niggles, like the difficulty curve being a bit skew-iff (eg. the third opponent on the minor circuit is loads harder than the second, but the fourth is hardly any tougher) and the limitation of only being able to play as one fighter.

Having said that, all-round this is the most enjoyable, playable, and halfway addictive game. **JOSSE**

Ha! Piston Hurrican again. Flat on his back and I reckon he's wet himself *(Stop it! Andy)*



HUGGY BEAR

The Bear Hugger's the second guy you fight in the Minor Circuit, and, like George Foreman, he's a lumbering great huge overweight belly-monster of a man. His attack is to bring both hands down on your head simultaneously, with disastrous consequences. Two hits and you'll go down, so the only thing to do is to avoid 'em. Just before he hits you, he lifts both arms aloft. Now you've got to duck.



TOTAL! TACTIX

LANDING A SUPER PUNCH

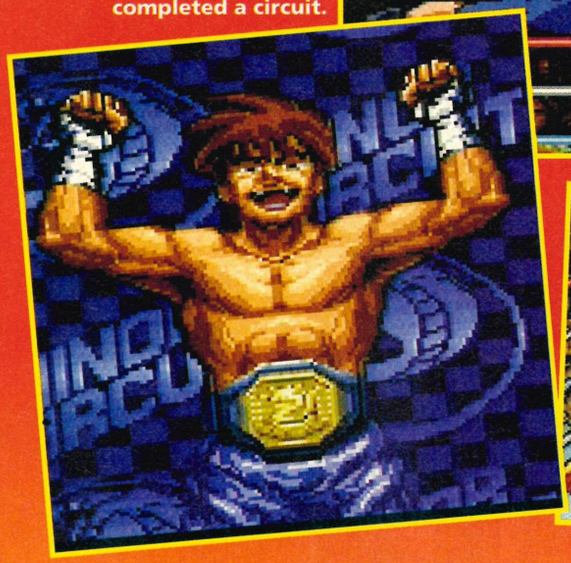
Each time you land a punch, another coloured notch on the Super Punch bar will light up. When the whole row's alight, the S will flash.

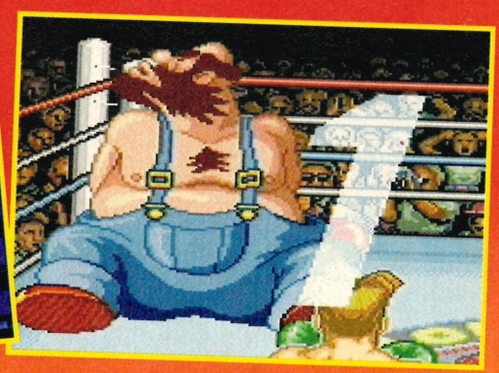
Now press A to land your Super Punch and watch him hit the deck like a loser. BUT! (*Oh there's always a 'but' with you, isn't there? Andy*) Take one punch while you're racking up the shots to light up the Super Punch row and you'll lose it altogether, so, the lesson to be learnt is that guarding and dodging are just as important as landing punches.

Right: Hit anyone often enough and they'll vomit.

Below: That's you, that is. And you've just completed a circuit.







GRAPHICS

8

Big, clear sprites and the translucent geezer is good, but nothing too adventurous

SOUNDS

7

Same old pointless harmless music, smart 'thwack' effects and the occasional grunted challenges and quips

GAMEPLAY

8

The most varied gameplay a SNES boxing game has seen (which isn't saying all that much really)

LIFESPAN

7

It's the undisputed champion, so if you're a boxing fan this is one should keep you going

TOTAL! JUDGEMENT

"What boxing games needed was a bit of variety in gameplay and a bit of excitement. *Super Punch Out* delivers plenty of variety, and a fair bit of excitement. Not bad!"

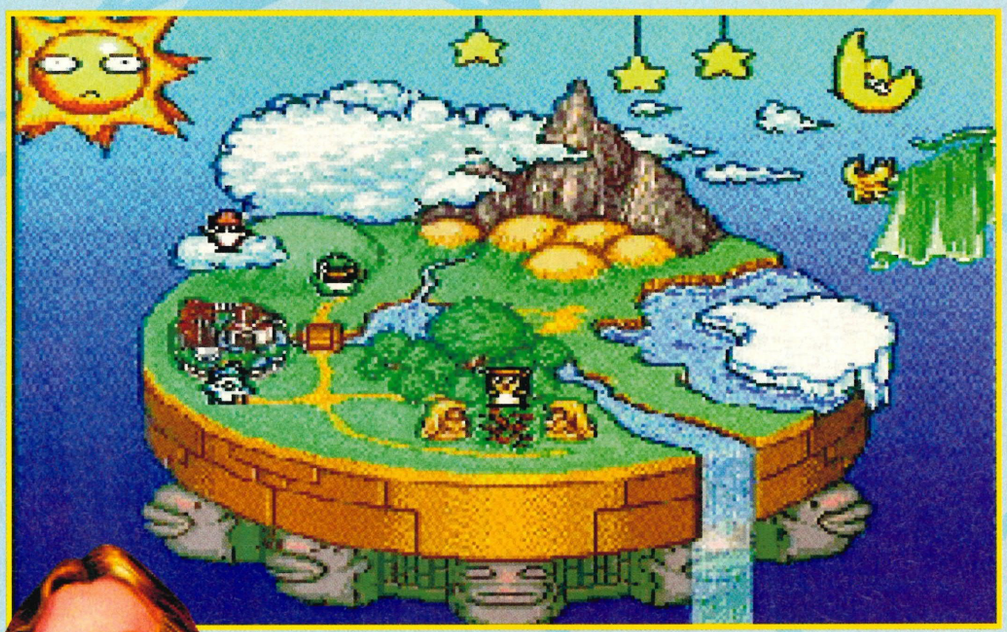
TOTAL! SCORE 85

HEBEREKE'S POPOON

TOTAL! SNES REVIEW



Player one enjoys a spot of hammer time, while player two pops a popoon.



The island is home to the four characters you challenge in one-player mode.





The intense competition of the two-player game means the need for victory is greater than *Street Fighter*. There are simply no two ways about it – You just *have* to win.



PLAYERS: TWO
FROM: SUNSOFT
PRICE: £44.99
RELEASE: NOVEMBER

Every so often a game appears that really does your head in. This is one of those games.

Bonkers. This is utterly bonkers. *Hebereke's Popoon* is stupidly good fun, and as addictive as anything anyone in the office can remember playing in a long time.

DUSTINS
Unparalleled addiction, intriguing special attacks plus brilliant music and effects

It is utterly stupid and it says "Dustin Hoffman".

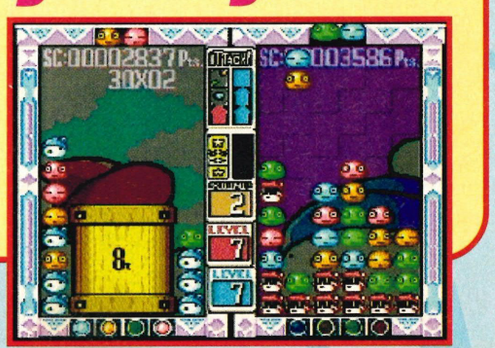
Those of you that are familiar with *Super Puyo Puyo* will recognise from the screenshots that *Hebereke's Popoon* is one of those slot-the-colours-into-lines puzzle games. In that superficial respect, *Popoon* is a rip-off of the magnificent *Puyo* which to my astonishment still hasn't graced the official UK or US markets. It follows this simple-yet-effective format and has head-to-head, elimination and a *Dr Robotnik's Mean Bean Machine*-esque story mode where you

TOTAL! TACTIX

Super Puyo Puyo **has funny Japanese characters, somewhat easier gameplay and cute *Mean Bean Machine*-esque beans that huddle together. *Popoon* has bonkers effects and its readily available in this country. They're both fun.**

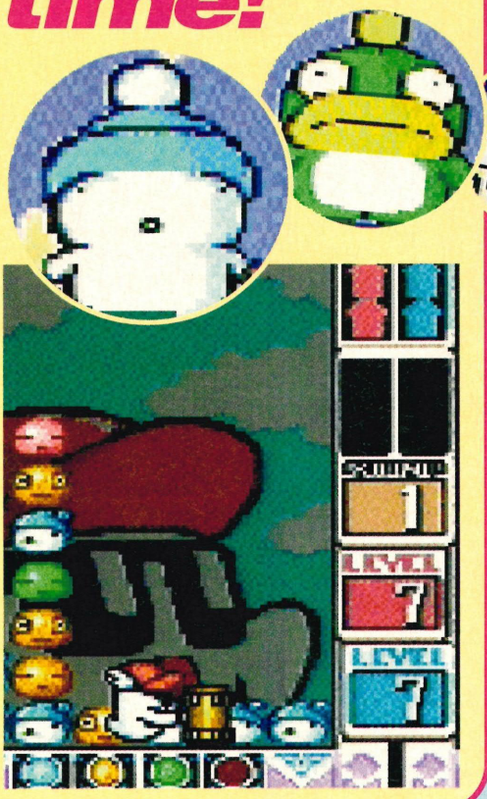
Popoon vs Puyo Puyo

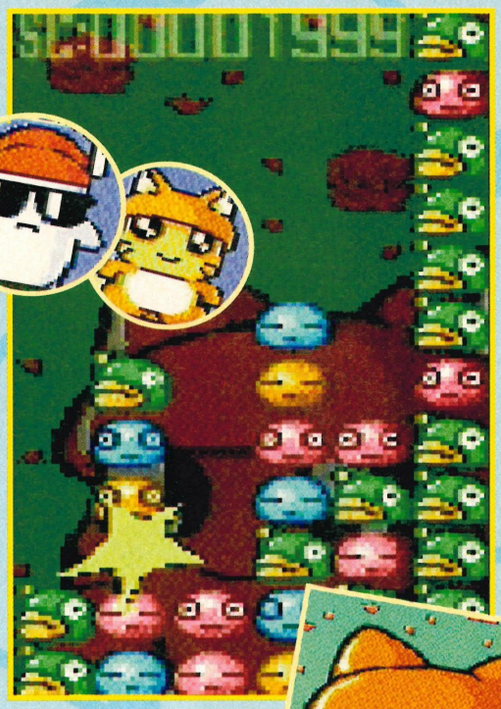




Hammer time!







Each of the characters has two special abilities – the most dramatic are Sukezaemon's hammer moves. Depending on how many sets of Popoons are eliminated, you're rewarded with a series of increasingly large hammers that wipe out rows of your own Popoons – the biggest of which is the 16 ton hammer. If you access this on hardest level, it's difficult to lose.

Next month we'll be giving away T-shirts of Popoon's rather odd characters. Not bad, eh?



DUSTBINS
A bit too baffling at times. Graphics should have been more adventurous

take on increasingly tough Popoon opponents to travel a cartoon map.

The sophistication of the basic blob-dropping doesn't quite match up to *Super Puyo Puyo* – connect three same-coloured Popoons in a straight line, with less complex elimination of your opponent's falling PoroPoros. But *Popoon* goes further than *Puyo* because of the wacky special moves. The hammer-dropping, ice-freezing, bomb-lobbing, dust-sprinkling, electrocuting mayhem doesn't help the accessibility but it sends the fun factor soaring through the roof. And then it loops the loop, floats back in through the window, and comes to rest gently on a nearby hatstand and gradually infects your brain. "Dustin Hoffman!" "Baseball cap!" I thank you. **JOSSE**

GRAPHICS

Typical connect-coloured-blobs fare with decent Japanesey characters. Does the job fine — **6**

SOUNDS

Dance-along rave track, amusing effects and barely intelligible Japanese words. Odd, but brilliant — **9**

GAMEPLAY

Easy to grasp the basics, but there are lots of tricks to learn and eventually deep, lasting gameplay — **8**

LIFESPAN

Built on classic, simple and effective design, this will last ages because you need revenge — **9**

TOTAL! JUDGEMENT

"A hugely addictive and very odd puzzler based on *Tetris* and *Puyo Puyo* with ker-ay-zee special attacks and plenty of silly effects"

TOTAL! SCORE **90**

"What do you want – playability or fun?"

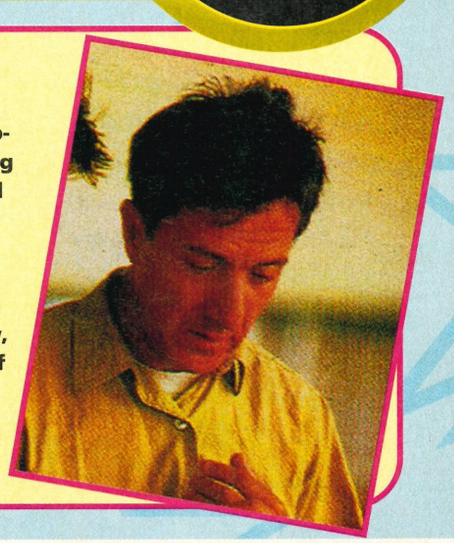


ATKO SAYS...

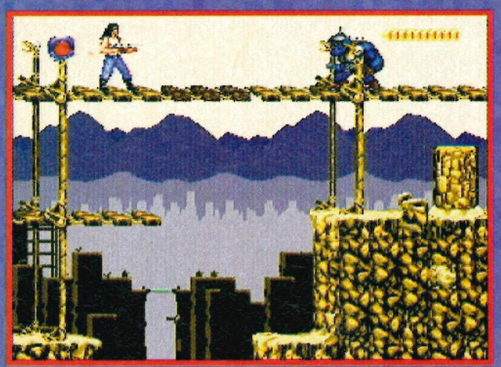
***Pac Attack* is officially available here but is a bit nob. *Yoshi's Cookie* also has a UK release and is pretty good fun, while on import are *Tetris Battle Gaiden* (a right hoot) and while *Super Puyo Puyo* is the most playable, *Hebereke's Popoon* is undoubtedly the most fun.**

Dustin Hoffman

What sets this game apart from the others Atko mentions is the fun factor. There's an unrelenting, upbeat rave soundtrack, plenty of odd samples including scratching noises as you turn the falling Popoons and some sampled Japanese commentary that appears to say all manner of things including: "Dustin Hoffman", "Baseball cap", "Jihad!" (an Islamic word for holy war), "Dave Golder" (He's a friend of the TOTAL! team) and "Lumiere" (you know, the candlestick from Beauty and the Beast). On top of that, the way that the girl says "Ready?" and "Startup!" is so utterly cute it makes your toes curl. You'll find yourself joining in with all of this nonsense. Of that there is no doubt.



BLACKH

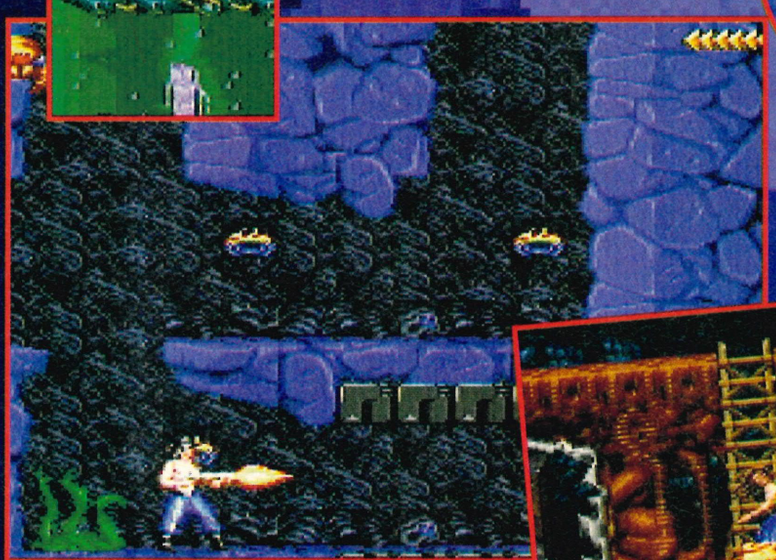


Below: That blue fella is one of myriad bosses stalking through each level. To kill him he must be bombed before he attacks.





Not a bad body eh? If only one of the blokes on TOTAL! was as fit as this geezer. I'm on the wrong mag, surely.





Below: Well what would you do, stand around for a chat or blast his lungs out?



Private Sally's first assignment is to test out her shooting on the exciting new blaster, *Blackhawk*. Good luck!

PLAYERS: ONE
FROM: INTERPLAY
PRICE: £45
RELEASE: TBA

This is one of those games that comes out of the blue, unannounced, with little or no hype and sits glistening on High Street shelves like an undiscovered gem. Yes I like it, yes I think you should buy it and yes I'm giving away my opinion uncharacteristically early because I want you to read on and be persuaded.

Blackhawk is a platform shoot-'em-up in the same vein as the classic, *Flashback*. You dash about armed to the teeth, wasting bad guys, chatting to good guys, frantically trying to work out how to progress to the next level.

The sprite animation is spot on. Kyle leaps, runs, crouches and climbs as impressively as that bloke out of *Flashback* whose name I can't remember (see quick compo circle thing over to the right). It's a shame that the looks are let down by unimaginative backgrounds. Still who cares about looks when a game plays this well.

HAWKS
Non-stop action and animation to die for



Kyle prepares for the final round of Olympic freestyle weed diving. A little quiet please.

DORKS
Not enough time was spent creating varied and detailed backdrops

The secret to the gameplay success lies in the shotgun. It responds well, never runs out of ammo and sounds real. Phwoar! In effect you can choose whether to be a good guy or a bad guy. On one hand you may like to chat to captives before releasing them, more realistically you'll probably find yourself pulling out your shotgun and wasting them needlessly. Doing this really is top fun!

Overall, *Blackhawk* is a tough, action-packed puzzley adventure that isn't particularly original but shouldn't be missed. If you're a fan of *Flashback* rush out and buy *Blackhawk* immediately. If you haven't got *Flashback*, this is less thinky but more fun to play, more fun to re-visit and most of your friends probably won't have heard of it. At last a game that can win friends and influence people. Or something.

ATKO

T!



"Flashback has more puzzley bits"

JOSSE SAYS...
***Blackhawk* is very similar to *Flashback*, which in turn is very similar to *Another World*.**

I reckon that *Flashback* has the edge in terms of variety and puzzley bits whereas *Blackhawk* is easily the most fun to play. Work it out for yourself.

AWKF

TOTAL! SNES REVIEW



The graphics are equally as good as the ground-breaking *Flashback*.

TOTAL! TACTIX

PUMP ACTION

You're armed to the teeth with a dead smart pump action shotgun and you're not shy about using it, here's how: With a flick of the B button the gun will fire in the direction you're standing. For a cooler killing press Y and the gun will be fired over you're shoulder in true Arnie style.





These weeds are killers. Before jumping down drop one of your bombs.

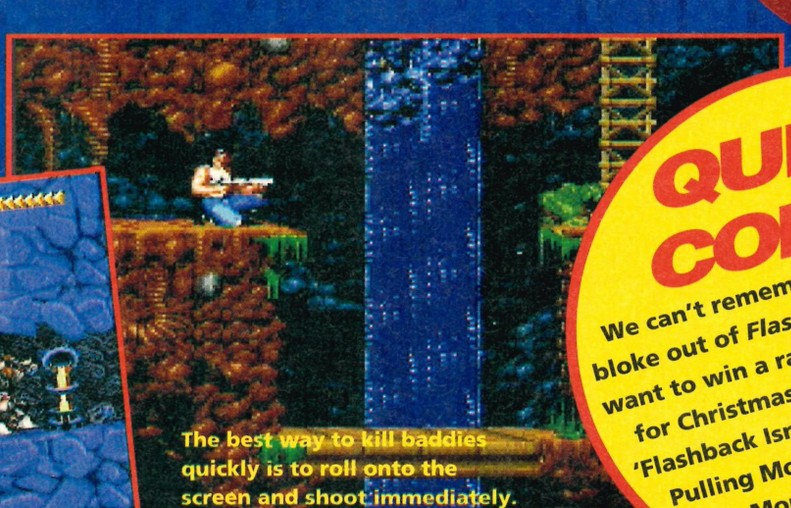


If you don't touch the joypad for a few seconds, Kyle will reload the shotgun.



Press the A button to pull out your lovely pump action shotgun. And keep it out!





The best way to kill baddies quickly is to roll onto the screen and shoot immediately.

GRAPHICS — 8

The sprite animation is excellent, especially the cartridges flying out of the shotgun

SOUNDS — 8

The soundtrack's like a John Carpenter film and the effects are creepy and gripping

GAMEPLAY — 9

Brimming with gameplay. The controls are a breeze and the character responds perfectly!

LIFESPAN — 8

The passwords make it a bit easy but even after you've completed this you'll be back for more

TOTAL! JUDGEMENT

"Very similar to *Flashback* in terms of style and gameplay – the graphics are brilliant – but somehow it's a lot more fun to play. Top stuff"

TOTAL! SCORE 85

QUICK COMPO

We can't remember the name of that bloke out of *Flashback*, if you know and want to win a random SNES cart in tim for Christmas send your answers to: 'Flashback Isn't A Game About Peop Pulling Moonies' Compo, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW.

MADDEN '95

TOTAL! SNES REVIEW





Look at that Mode 7. Look, there, over by the water cooler.



PLAYERS: 1-5
FROM: OCEAN
PRICE: £49.99
RELEASE: NOW

Has Madden's new Mode 7 done Josse's head in completely? Well, let's just say it's a possibility.

Madden's back, and this time he's really pissed off. After being kidnapped by a sinister Sicilian cartel in his last adventure, and escaping using a piece of cheesewire and some industrial strength nail clippers, he's back to pulp his captors and show the underworld who's boss.

Oh what a terrible dream I've just had. For a minute there I was convinced that Madden wasn't an-ex American Football coach turned TV commentator who's leant his prestigious name to a series of the best American Footy games in the history of such things. *Terrible* dream.

YANKIES
Smart graphics with mode 7, quick response, new plays

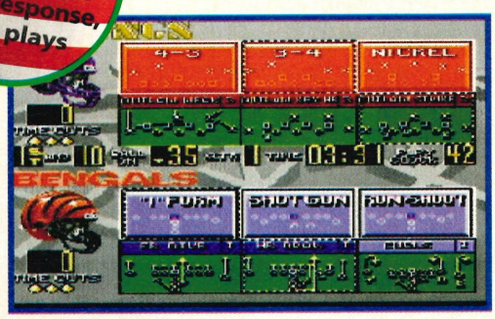
Madden Football took a while to get converted to the SNES, and when it was it failed in some vital respects. That was all put right by last year's *Madden '94,* which not only made for a good conversion, but also improved on the original in many respects including the Mode 7 rotation, faster gameplay and a glorious colour palette.

Ocean have obviously decided that there's still work to be done, and produced yet another version, but unfortunately it does very little to improve on its predecessor. True, the sprites are bigger, there's a faster response, a whole bunch of new defense plays, and now you can keep a record of all stats during the season. But it's far too easy to score.

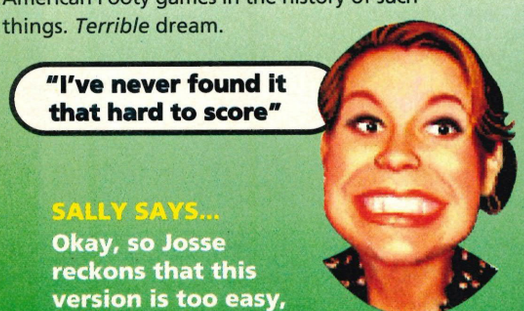
Apart from the inexplicable difficulty adjustment, the gameplay is pretty much intact, but to get a good American Footy game at a decent price I'd still recommend you go for *Madden '94.* **JOSSE**

ERM...
Scoring's too easy for a true Maddens fan





The Bengals coach is the son of Don Shula, legendary coach of the Miami Dolphins.



"I've never found it that hard to score"

SALLY SAYS...
Okay, so Josse reckons that this version is too easy, but then he's played Madden plenty and is familiar with the ins-and-outs of American Football. For anyone new to the sport, this is an easier place to start than *Madden '95*. And yes, I did lose.



Some of the player sprites look a bit mawkish, as they stare off into the distance.



GRAPHICS 7
Nice looker, with bigger, faster moving sprites than ever and Mode 7

SOUNDS 7
Good quality sound, great sound effects and some average music

GAMEPLAY 7
It's still got the great play mechanics, but it's suddenly got annoyingly easy

LIFESPAN 7
You can play *Madden* for ever, but the easiness of this version will soon put you off

TOTAL! JUDGEMENT
"What a shame that Ocean couldn't have actually improved *Madden*, instead of making it less satisfying to play. *Madden '94* still rules the SNES"

TOTAL! SCORE 84

Chaos Reigns



"This is a Big game, with Big impressive graphics and it's going to make a Big noise in the SNES market"

MEAN MACHINES

SONY ELECTRONIC PUBLISHING

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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THE DEATH AND RETURN OF SUPERMAN

Superman's dead – long live Superboy! So says Josse, TOTAL!'s very own Superboy. What on earth is going on?



PLAYERS: ONE
FROM: SUNSOFT
PRICE: £49.99
RELEASE OUT NOW

TOTAL! SNES REVIEW



From a flying start any of the Superman clones can give it a bit of swoop smash.



And let's not forget that he's got, well, super strength.



LUTHERS Gameplay is a little one-dimensional and dated

Superboy is a hip teenage genetic clone of the big man. Oh, and there's also this bloke calling himself Steel, a weapons designer whose real name is Jon Iron who pledged to carry on the fight and designed a shiny chrome exoskeleton to help him. Oh yeah, and Eradicator, the mysterious glowing version and yet another building leaping do-gooder wannabe, Cyborg, the half man, half machine. Lots of characters, but where's Superman?



Doomsday, a nasty green man with spikes has killed our hero with his last punch and the four wierdo's above have taken it upon themselves to step into the breach. It'll end in tears, you mark my words. It's up to you to guide them through what is a simple but good scrolling and flying beat-'em-up. You start off as the man himself and after succesfully getting him killed you move on to control each of the meticulously styled pretenders to the throne. Every character has a shot, a range of punches and throws and a limited amount of special attacks – Superman pile drives into the ground, Cyborg throws a bomb – with which to vanquish a never ending stream of baddies. Blimey!

LOISES Stylish graphics and easy to pick up and play

It all looks very slick with large well drawn and animated sprites to go with the comic book plot and it is fun to play but at heart it's nothing more than another *Double Dragon* affair. It is a shame that there's no two-player option and the addition of a bit of flying and shooting wouldn't really fool anyone. If you're a fan of Superman *and* scrolling beat-'em-ups this is great, but for the rest of us it's not much more than a short lived bit of fun.

Thanks for saying I'm your Superboy, guys, but I think I'll leave all that to the professionals at Sunsoft. **JOSSE**

T!

"There are plenty of scrolling beat-'em-ups"



ANDY SAYS...
If you want a scrolling beat-'em-up then the choice isn't exactly limited.

There's *BattleToads* for starters but if you want a scrolling beat-'em-up based on a cartoon character which has a bit more to it then I'd advise you to go for *Batman*.

These people look like, but clearly aren't, the real thing.







GRAPHICS 8
Convincingly comic book-ish looks and suitably well animated action

SOUNDS 7
There's nothing here that's in any danger of blowing your socks off

GAMEPLAY 7
It's a simple formula and it's worked before but is starting to feel a bit dated

LIFESPAN 8
Not easy but with continues and practice you shouldn't take too long to get through

TOTAL! JUDGEMENT

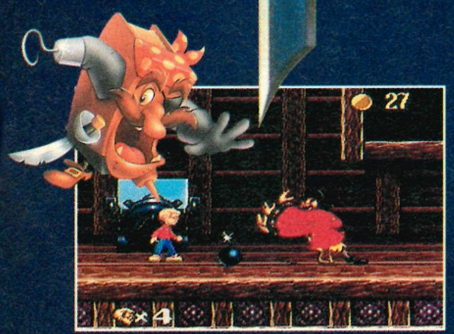
"We've seen all of this before and lots of times. Superman's a well executed example of it, but a couple of years too late"

TOTAL! SCORE 79

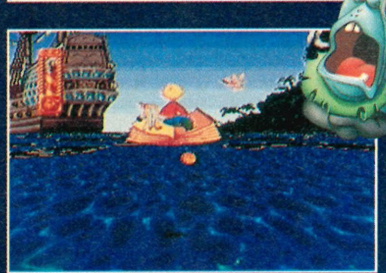
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Super GAME BOY

Virgin

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DINO DINI SOCCER

TOTAL! SNES REVIEW

Dino Dini has programmed more footy games than Josse has had hot dinners. But the proof of the pudding is clearly in the eating.



PLAYERS: 1-2
FROM: VIRGIN
PRICE: £49.99
RELEASE OUT NOW



SUCKERS Poor passing, free kicks every few seconds: frustrating

"Surely you can't miss from there?!" "Yes I can, and don't call me Shirley."

Okay, so I've only had two hot dinners in my life, but I've had plenty of puddings and I know a lot about football.

Dino Dini's tasty starter was *Super Kick Off*, which, in an era when the SNESs haute cuisine was rather less than Cordon Bleu, this top-down viewed conversion from the hit Amiga *Kick Off* was quite a mouthful – indeed its super-fast scrolling and you-got-it-your-way options smacked of a satisfying Burger King whopper.

SOCCERS Smart graphics, real distinction between teams' abilities

Then the waitress sauntered over to SNES owners' tables with *Kick Off 3*, a delicious, well-presented morsel. It went down like the finest oyster, and the delicate five-simultaneous-players sauce and intriguing side-view garnish left the tempting, luscious aftertaste that kept you going back for more.

Now, as I've explained, I'm a puddings man, so after only nibbling at the first two courses, I was glad to get my rotting teeth into what should have been the chocolate St Emilion to end all football-related feasts. And boy, was I sick.

The trouble with modern, continental cooking, you see, is that it's so very often all presentation and little substance. And that's the case with Dino's new offering. The sprites are big and clear, the new choice of horizontal and vertical views work well, the real teams and options are retained – all fine, palatable fare, but the gameplay stinks as if one of the major ingredients was rotten. "Take another mouthful..." Said Andy "... I bet you'll enjoy it if you try a bit more." He was wrong, so I left him to clear up the mess and settle the bill.

JOSSE

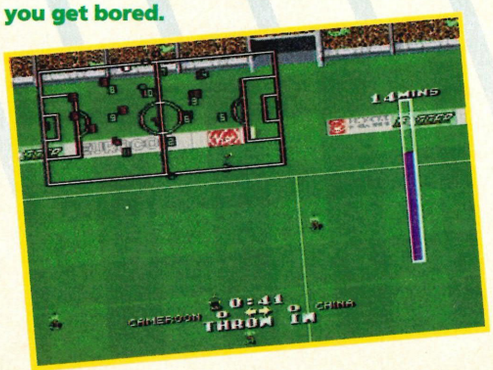
TOTAL! TACTIX

Due to the new FIFA directives, which Dino and his boys have picked up on rather sharpish, tackles from behind are frowned upon, bigstyle. The result is a yellow, then a red card, so don't do it.





There's an option to change the size of the pitch radar, which comes in really handy if you get bored.



THOSE ANNOYING LITTLE THINGS

Apart from the likelihood of being sent off for what you thought was a perfectly legitimate tackle, there are two things that are really annoying about this game. The inaccuracy of the passing and the way the ball, once kicked or thrown, just stops. For no good reason. It just stops. Like real football? I don't think so, mate.



GRAPHICS 8
Horizontal and vertical views, a dash of zooming in and out plus clear sprites

SOUNDS 5
Run of the mill cheesy music and some rather tired, predictable chants

GAMEPLAY 5
Every tackle is a foul, shots are tough and aftertouch goes to silly extremes

LIFESPAN 7
Real teams and choice of views make it okay, but it's too frustrating to play for long

TOTAL! JUDGEMENT

"After the first two Dino games, this is a disappointment. A good package all-round, but simply not much fun to play"

TOTAL! SCORE 60

Disney's

THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.



Disney SOFTWARE

SUPER NINTENDO ENTERTAINMENT SYSTEM

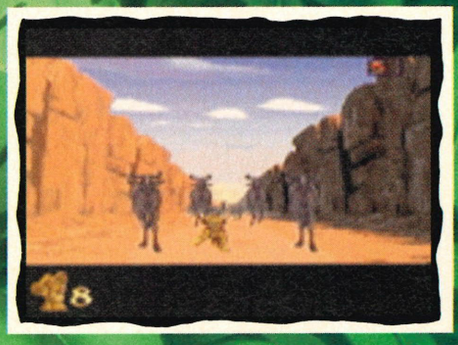
Nintendo

GAME BOY

Virgin

Disney's THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.





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Disney SOFTWARE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo

GAME BOY

Virgin

BRUTAL PAWS OF FURY

TOTAL! SNES REVIEW

We gave this game to Atko because of his brutal complexion and repulsive pores of fury.



PLAYERS: 1-8
FROM: GAMETEK
PRICE: £49.95
RELEASE: DEC

This game, *Brutal* is a cuddly beat-'em-up pitched at concerned parents and the anti-violence lobby. There's no blood, no gore, no snap of the neck and no crack of the spine. Hmmmn.

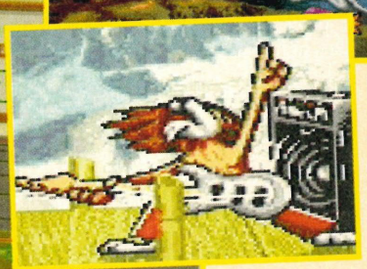
Every four years the Dali Llama recruits the world's greatest warriors to scrap it out for the much coveted belt of heaven. This year the contenders are: Kung Fu Bunny, Tai Cheetah, Kendo Coyote, Rhei Rat, Prince Leon The Lion, Foxy Roxy, Ivan Bear and the Dali Llama himself.

Brutal is packed with features including: up to eight players (in tournament mode, although there are only ever two players on screen simultaneously), an instant replay and a save option. Best of all, players don't begin with their full array of moves. The higher the grade belt, the more special moves you earn. This interesting reflection of real martial arts creates a real incentive to play on and is the saving grace for what would otherwise have been a well-below average *Street Fighter* clone.

You do a hand stand while I hover above this vase of thistles. Ready? Go!







Who needs a Brian May soundtrack when you've got Leon the lion in bad slacks?

PAWS
Loads of options and plenty to learn

The animation's good but the backdrops are flat. The soundtrack's groovy but the effects are pump. The variety of moves is wonderful but the gameplay's wooden – every good point has a flaw. Gametek have tried hard to create a decent blood-free beat-'em-up but have ended up with a game so *nice* you just want to take the cart out and slap it.

ATKO



Above: Wait on! My elbow's only gone and exploded.

FLAWS
Plays like a plank, and just too nice



"SFII, MKII or *Brutal*? Well what d'you think"



ANDY SAYS...
What can I tell you about alternatives in the beat-'em-up genre? You all know that *Mortal Kombat II* and *Super Street Fighter II* are the best fighting games around. Obviously if you fancy something a bit more brutal than *Brutal*, pick one of these.

GRAPHICS
The animation is slick. The characters are varied but it all seems a bit flat somehow — **7**

SOUNDS
The opening credits sound like a Marvin Gaye, otherwise it's all standard — **8**

GAMEPLAY
Often clumsy and unresponsive. The moves are limited, but evolve as the game unfolds — **7**

LIFESPAN
A save option, instant replay and a proper learning curve mean this should last a while — **8**

TOTAL! JUDGEMENT
"Loads of options and a fair amount of variety are let down by some wooden gameplay and the sickly niceness of it all"

TOTAL! SCORE 79

NHL '95



PLAYERS: 1-5
FROM: OCEAN
PRICE: £49.99
RELEASE NOW

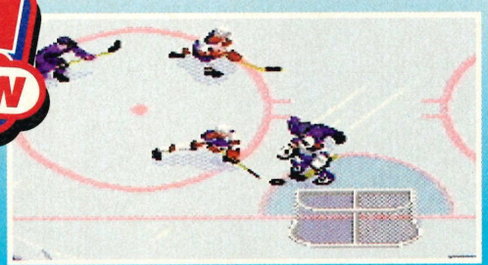
Christmas is coming, the goose is getting fat, so it must be time for a new hockey game. Our Josse faces off.

Electronic Arts' first hockey game, *NHLPA Ice Hockey* went down a storm, and rightly so. Then came *NHPLA '94*, built on the same five-aside-footy-with-inertia game engine, but with modifications including a five-player mode. *NHL '95* is released through Ocean, but is, deep down, an EA game, but what have they been fiddling with this season?

COCKEYS It's a bit too similar to the old EA hockey games

Well, there are a number of small new features, which can be grouped into options, management and gameplay modifications. Options include the new '93-4 season rosters – useful (if you need bang up-to-date stats), Practise Mode, a one-on-one shot at goal, and Season Play, *Madden*-style. Management mods include Player Trades, which is exactly what you'd expect. Gameplay modifications – the most important of all – are subtle, but effective. Newies include the Drop Pass, where you lay the puck softly behind you to a team-mate (much like a backheel in footy), Fake Shots to draw your opponent into blocking, and Block Shots, where you throw your own defender down onto the ice, kamikaze-style, to block a shot, just like the real thing.

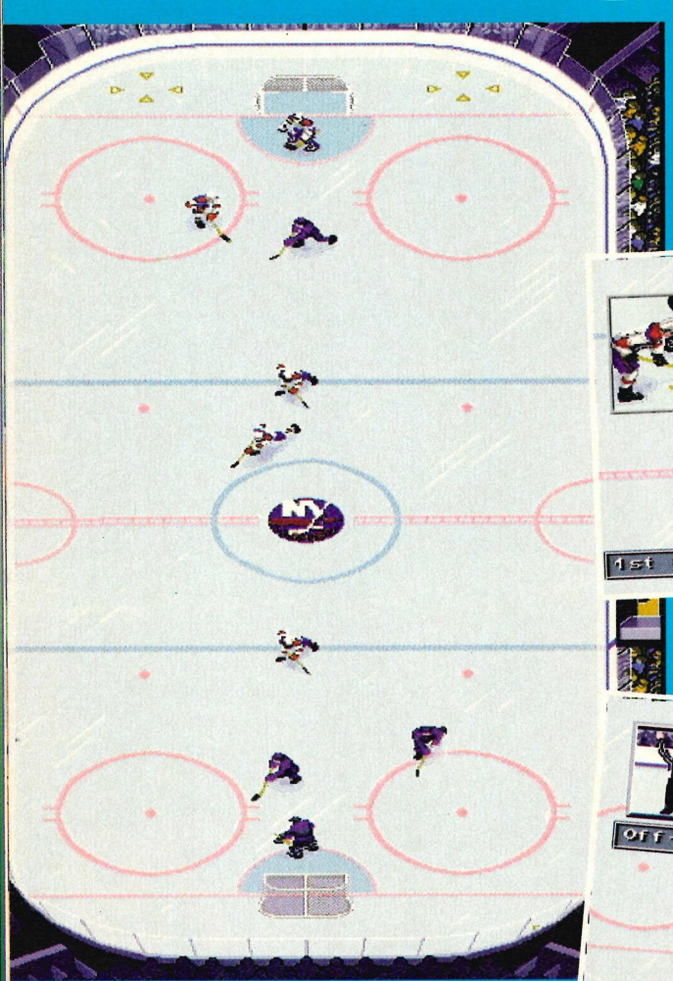
HOCKEYS Fine gameplay, more features, long lifespan



Trick the goalie out of position with a Fake Shot, then you get a clean shot on goal. Not bad!

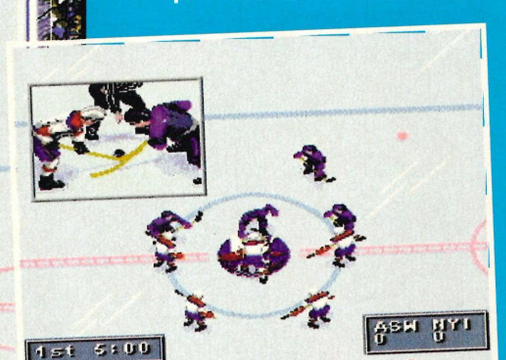
Given that the engine, the looks, the sounds and the basic gameplay are the same as the two 90-plus scoring previous games, and that the modifications make this year's model better all-round, this is a darn good game and has got to get a darn good score.

But before you rush out, be warned, it's only *slightly* better all-round, if you've already got *NHPLA '94* then lashing out this sort of lolly is for true fans only. **JOSSE**



Left: Actually you really shouldn't stick to the middle of the ice. Pass the puck around and keep moving.

It's face-off time, as two intrepid stick-wielders thrash it out for possession. What utter fools!



If you're not into ice hockey, just imagine you're playing football. Well, on ice.



GRAPHICS 8
Same as ever – ie. clear, simple and straightforward, with well-sized sprites

SOUNDS 7
More cheesy organ music to re-create that Canadian super ice rink feel

GAMEPLAY 9
The same excellent inertia and smart control, plus more tricks than ever

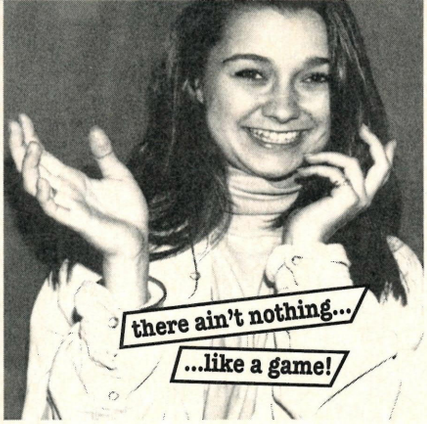
LIFESPAN 8
This'll last a jolly darn long time, especially in two, three, four or five-player mode

TOTAL! JUDGEMENT

"Plenty of minor improvements over NHPLA '94 make this a fine game, but be warned, it really is the same old thing"

TOTAL! SCORE 92

all the top releases



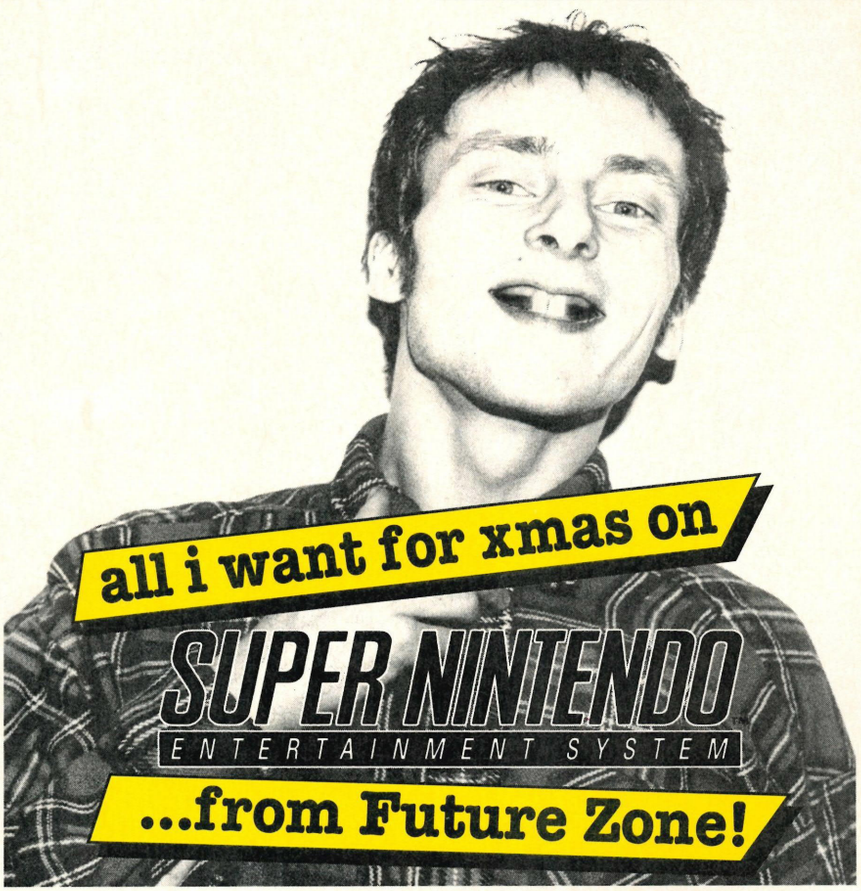
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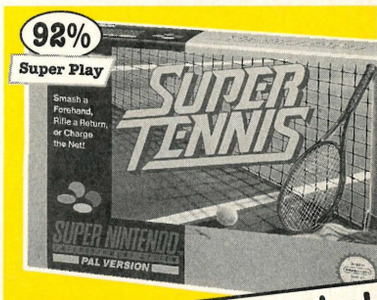
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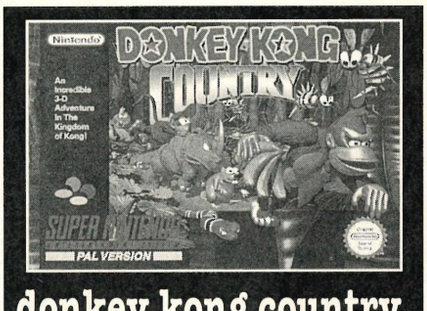
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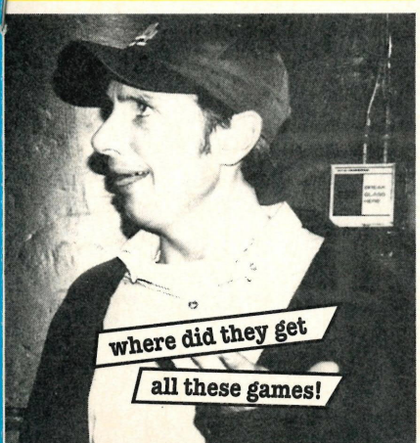
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NBA LIVE '95



Above: The 30 degree perspective is the only real improvement.



PLAYERS: 1-5
FROM: OCEAN
PRICE: £54.99
RELEASE: OUT NOW



Each team has their own flavour basketball court. This one is double chocolate chip. Blueberry is above.

Atko's better at dribbling than Josse, but can *NBA Live* smash the back-board?

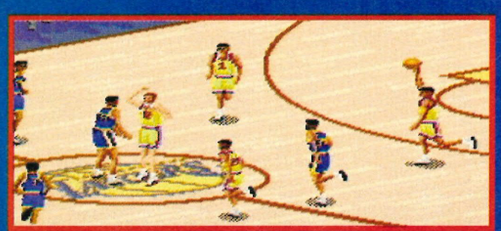
Every year Persil gives you the best ever wash, Fairy liquid lasts even longer and EA Sports release new, improved sports sims. Why can't these people get them right first time around? How hard can it be to add a bit more detergent to Persil, concentrate Fairy Liquid until it's like syrup and produce a basketball sim that includes all teams and statistics first time around? Not very.

So here we are again, another year, another EA basketball release except this time it's brought to you by Ocean. The main difference this year is the game perspective. The old side-on view has been replaced by a 30 degree court view for better vision and less player overlap. Other features include all 27 NBA teams, two all-star teams, four custom teams, complete '93–'94 stats and a five-player option. This is all very well but we've seen it all before in last year's *NBA Showdown*.

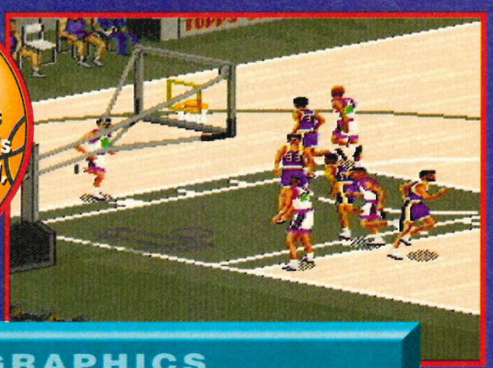
As always the animation is very tidy and the sounds create a deal of atmosphere but there's really nothing new on offer. If you already own an EA basketball game then I suggest that you forget it. If you don't you'd probably be best off getting hold of an older version on the cheap. See you again next year. **ATKO**

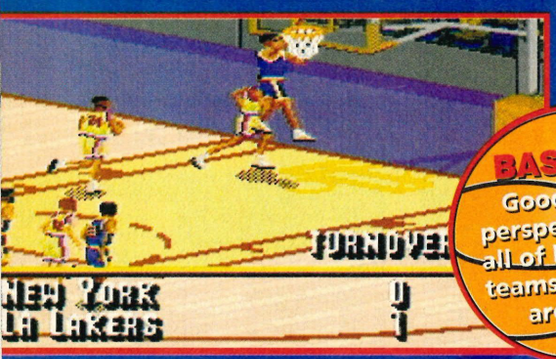
CASKETS
EA basketball is EA basketball. It's all a bit same old, same old

BASKETS
Good use of perspective and all of last year's teams and stats are there



The ball's floating away! It's full of helium! Someone help me please! Quickly!





Give me a bunk up to the net will you guv? That's it, shove a bit harder. Ummmm.



"Only *NBA Jam* seems to have the right idea"

ANDY SAYS...
Sports sims have the annoying habit of taking themselves far too seriously. So far only *NBA Jam* seems to have got the right idea as far as basketball games are concerned. All the elements of the sport are there as well as oodles of sheer stupidity.

Has anybody seen the ball? I had it a minute ago. Where's it got to?



GRAPHICS 7
A new perspective but otherwise almost identical to every other basketball game

SOUNDS 6
Boppy tunes and good crowd effects but no samples!? We want "Boomshakalaka!"

GAMEPLAY 7
Highlighting the correct player is a nightmare. Five-player mode is a laugh though

LIFESPAN 6
The multi-player option saves this one. In one-player mode it'd last you about a week

TOTAL! JUDGEMENT
"A few tweaks, a bit of re-packaging, but it's just *NBA Showdown* all over again. Oh alright, it's a bit better, but it's hardly worth it"

TOTAL! SCORE 72

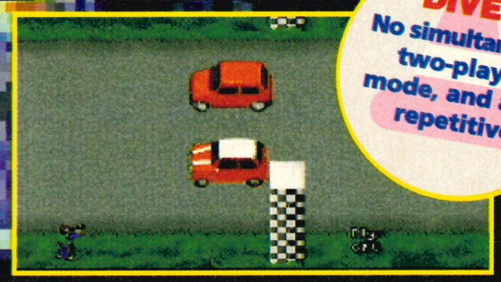
POWER DRIVE

TOTAL! SNES REVIEW

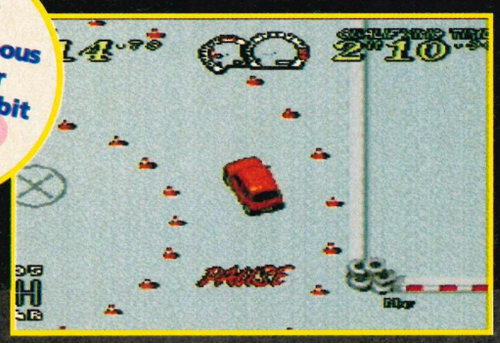


PLAYERS: 1-8
FROM: US GOLD
PRICE: £44.99
RELEASE: NOW

Andy takes a firm grip of his gear stick and takes off at full pelt leaving a strong smell of rubber behind.



DIVES
No simultaneous two-player mode, and a bit repetitive



The skill trials, such as this cones test, are very, very difficult to complete on ice.

DRIVES
A very good feel to the cars makes tough, responsive gameplay

Driving a formula one car around a nice smooth track at top speed is, I grant you, probably quite a laugh. But surely the real excitement is in pelting through a forest, at night, with zero visibility and cow pats splattering across your windscreen at regular intervals. Well, with the RAC Rally on the telly, that's what I reckon anyway. Hurrah, then, for *Power Drive*.

The concept is a simple one. You are a Rally driver with a few quid (enough to buy either a Mini or a Fiat Cinqecento *and* give it a nice paint job) and you have to travel the world taking part in time trials, skill trials and full blown races in order to become champion. Each country hosts a sequence of events of increasing difficulty and you merely have to qualify within the time limit to progress. In this way it's possible to complete the whole game without winning a single race, but, if you do this, you won't get to the top of your profession or make enough money to buy a decent car.

Each course contains its own hazards such as cones (which, if knocked over, add extra seconds to your time) and puddles and so on and many courses are at night or in fog or worse still on ice. As you get further into the game you realise that not only are the courses getting ever more twisty-turny but the time limits are getting shorter too. It all adds up to a real challenge and a frustrating one at that. However, it's gripping enough to keep bringing you back.

The trouble is, having come back to it so frequently you'll soon complete it and once you've done that, regardless of whether you were overall champion or not, you'll probably not want to do it all again. *Power Drive* is a great racing game, make no mistake, but it does get slightly repetitive and without the style or fun of *Micro Machines* it simply doesn't make it to "Classic" status.

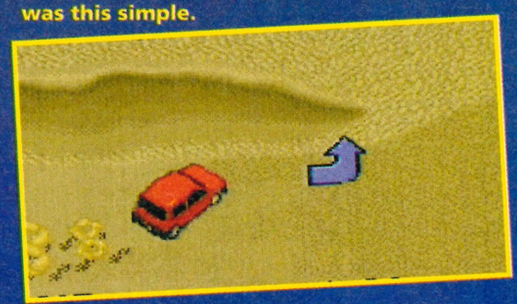
ANDY

"*Micro Machines* has a multi-player mode"



JOSSE SAYS...
I like this quite a bit, but to be honest, if a game annoys me I simply toss it aside. *Power Drive*'s just not quite addictive enough to make me suffer the frustration involved so I think I'll go back to playing *Micro Machines* thank you – it's got a multi-player mode and it's a better laugh.

Lost in the desert and an arrow appears, pointing the way. If only real rally driving was this simple.



GRAPHICS

Neither realistic nor unrealistic. A bit odd really. But good. Sort-of-rendered cars — **7**

SOUNDS

Meaty soundtrack and some adequate special effects but all-in-all fairly standard — **7**

GAMEPLAY

Frustrating, then very good, then a bit repetitive, then gripping: a great challenge — **8**

LIFESPAN

The game is pretty big, and hard. Although I got a long way through it in two days — **7**

TOTAL! JUDGEMENT

"A strange mixture of frustration, repetition and sheer addiction. An exciting and hefty (if somewhat flawed) challenge"

TOTAL! SCORE 80

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RISE OF THE ROBOTS

TOTAL! SNES REVIEW



Cyborg and Loader partake in the customary pre-fight sloppy wet kiss session.



PLAYERS: 1-2
FROM: MIRAGE
PRICE: £TBA
RELEASE: DEC

Atko mechanically rises each morning before waking up. Why not join him as he watches the robots do the same?

ROBOTS Looks better than previous beat-'em-ups on the SNES

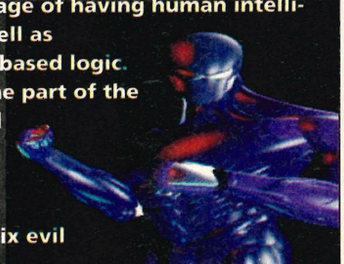
The hype for *ROTR* seems to have been going on forever. We seem to have been speculating on the ground breaking graphics and running features since the year dot. But the final release arrived with very little fanfare. Suspicious, huh?

Human staff in Electrocorp have been replaced by a super intelligent robot – the Supervisor – programmed to manage the production of military and industrial robots. As luck would have it, an ego virus has infected the Supervisor causing it to take over Electrocorps security and robots. As an immune Cyborg you're the company's only hope. You must battle and defeat each of the enemy robots in order to get Electrocorp back in business.

Cheers Droid!

THE CYBORG

This cybernetic organism is made up of a human heart and mind and a sophisticated android. The Cyborg is trained in a number of combat techniques and has the advantage of having human intelligence as well as transputer-based logic. You play the part of the Cyborg and must pit your wits against the following six evil robots:







Below: The Supervisor can morph into many lethal shapes and in my opinion is simply impossible to beat.



LOADER DROID

The Loader is constructed from an iron outer casing and bolted joints. Although slow and heavy it has an agile upper body and exceptional lifting abilities. The Loader has no learning abilities and so is the easiest opponent.



BUILDER DROID

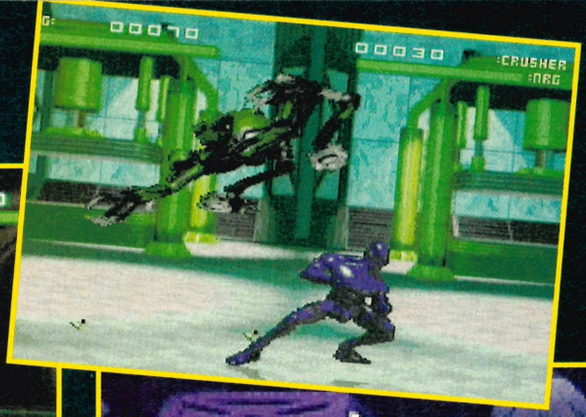
The Builder has a more human form than the Lifter. Its build is designed for balance and strength, giving it an ape-like appearance. It has a primitive neural network CPU but its low intelligence is made up for by its sheer strength.



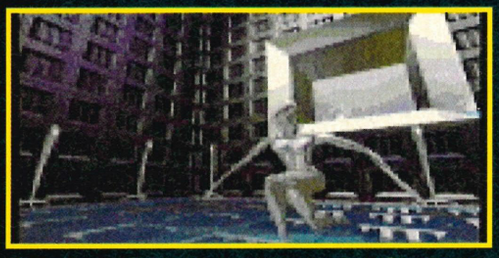
CRUSHER DROID

Built from pure steel, this droid is designed to crush waste material and destroy malfunctioning robots. It uses high resolution sensors to identify an opponent's strengths and weaknesses. It is both fast and agile posing a major threat.

Right: While the Cyborg does a few stretching exersises the Crusher does the dirty with his weighty steel frame.







The cinematic intro sequences set the scene really well. She's a bit skinny though.



It's one of those playground push fights that never gets anywhere because no one wants to throw the first punch.

"Try tossing a coin"



ANDY SAYS...
There's a fine line between *Rise Of The Robots* and this month's other new beat-'em-up, *Brutal* reviewed on page 57. They've both got oodles of potential but never really get the player excited enough. If you already own *SSFII* and *MKII* then flip a coin and pick one of these. If not, don't bother.

Graphically, Mirage have come up trumps with *ROTR*. The robots are rendered perfectly and truly appear to be 3D in a *Donkey Kong Country* kind of a way. The scrolling is smooth and the backgrounds detailed. The problems are when you strip away the flash graphics and check out the game engine.

It's easy to get all cynical about *ROTR* but it really isn't that bad. Okay so it's a bit of a disappointment after all the hype but this is in no way a terrible game. The problem lies in the limited gameplay. There are some very clever special moves allowing you to turn invisible and reverse your opponent's controls but simply not enough of them. It gets a bit boring. On the upside your opponent's artificial intelligence is a nice touch. They really do learn your strategy and act upon it.

Overall *ROTR* is a great looking average beat-'em-up. In South Africa 'robot' means traffic lights. This one's stuck on amber – neither a leap forward nor a complete standstill for beat-'em-ups. **ATKO**

GRAPHICS 9
Stunning. The robots appear to be truly 3D, the backgrounds and animation are gorgeous

SOUNDS 8
Brian May does the business on the intro and the metal-on-metal scrapey crunch-type effects

GAMEPLAY 5
A bit on the stodgy side – not enough special moves and often slow to respond. What a shame

LIFESPAN 5
A good difficulty curve, but it's just not as much fun as it should be. It all gets a bit dull

TOTAL! JUDGEMENT
"Fairly entertaining for a while, darn good looking but a bit shallow. It won't last all that long and sadly doesn't live up to the hype. Come to think of it, it's a bit like some of the lasses our Johnny knocks about with"

TOTAL! SCORE 72

SO WHATS
Gameplay is too limited, we want more special moves



SOLDIER DROID
This droid is built from a manganese sub-skeleton, coated with heat resistant Teflon plating. It has no industrial or commercial purpose, it is purely a war machine. The software controlling the droid is specialised, giving it extremely hostile tendencies.



FIGHTER DROID
This combat droid is built specifically for unarmed combat, and opponent elimination assignments. This robot has a fibreglass outer shell and highly advanced intelligence software, giving it a dynamic learning ability. It uses Japanese self-defence.



SUPERVISOR DROID
The Supervisor is built from a new kind of metal, polymetamorphic titanium alloy, a chemical structure that's held together with electronic pulses. It's a formidable opponent, has a high IQ and can melt and morph into lots of dangerous objects.

PINBALL FANTASIES

TOTAL! SNES REVIEW

What's got three balls, two fli... (*No, no please! Josse*). Oh, here's Pinball Fantasies on the SNES.



PLAYERS: 1-9
FROM: GAMETEK
PRICE: £39.99
RELEASE: JAN

All video pinball games are a bit strange really. The gameplaying public seem to be split 50/50 between loving and hating them, so given that premise, these games are already on dodgy territory, it's imperative that when a developer does decide to do one, they must do it properly.

There are several good ones for the Mega Drive, but SNES players, tragically, only have one, and that's the import version of *Jaki Crush*. However, the much respected Amiga game *Pinball Fantasies* has now hit the SNES and, woe is me, something has gone wrong. For a start, the superior graphics capabilities of the SNES seem to have been ignored and the "artist" who has illustrated this version seems to have come from the infant school of art – the Stones and Bones table being a prime example.

BINS The graphics are poop and the gameplay is a bit lacking

The second problem is the sound. It's a bit poor to say the least. True enough there are all sorts of weird sounds to accompany jackpots, bonuses, chutes, ramps and so on, but they're all very limp and nothing like the exhilarating cacophony you get from playing on a real pinball table.

And finally, the most annoying gaff, is the fact that somehow, that all-important feeling of realism is missing. It plays okay, but throughout the ball movement and general level of involvement is slightly out of whack, and when you throw pinball slightly out of whack, the whole thing falls down miserably.

In the absence of any alternatives, it has to be said that people desperate for some SNES pinball action may just get a hint of what they're after from the game, but generally, this is a disappointing experience.

ANDY

T!

PINS Four different tables, two skill levels. That's about it really



Left: A wee portionette of the motor racing table. It looks okay but is, in fact, a bit dull.





Look at that complete table on the left then turn to the review of the Game Boy game. Ho, ho!



GRAPHICS
Rubbish. Looks like the visuals have been drawn by a child. It's hard to draw this badly — **4**

SOUNDS
Again, very poor. The sounds are all there, but they're so limp and lacking in "oomph!" — **4**

GAMEPLAY
Not awful, but it doesn't capture the realism or excellence of the Amiga version — **6**

LIFESPAN
One redeeming feature: there are four tables so if you do find it fun, it'll last you ages — **7**

TOTAL! JUDGEMENT
"Should be a great pinball experience, but somehow turned from amazing Amiga game to sad SNES title. What went wrong?"

TOTAL! SCORE **65**

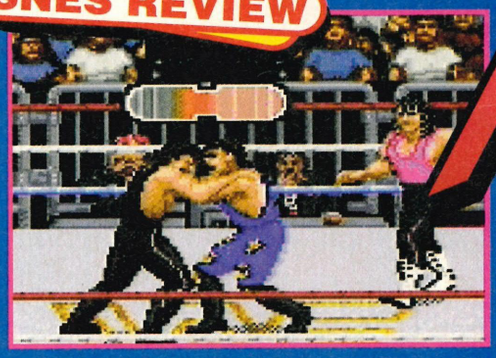
WWF RAW

The men in day-glo tights are back! And this time they haven't been cooked... or something. Our Sally volunteers to referee.

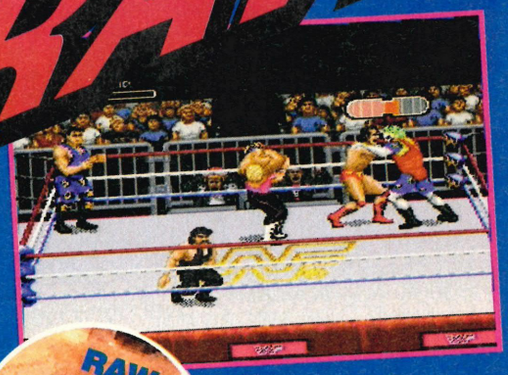


PLAYERS: 1-4
FROM: ACCLAIM
PRICE: DUNNO MATE
RELEASE: NOW

TOTAL! SNES REVIEW



Charge up the meter above the players' heads to overpower your oponent.



There's more than a touch of *Royal Rumble* in *WWF Raw*. This is a good thing. It will put smiles on faces.

RAW POINTS
Great sprites, good looks and multi-player mayhem

How do you like your WWF games, Madam? Medium, well done or raw? Raw? Very good (lucky, that, since *Raw*'s the only WWF game we've got on the menu this month).

So how does it compare to its mega-successful predecessors? Well, it's bigger – it's a 24bit game as opposed to 16bit. And most of those extra bits seem to have gone on the graphics.

The presentation, digitised pictures of the wrestlers and the sprites all look better than before. But apart from that, not an awful lot has changed.

A few new wrestlers and a couple of new challenges – Raw Endurance and Bedlam – have been introduced. And, er, that's about it.

It's certainly a bonkers game, in which the ref is just as likely to be knocked out as the wrestlers and half the action takes place outside the ring. As a one-player game, though, the action's too limited to keep you going back for more.



The referee spents a fair amount of time on the floor. Hitting the ref is to be applauded.

SORE POINTS
One-player mode is limited, too few moves

But the game really comes into its own when you plug in a multitap and things go completely mad, and the Royal Rumble and Tag Team games really take off.

So, should you buy it? Well, if you've already got the other WWF games there's not much point, because it's really very similar. And if you haven't got a multitap, I'd think carefully before splashing out on it. But if you have – well, it takes four to, erm, tango in pairs, as they say. Don't they? **SALLY**

T!

TOTAL! TACTIX

Hard objects do more damage, and the ref's about as useless as Josse without his glasses, so if you want to get a match finished quickly, leap out of the ring and grab hold of the bucket or the chair and use it as a handy weapon.





Luna Vachon is one of the new faces, but be honest, it's not her face you're looking at.

GRAPHICS 8
Apart from Luna's love bumps and the dull backgrounds, the game looks great

SOUNDS 7
Individual themes, a frenzied crowd and grunts like butch female tennis players

GAMEPLAY 7
Just about provides the goods in one-player mode, but the more players the better it gets

LIFESPAN 6
You won't play it much on your tod, but get some mates round and does the business

TOTAL! JUDGEMENT
"Okay but unimpressive in one-player mode, it meta-morphasises into a mad thing when you get some mates to join in"

TOTAL! SCORE 74

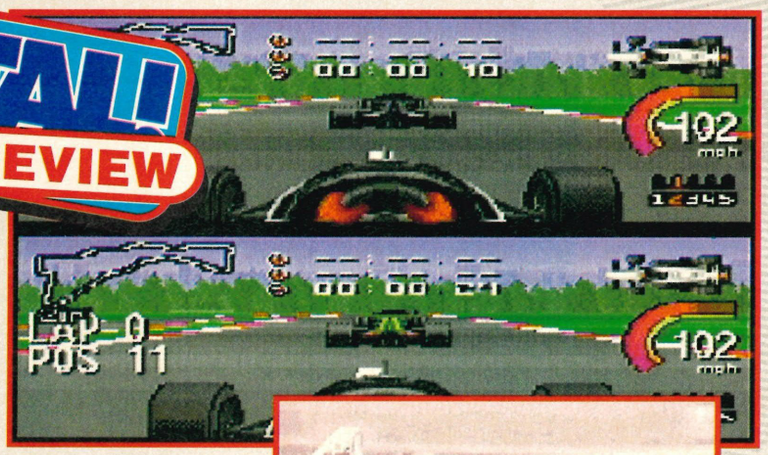
NEWMAN-HAAS INDYCAR RACING™

FEATURING NIGEL MANSELL

TOTAL! SNES REVIEW



Nice graphic detail on the gloves, but that doesn't make an exciting game, does it?





Try as hard as you like, but you'll never crash into these tyres. Realism? Hmn.

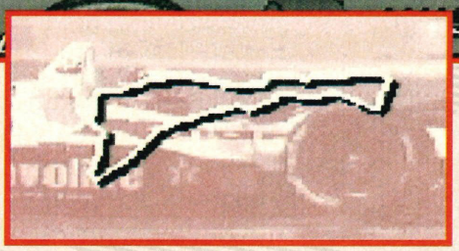


PLAYERS: 1-2
FROM: ACCLAIM
PRICE: £TBA
RELEASE: DEC

Josse Bilson Made-Up-Reviews™ Featuring Andy Says Boxout does the review-type business.

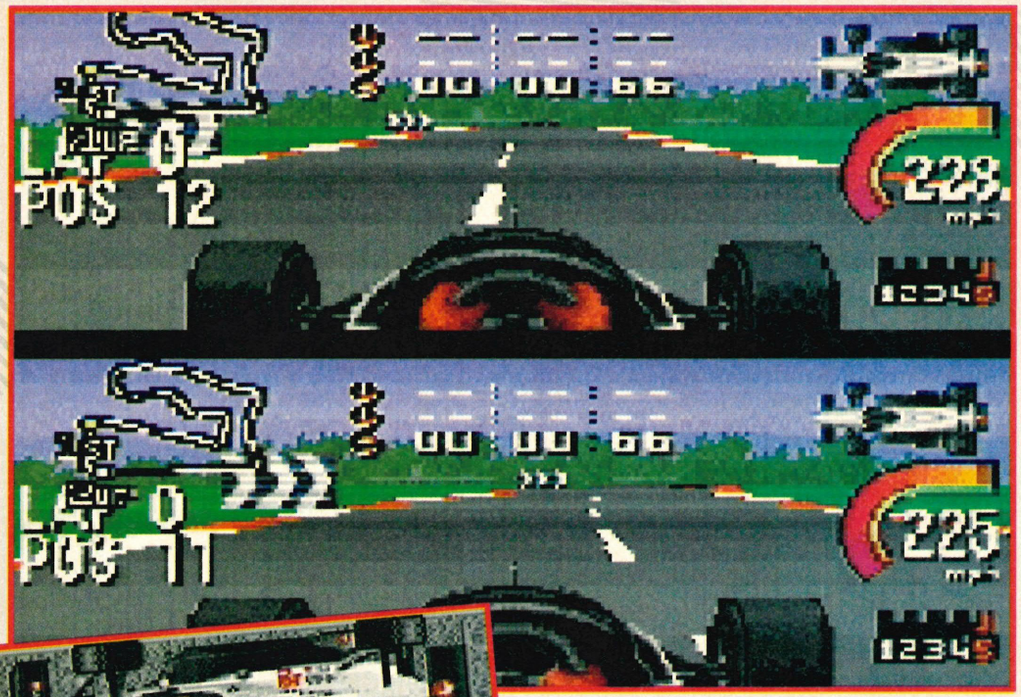
When we first saw a running version for preview (check out issue 35) we were pretty excited but the bad news is that, like the moustache-ridden licencee himself, the end product is really rather dull. The name rather gives it away – much like *Ryan Giggs Soccer* slipping to *Champions World Class Soccer Endorsed By Ryan Giggs* and being more than a bit cack despite its early hype and promise, the Mansell-endorsed game is, to say the least, disappointing.

Essentially it's one racing game engine with two different games – both are simulations in as much as they're attempts to re-create the feel of driving a real racing car. The arcade mode is no frills, pedal-

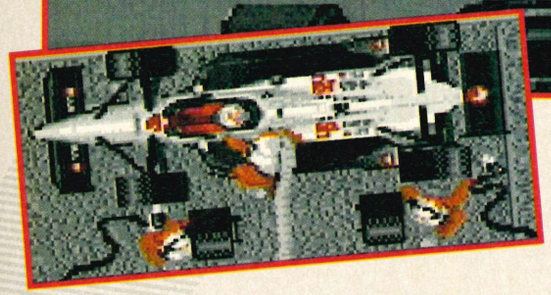


Another hugely exciting circuit to thrill you. *Zzzzzzzzzzz... (Wake up! Andy)*

'TACHES
Smooth steering, acceration and scrolling



The split screen is good, but for the clutter. There is an option to remove most of it.



There are no car-engulfing fireballs in this game. Ask Jos Verstappen about that.



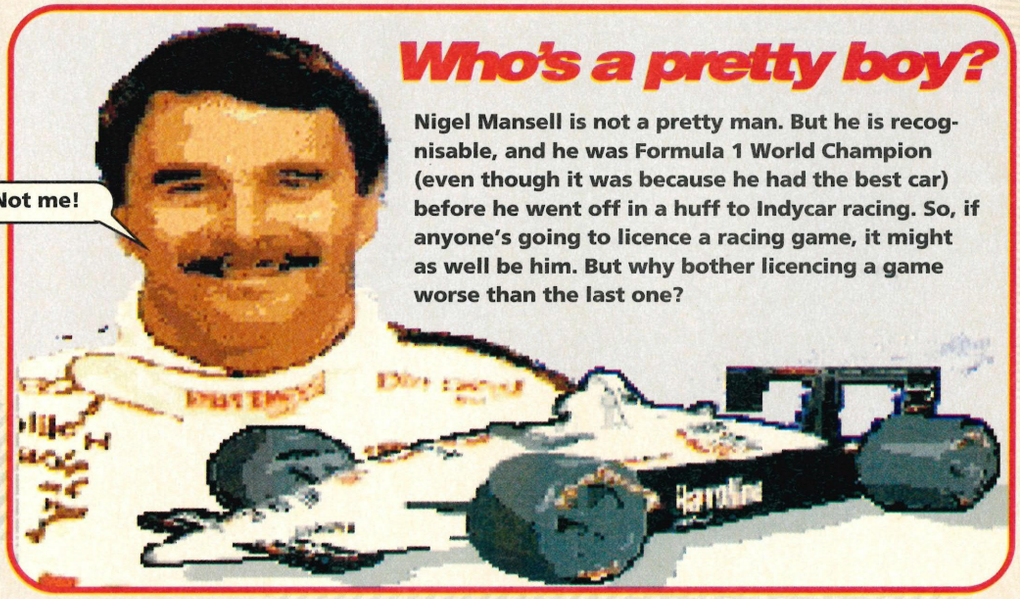


"Lacking adrenaline and atmosphere"

ANDY SAYS...

What a shame this arrived in the offce the day after we went to review thew *Cruis'n USA* – the racine atmosphere is utterly lacking after the adrena-line-pumper of a coin-op. But that's a quid a go, so for SNES racing realism, I'd stick with *F1 Pole Position*.

Who's a pretty boy?



Nigel Mansell is not a pretty man. But he is recognisable, and he was Formula 1 World Champion (even though it was because he had the best car) before he went off in a huff to Indycar racing. So, if anyone's going to licence a racing game, it might as well be him. But why bother licencing a game worse than the last one?

TOSHES
The whole thing's about as interesting as the man himself

to-the-metal racing with. Simulation mode tries to catch the essence of the wider world of IndyCar racing with a series of races including positional qualifications, running stats, and plenty of techy tinkering. These include wing and suspension settings, tyre choices so you'd better get listening to Murray Walker and his pals.

The split screen two-player mode works well, and the car sprites are big and clear, but each view is far too cluttered with radars and flashing warnings and it's all too easy to get distracted and make a driving error that could easily lose you three or four places. Grr.

The circuits are pretty boring, too, and there's very little use of the brake, the occasional spot of wall-scratching and running onto the grass, but no crashes. Why? If two cars collide at anything like race speed, they disintegrate – ask Damon Hill about that one. Grr again.

And there's one thing that's really really annoying, and that's when you nudge into the back of a car you're trying to overtake and send it shooting down the straight never to be seen again! Aaargh! Grrr! Grrr! The whole thing can become a bit of a teeth-gnasher.

Okay, so in real racing, running into the back of an opponent isn't a good idea, but to be penalised like that is downright frustrating. It can be pretty competitive in two-player mode, and this is when the game's at its best. Which isn't very good. Sorry.

JOSSE

GRAPHICS 8
Big cars, very dull repetitive backgrounds that appear to be permenantly going uphill

SOUNDS 5
Poncy engine sounds and cheesy music. Turn the music off and have the effects on quietly

GAMEPLAY 7
Tough, smooth, but with annoying faults and too samey throughout, so it gets boring

LIFESPAN 7
It fails to get the adrenaline pumping and isn't much fun, so you'll need to be a real enthusiast

TOTAL! JUDGEMENT

"Adequate and playable, but floored and ultimately boring, this is a bit of a disappointment despite the good split screen mode. Shame, eh"

TOTAL! SCORE 70

WOLVE



Some of the Canadian high diver team coach's methods were a harsh for some to endure...

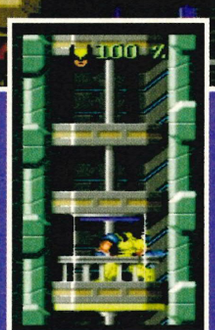


PLAYERS: ONE
FROM: ACCLAIM
PRICE: £TBC
RELEASE: DECEMBER

The X-Man with the stainless steel skeleton gets the review treatment from our very own Ex-man, Josse (ah, the hearts he's broken...)



Avoid the slow lifts – just climb up the shafts instead.



Methinks it's time to get those claws out. But, unlike Wolverine, I'm not going to be using mine to climb walls, disembowel villains, slice through metal or barbecue kebabs. Nope, I'm getting my claws into this game, because it is, frankly, more of an endurance exercise than a game.

Wolverine is a cool character, certainly the best X-Man ever. A Canadian with a severe attitude problems, a metal skeleton and retractable claws, he deserves a much better game than the boggiest-standard scrolling beat-'em-up he gets here – because, I'm sorry to say, that's exactly what this is.

To be fair, Logan (as he's known to his mates) gets the best deal. He really does look and move like the wonderful Wolverine I remember from the comics, and has got an impressive range of moves. Apart from him, the game sucks.

Why? Where do I start?

The appalling collision detection, perhaps? You have to be exactly the right distance (and I mean absolutely pixel perfect) from enemies to be able to hit them. Too close or too far away and your claws will inflict about as much damage as a bunch of petunias.

Then there's the uninspiring level design, the dull, characterless enemies, backgrounds that all look the same so it's

X-FACTORS
Wolvie himself is impressive with plenty of moves





With recuperative powers, a metal skeleton and retractable claws, Wolvie isn't someone you argue with.

"Comic heroes don't get a good deal"



ANDY SAYS...
Superheroes don't get a good deal when they're made into computer games. This isn't quite as bad as the *Superman* game that came out recently, but that's not saying much. If you want a superhero slug-fest, the game you want is *The Adventures of Batman and Robin*. Now, that's a peach!

RINE

TOTAL! SNES REVIEW

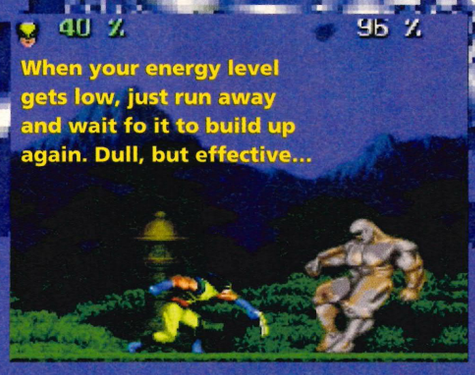
TOTAL! TACTIX

Actually, I'm going to use this Tactix box to show how one of the most obvious tactics to use serious damages the game's playability. Y'see Wolvie can regenerate. In other words, if his energy levels have dangerously depleted he can scurry off to a dark corner and lick his wounds better, and watch his energy build up again.



So, in the middle of a fight, if the enemy's getting the upper hand you just get Wolvie to retreat, then you go away and make a cup of tea while you wait for his energy to build up again. Which is pretty boring stuff, I can tell you.

The greatest skill you need to play *Wolverine* is patience.



When your energy level gets low, just run away and wait fo it to build up again. Dull, but effective...

FACTORY REJ-X
Dull, dull, dull, dull, dull... and the lifts are sheer hell

hard to work out where you are, and the utterly frustrating fact that Wolverine's recuperative powers make the whole game pretty pointless most of the time because you just run away from danger and wait for his energy to build up again (take a look at the TOTAL! Tactix box above for a full explanation).

Oh yeah, and the lifts on the first level – the ones which move at a snail's pace and which you can't jump out of until you get to a new level – are possibly the most irritating single element in any game I've ever played.

And there's loads more. But you get the idea.

Call me a sad old cynic (go on, I can take it... I've been called worse) but I reckon the reason the first level's so bad is to discourage you from getting onto further levels... because they get progressively more cack. **JOSSE**

GRAPHICS
Wolverine himself looks great and moves brilliantly, but the rest is pretty humdrum — **8**

SOUNDS
Hannah Barbera-style music and bog-standard sound effects. Okay but nothing special — **7**

GAMEPLAY
Seriously flawed. Wolverine's recuperative abilities rob the game of any excitement — **4**

LIFESPAN
If you can be bothered to get through the first level you'll only find it gets worse — **3**

TOTAL! JUDGEMENT

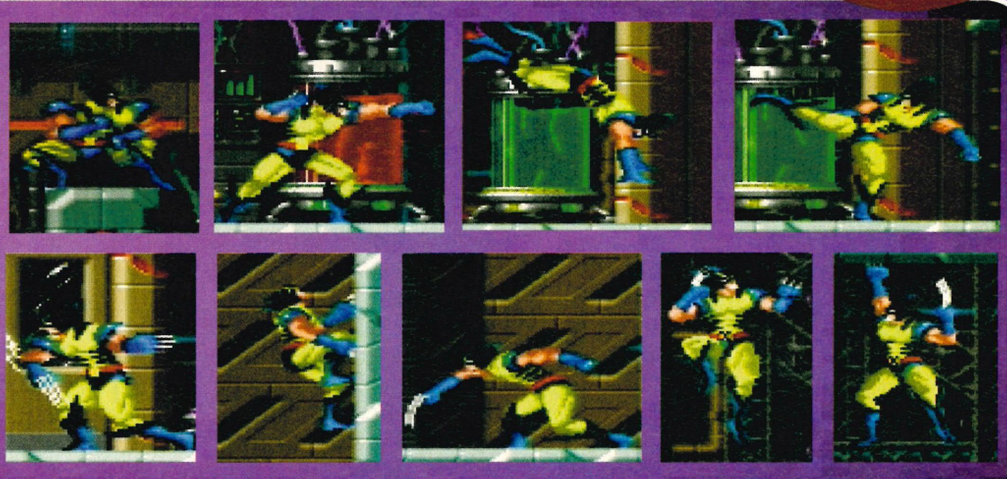
"Pointless, hopeless, and other words ending in less. Probably. All the efforts have gone into the main sprite, and nowhere else"

TOTAL! SCORE 42

All the sprite moves

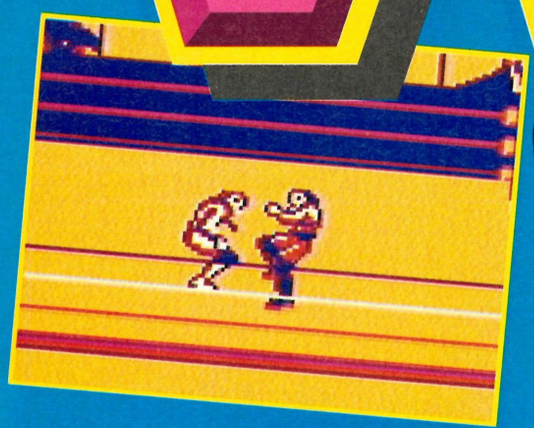
The main sprite is a great little mover, with more moves than your average *Street Fighter*. Punch those buttons in all sorts of combinations and watch him punch, swing, climb, crawl, scratch, swipe, kick and, indeed, forward-roll-with-a-triple-axle-followed-by-a-double-flange-body-hurl into action.

It's just a pity that to actually knock out any of the enemies, they have to be exactly the right nano-metre away from Wolvie for each sort of attack. Ho hum.



WWF

TOTAL! GAME BOY REVIEW



Above: Two WWF™ geezers battle it out.
Below: Two more do the same.





PLAYERS: ONE
FROM: ACCLAIM
PRICE: £TBA
RELEASE: TBA

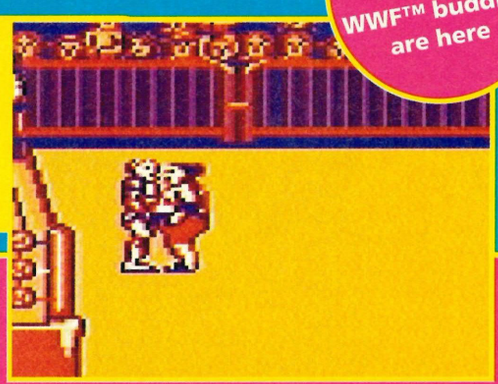
Josse fancied himself as a WWF™ star. So we bought him a pair of spangly pants and sat him down with a Game Boy™ for a couple of hours until he felt better.

Do you want to know something? Well I'll tell you, then. I love beat-'em-ups, me. I can play them all day if they're any good. I love all the stupid characters, shouting their dumb catchphrases™ and wearing their silly costumes™. I love the acrobatics and the special moves™. Some of the WWF™ games have been quite entertaining (on the SNES) and I have to admit they score pretty highly in the costume and catchphrase department. (Actually, The World Wrestling Federation™ never seemed like a particularly accurate description to me, but "The American Costume, Catchphrase and Logo Federation™" would never catch on – it's not nearly butch enough.) Tsk!

RAWS
All your favourite WWF™ buddies are here

Getting out of the ring

You can get out of the ring if you like. It's just like being in the ring, only you're on the other side of the ropes. Apparently the fans™ go wild when this happens at a real WWF™ match.



THE MEN™, THE MOVES™



DIESEL™
Special Move™: Jacknife™
Notes: Always wear gloves when handling diesel to avoid dermatalogical problems.



BRET 'HIT MAN' HART™
Special Move™: Sharpshooter™
Notes: The only son of Jonathan and Jennifer Hart from the hit 1970s TV series, Hart To Hart.



DOINK™
Special Move™: Whoopee Cushion™
Notes: People think that if you wear a red nose and baggy trousers you're going to be funny. But it didn't work for Mussolini, did it? *(Did somebody let Alexei Sayle in here? Andy)*

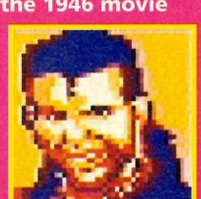
LEX LUGER™
Special Move™: Running Forearm™
Notes: The Running Forearm gets its name from a Sioux chief who lived in the late ninteenth century and invented the left-handed bow and arrow.



SHAWN MICHAELS™
Special Move™: Slingshot Suplex™
Notes: Many people think that his parents didn't know how to spell Sean. They're right.

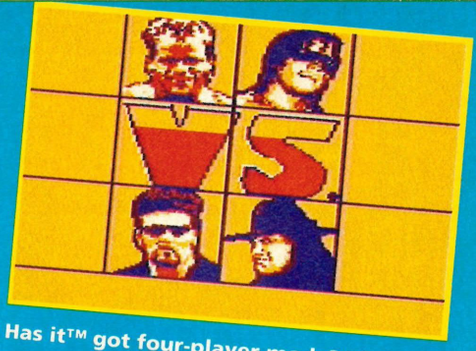


RAZOR RAMON™
Special Move™: Razor's Edge™
Notes: Strangely, the Razor's Edge™ doesn't get its name from the 1946 movie starring Tyrone Power. That would be clearly be stupid. In fact the name comes from the 1984 remake starring Bill Murray. *(No it doesn't. Shut up. Andy)*

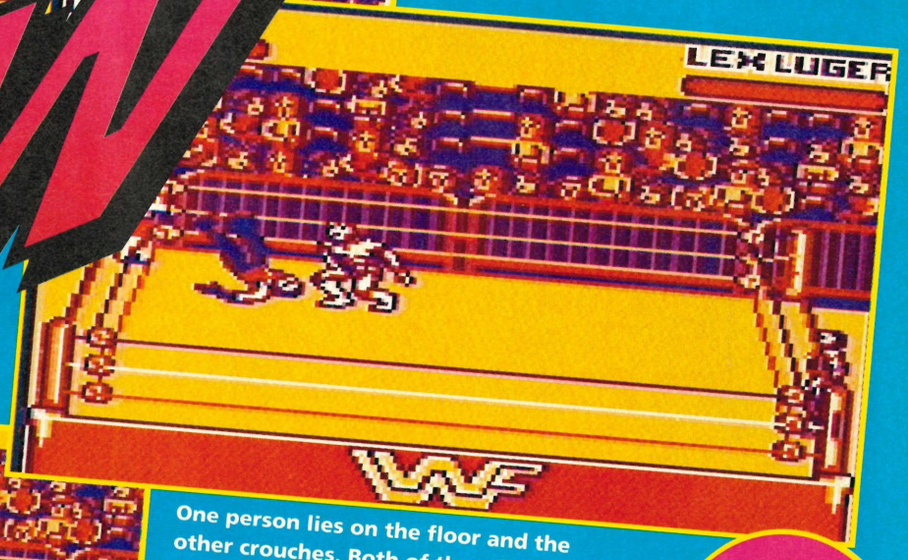


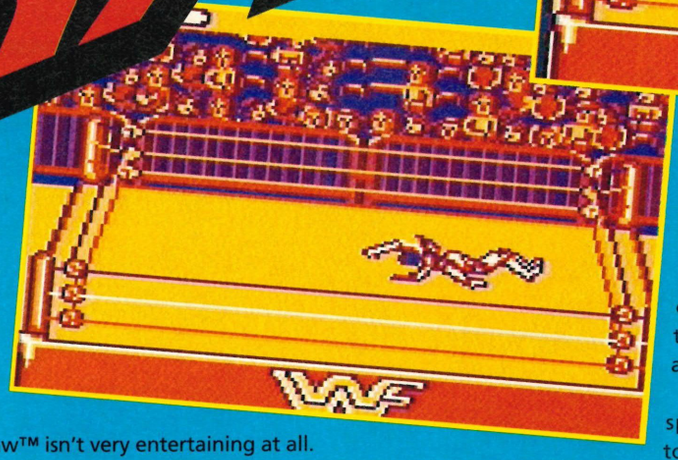
WWF RAW





Has it™ got four-player mode? Well, what do you think?





Two people™ lie on the floor in an uncomfortable position. Exciting? No, far from it .

One person lies on the floor and the other crouches. Both of them look uncomfortable.

SNORES
But it's all so dull. Sorry that's the way it is

Sadly, WWF™ Raw™ isn't very entertaining at all. Sure, it's got eight of ™ your favourite wrestlers (Diesel™, Doink™, Bret 'Hit Man' Hart™, Lex Luger™, Shawn Michaels™, Razor Ramon™, The Undertaker™, and Yokozuna™) and, in the ring™, they all look sufficiently different from each other that you don't get too confused. Except once when I was convinced Razor Ramon™ had pinned Diesel™, only to find out that I'd been trying to control entirely the wrong character™ all along.

And there are special moves™, too. Except that all the moves, special or otherwise, look pretty much the same, and you have a devil of a job to believe that the controls are actually doing anything.

Oh, and you can get out of the ring™, and the referee™ doesn't seem to mind. But only at the sides™. And there aren't even any chairs or buckets to throw which is rather a shame.

But there™ are™ three different game options (One-on-One™, Tag Team™, and Survivor Series™), and three different sets of rules (One Fall™, Brawl™ and Tournament™) so there's plenty there to keep you going. Except that, when you get right down to it, there's not that much difference between them. You wander about the ring™, you stab frantically at the buttons™, and nothing much seems to happen. Frustrating? Yes. Disappointing? Yes.

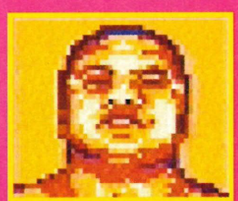
All in all, it's a bit of a drag, really. But Game Boy™ WWF™ games tend to be a bit on the dodgy™ side, so at least it wasn't entirely unexpected.

JOSSE™

THE UNDERTAKER™
Special Move™: Tombstone Piledriver™
Notes: I thought you were dead.



YOKOZUNA™
Special Move: Banzai Drop™
Notes: Yokozuna is actually a sea port on the Japanese island of Honshu. No, wait a moment, that's Yokohama. But wasn't she married to John Lennon? No, I know, it was... *(You can shut up now. Andy)*



GRAPHICS — Not bad, really. The characters are distinguishable (just) and the ring looks okay, too — **7**

SOUNDS — Again, not really all that bad. Except the music. Which is grim beyond belief — **6**

GAMEPLAY — Sorry, what gameplay? — **5**

LIFESPAN — If you're a WWF™ fanatic, it'll last you about five days. If you're not, then about five minutes — **4**

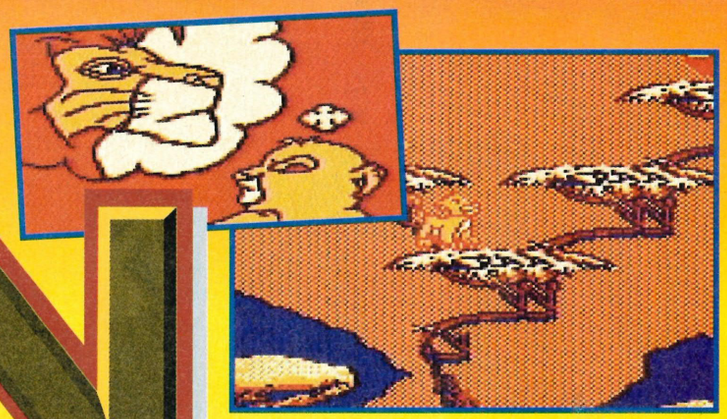
TOTAL! JUDGEMENT

"Average, dull and bland. Not much better than previous Game Boy WWF™ games, and surely the WWF™ hype's all washed up by now?"

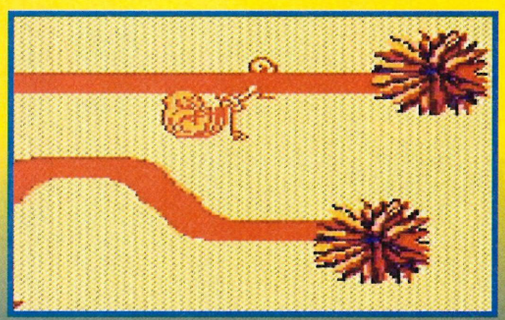
TOTAL! SCORE **54**

THE LION KING

TOTAL! GAME BOY REVIEW



You can tell they've tried hard to capture the SNES's great graphics, and done well.





PLAYERS: ONE
FROM: VIRGIN
PRICE: £TBA
RELEASE: DEC

The Lion King and Atko the Prince of Paupers clash in the mother of all reviews. Or is the cub?

The film is Disney's biggest money spinner ever, the soundtrack has gone platinum and the SNES game got ninety-something scores all over the place, so how could the Game Boy version of *The Lion King* possibly be anything other than superb? Well it's like this...

GRUBS
The gameplay is your worst nightmare. Okay, well not your worst

In theory this platformer would seem to be a stonker. It closely mimics the SNES version in game design and number of levels, ten plus two bonus stages. The sprite animation, staggeringly is as detailed and fluid as the any other version, and the charm of the film has been maintained admirably. It's just, well, it's just not much fun.

CUBS
Good variety and detailed, stunningly animated sprites

The problem, as is often the case, lies in the fiddly gameplay. It's inconsistent and just darned awkward. Progression relies a little too much on luck rather than skill.

It's not all bad though. The cute cub evolves into an even cuter lion as the game progresses, the screen scrolls up and down with the D-pad eliminating all those annoying leaps of faith and when you press Select the screen says *paws* instead of *pause*. Erm, that's about it really. **ATKO**

T!

GRAPHICS
Disney and Virgin are a solid combo and this animation is as gorgeous as any other — 8

SOUNDS
Apart from the Elton John-esque melody obsession these are toe-tappin'-tastic — 7

GAMEPLAY
The gameplay stinks like a fishmongers vest in a heat-wave. Too fiddly and random — 6

LIFESPAN
No passwords but stay on easy, find continues and it's not too much of a problem — 6

TOTAL! JUDGEMENT
"Stunning to look at but very little fun. A bit like a blancmange with a dog pooh in the middle of it"

TOTAL! SCORE 70



Roar, Simba. Roar like a lion cub who just can't wait to be King.



"I think I'll be sticking with *Aladdin*"



SALLY SAYS...
There's nothing I like better than cuddling up in bed on a cold winter night with a roaring fire and a cute platformer on the Game Boy, but *The Lion King* is just annoying. This winter I think I'll be playing my favourites *Aladdin* and *Cool Spot*. I suggest you do the same.

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SPACE INVADERS



PLAYERS: ONE
FROM: NINTENDO
PRICE: £21.99
RELEASE OUT NOW

"Let's do a version of *Space Invaders* on the Game Boy!" cried Nintendo. "Yes, and should we all start wearing flares again?" replied Joe Public. Hmn.

TOTAL! GAME BOY REVIEW

Some things are simply best left forgotten. The war for one thing. Bubonic plague also. And, yes, the fact that at one time flares were thought to look quite good. I'm sure also that about fifteen years ago *Space Invaders* was thought to be quite a laugh. That was a long time ago though. And the last thing we need now is a Game Boy version of a cruddy old dinosaur of a game like *Space Invaders*.

There are loads of options on the cart, that is, if you own a Super Game Boy. You can thrill to the pleasures of playing an arcade perfect version of the original cabinet, or the cabinet that had coloured cellophane on it (complete with badly lined-up coloured strips) or the plain old black and white version. The conversion is perfect but, alas, the result is crap – after all you can't make a silk purse out of a sow's ear. And the really bad news is that if you don't own a Super Game Boy, the bog-standard Game Boy version isn't even arcade perfect. It's crapper than crap. It's true, even given that the original was one of the most basic things ever, they still haven't managed to recreate it faithfully, which, frankly, is really a rather sorry state of affairs.

So then, in the space of a couple of months Nintendo have given us one of the greatest platformers ever (*DKC*), the very worst Game Boy game ever (*Game Boy Gallery* is reviewed opposite) and now the most ridiculous arcade conversion ever. What is going on? **ANDY**

SPACES
Er, at least with a Super Game Boy you do get a perfect conversion

DISGRACES
The whole thing seem a bit pointless. It's a crap, dated game, end of story

"Not really very much fun at all actually."

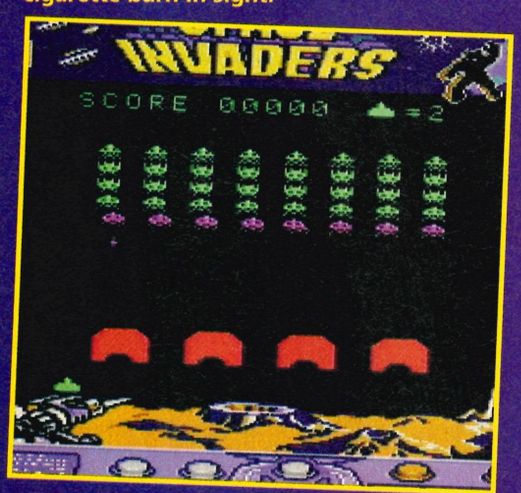


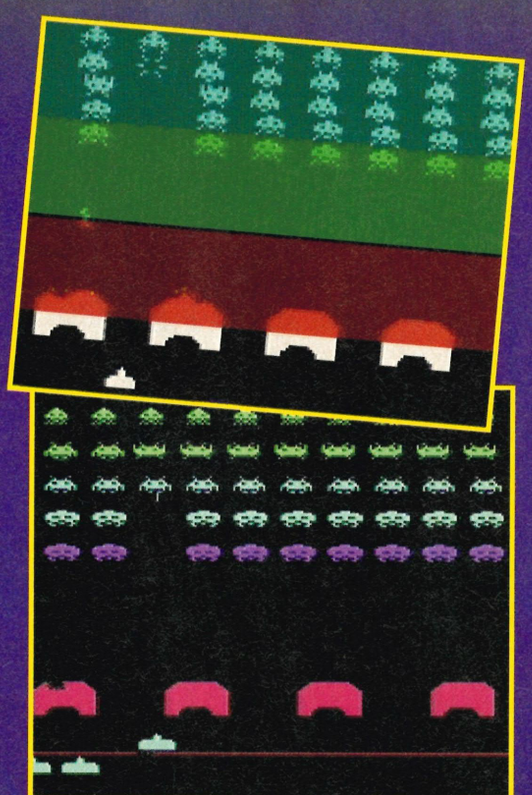
JOSSE SAYS...
"Shoot the spaceship, Andy!" "No." "Go on, quick." "No." "Look, you're going to miss it, hurry u... Oh you fool." "Why are you so excited by getting the spaceship?" "Because, even though shooting the ship is rather tedious and pointless, there's sod all else that's any fun."

The arcade-perfect game that can only be played through the Super Game Boy.



The arcade mode gives you a mock-up of the original machine, without so much as a cigarette burn in sight.





Get the space ship! Get the space ship! Get th... *(Shut up Josse, there isn't one. Anyway, get out of my caption. Andy)*

GRAPHICS 2
Just like the original, plus all these options. (Er, except on the GB only version)

SOUNDS 3
Just like the original (Er, except the GB only version, which sounds terrible)

GAMEPLAY 2
Fifteen years old. And it's not a good bottle of wine, so it hasn't aged too well

LIFESPAN 2
Play it a bit, enjoy the nostalgia then get annoyed at wasting the cash

TOTAL! JUDGEMENT
"Fun for five minutes. But then the novelty wears off and you feel a bit embarrassed about wasting your time and money"

TOTAL! SCORE 12

GAME BOY GALLERY

TOTAL! GAME BOY REVIEW



Calling the items on this cart "Games" is like calling Jersey a major continent. Andy Dyer investigates this insultingly bad title.



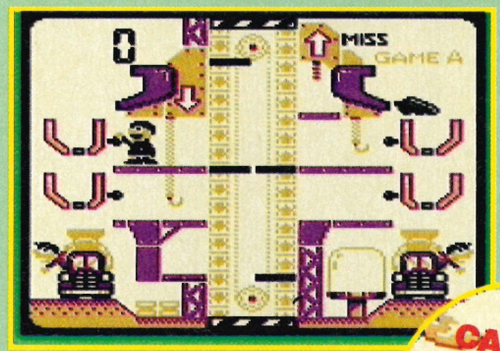
PLAYERS: ONE
FROM: NINTENDO
PRICE: £21.99
RELEASE: OUT NOW

Game & Watch. The name must ring a bell. For years now, as a sideline to their console and handheld-related antics Nintendo have been producing little LCD game-things which are little bigger than a credit card but contain both an alarm clock and a crude game. They're very popular and quite right too. After all, everyone likes little electronic gadgets.

However, novelty value aside, the actual games themselves are rubbish. No, I mean, truly awful. Basically the gameplay is limited to moving a little character left or right and maybe being able to fire something. Take a look at the screenshots. *Flagman* is like that other ancient electronic game *Simon*. The flagman flashes up a sequence of flags and you have to copy him. Another game involves crude juggling. Drop a ball and you lose. The most sophisticated game is *Cement Factory* and even that only involves moving around a bit (very jerkily) and activating switches. It's pitiful.

Even if these games were just bonus rooms in a platformer they'd be embarrassing. As a full-priced Game Boy title they stink, nay, reek of dreadfulness. We thought the worst Game Boy game of all time was *Power Rangers*. We were wrong. It's this.

ANDY

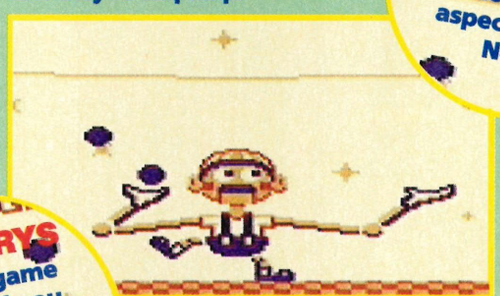


***Cement Factory* is the best game. Well, the least bad anyway. In fact they're all pump.**



When a creature appears, bash it with your hammer. Simple yet... well, just simple actually.

CALORIES It's one big downer. It has no good aspects at all. None



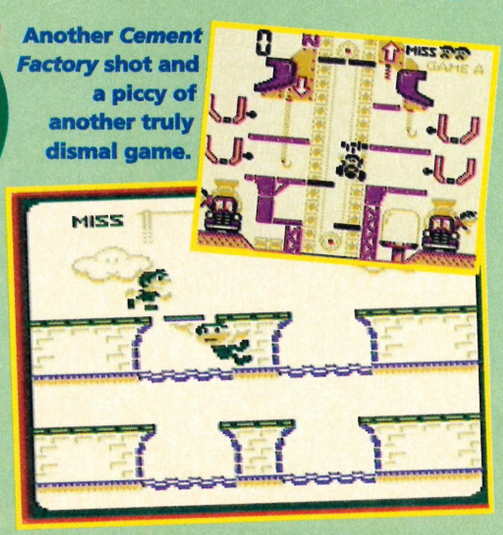
This is the juggling game and, yes, it's as crap as it looks.

GALLERYS A good game to play if you have a similar IQ to the overall score



"Mario's in it. Great."

ATKO SAYS...
The most interesting thing about this game is that the little character who appears in *Cement Factory* is actually Mario. Once you've marvelled at this historical snippet you'll realise what a crock this cart really is. Oh deary me. Alternatives? Well, anything really.



Another *Cement Factory* shot and a piccy of another truly dismal game.

GRAPHICS
Jerky visuals try to capture what made Game And Watch games so bad in the first place — **1**

SOUNDS
Bad anyway, but there's also an option to reproduce the beeps of the original gadgets — **1**

GAMEPLAY
The worst ever. Dull, bland, mundane... just bloody awful. I simply can't believe it — **1**

LIFESPAN
Play it once, snort in disgust and throw it away. Who scheduled this for release? — **1**

TOTAL! JUDGEMENT
"I'm baffled. Why on earth would anyone program this, let alone clear it as an official release. Jeez!"

TOTAL! SCORE **1**

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Read the **first** review of *Ridge Racer* in **Edge**

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TARZAN



PLAYERS: 1
FROM: GAMETEK
PRICE: £24.99
RELEASE: NOW

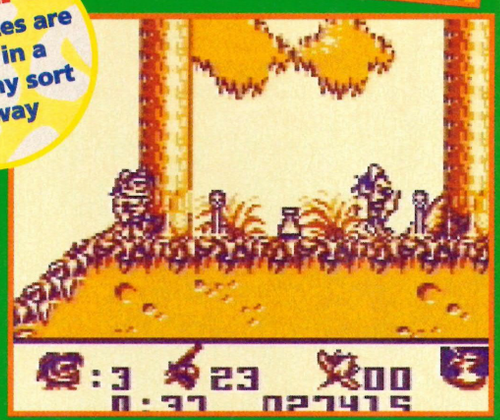
TOTAL! GAME BOY REVIEW

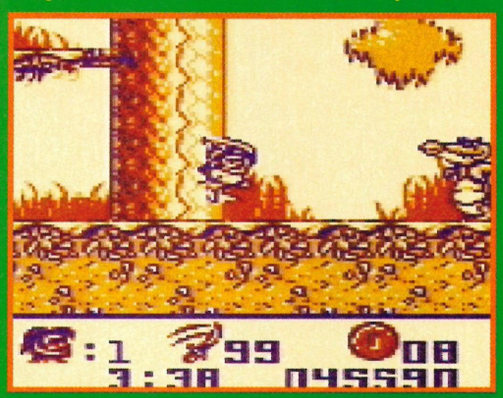
Me Tarzan. You Josse. No, no, hang on. Me Josse. You reader. This review.



Knock down the great white hunters and swipe their thundersticks for extra power.

CHIMPS The sprites are great in a cartoony sort of way





The croc's swallowed some gold, and you're not prepared to wait to get it back.

Aaaah, aaa-aaa-aaa-aaaaaaaah, aaa-aaa-aaa-aaaaaaaaaaaah. Right, now that could have been one of two things. Either an extremely sad way of starting a Tarzan review be attempting a Tarzan call. Or the sound you'll be making after playing this game for a few minutes.

Actually, it's the sad Tarzan call. Because the sound you're more likely to make after playing this for a few minutes is Zzzz-zzzzz-zzzzz (not that I've ever thought that snoring sounds anything like a load of z's – but you get the idea).

Tarzan isn't exactly bad, just very dull. It's a competent enough platformer, but there's nothing new or exciting about it. It's all woefully familiar stuff – Tarzan leaps and swings through a series of not-all-that-large levels, collecting objects, picking up weapons and destroying endangered species in a what appears top be avery un-environmentally-friendly manner.

CHUMPS It plods along in the same rut level after level



The Lost Gold of Some-Badly-Body-Painted-Extras is scattered all over the caverns.

It plods along in this style for level after level. Matters aren't helped by dodgy restart points and a complete lack of password codes. Believe me, once you've competed a level you won't get any pleasure from having to do it again.

Despite some decent graphics, there's little sign of any jungle fever here. **JOSSE** T!

GRAPHICS

"Eeeh, ah, ah." What's that Cheetah? The graphics aren't bad, but nothing special? **8**

SOUNDS

The scent of the evening elephant droppings indicate decent music but odd effects **6**

GAMEPLAY

The snakes hide in the kibaba trees – a sure sign of dull, repetitive gameplay **5**

LIFESPAN

Dung beetles are off their food – life signs are ebbing away like the river in the summer **4**

TOTAL! JUDGEMENT

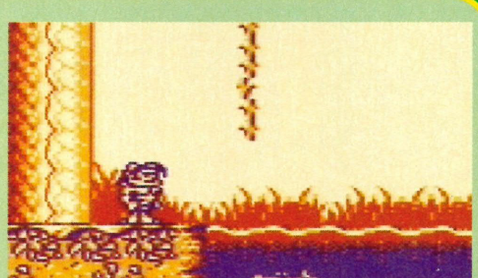
"It's such familiar, standard stuff, it makes you wonder whether someone's invented a DIY Platform Kit."

TOTAL! SCORE **57**

TOTAL! TACTIX

If you want to swing from vine to vine, you often need to get right to the bottom of the vines. But don't worry about falling off – you can't (unless you press the jump button).

Plus, a lot of the time, it's actually strategically more sensible to lose some energy and gain a moment's invulnerability rather than wasting time shooting beasties that only come into range every few seconds. It's not as much fun, but then that's this game all over, matey.





Get into the swing of things – it's actually pretty hard to fall off...

PINBALL FANTASIES

TOTAL! GAME BOY REVIEW



Andy Dyer powers up his Game Boy, gets a terrible feeling of déja vu then slips into a dark and terrible depression.

PLAYERS: ONE
FROM: GAMETEK
PRICE: £24.99
RELEASE JAN

What can I say about the Game Boy version of the game that's already been reviewed for the SNES over on page 66? Well, a whole bloody lot actually.

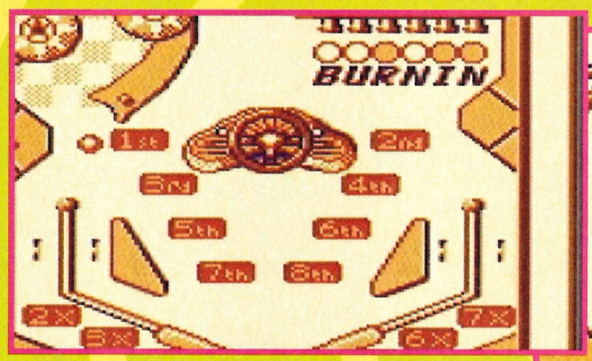
Certainly I can't say anything about the type of game. After all it is just a pinball game. And I can't tell you anything at all regarding the structure of it. There are four different tables, each one themed (a theme park table, a motor racing table, a gameshow table and a horror table). And I sure as hell can't tell you again that it was an absolute classic on the Amiga. Well, I could (and in fact I just have) but it would be useless. What I can say though is that while the SNES game was a bit on the poor side, this is completely diabolical.

For a start the game is very, very slow with no opportunity to speed things up. Next problem is the fact that this is graphically a stripped down version of the already poor SNES version. Now, no-one's saying that you can re-create SNES graphics on a Game Boy, but the designers seem to have gone for the bare minimum with this game. And finally, it plays just as badly as the SNES game which, in turn, was woefully short of the excellent gameplay that made the Amiga version such a treat. What a shame.

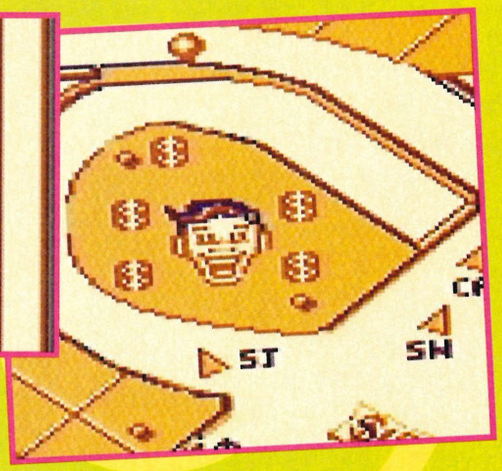
It's easy to make excuses for the Game Boy's limitations, but the fact of the matter is, *Revenge Of The Gator*, which I was playing on the Game Boy a full three years ago was, and is, not only far superior to this, but still one of the best video pinball games I've ever encountered.

It's not as if it's impossible to develop a decent pinball game on the Game Boy, *Revenge Of The Gator* shows that, so I say it again "What went wrong?".

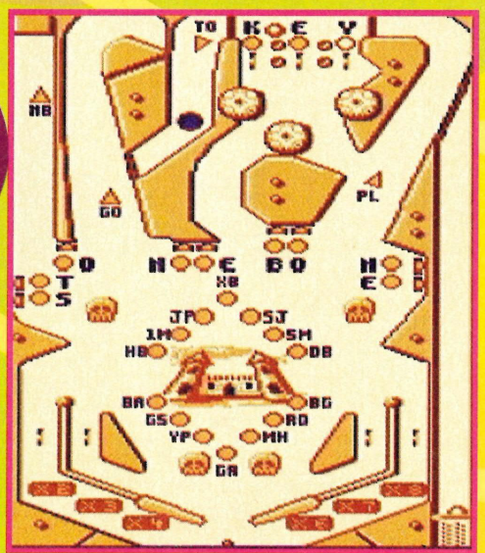
T! ANDY



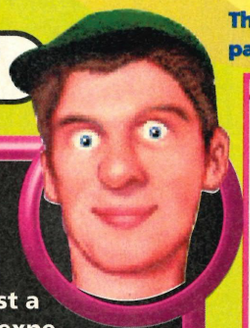
The thrilling mid-section of the racey type table. Yes, it is as bland as it looks.



Partyland is probably the best table. But even this is more boring than, well, talking to Atko.



The Stones And Bones table. Now turn to page 66 to get an idea of how awful this is.



"Ever played *Revenge Of The Gator?*"

ATKO SAYS...

I've seen some crap in my time but this takes the biscuit. I only wish I'd had just a little programming experience so that I could show these people what a pig's ear they've made of it. Look, if you haven't got it already, get *Revenge Of The Gator*. It may be old, but it's great.

GRAPHICS

About as basic as you could ever get. They must've spent, ooh, minutes on this one — **2**

SOUNDS

The Game Boy's a bit limited anyway, but even so this is pretty average — **5**

GAMEPLAY

Dreadful. You can't see the ball very well and the whole thing is so dreadfully slow — **4**

LIFESPAN

Theoretically pinball games offer infinite fun, but you'll cast it aside in no time at all — **3**

TOTAL! JUDGEMENT

"And we thought they'd fluffed up the SNES version. *Pinball Fantasies* is to pinball what Atko is to Vidal Sassoon"

TOTAL! SCORE 40

TOTAL! TACTIX

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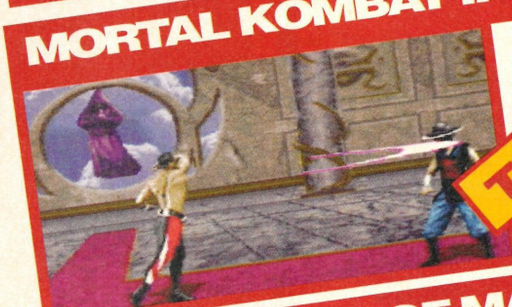
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THE TOTAL! TACTIX POSTER SPECIAL

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LETTERS

Yep, it's that time again! Your chance to put pen to paper, finger-tips to keyboard, or if you're an Apache Indian, blanket over fire...

I'M NOT A THUG!

Dear TOTAL!
Look at me – I look like a thug! But I'm not, *really!* I bought last month's TOTAL! and tried out the tattoos immediately, putting one on my forehead for a laugh.

Imagine my horror when I went for a job interview later that afternoon and the security guard threw me out of the building saying that I was a thug! Never mind, I didnt really want the job after all.
Simon K, Oldham

Dear Simon
You look absolutely fine, mate, and I'm glad to see it was the TOTAL! tattoo that you stuck on yer 'ead. The only way a sweet little thing like you could look like a thug is by shaving your head, but you look far too intelligent for that.
Andy



WHO CARES ABOUT THE NES?

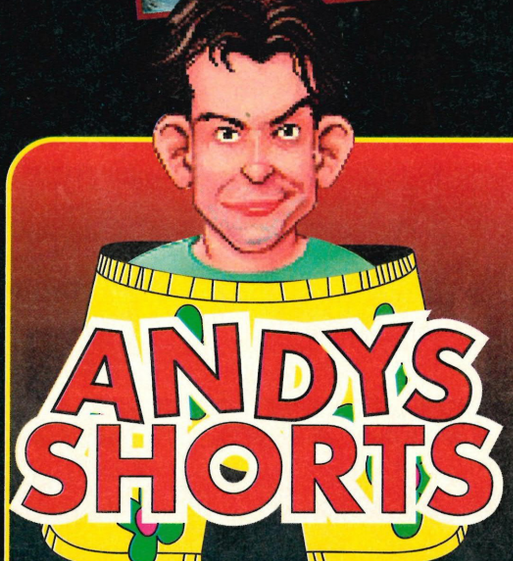
Dear TOTAL!
In recent issues I have noticed a distinct lack of NES games, and that there have been a number of letters commenting upon this. But unlike all the other letters you have printed, I'm not bitter!

I don't mean that having no NES games is a good thing, it's tragic if you're an NES owner, but let's face it, it's not TOTAL!'s fault. In the computer world there's always a new, bigger and better machine being produced so it goes without saying that older machines will fade away. I'm sure the same sort of thing will happen with the SNES once the Ultra 64 gets into full swing.

My point is that you whingers out there can't blame it on TOTAL! If you really want to complain to someone, write to the software companies and *leave off TOTAL!*
James Watson, Sutton Coldfield

Dear James
At last someone sympathises with us. You wouldn't believe the amount of mail that comes flooding into the TOTAL! office moaning about the slow death of the NES, as if it were our fault! We just hunt out the new releases and review them. If no NES games are released there's not a lot we can do about it.

We all love the old 8bit – it's given us some great games and characters, but sometimes you've just got to let go.
Atko



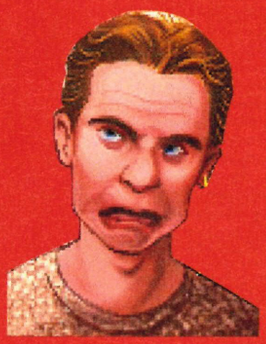
Dear Andy
I'd like to say welcome back Thicky, so Thicky, welcome back!
Roy Ridgewell, Leicester

Dear Roy
Erm, I don't really know what to say. I've gone all shy. Next!
Andy

Dear Andy
I would like to complain about Capcom and the *Street Fighter II* series. What a rip-off eh?
Ruairi Quinn, Ireland

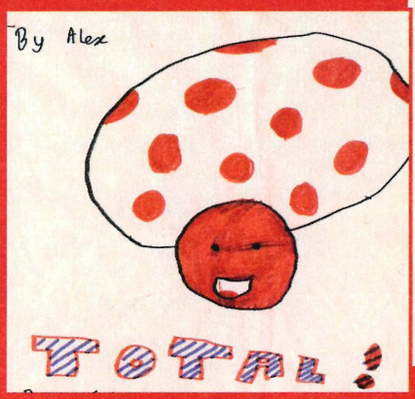
Dear Ruairi
Yes the *Street Fighter* series is wearing a bit thin but you lot keep buying the carts! Why

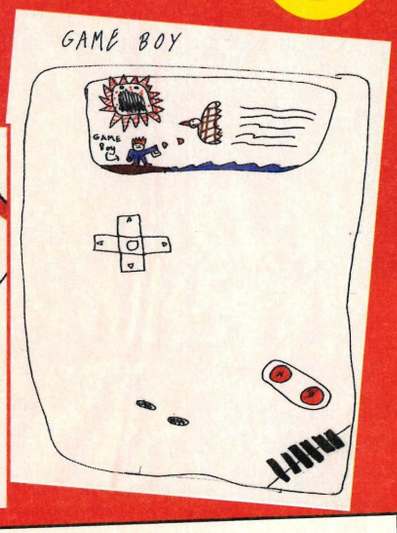
Johnny's Crayon Corner



In our new regular column Johnny The Crayon shows the whole world the best and the worst of this months reader art.

This Months favourite, comes from a pleasent little chap called Alexander, a systems analyst from Lunford Park





Chris Parmer from Warrington drew this Pic of Ken from SSF2,Chris is 42 years old and works in a traffic cone factory.



I'M FURIOUS

Dear TOTAL!
I am furious with the review of *Breath Of Fire* in issue 34. Just what is the point of getting someone who obviously hates RPGs to review one? The review was unfair and unjust. I am not just angry with the review, and the stupidity of your choice of reviewer. What I, and thousands of other RPG fans are really mad about are the sad comments about RPG players. Quote: "What's wrong with you? Eh?" Well Josse, what's wrong with us is that we made the mistake of buying TOTAL! Perhaps Josse was joking, perhaps he's too stupid to understand RPG's, perhaps he's just plain rude. Whatever the explanation, when we buy a magazine we want fair reviews.

Magazines like yours actually discourage Nintendo from releasing RPGs which just isn't fair. Sorry TOTAL!, but you've really let me and a lot of others down.
Janice Rawnsley (Yup, a girl!)

Dear Janice
Oh dear, what have you done? You have gone and suggested in the UK's leading Nintendo magazine that Josse is stupid – that's a very dangerous thing to do. And you've gone and taken his remarks out of context. That is a hideous crime.

I will do a spot of quoting from Josse's review, too: "I've got nothing against a game like Zelda IV that offers the odd bit of hacking and structured, involving problems." Do these sound like the words of a stupid man? Do these sound like the words of a man who 'obviously hates RPGs'? Do these sound like the words of a man who doesn't appreciate a decent RPG game?

More quoting: "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". There you go. Josse is completely up-front about the fact that he doesn't think that purely stats-based RPGs are fun, but has given a balanced and fair description and a valid opinion on the game. *Breath of Fire* is mind-numbingly dull, and there are much better RPGs that involve puzzles, action, and even excitement. What *is* wrong with you?
Andy

BIG THING'S POEM

Dear TOTAL
My husband is mad on SNES games – he buys your mag every month and thinks it's great! I've written a poem for him and he'd be very surprised and happy to see it in TOTAL! Please print it, pretty please!

PAD IN HIS HAND
He gets it out every day,
Sets it up and ready to play.
He's pressed the button on his pad,
And not for long he'll go mad!
Stage after stage or he'll die!
If he doesn't finish he'll cry!
Game after game he's got to be the best,
For he thinks he's the king on the Super NES!
Mrs D Brooks, Sutton-In-Ashfield, Notts

Dear Mrs Brooks
Anything to oblige! Send more poems in, we love 'em (even if some of the rhymes are a bit ropey) But answer us this, why does your husband call you 'Big Thing'? Blimey!
Josse

should Capcom develop *Street Fighter III* when minor sequels sell?
Andy

Dear Andy
In issue 33 some screen-shots in TOTAL! Tactix had the same word repeated beneath them. What's going on?
Chris, Salisbury

Dear Chris
Oops. Oops. Oops. Oops. Oops. Oops. Oops. Oops.
Andy

Dear Andy
Please tell that Sarah Cowley girl from Bournemouth that she's utterly, utterly disturbed and quite sex mad.
Stephen, West Sussex

Dear Stephen
I think you've just told her yourself. I'm sure she'll reply next month.
Andy

Dear Andy
My friend said that your mag was a load of rubbish and sold terribly. I told him to get lost, do you think that was that the right thing to do?
James Chang, Worcestershire

Dear James
He is not your friend! I suggest you send several large men around his house to terrorise his household pets.
Andy

Dear Andy
What do you think I should I get for Christmas, *Wolfenstein 3D* or *Stunt Race FX*? Please answer me because Christmas is coming and the goose is getting fat.
James Rowlandson, Hollywell

Dear James
Definitely get *Stunt Race FX* although what this has got to do with geese baffles me.
Andy

Dear Andy
Can any of the TOTAL! team juggle?
Craig McMartin, Scotland

EDITOR & TOP GEEZER
Andy Dyer
PRODUCTION & OTHER STUFF
Josse Bilson
ART & SUCH RELATED THINGS
Jon Billington
STAFF WRITER & INVESTIGATOR
Atko
CONTRIBUTORS & THAT
Steve Fardy, Mike Roberts, Sally Meddings, TV's Tim Tucker, Dave Golder, Grifter, Jon Davies, Cam Winstanley, Tim Norris, Clare Johnson, Tony Mott plus this month's lovely models Dean, Brad and Lisa

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We would also like to thank: The Hollywood Bowl in Bristol, Wolf from TV's The Gladiators, Bruce Grobbelar, Schwartz Bros, The Stone Roses, Tom Jones, Julian Cope and the Chilli Peppers.

Future PUBLISHING

SEXIST ADVERT

Dear TOTAL!
I am very, very annoyed at the very SEXIST advert that appeared in issue 33. It's for *Super Metroid*. A girl *doesn't* have to carry spare clothes thank you very much. Some of us (the clever, intelligent and smart ones) can leave the house for ages without having to change. The thing is we like to change once in a while because we don't want to end up smelling like a lot of you smelly boys.

Anyway, I hope we have that sorted out, otherwise your mag is pretty good actually.
Jessica Fogden, Chichester

Dear Jessica
Blimey! Glad you got that off your chest. There's not a lot I can say to that really. If any other readers have a suitable reply please write in to: 'Phwoar Jessica Fogden's A Bit Of Alright', TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW. We'll print the best ones next month.
Andy

WHERE, HOW, WHY, WHEN?

Dear TOTAL!
Please could you answer a few of my questions? Come to think of it, while you're at it why don't you answer them all?
1 Where did fat Frank go in issue 35?
2 How much do you think the Ultra 64 will cost?
3 Why are Nintendo not making *Mario Kart 2*?
4 When will *Super Street Fighter II* be released?
Tom Bidwell, Preston

Dear Tom
1 Frank now works in a sweet factory in Grimsby. Maybe.
2 We don't know exactly how much, but we're hoping it'll be under £300.
3 Who says Nintendo aren't making *Mario Kart 2*? They are being very secretive about the whole subject. Even if they don't make it, *Street Racer* is a great game.
4 *Super Street Fighter* is already released in small quantities and should be available on a wider scale in the next month or so.
Josse

ULTRA CACK?

Dear TOTAL!
I think that Nintendo could have come up with a better name than 'Ultra 64'. I'm also a bit concerned that Nintendo may be concentrating too much on the graphics and not enough on gameplay. Remember the cack Sega Mega CD?
Craig Morton, Glasgow

Dear Craig
Fear not! The machine will play as good as it looks. Check out Andy's *Cruis'n USA* review type thing in News, and look out for an arcade version near you soon. Be excited. Be very excited!
Atko

WIN A GAME BOY CART!

WEIRD PLACES I'VE PLAYED MY GAME BOY



NAME: Simon Reece
AGE: 25!
FROM: Birmingham

He's 25, 6ft 1' and he's got a beard. Apparently Simon got trapped playing *Lemmings* in a friends rabbit hutch. He says the hutch was very painful, the rabbit was mean and has a habit of biting buttocks. You certainly sound a bit of an odd lad, but enjoy the Game Boy cart that's on its way.

Dear Craig
Well, we've all had a try but Atko is the only decent juggler in the team although in my opinion he should stop juggling and spend his time trying to get his hair sorted out.
Andy

Dear Andy
Doesn't the real Atko have brown eyes? If so, what happened to the cartoon version of him?
Simon Ball, Stoke-on-Trent

Dear Simon
Atko has got greeny blue eyes and silly hair.
Andy

Dear Andy
Could you please tell your readers that the only adapter that import versions of *Stunt Race FX* and *Super Street Fighter* work on is Datel's Pro Universal Adaptor. In fact, instead of telling everybody, just print this.
Tom Pearson, Scotland

Dear Tom
Good tip!
Andy

Dear Andy
In issue 34 you showed that *Beach Boy* thing for playing the Game Boy underwater, which looked really good. Will a SNES version ever be released?
Andrew Guyton, Shropshire

Dear Andrew
Oh yes, an underwater SNES and TV cover will be available next year. You blithering idiot! Try not to electrocute yourself by dropping a hairdryer in the bath or anything.
Andy



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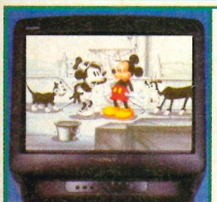


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TOTAL! TACTIX

The following four 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

SUPER BOMBER MAN

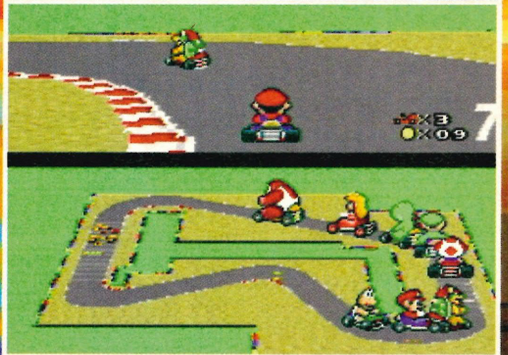
David Rimmer from Guernsey sent in this cheat for the blast-mongous *Super Bomber Man*. On the password screen type in the code 5656 and start the game. You will now be very small. I'm not quite sure what purpose this could possibly serve but thanks anyway Dave.



SNES TACTIX

SUPER MARIO KART

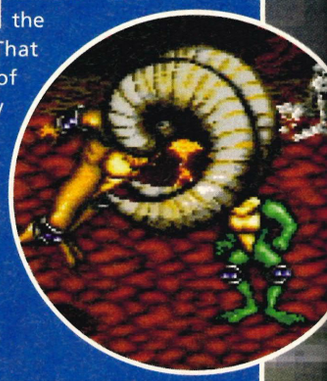
Want to race in the Special Cup without qualifying? Read on then. Choose the one player Time Trial and select your player. When the Select Screen comes up put the cursor on the Mushroom Cup icon and type in the following code on joypad one: **L**, **R**, **L**, **R**, **L**, **L**, **R**, **R** and **A**. You may now enter the Special Cup. Thanks to **Kevin Murtagh** from Dublin for that handy cheat. Kevin also included the following cheat which we haven't had time to try out yet. Still you're welcome to have a go. On the character select screen, hold down **Y** and press **A**. Apparently it's a bit of a laugh.



BATTLETOADS

SNES TACTIX

If you want to get five lives simultaneously press **A**, **B**, **DOWN** and **START** on the title screen. Voila! That was one of a stack of cheats sent in by **Edward Weech.**



GB TACTIX

BUGS BUNNY

Scott Marsland from Norfolk has kindly supplied us with all the level codes for *Bugs Bunny* on the Game Boy. They go like this:

Level 02 SZWS	Level 03 ZSZS
Level 04 ZZPS	Level 05 SW3S
Level 06 SXES	Level 07 ZW4S
Level 08 ZX9S	Level 09 WSRS
Level 10 WZFS	Level 11 XSJS
Level 12 XSJS	Level 12 XZKS
Level 13 WWMS	Level 14 WXCS
Level 15 XWAS	Level 16 XXOS
Level 17 S2SZ	Level 18 S2WZ
Level 19 Z2ZZ	Level 20 ZTPZ
Level 21 SP3Z	Level 22 SYEZ
Level 23 ZPAZ	Level 24 ZY9Z
Level 25 W2RZ	Level 26 WTFZ
Level 27 X2JZ	Level 28 XTKZ
Level 29 WPMZ	Level 30 WYCZ
Level 31 XPAZ	
Level 32 XYOZ	
Level 33 2SSW	
Level 34 2ZWW	
Level 35 TS2W	
Level 36 TZPW	
Level 37 2W3W	
Level 38 2XEW	
Level 39 TW4W	
Level 40 TX9W	
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Level 42 PZFW	
Level 43 Y5JW	
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Level 45 PWMW	Level 46 PXCW
Level 47 YWAW	Level 48 YXOW
Level 49 225X	Level 50 2TWX
Level 51 T22X	Level 52 TTPX
Level 53 2P3X	Level 54 2YEX
Level 55 TP4X	Level 56 TY9X
Level 57 P2RX	Level 58 PTFX
Level 59 Y2JX	Level 60 YTKX
Level 61 PPMX	Level 62 PYCX



Level 63	YPAX	Level 64	YYOX
Level 65	S3S2	Level 66	S1W2
Level 67	Z322	Level 68	Z1P2
Level 69	SE32	Level 70	SHE2
Level 71	ZE42	Level 72	ZH92
Level 73	W3R2	Level 74	W1F2
Level 75	X3J2	Level 76	X1K2
Level 77	WEM2	Level 78	WHC2
Level 79	XEA2	Level 80	XHO2

BLUES BROTHERS

SNES TACTIX

We all love the film but the game hardly set the Nintendo world alight, did it? Well never mind about that, but if you fancy getting yourself loads of lives on *Blues Brothers* all you have to do is this. Collect all the lives available at the Denver concert level, kill yourself, re-enter the concert and collect them again. **Edward Weech** strikes again.

STREET FIGHTER II

SNES TACTIX

To play *Street Fighter II* without any score, music or energy bar simly enter and exit the option screen 27 times. Start the game on the 27th time. This cheat only works for one round, then you have to press reset but it's worth it according to **Muzhur Ahmed** who kindly sent us this tip.







SUPER BATTLE TANK

SNES TACTIX

Start the game and fire your gun at anything. As soon as it flashes **PAUSE** the game. From now on, one shot from your gun will kill anything! That's the last from **Edward Weech**.

NIGEL MANSELL

SNES TACTIX

Nigel Mansell's World Championship Racing is by no means an easy game. Until now that is! **James Macarthur** from Scotland has thought-

Q&A

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

Q STUNT RACE FX

I've just bought the wonderful *Stunt Race FX* and was wondering if you have any cheats for it. I do hope so.
Jamie German, Brighton

A Fear not Jamie, try this little beauty for size. Select speed trax and on the car selection screen press **L**, **R**, **SELECT** and **START** at the same time. A new screen will come up which enables you to choose one of the opponent's cars.

Q SUPER MARIO KART

I've had *Super Mario Kart* for a while now and have used all the usual cheats knocking about. Have you TOTAL! boys found any new ones lately?
Andrew Crowley, Newcastle

A As it happens Andrew we've just had a new cheat in from Andrew Marshall from Ireland. It goes a little like this: On the two-player option select grand prix 50cc and then choose Yoshi for player one and Bowser for player two. Select the mushroom cup race and make Yoshi win everything. When Yoshi has collected his gold cup with 45 points on the score board press, **UP**, **DOWN**, **L**, **R**, **START** and **B**. Now select Yoshi and Bowser again and Yoshi should be dead small. He's now more manoeuvrable.

Q WARIO LAND

Is there an option screen on *Wario Land* as I'm desperate for more lives amongst other things.
Bernhard Stone, Swindon

A Start the game and then pause the game. Now press **SELECT** 16 times. A small box should appear. By pressing **B** and **LEFT** or **RIGHT** you can now select up to 99 lives, 999 coins, 99 hearts and 999 seconds. Hoorah!

Q RAD RACER

Have you got any idea how I can see the end sequence of *Rad Racer* without completing it as I've heard it's pretty good.
Ursula Forbush, Leicester

A To see the end sequence press the **B** button 64 times on the code entry screen.

Q TURN 'N' BURN

Can you give me the level codes for *Turn 'N' Burn* on the NES as I'm completely stumped. I'll say thanks in advance.
Willy Rushden, Cardiff

A Well of course we can. Here are the codes to all 16 levels:

Level 02	NQBJKLFF
Level 03	GSZWBFPT
Level 04	RRHCZJVM
Level 05	BPYXDLNF
Level 06	LFMGWTKQ
Level 07	PDTBCZNJ
Level 08	DKVWGSQK
Level 09	GKQZBLCT
Level 10	DCMHRPFJ
Level 11	WZGNJYZX
Level 12	JDZFMLFV
Level 13	SPBCTRRG
Level 14	SPWVJKDH
Level 15	LPKQBPFZ
Level 16	TDLJGSHX

Q ZELDA III

How do I get the red boomerang in *Zelda III* for the Game Boy?
Marc Stolworthy, Exeter

A Go to the waterfalls in the light world and you should be able to walk up one of the falls. Enter the room, throw your boomerang into the water and as if by magic, the red boomerang is yours.

DON'T ASK US – WE JUST WORK HERE!

Q MANIAC MANSION

Please help me! How do I make the Metor Mess game work in *Maniac Mansion* for the SNES. Be quick, I think I'm about to go utterly insane and start listening to my mum's dodgy old Des O'Conner records.
Matthew Brennan, London

Q&A

Q STAR WARS

Please, I'll do anything, I'm desperate! How do I get past the asteroid field in *Star Wars* on the Game Boy? I've got loads of shields but I still can't do it.

Nick Glynn, Solihull

Q LITTLE NEMO

I'm having a load of trouble with the level eight boss on *Little Nemo* on the NES. Does anyone know how to defeat him?

Kevin Farrow, Ashburton

Q ZELDA IV

Please can you help me? On *Zelda IV* for the Game Boy I can get to the level two grotto but I need a power bracelet. Does anyone know where I can get one?

Emily Taylor, Burton-On-Trent

Q COOL SPOT

I can't finish level five on *Cool Spot* for the Game Boy. Please help!

Sheraz Hussain, Middlesex

ACTION REPLAY CODES

We do our best to compile the best tips, codes and cheats, but if the codes you need to get the best from your game aren't here, try calling the Nintendo hotline on 0703 652222 and they'll most likely be able to sort you out, they're a decent bunch of lads.

JUNGLE BOOK

7E010B04	Infinite energy
7E010405I	Infinite lives

MICKEY'S MAGICAL QUEST

7E02C101	Mickey has magic costume from the start
7E02AB0X	Be the fireman from the start
7E02AC04	Start from the hidden treasure boxes
7E02AC05	Start from the hidden general store
7E02B601	Fireman costume that uses half the power of the normal one
7E02B104	Unlimited energy
7E037202	Unlimited lives

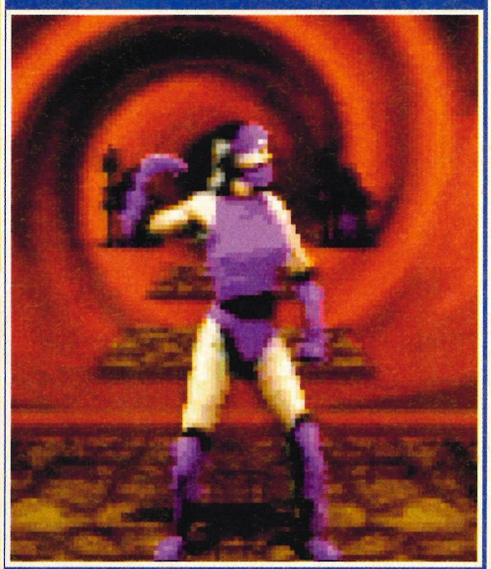
fully supplied us with all the codes you'll need for finishing in first place.

South Africa	R. 1N8KN1SC . . FH2VSJ
Mexico	0VX9L . T1R2KGZP . S8J
Brazil	KX312T1HJKW93XK8LV
Spain	KRJKNM . T40LFKHCDSK
San Marino	Y . C6LSRTL8YGWK4KQP
Monaco	T3N3CB40P2 .TN7D6L9
Canada	B1QSC . L2N3Z490SPMK
France	1STHCYPKV . 42425TY2
Britain	8HPGNBJV1Q8T6XBFV9
Germany	GXJW8CKZ9N13YYR1MR
Hungary	09N6JPNM5ZVZ7W . 8YL
Belgium	8F231KYJOM7BGNJXVX
Italy	3SRHQC1STMHYLXCKBL
Portugal	BGXSH86882M4FXSNT7
Japan	PMK82J8851Y . KBXCF7
Australia	K12NLD434N68K . G7 . T

MORTAL KOMBAT II

SNES TACTIX

If you're the patient type read on. If not this quirky little cheat will be of no interest. Anyway, if you play the two-player game 250 times you will be treated to a game of *Pong*. It's no joke, it's true. You can take **Muzhur Ahmed**'s word for it.



TOTALLY RAD

NES TACTIX

To get loads of lives in this platform shoot-'em-up, waste the first green soldier to come on screen – he'll keep on coming back. For every trooper you kill, you get an extra life, up to a total of 13. Hoorah for **Mick Beauty** from London for supplying that one.

BUBSY

SNES TACTIX

With the iminent arrival of *Bubsy 2* it's good that **Warren Ambrose** from Birmingham sent this useful cheat for the original. To get a continue in Chapter One, go to the end, but don't touch the big ball of yarn. Go back, and on one of the roofs you'll find a continue. Not bad !

VORTEX

SNES TACTIX

Blimey, we only reviewed it a couple of months ago and already one of you clever swines has cracked this massively impossible game. The clever swine in question is **Alistair Barnett** from Rotherham who supplied us with these useful codes:

Cryston	YFGJW	Voltaire	RWXVP
Thermis	DHLNC	Magmeno	BGVRG
Vortex II	JNBTK	Trantora	XLQMB



JELLY BOY

SNES TACTIX

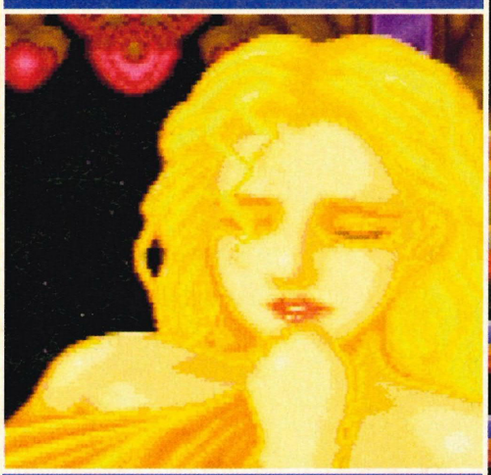
Jelly Boy isn't the easiest platformer in the world so it's a good thing that Jamie Mole from Brighton sorted us out with this top code. To get twenty lives enter the following:

STSHT NRTCLW FHSMGS SHLWTN

PARODIUS

SNES TACTIX

David Tutin from Reading provided us with a stack of cheats for the classic *Parodius* this month. Here are a few: For a level select, go to the craft selection screen and choose the Viper. Hold down **DOWN**, **UP**, **L** and **X**. For full power-ups press: **B**, **B**, **X**, **X**, **A**, **Y**, **A**, **UP**, **L** and **START**. Not bad!



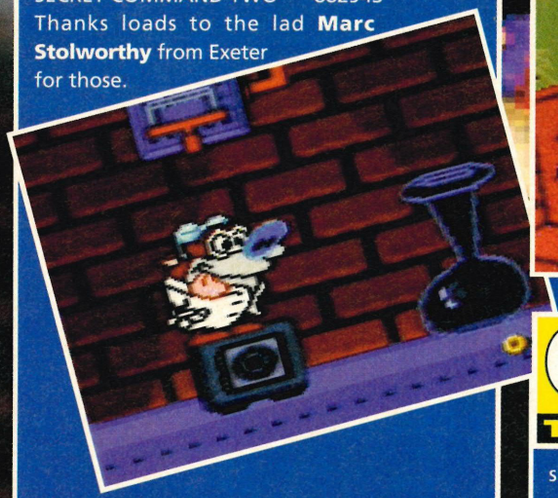
PILOTWINGS

SNES TACTIX

The best SNES flying game has recently dropped in price so go buy it and use the following level codes:

AREA TWO	985206
AREA THREE	394391
AREA FOUR	520771
SECRET COMMAND	108048
AREA FIVE	400718
AREA SIX	773224
AREA SEVEN	165411
AREA EIGHT	760357
SECRET COMMAND TWO	882943

Thanks loads to the lad **Marc Stolworthy** from Exeter for those.



SNES TACTIX — BATMAN RETURNS

Cat Woman has nine lives and now you can join her by pressing the following combination. On the option screen press: **UP, X, LEFT, Y, DOWN, B, RIGHT, A, UP** and **X** on control pad two.

Our regular top tipster **Stuart Newman** sent that one in from London.





SNES TACTIX — REN & STIMPY

Here's a level select for this tough platformer. On the Veediots screen press: **L, R, A, L, R, L, B, R** and **X**. Thanks to **Stuart Newman**.



GB TACTIX — ZELDA IV

The following cheat is dead useful and may just make your day. As you're spinning, press **START, SELECT, A** and **B** at the same time. You should now see an option menu. Select SAVE and QUIT and you will be miraculously brought back to life. Good one Vicky Botfield from out of Brighton!



STARWING

SNES TACTIX

Here's a cheat to get you some extra power-ups on *Starwing*. On level two, sector Y you'll see blue fish swimming away in the distance. If you fire a shot at them (not twin blaster type B) they'll chance direction away from your shot.

Try to keep them on screen for as long as possible by firing shots in front of them. Do this to all the groups and eventually a large whale will come from behind and swim up in front of you. Keep shooting at it and it'll start dropping all kinds of power-ups.

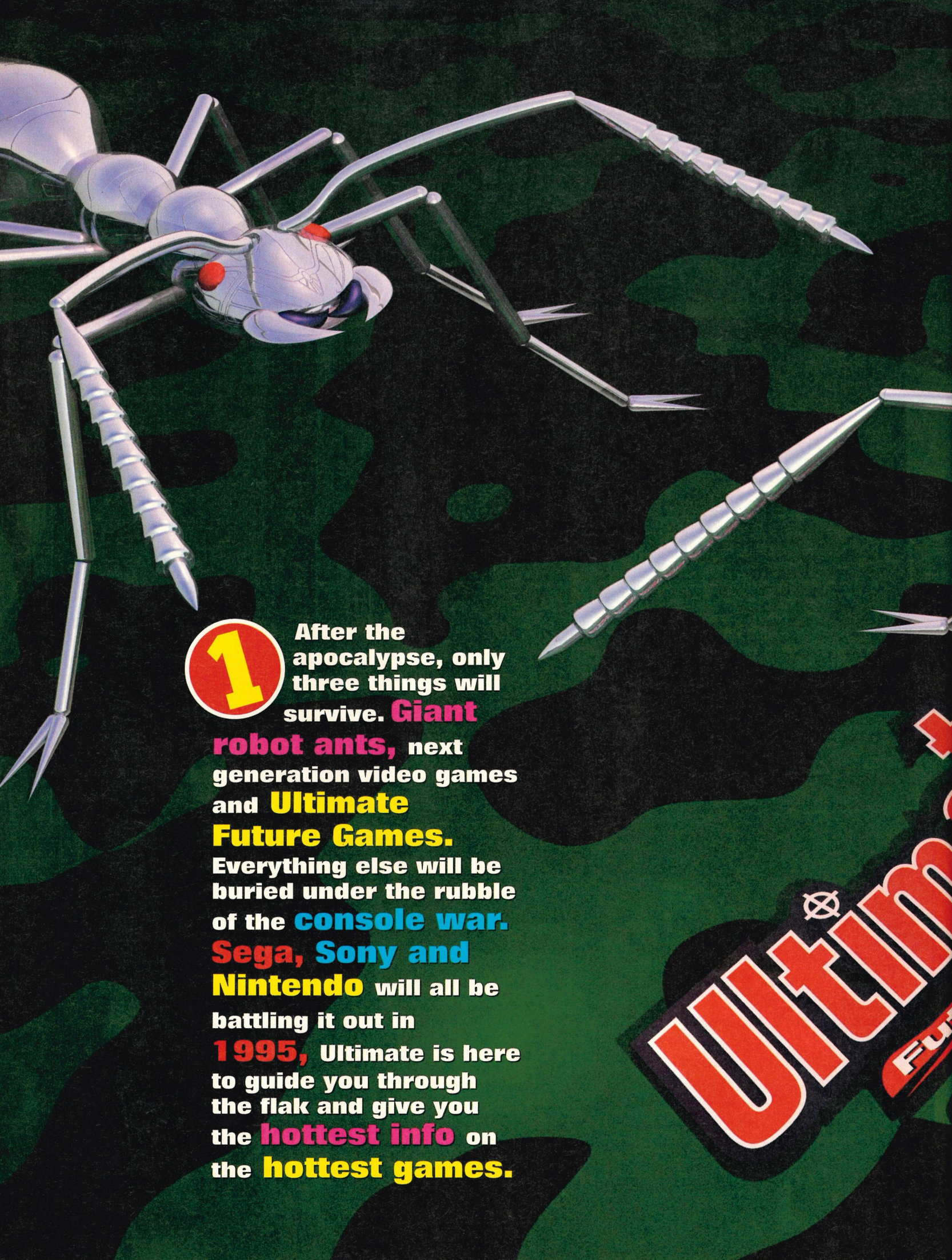
GB TACTIX — GOLF

If you make a lousy shot on Game Boy *Golf*, simply reset the game by holding down all the buttons before the ball comes to a rest and you can restart the game immediately before you made that shot, giving you an opportunity to change clubs or amend whatever kind of cock-up you made the first time around. **Mike Smith** got plenty of hole-in-ones that way!

TOTAL! SOLUTIONS

The TOTAL! team have spoilt all your favourite games by tipping them !

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
Smash Tennis	SNES	34
Solstice	NES	3
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Stunt Race FX	SNES	35
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 Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
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



1 After the apocalypse, only three things will survive. **Giant robot ants,** next generation video games and **Ultimate Future Games.** Everything else will be buried under the rubble of the **console war. Sega, Sony and Nintendo** will all be battling it out in **1995,** Ultimate is here to guide you through the flak and give you the **hottest info** on the **hottest games.**

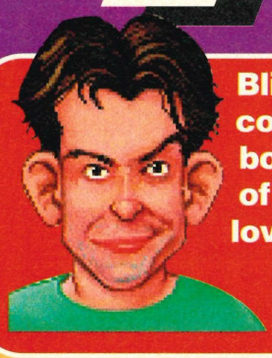
Ultim

Fu


2
In the fab Feb issue: PlayStation Ridge Racer, Virtua Fighter on the Saturn, 3DO Samurai Shodown, Dark Forces for the PC. Plus, Nintendo's Virtual Boy, Saturn vs PlayStation verdict, win a 32X!!!
Ultimate
Future Games
3
And to top it all, a brilliant free thing. It's a high quality, larger than life poster supplement detailing all the best video game art! You'd be a snivelling insect to miss it!.
On sale January 12th.

EARTHWO

Tips

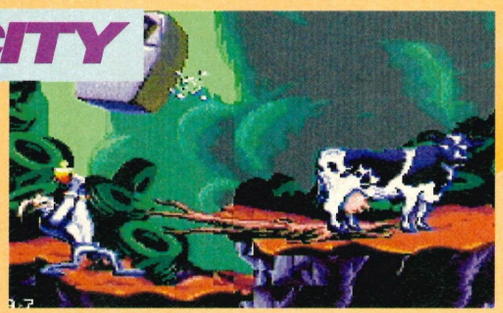


Blinking flip! It's a complete level-by-level, boss-by-boss walkthrough of the whole bloody thing, lovingly crafted by Thicky Dyer. Ladies and gentlemen, I give you... Earthworm Jim

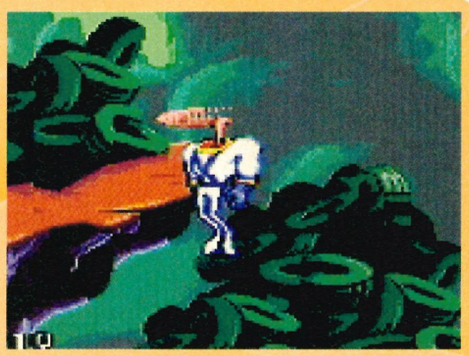
NEW JUNK CITY



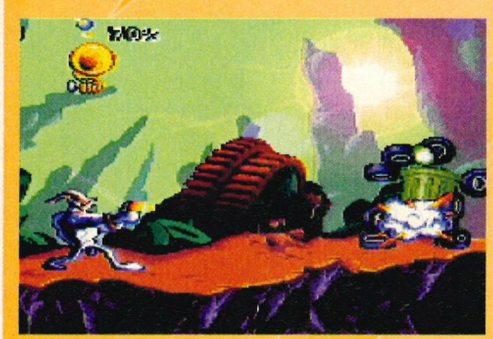
First things first. Always shoot the dogs diagonally before you reach them or they'll bite your bum goodstyle.



Shoot the fridge to launch the cow. You'll find out why at the end of the game. (It's not that important really).



Just after the cow, press jump when you're in the air to go down this secret bit. There's a bonus life and stuff.



The first boss. Dodge the trumpets and blast the trash can as it approaches. When it gets close jump over it, then turn around to face it and keep shooting.



Oh no, another boss! Whip the crates onto the spring to hit the fat guy. Stand still when the trumpet approaches then as it drops, dodge to one side.

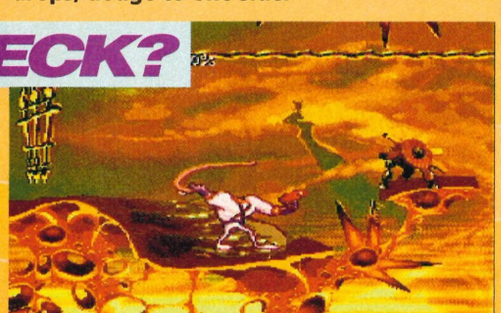


When the fat guy is vomiting (not entirely pleasant,is it?), stay to the right of the screen. When he stops, repeat the crate-whipping method.

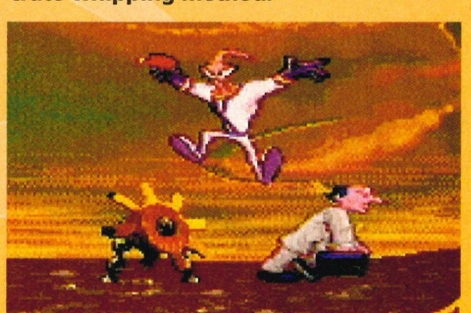
WHAT THE HECK?



Climb across until you're directly above the crystal. Drop down and run in the opposite direction the crystal is spinning to stay balanced on top of it. You will now rise up in the air



Whip the wheel several times quickly to open the gate, then once it's open run through. You'll have to be quick or the gate will crash back down.



First time you encounter the Accountant, leap straight over him then turn right and whip the wheel. That way you don't lose any energy.

RM JIM



For some reason you get warped to this geezer during the level. Wait until he appears then whip him. Repeat this technique until he dies.



You've lost your suit. Jump the fireball that the cat shoots at you and eventually the platform crashes to the floor and you get your suit back.

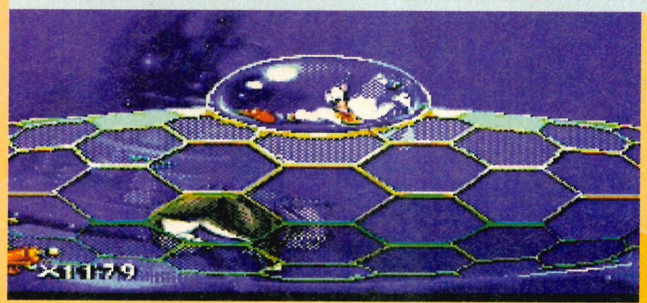


It's that bloody cat again. He has nine lives so each time he zooms towards you, quickly shoot him. Be quick...

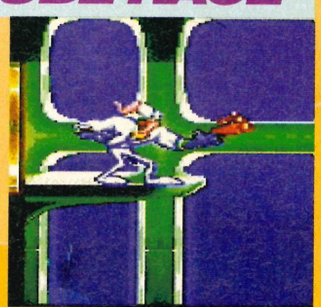


... then jump left, then right to avoid the fireballs. Then it's time to shoot the cat again. Remember that the cat's got nine lives so repeat this nine times.

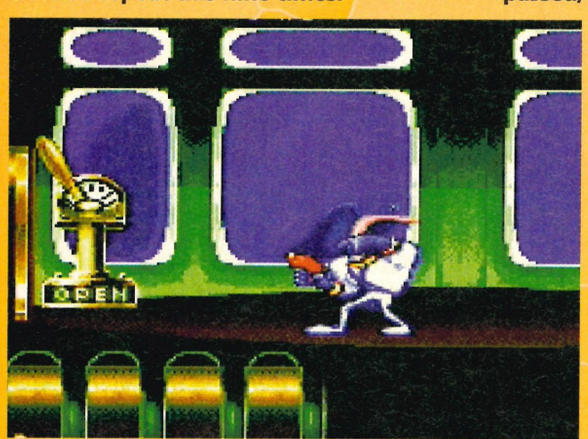
DOWN THE TUBES & TUBE RACE



These two levels are tricky at first, but a few precations will get you through. Follow the gorillas then leap up into the domes and push up. When the gorilla has passed, drop down again and run.



When you get to this platform, jump up and whip that hook to travel up the hidden tube. Then...



... go to the left and flick the switch by whipping it. This will release the hamster. Eh? What hamster's that? Follow me...

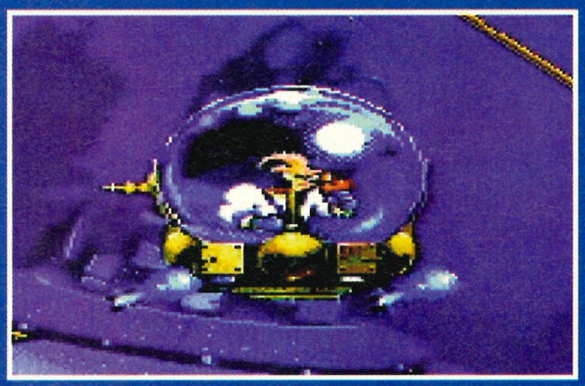


... when the hamster appears, jump on his back and keep your jump button pressed. He'll run left chomping some nasty enemies that are indestructible if you face them without the hamster.

EARTHWORM JIM

BUBBLE SECTIONS

There are three of these bubble sections, two in the Down The Tubes level and a right bloody hard one in the Tube Race.
Here's a sucinct guide of how to do 'em...



SECTION 1

Go RIGHT, UP/RIGHT then DOWN. Easy!

SECTION 2

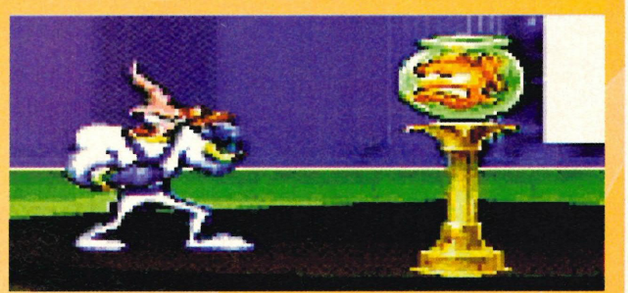
Go RIGHT, DOWN, refuel then go DOWN/LEFT, refuel, go RIGHT, UP, LEFT, refuel, then go UP/RIGHT, RIGHT then DOWN.

Go LEFT through the gap, DOWN/RIGHT through the gap, then LEFT. Hurrah!

SECTION 3

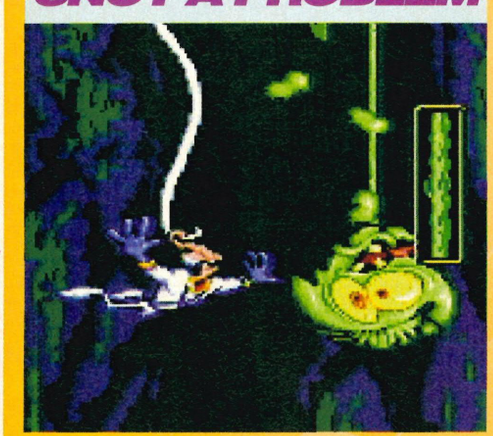
You get 30 seconds to start with.
Go LEFT, DOWN then refuel. You now have 99 seconds to complete the rest of the course and it's very tight. Get a mate to read these directions as you do it. Ready?

Go DOWN, DOWN/RIGHT, UP/RIGHT, RIGHT, UP/RIGHT, RIGHT, DOWN/RIGHT, DOWN, LEFT, UP/LEFT, LEFT, DOWN/LEFT, DOWN, LEFT, UP/LEFT, DOWN/LEFT, LEFT, UP/LEFT, DOWN, DOWN/RIGHT, RIGHT (along a curvy passage), UP/LEFT, UP/RIGHT, DOWN/RIGHT... Jings! You've done it!

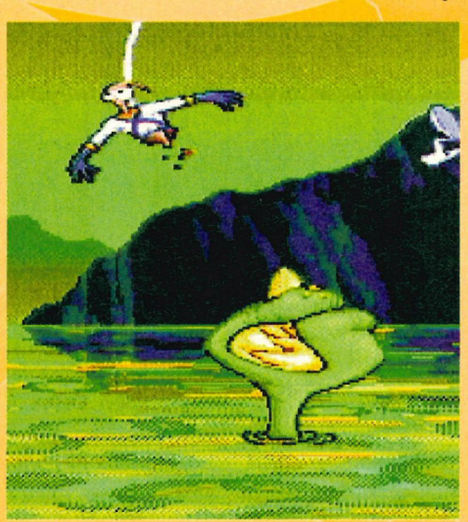


AAAARGH! It's the boss! What do you do now? What will he turn into? There's only one way to find out – whip him and you'll see what horror awaits.

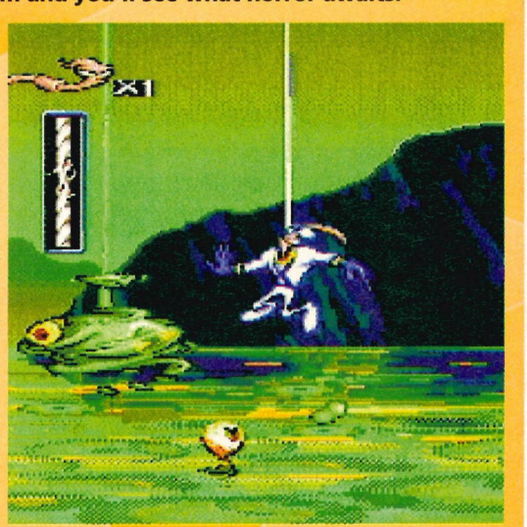
SNOT A PROBLEM



Skill is the only answer here. But have some tips. To win, bash the snot bloke against the walls. Keep at him or he'll just stay in the middle of the screen.



When you're at the bottom of your bounce (on levels 2&3) always keep to the side of the monster or this happens.



When your opponent starts to spin, avoid him at all costs. He'll eventually stop and you can attack him again.

LEVEL FIVE



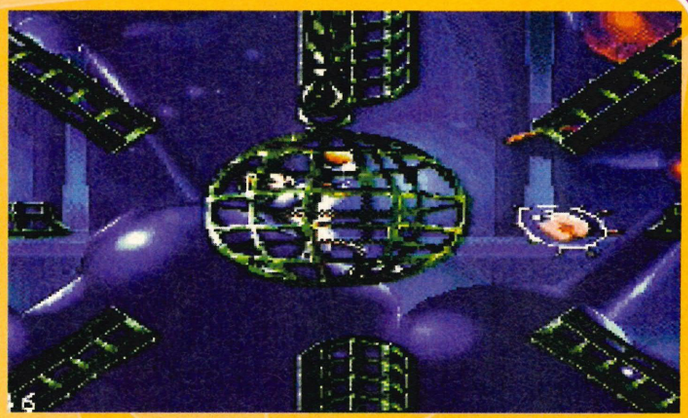
When you jump on these spheres, always remember to jump again straight away or you get fried.

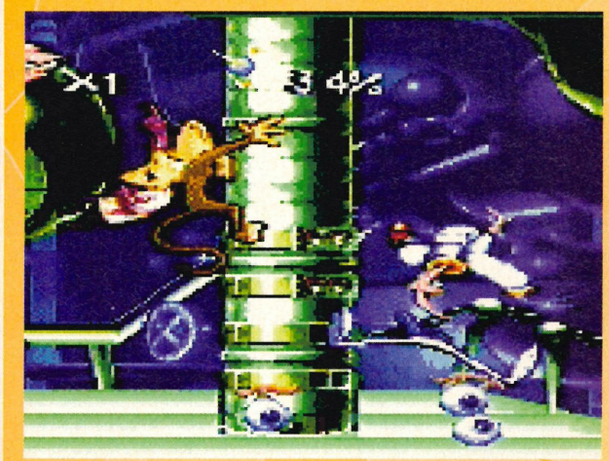


These green brains are vile. Shoot them immediately because they home in on you. Then they explode and...



... release these foul maggots that also home in. Shoot these immediately also or they'll kill you in no time.





This is the dastardly Professor Monkey-For-A-Head. Shoot him and he runs off. Then either jump the eyeballs or waste 'em.

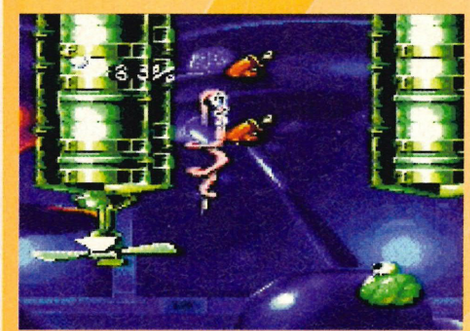


Don't be afraid of these fans. It's necessary to get separated from your suit for this bit of the adventure.

Quick reflexes are needed here. Don't just shoot in right at the enemies though as some will slip through. Shoot in the general direction and waggle the D-pad to oproduce a wide spray of fire.



Don't get burnt here. Wait for the electrical charge to rise up to the top then dash through to safety.



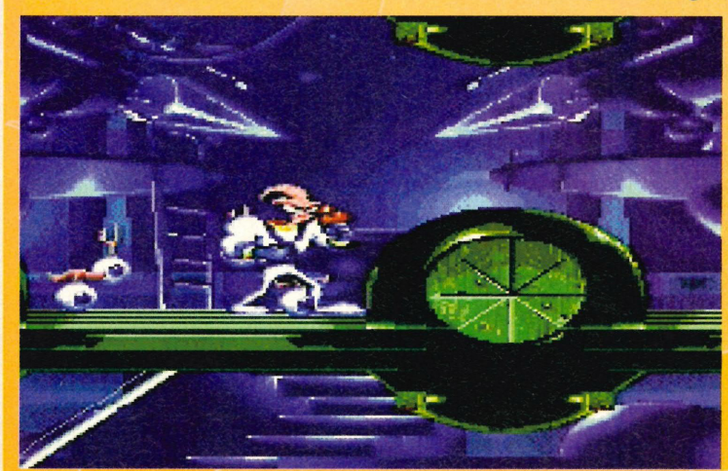
Ignore that brain (and the fact that your suit has disappeared). Take time to collect all of these extra ammo icons.



Don't drop down here or you'll go back to the start of the tricky section you just completed. Jump and whip to swing across.



This bit's really hard. You'll meet the Prof several times. Each time, leap past him, turn around and shoot. He'll run off again so follow him.



The Prof has disappeared now, but this mazey part is riddled with deadly eyeballs. Don't waste ammo. Just plough through the section jumping over them where necessary.



Another boss. You're gonna lose some energy here, but when the robot chicken approaches, jump over it and whip the target to drop a bubble on its head. Repeat until dead.

EARTHWORM JIM

FOR PETE'S SAKE



The robot chicken is back and now your both falling through space (gulp!). Keep to the right of the screen or you'll hit the spheres. Manoeuver around the enemy and shoot when aligned vertically as shown above.



Forget the dog in this bit. Simply stay ahead of him and protect yourself from the asteroid storm.



This situation occurs a lot. Whip the dog to make him jump then shoot the plant to clear a path for poor old Pete.

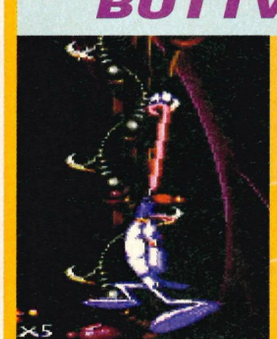


Pete's safe when he's on this hook, so merely toddle along after him clearing any hazards you encounter.



Whip Pete late so he lands on the second see-saw. Then jump on the same see-saw and whip him again.

BUTTVILLE



These hook towers are vile. Leap, whip a hook, then at the top of your swing you'll go. Push the pad towards the tower and whip again. Yoinks!



Watch the insects that come out of these pods. Take time to destroy it from a distance.



Head right by whipping the hook then whip again to catch a hidden hook.

These worm things kill you outright by cutting you in half. And these platforms are slippery. So, keep jumping up and down then, when the the worm pops out, jump up and whip it to destroy it. Then move on to the next one.





Drop down then whip right at the hook. Miss it and you fall to your death.



This is the Queen's bum. Jump up and whip the spikey bit until it's destroyed.

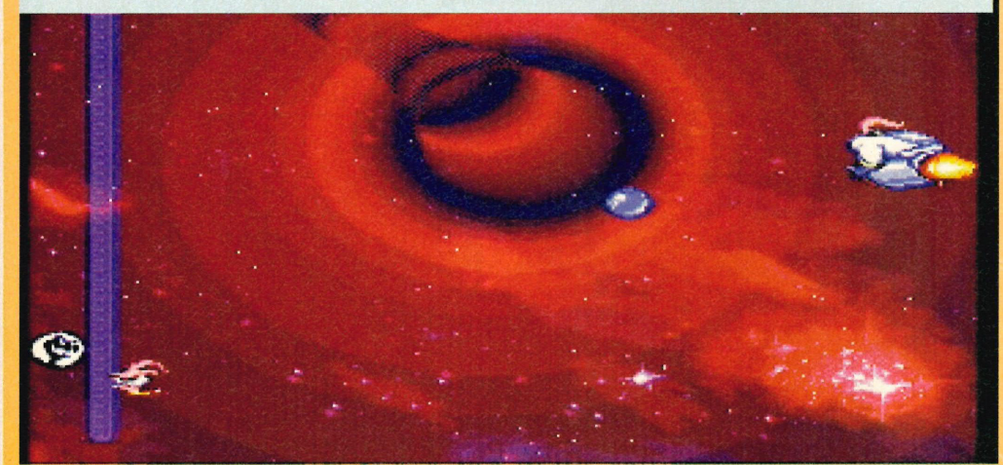


Travel left and take care to get onto these spinning platforms. Take your time over it.



The final boss. Shoot only when you are above, left, right or below. And that's it!

ANDY ASTEROIDS



Between each level you get to try this race against Psycrow. Collect 50 or more of these blue spheres and you get an extra continue. (They're vital if you want to finish the game).



That red thing is a speed-up icon. Get it and you go really fast, but it makes sphere collecting a lot harder.



If you see any of these glowing blue balls, collect 'em. They're shields and will make the whole damn tricky rock-avoiding process a lot easier.



Like I said, it's a race against Psycrow and regardless whether you get the extra continue or not, if you don't beat Psycrow to the finish you have to face him in this special section. Simply dodge to one side of him then fire until he starts to choke. Repeat until he bogs off.

SKIP LEVELS

And if all that wasn't enough for you (or you are particularly crap) try this: When the game is paused tap A, B, X, A, A+X, B+X, B+X, A+X. This will automatically skip past the level you're on. Now there's no excuse for failure.

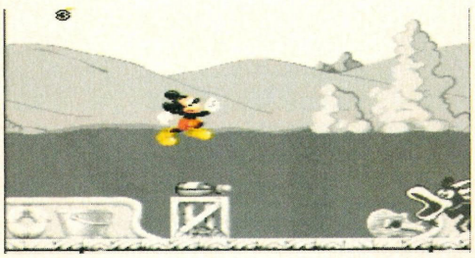
Mickey Mania Tips



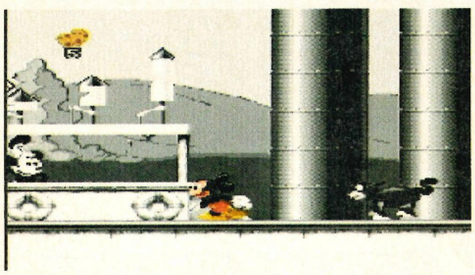
It's unusual for TOTAL! to run a player's guide to a platformer, but when we reviewed *Mickey Mania* last month, we had such a good time that we wanted to make sure you lot did as well. Here goes then, with the first part of our *Mickey Mania* walkthrough...

LEVEL ONE

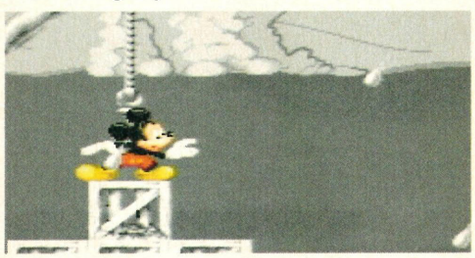
STEAMBOAT WILLY



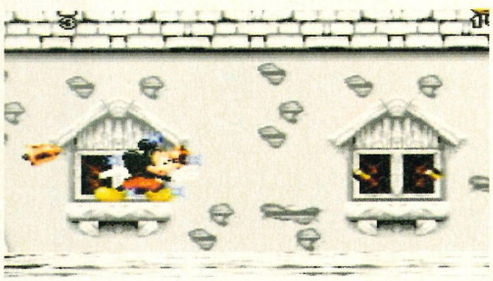
1. *Mickey Mania* starts off fairly gently, but soon picks up. Jump on this bottle to cork the, ahem, musical note spewing goat. No, really. It's all true!



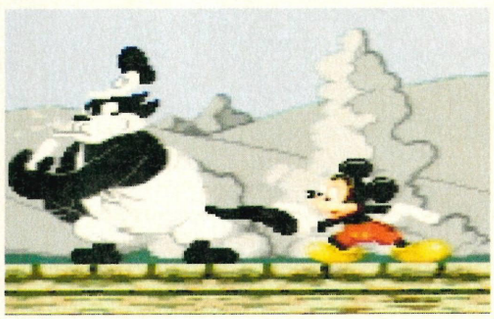
2. Once you've got past the whistles, jump on this dog and then down the hole he makes to get yourself a treat.



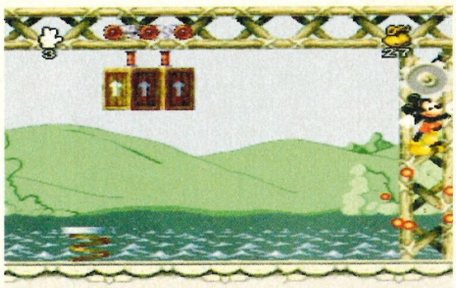
3. Jump on to this top crate to get a lift over to the dock.



4. To get the fat bloke (I've forgotten his name)'s attention you need to go from the right of the house, across the left, up and back to the right ringing the bells.



5. Once you have his attention lure fatty to the right and hit him with some missiles while he eats. Now bounce on his gut to get over the crates.



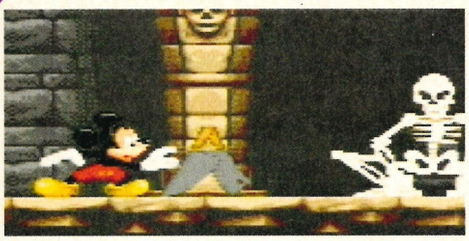
6. The boss is a crane and to take it out you need to attack the four corner cogs. Once you've taken out the bottom ones by jumping on them, use the springs to shoot the others.

LEVEL TWO

THE MAD PROFESSOR



1. Wait for your moment or take the bats out beforehand to get across the collapsing drawbridge with no damage.



2. Once inside keep an eye out for these shoddily-mounted cleavers.



3. When you take out a skeleton try to be as close to him as you can without getting hit, then run to the spot where he was standing to avoid the flying bones.



4. Hit the spiders with missiles before even trying to get onto their ropes.



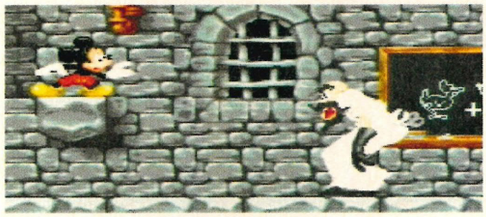
5. The cart section is the first really tricky bit you'll come across. Jump just as the deck of the wagon touches the orange bit.



6. When you come across a skeleton to the side of the lift stand as far away as possible before killing it. When he blows up, watch the bones and duck or jump as required. When one jumps on to the top of the lift just stand to the right and don't move until all of the bones are gone.



7. When you reach this lab all you have to do is mix the three colours in the pot to make a purple compound. Then push the pot over to the burner and jump on the button to blow the doors off.



8. The best way to beat the Prof is to jump on the block to the side, wait for him and jump on and over him. Once you've hit him peg it to the other end of the room and the other block.

LEVEL THREE

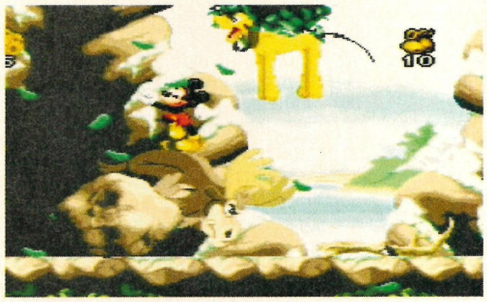
THE FOREST



1. Trust Pluto's dog senses on this level and you'll be alright. When he barks by a cave there's rocks on the way, so take your time.



2. If Pluto stops in his tracks and sniffs the air take a quick step back to the left and wait until some branches have hit the ground before carrying on.



3. If he turns and points get ready to jump over the massive moose that is charging at you from the left.



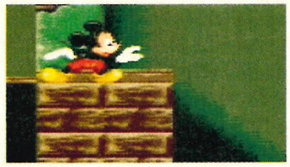
4. Ignore the walking tree and head to the right of the screen.



5. The moose chase is another tricky set piece. Every object you hit (except apples) slows you down and the moose gains on you. When you see the water jump get ready to jump three times quickly.

LEVEL FOUR

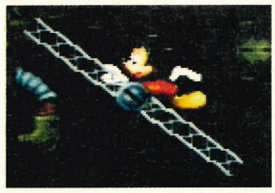
THE HAUNTED HOUSE



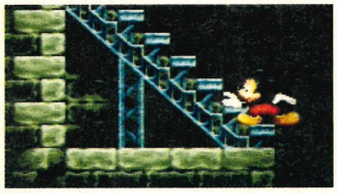
1. For starters, jump down the second hole – there are more goodies than in the first.



2. Get used to these stairs turning into slides because they all do it. On the first set get ready to jump left to avoid the ghost with a plank.



3. To get past these see saws wait on one end for a second and run to the other and jump.



4. The next set of two see-saws is to the right of a free life.



5. When you get to the drains you can get some extra hits. Watch the lids. When they first open, jump on and wait for a second before jumping again.



8. In the barrel room wait until the ghost has gone before changing barrels.

STREET Tips

***Street Racer*, you might think, is one of the easiest games to pick up – the controls are amongst the most intuitive of all. That's as maybe, but you still can't win, can you? Our Sally leaves her decaying Metro in the garage and spins round each characters' number one tracks.**

Quite simply, to get (and stay) ahead of the pack, it's all about knowing when to use the turbo, and where to find the short cuts. The lights are about to change... take it away, Sally!



Biff

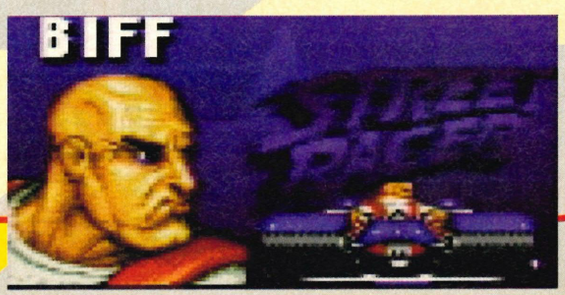


Hit turbo here (A) but keep it tight around the corner to maintain a straight line into the jump.

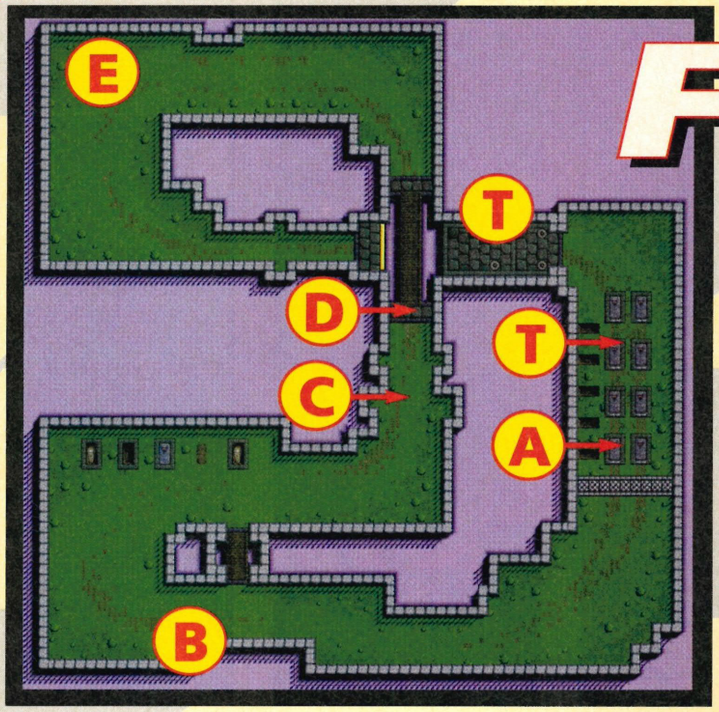
This corner (B) is where most problems occur on this track, so ease off the gas and hug the inside, and make sure you're ready to blast out of the next corner with turbo.

You should be at a high speed by this point (C) so hug this corner and get ready to slow down for the next corner (D), taking it very tight. Hit turbo as soon as you leave the corner and hammer out a straight racing line through the chicane which follows. Simple stuff.





RACER



Frank

Turbo here (A) and take a wide, drifting approach to the next corner, being careful not to get snagged up on its angled edge.

This short cut is important, but it's also notoriously tricky. Approach it fairly wide then swing in with full steering lock and you should be fine. Be ready to reverse lock as soon as you're through, otherwise you'll get stuck in the alcove (C).

Turbo and jump over this patch which would normally slow you down (D). Turbo out of the corner, ease off into the next (E), then turbo as you leave it, taking you quickly over the jump.



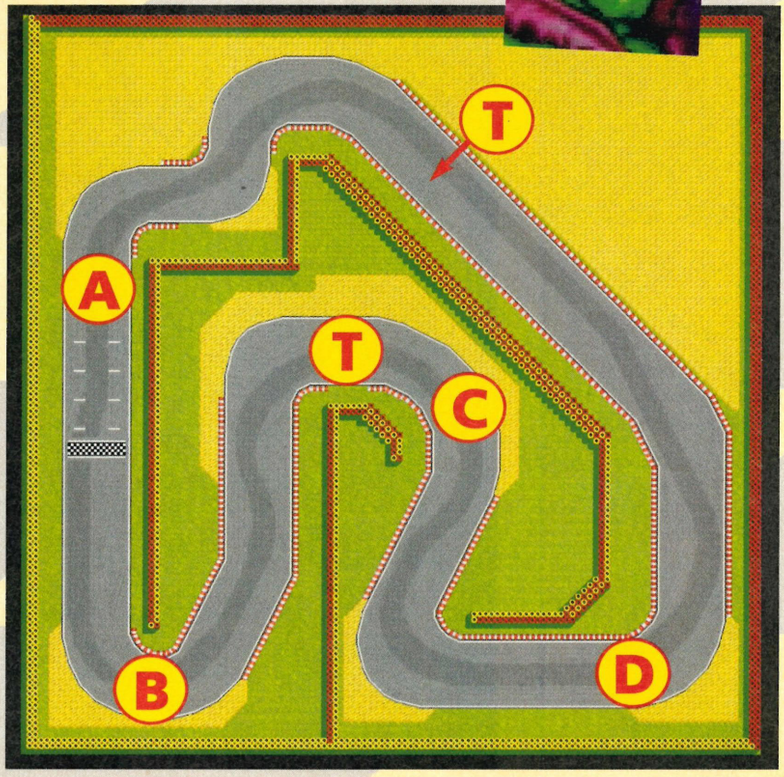


Helmut

Squeeze as much speed out of your engine down this asking-to-be-exploited straight and be ready to take the next turn (B) with care – it's where you'll come a cropper the most often on this track.

You'll be tempted to hit the turbo here (C) – don't. Take it easy and tight until you reach the corner after next (D), whereupon you can really let go with those turbos.

Cut a straight racing line through this chicane (E) using turbo again and you'll be just about home and dry.





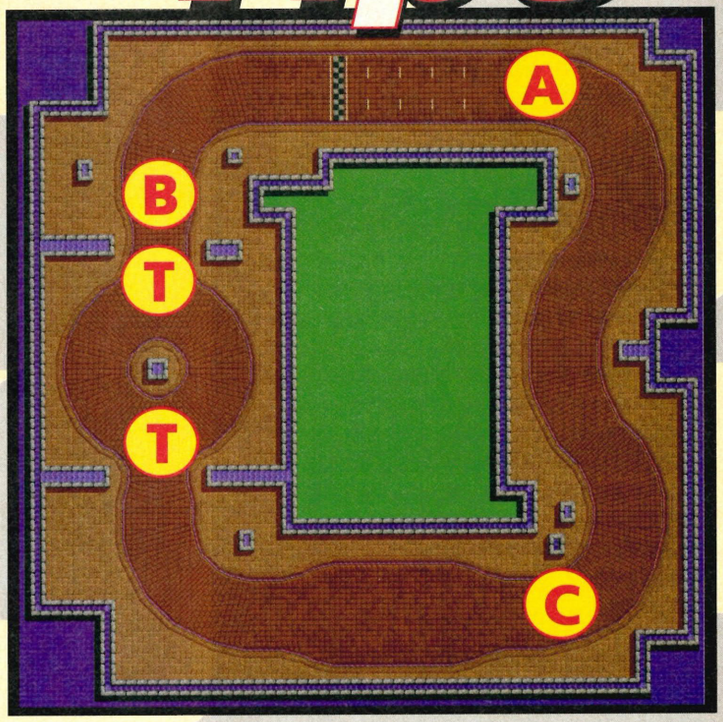
STREETRACER Tips

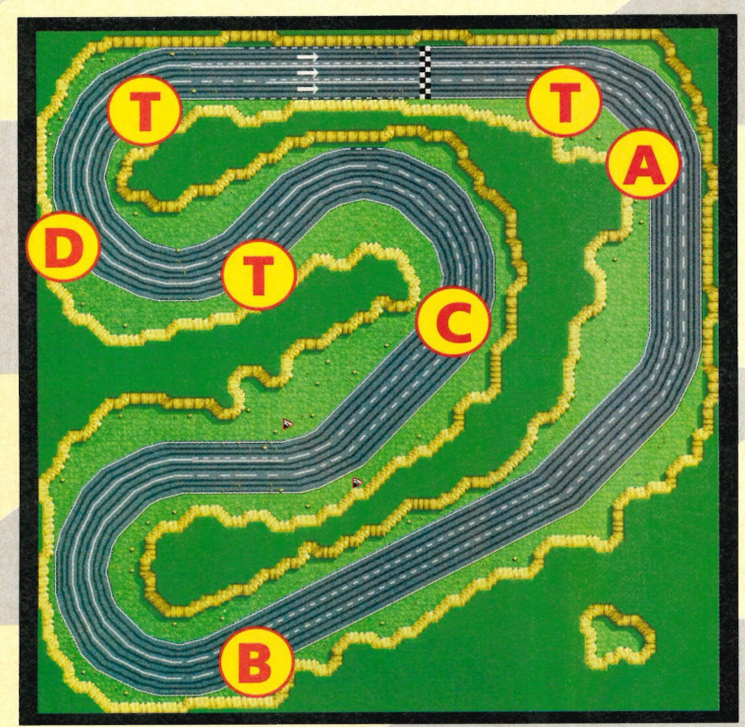
Hodja

The home straight (A) is the first of many places on this course suited to negotiation with turbo. Hodja is our and game producer Mev Dic's favourite character, and the track is one of the best to play on, too.

It doesn't matter which side you take here – there's no particular advantage – so choose the one least busy of opposition cars and crank out another turbo as you hit the next corner (B).

The only potential slowing point is here (C), so take it as tight as possible, then open up with a turbo and drive straight through the large chicane which follows.



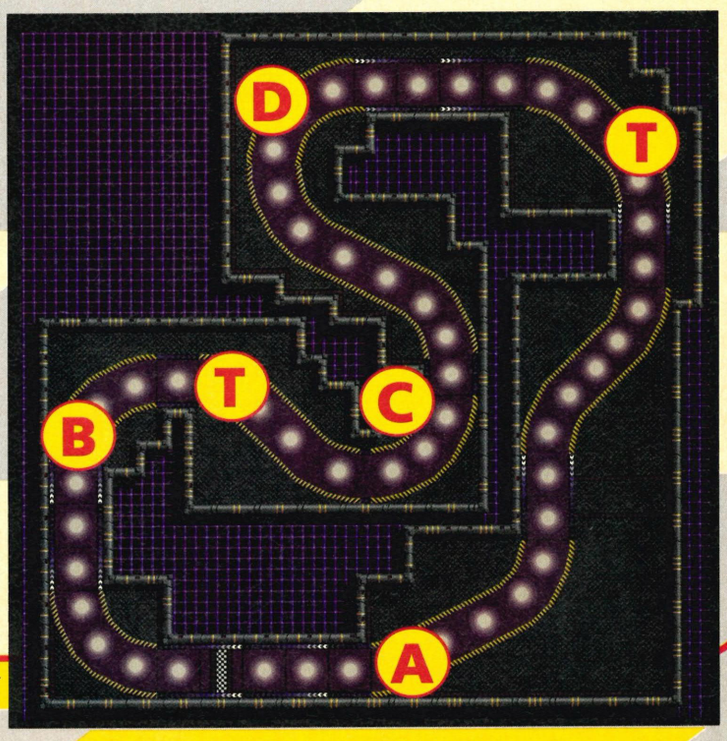


Raphael

Turbo here (A) and keep using turbo until you reach this corner (B). Ease right off the gas and maintain full right lock to carry you through unhindered.

It's possible to take this corner (C) during a turbo charge, but you'll need to keep a very sharp line through it to pull it off.

The same applies here (D). Raphael's courses are narrow, so don't worry about running right up to its edges.



Sumo

Kick in a turbo about here (A) at the begining of the short striaght and cruise into the right-hander which follows. Keep the power on and press turbo again when it strightens out.

The first in a series of slightly awkward turns appears here (B). Lower you speed as you enter the turn and keep things as tight as possible on the next corner (C), a left-hander which is one of those that seems to get tighter and tighter as you go round it.

Take things steady on this tricky bend (D), but be ready to open it right up thereafter. Keep punching that turbo all the way around the next sweeping right-hander, straightening out the following chicane (E) at speed. You can hare past some of the slower cars down this good long straight.

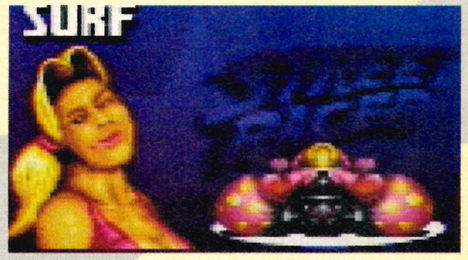


Surf

You'll need quite a few attempts to pull off this short cut (A) every time, but it's worth it. Jump onto the island at speed, and immediately be ready to jump again over the larger expanse of water which follows. It's tempting to steer further left than you need to here but keeping as straight as possible is the key.

Turbo when back on dry land (B) and, again, beware of driving too close to the left of the track which puts you too near to the barriers.

Jumps will easily skip you over these water stretches (C, D and E). Mix them in with as many tubos as possible – there aren't really any killer corners to worry about on this track.

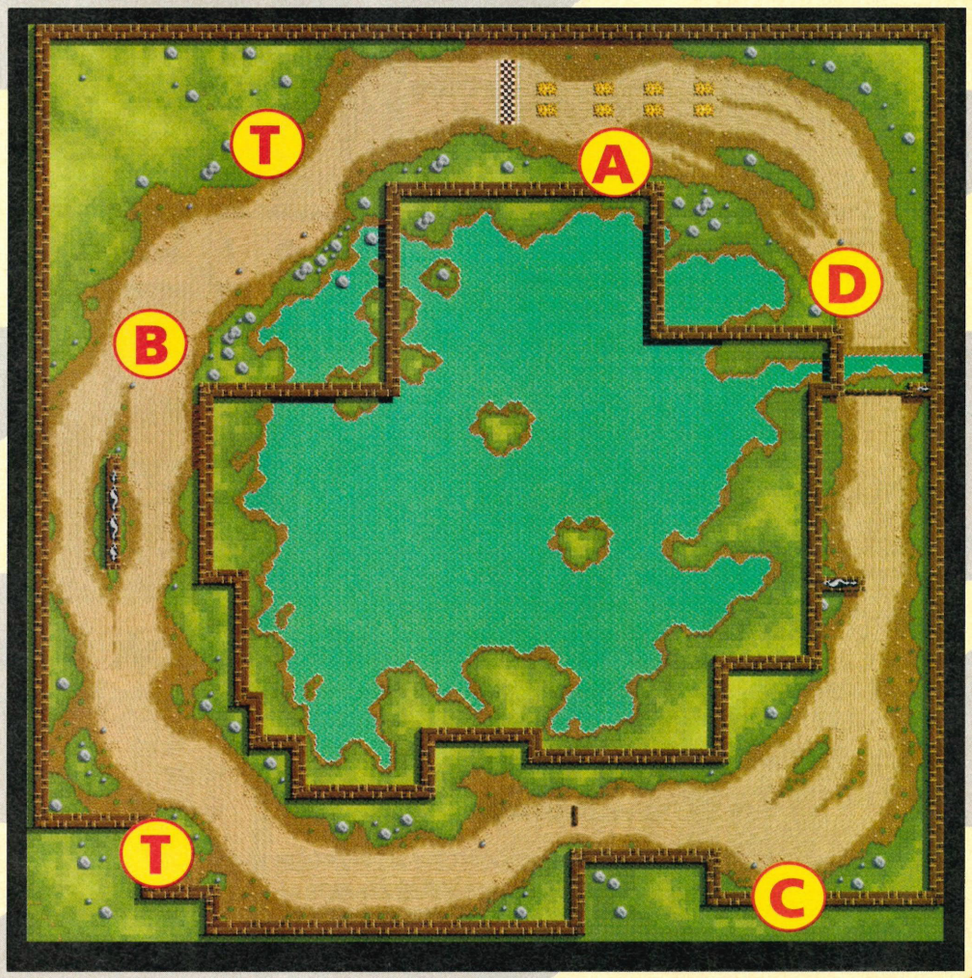


Suzu

The inside line is the better of the two available here (A), which you should be looking to take at turbo speed.

Turbo into this point (B), again using the inside route. Avoid the big 'uns, but as with much of this course, ignore some of the more minor muddy patches as they shouldn't cause any problems if you keep up a good head of steam.

The most natural line approach here (D) is probably to take the centre-most path of the three available. After a few laps, however, experiment with the left-hand lane – it's especially good for seeing off the opposition. Whichever way you take it, a turbo should see you through okay.







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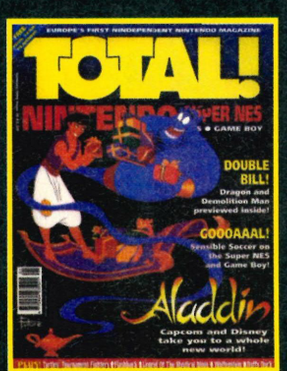
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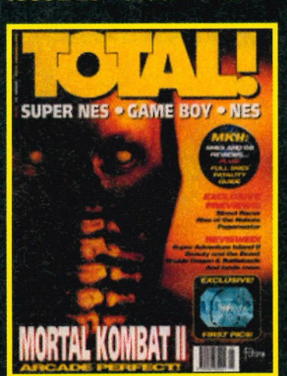
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● I will swap my *Nigel Mansell World Championship* for *Super Star Wars*, and my *Mortal Kombat* for *Desert Strike* or *Desert Fighter*, or vice-versa. Ask for Moj.
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TOTAL! RECALL

May we first thank the reader who wrote in and complained about our new genre specific, cut-down version of TOTAL! Recall. His tawdry comments merely reinforced our belief that the new system is far better than devoting a whole six pages each month to a massive list of every game ever made which never changes from one month to the next.



NAME: ATKO
GENRE: TOP DOWN SHOOTERS
FORMATS: ALL
STATUS: TIRED

Anyway, this month, to co-incide with our exclusive review of *Cannon Fodder*, we're going to tell you about the best (and the worst) of the somewhat hazy area that is "sort-of-viewed-from-the-topish-shooty-games-which-may-or-may-not-include-some-strategy-type-elements". For arguments sake, we'll call them Top Down Shooters.

TOP DOWN SHOOTERS

1. CANNON FODDER



It simply doesn't get any better than this. The control system leaves a bit to be desired (Why weren't the SNES joypad buttons used to better effect?) but all in all this is a damn near perfect conversion of the superb Amiga title. If you want a bit of violence and a whole lot of action from your console, this is where it's at. 'Nuff said.

Issue 37

93%

2. SYNDICATE

Slower moving than *Cannon Fodder*, but it adds that extra layer of thinkability *(Made up word, surely! Josse)*. This game works on a lot of levels and it doesn't quite have the excitement of *Cannon Fodder* it certainly makes up for it in terms of depth.



Issue 37

88%

3. SUPER SMASH TV

The original coin-op is regarded as a classic but opinions are divided. Whatever you think, no-one can deny that this is a frantic, all-out blaster that, if nothing else, keeps your trigger finger more than busy.

If you want a challenge, here's where you'll find it.



Issue 8

93%

4. ZOMBIES
Another game which you'll either love or loathe. Curiously, despite the simultaneous two-player mode, the fun in this game is to be found in its sense of humour and sideways glance at old B-movies. If you want some gore but don't want to take things too seriously, *Zombies* comes up trumps.
ISSUE 22 92%

5. GHOUL PATROL
A somewhat disappointing sequel. The great gameplay is still there in bucketloads but the innovative B-movie style (which was the whole point of the original) has been largely ignored. Only real fans of the first game's playing style will find fun here.
ISSUE 36 89%

6. SUPER BOMBER MAN
Simplicity is the key in this game. Your movements are restricted by the maze-like structure, but despite this, *Bomber Man* has the same sort of devilish, violent hook that *Cannon Fodder* provides. As a multi-player game it's unbeatable. Except perhaps by a decent sequel... who knows?
ISSUE 19 93%

7. SUPER BOMBER MAN 2
Er, we do. Here's the decent sequel. Now eight people can play *Bomber Man* and the one-player game is better still. If you missed out on the first *Bomber Man* game, don't make the same mistake again. This is about as good as multi-player games get.
ISSUE 35 94%

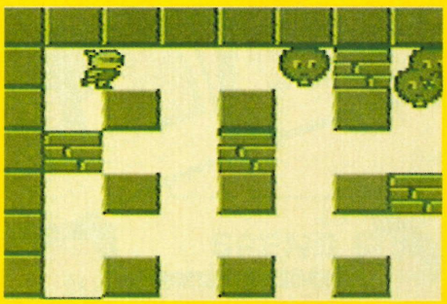
8. CHAOS ENGINE
A game which successfully manages to combine scrolly shooting action with a bit of puzzle solving. Not too much mind you, just enough to give a few pauses between the mayhem. It's not as action-packed as *Smash TV* or as taxing as *Syndicate* but it strikes a very happy balance.



ISSUE 29 90%

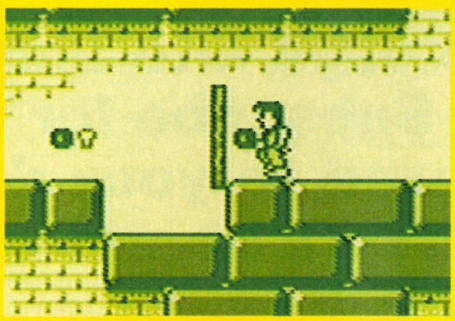
9. TOTAL CARNAGE
The oh-so-disappointing sequel to *Smash TV*. Just 'cos something works once, doesn't mean it'll work again. *Smash TV* was great and fab and all that, *Total Carnage* was just tedious. Ah well, back to the drawing board.
ISSUE 23 74%

GAME BOY



1. DYNABLASTER
Well, just read all the smart things we've already said about the SNES version of *Bomber Man*. Okay, it's not as much fun because of the less accessible multi-player mode, but the classic gameplay is still there. It a winner.
ISSUE 2 93%

2. GHOSTBUSTERS 2



Not a classic by any means, but the curious control-two-characters-at-once gameplay added a certain appeal and lifted it above the run-of-the-mill shooters. Oh, and of course the well-implemented licence also helped a lot.
ISSUE 4 85%

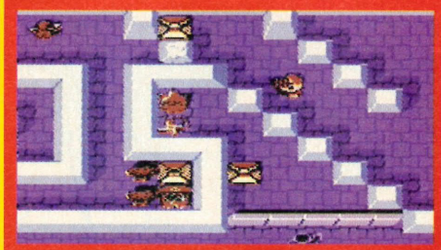


3. TOTAL CARNAGE
Prrphthhtprphrth! Aaaaargh! Total load of old crap, more like.
ISSUE 24 61%

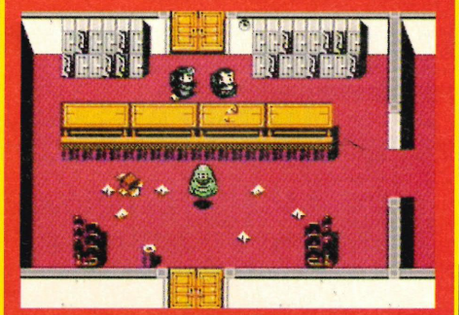
4. GAUNTLET 2
Not bad at all. Not only did they manage to almost perfectly recreate the fabulous experience that was the coin-op, but they succeeded in retaining the four-player fun that made the original so good in the first place. It may look dated by today's standards, but no-one can argue with the level of playability that multi-player games like this provide.
ISSUE 3 41%

NES

1. DYNABLASTER
Bomber Man by any other name. And how many times do we have to explain that it's one of the best multi-player games of all time? If you own a NES and don't have a copy of *Dynablaster* we can only assume that you're a doolalley nincompoop with the heebee-jeebees.
ISSUE 13 90%



2. GAUNTLET 2
Surely the poor old NES can't cope with an almost arcade perfect simultaneous four-player action spectacular? Oh yes it can! And the sound effect are all pretty flippin' amazing too. Go get this darned smart game!
ISSUE 1 88%



3. GHOSTBUSTERS 2
Oh dear. What a disaster. Still, TOTAL! Recall is a buyer's guide after all, and if you're after a top down shooty game, our buying advice is, do NOT go for this pile of old tosh.
ISSUE 5 52%



4. SMASH TV
NES owners couldn't believe their luck when this came out. Okay so it's not arcade perfect but somehow the programmers managed to cram all those hundreds of little enemy sprites on screen at once without too much of a problem. What a fab conversion.
ISSUE 3 82%

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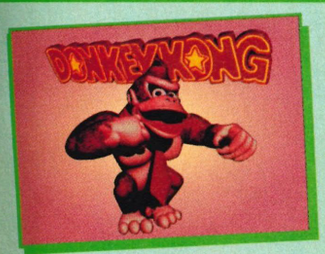
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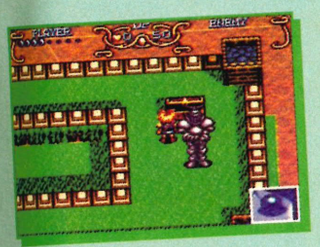
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Our premises are bulging with games, so if you don't see what you want do not despair Just call! All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**



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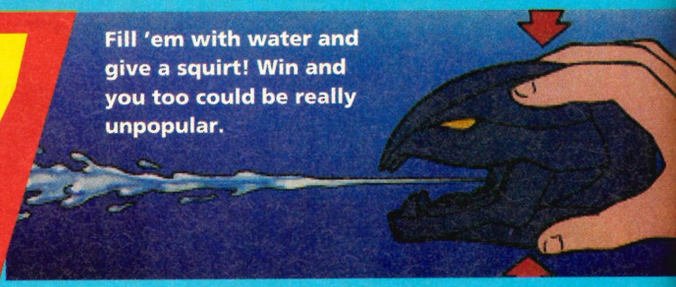
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WIN!



Fill 'em with water and give a squirt! Win and you too could be really unpopular.

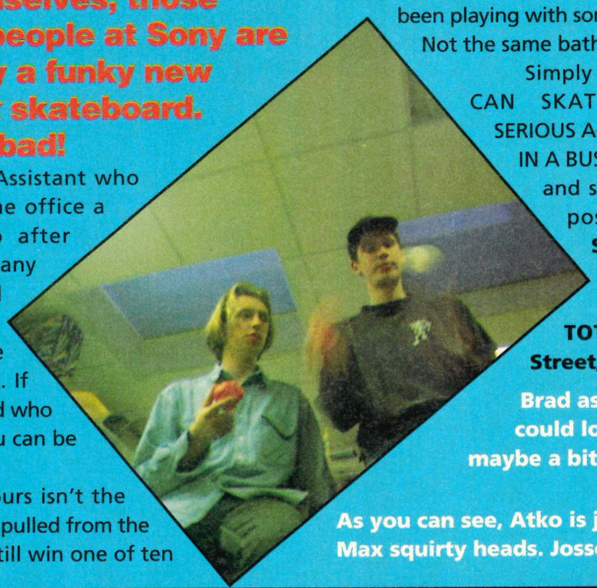
MIGHTY MAX SKATEBOARD AND SQUEEZY HEADS

Being a bunch of rather *rad* dudes themselves, those wonderful people at Sony are giving away a funky new *Mighty Max* skateboard. Not flippin' bad!

Brad, our ex-Art Assistant who stormed out of the office a few months ago after refusing to make any more tea, popped in the other day to have a go on the *Mighty Max* board. If you're the lucky bod who wins first prize, you can be just like Brad.

If, however, yours isn't the first correct answer pulled from the mailbag, you can still win one of ten *Mighty Max* squirt heads. Fill 'em up with water and they're great fun – Atko and Johnny have been playing with some in the bath all week. Not the same bath of course.

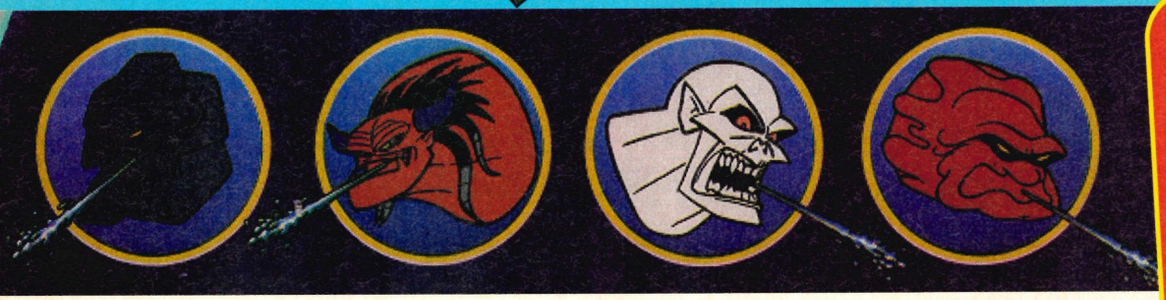
Simply answer this question: CAN SKATEBOARDING CAUSE SERIOUS ACCIDENTS IF YOU DO IT IN A BUSY SHOPPING ARCADE? and send your answer on a postcard to: **'Yes, I Suppose It Could If You Weren't Careful' Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW**



As you can see, Atko is juggling the Mighty Max squirty heads. Josse can't juggle.



Brad as rad narly dude. You could look this cool, or even maybe a bit cooler. Who knows?



PRIZE WINNERS

The winners of compos in issue 35 are:

THE BEST TELLY IN THE WORLD:
Mr J McAuley, Aberdeen

CEL OF THE CENTURY:
Gary Biggs, Enfield

BOMBER JACKET WINNER:
June Jacobs, Worcester

Runners up:
Dean Jones, Poole
Colin Sandison, Lossiemouth
Deborah Graham, Leeds
K Abbot, Halifax
Stephen Pickering, Sheffield
Jamie Hughes, Wirral
Junior Gayle, Plumstead
Nick Warth, Peterborough
Simon Tull, Fareham
Daniel Lister, Northolt

RULES RULES RULES RULES RULES RULES

Obey these rules or you just won't win anything. Okay?

1 Only one entry per person. We're a bit fed up of people who think they're more likely by sending in five envelopes. In actual fact you're more likely to have them all put in our recycling bin.

2 Employees of Future Publishing and any other company mentioned on the TOTAL! Giveaway pages can forget it as well.

3 The closing date for all these compos is 10th January 1995.

4 Thicky Dyer's decision is final. And if he's not here then Josse's will have to do.

WIN!

PHWOAR! WHAT A BEAUTY!

Look at the quality of that! The jacket, that is. To celebrate the long-awaited release of the SNES game, Sony are giving away five of these top quality *Micro Machines* denim jackets.

Be the envy of all your mates by looking at least halfway as classy as this month's celebrity model, Clare, in a spanking new jacket. All you have to do is name the smallest machine you can think of, and whichever we reckon are the five smallest ones, win the jackets. Send you entries on a tiny little postcard to: **'Well, It's Got To Be Smaller Than A Sony Walkman For Starters' Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.**



Our mate Clare poses in front of her private games collection. We might only give away four jackets because Clare wants to keep this one.

WIN!

RISE OF THE ROBOTS GOODIES



Look at this cool robot. Now look at Dean and Lisa, our gorgeous models. Now enter the competition and win some *Rise Of The Robots* goodies. Okay?

***Rise Of The Robots* producers Acclaim and developers Mirage have been top sports this month and chipped into the TOTAL! Giveaway fund by sending in a load of top goodies – a grand total of 32 prizes to be won!**

Three winners receive *Rise Of The Robots* soundtrack CDs, signed photos of Brian May, the long-haird Queen geezer wot wrote and played all the music, plus *Rise Of The Robots* T-shirts and posters. The next five correct answers pulled out of the hat recieve T-shirts and posters, and the next ten will get posters, which, to be honest, is better than a poke in the eye with a sharp stick.

As ever, all you have to do to win these great prizes is answer a question, send it in on a postcard, and have the good fortune to have your card pulled from the hat. The question: WHAT INSTRUMENT DOES BRIAN MAY PLAY WITH QUEEN? Send answers to: **'Well, It's Got Six Strings, A Long Neck And Plenty Of Nobs' Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.**

NEXT MONTH!

CLAY FIGHTER 2
EXCLUSIVELY REVIEWED!

THE MOST HILARIOUS BEAT-'EM-UP EVER GETS THE FULL TOTAL! TREATMENT NEXT ISSUE



CLAYFIGHTER 2
JUDGMENT CLAY

PLUS!

Reviews of
Lord Of The Rings
Pagemaster
True Lies
Star Trek
Stargate
Super BC Kid
Er, loads more

We'll also have a very special Ultra 64 update, the latest on the Virtual Boy and masses of all the usual, and only slightly amusing tomfoolery.
See ya then!

Look out for TOTAL!'s UTTERLY MASSIVE COMPLETE SOLUTION to *Donkey Kong Country*.



TOTAL!

ISSUE 38 – ON SALE TUESDAY 10TH JANUARY

THE ORIGINAL

MicroMachines

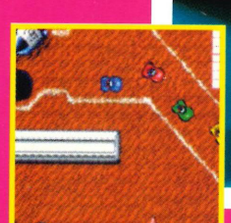
SCALE MINIATURES

GALLUP No.1 BEST SELLER

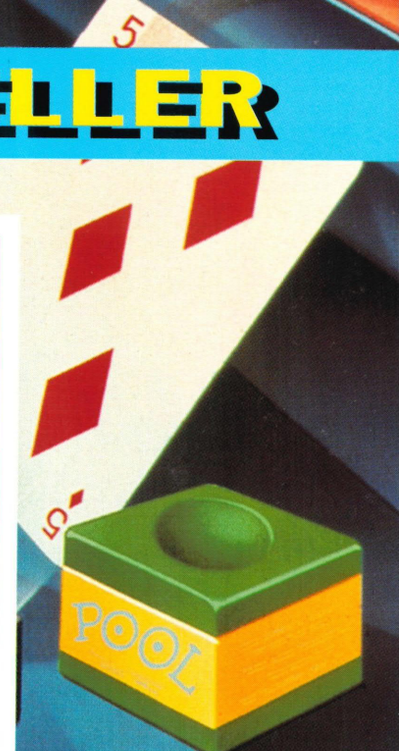












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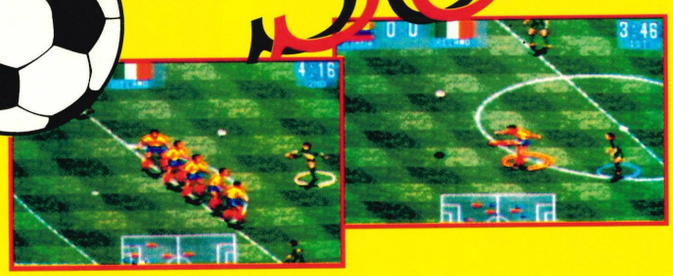
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